

# Sheng Fang

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## Skills

### Software

Rhinoceros  
Grasshopper  
Revit  
AutoCAD  
Vray  
Keyshot  
Twinmotion  
Photoshop  
Illustrator  
InDesign  
Unreal Engine 5  
Unity  
Houdini  
Zbrush  
Blender  
Maya  
Metashape  
Premiere  
After Effects  
Anaconda

### Hard Skills

Model Making  
Digital Fabrication  
- 3D Printing  
- Robotic Arm  
- 3D Scanning | 360 images  
- Laser Cutting  
- CNC Milling

### Soft Skills

Communication  
Collaboration  
Research  
Organization  
Planning  
Critical Thinking  
Positivity

### Language

English/Fluent  
Mandarin/Native  
Cantonese/Native

## Education

### University of Pennsylvania

Master of Science in Design

- Advanced Architectural Design

Philadelphia, Pennsylvania, US

2023

Graduation with Distinction

### Guangdong University of Technology

Bachelor of Architecture

Guangzhou, Guangdong, CHN

2021

Distinguished Graduation Thesis Design

Outstanding Graduates

## Internship

### WAU Design Office

Architectural Intern

Shenzhen, Guangdong, China

Nov 2020 - Jan 2021

Assisted designing the project of Smart Water Fall as well as the space of the exhibit Nine-Tiered Pagoda: Spatial and Visual Magic. Prepared project proposals for Preliminary Study of Longgang Key Project.

### WAY Architects

Architectural Intern

Guangzhou, Guangdong, China

Jul-Sep 2020

Created info graphics, wrote content, planned engagement, and designed a pocket park explaining the old town's initiatives to the public. Led research interviews and revitalized a historical building.

### 2019 Bi-City Biennale of Urbanism/Architecture

Curatorial Assistant

Shenzhen, Guangdong, China

Nov 2019 - Apr 2020

Assisted exhibitors in communication and liaison, and collected relevant information. Responsible for the collection and organization of exhibits and exhibitors' information. Managed the daily work content and working hours of guides and volunteers.

## Competitions & Workshops

### DigitalFUTURES 2022 | bo[AR]d GAME

MIT Design Heritage - Silkervansaray

Participant

Turkey

Jul 2022

We initiated with the 3D modeling of the related architecture and characters and continued to be augmented on an interactive and immersive multiplayer classic board game developed through the geospatial data collected during the land surveys.

### DigitalFUTURES 2021 | Air Filled membrane structure room sprayed by robotic arm

Participant

Shanghai, China

Jul 2021

We investigated the possibility of customizing the shape of the building by the user and studied the influence of the building material properties of polyurethane on the spray construction.

### 'Archisense' Design Competition

2nd Prize

Team Leader

Guangzhou, Guangdong, China

April 2019

Conducting an on-site survey in areas between Jinan University and nearby communities, I specified in exploring a suitable intervention posture and activation method, and proposed a reconstruction plan of the surrounding community of colleges and universities based on the Constant theory.

### eVolo 2019, Skyscraper Competition

Team Leader

Guangzhou, Guangdong, China

Dec 2018

Led a research on Dharavi, the slum in Mumbai. Strategized on systemic and organizational design and challenges. Proposed a solution rising from the 'Self-organization' Mechanism.

## Exhibitions

- UPENN Weitzman School of Design 2023 Year End Show

May 2023

- UPENN Weitzman School of Design MSD-AAD on Material Assemblies

Jan 2023

- 2022 The Seventh Future Exhibition

Sep 2022

- GDUT Distinguished Graduation Thesis Design Exhibition

Jul 2021