

EDUCATION

SOUTHERN CALIFORNIA INSTITUTION OF ARCHITECTURE

Master of Architecture II | GPA: 3.75 / 4.0 | Sep 2020 – Sep 2022

- Graduation Academic Scholarships: 2022 Summer
- Academic Excellence Scholarships: 2021-2022
- Academic Excellence Scholarships: 2020-2021

UNIVERSITY OF NINGBO NOTTINGHAM CHINA

Bachelor of Architecture | RIBA Part I | Sep 2015 – Jul 2019

- Academic Excellence Scholarships: 2015-2016

RESEARCH

- Multi-Agent Robotic Construction System | Rule-Based Decision Making**

Collaborated Project | Beijing, China | Sep 2025 – Nov 2025

  - Developed a resource-constrained, multi-agent construction system composed of two robotic arms and a neutral arbitration environment.
  - Implemented OpenCV-based top-down vision for real-time material recognition and spatial awareness under partial observability.
  - Designed a probabilistic arbitration mechanism to resolve material conflicts, introducing competition, negotiation, and compromise between agents.
- Fragile Consensus | Collective Behavior & Responsive Systems**

Independent Project | Beijing, China | Aug 2025 – Oct 2025

  - Created a distributed interactive installation composed of multiple ESP32-based wobbling units, forming a loosely coupled sensing system.
  - Designed multiple system states: autonomous periodic motion in idle conditions, and responsive collective behavior triggered by human presence.
- Invisible by Design | Platform Urbanism & Data Research**

Independent Research Project | Shanghai, China | May 2025 – Sep 2025

  - Investigated ghost kitchens as a form of hidden urban inequality produced by platform-based visibility rather than physical location.
  - Conducted field exploration using indirect listings (e.g. “shared kitchens”, “delivery-only spaces”) on 58.com to build spatial intuition.
  - Collected and analyzed data from ~24,000 restaurant listings on Meituan and Ele.me, combined with ~15,000 street-view images processed via semantic segmentation.
  - Developed a multi-stage filtering and manual verification pipeline to identify potential ghost kitchens across different urban areas.
  - Demonstrated how ranking algorithms, logistics capacity, and recommendation systems redistribute commercial visibility, reshaping urban space beyond the reach of traditional planning tools.
- Multi-Robot Coordination | Computational Fabrication**

SCI-Arc AOUTOMA Course | Group Work | Los Angeles, USA | May 2022 – Aug 2022

  - Designed a multi-agent robotic filming system using three industrial robotic arms to collaboratively produce a stop-motion sequence.
  - Assigned differentiated roles across agents, including camera movement, lighting modulation, and scene displacement, operating within a shared temporal framework.
- A Frame Home | Community Housing Design**

SCI-Arc Design Studio | Los Angeles, US | Feb 2022 – Apr 2022

  - Conducted field interviews with single-mother community members to identify everyday spatial priorities beyond programmatic assumptions.
  - Developed low-cost, self-build construction strategies, using standardized Home Depot materials and locally sourced sand as thermal insulation within a 20m² footprint.
- Burning Belt | Urban Renewal & Adaptive Intervention**

UNNC Design Studio | Shanghai, China | Feb 2019 – Apr 2019

  - Combined on-site field surveys, behavioral observation, and resident interviews with urban-scale data analysis to study renewal pressure in Shanghai’s historic center.
  - Analyzed population aging trends, housing price dynamics, and land value growth to reveal the structural disconnection between rising urban value and stagnant living conditions.
  - Proposed plug-in and parasitic architectural interventions embedded within existing buildings to upgrade infrastructure and shared amenities without large-scale demolition.

# EXPERIENCE

## ALIENX

Product / UX Designer | Beijing, China | Apr 2023 - now

- Work across product and UX design, collaborating closely with frontend and backend engineers to align user experience with business goals and brand systems.
- AEP Avatar | NFT IP Design - Launched**
    - Led visual development for the first branded NFT asset on a new public blockchain – aligning design decisions with product strategy and defining the platform’s brand identity.
    - The project received strong community engagement after launch, with an average price of around \$200 and some pieces selling for up to \$15,000.
  - Meme4Fun | Product & UX Design - Launched**
    - Led the 0–1 design of Meme4Fun, a Web3 meme trading platform – defining the design system, UX interaction flow, and responsive framework. Reduced cognitive and interaction friction in meme token participation by designing a clear staking flow and system feedback for a Web3 MVP.
  - AlienX AI Node | UI & UX Design - Launched**
    - Led UX/UI design for the AI Node module, mediating between operational requirements and product strategy to define milestones and align design decisions with business objectives.
  - AlienX Testnet Bridge | UI & UX Design - Launched**
    - Designed the UX and UI for the cross-chain bridge module on AlienX’s Testnet, translating complex transaction logic into a clear, user-friendly flow integrated with the main platform.
    - 570K+ NFT mints and 250+ ETH in transaction volume over 6 days.
  - Detrade Launchpad | UI Design - Launched**
    - Designed the UI of Launchpad module for DeTrade, extending the existing product’s visual system and interface layout while maintaining brand consistency.
  - Social Media Operations & Content Production | Banner & Animation - Launched**
    - Produced and coordinated daily promotional content across social platforms, including campaign copy, visuals, and engagement mechanics. Regular posts reached tens of thousands of views, with top-performing content achieving 265K views and 12K shares, contributing to sustained platform visibility and user engagement.

## ROUBIT DESIGN STUDIO

Visual Design Intern | Shanghai, China | Feb 2023 – Apr 2023

- VIVO X Fold 2 Naked-eye 3D screen animation | Commercial Advertisement - Aired**
  - Contributed to the video’s 3D scene design, motion graphics, material production, and rendering.
  - Exhibited on a 6-meter naked-eye LED screen at the Shanghai Bund, May 2023.

## MAD ARCHITECTS

Architectural Intern | Beijing, China | Jun 2018 – Aug 2018

- Shenzhen Cultural Plaza | Architectural Competition - Awarded & Built**
  - Contributed to architectural, interior, and urban planning design during the competition phase, including 3D modeling and drawing production.
  - Coordinated video scripting, rendering, and presentation document preparation.
  - Competition proposal awarded in 2018.
  - Project completed and opened in September 2025.

## SKIDMORE, OWINGS & MERRILL

Architectural Intern | Shanghai, China | Jul 2017 – Sep 2017

- Guangzhou seagull Island Masterplan | Urban Planning**
  - Contributed to planning design, 3D modeling, analytical diagrams, and early-stage site research.

# SKILLS

**Design Tools:**  
Figma, Adobe CC,  
Rhino + GH, C4D, MAYA, ZBrush,  
Houdini, Unreal Engine, TouchDesigner

**Generative Tools:** Midjourney, Stable Diffusion  
**Programming / Analysis:** Python, HTML, CSS (Basic), SPSS  
**Languages:** English (TOEFL 110), Mandarin Chinese (Native)