

YU ZHANG

yuuzhang.com

E-mail: angiezhang@g.ucla.edu

Phone: +1 310-729-6179

EDUCATION

- 2017 - 2018 **A.UD, School of Arts and Architecture, UCLA, Los Angeles, US.**
Master of Architecture
- 2013.09 - 2014.03 **Department of Architecture, Politecnico di Torino, Turin, Italy.**
Exchange Student for one academic term
- 2012 - 2017 **School of Architecture, Tianjin University**
Bachelor of Architecture

PROFESSIONAL EXPERIENCE

- 2018.09 - 2019.02 **Assistant Designer, Jacobs|Doland|Beer, New York, NY.**
Design Development Equipment Plan Layout, Construction Development Plan Layout, Elevation Layout.
- 2016.09 - 2017.06 **HBIM -- Surveying and Evaluating Historical Buildings with BIM.**
Collect Data and Record Information with BIM of Yangxin Palace in the Forbidden City, Beijing
- 2016.07 - 2016.09 **Intern Architect, China Architecture Design&Research Group, Beijing (Cui Kai Studio)**
-Exhibition Center in Shunyi District, Beijing | Digital Modeling & Rendering & Diagram
-Cultural Center in Baoji, Shanxi Province | Physical Modeling
Reference: Yingqi Zhang, yingqizhang@aliyun.com
- 2016.07 **Surveying and Evaluating for the Re-open of Jiqing Xuan in the Summer Palace, Beijing**
-Photograph to Record and Evaluate the Damage
-Provide Proposal for Re-use of the Space
- 2014.07 - 2014.08 **Surveying and Mapping the Shouhuang Palace Complex, Beijing**
-Surveying and Mapping the Elevations of Shouhuang Palace
-Detail and Pattern Drawing

COMPETITIONS AWARDS & HONORS

- 2015.07 **3rd Place, UIA-HYP International Students Architecture Design Competition**
-Explore New Type of Arrangement of Circulation in Library Design for a Campus in Wuhan, China
-Jury Chairman: Meinhard von Gerkan(GMP)
Reference: <http://hycup2015.uedmagazine.net/winners11.html>

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2013.10

Merit Student of School of Architecture, Tianjin University

-During the second year's study, honored for excellent work in studio and distinctive grade.

SOFTWARE SKILLS

Technical: Auto CAD.

3D Modeling: Rhino, Google Sketch Up, Maya Animation, Revit, 3DMax(Basic).

Graphic: Adobe Suite (Photoshop, Illustrator, InDesign, After Effect, Premiere, Lightroom.)

Rendering: Vray for Rhino, Vray for Sketch Up, Key shot, Vray for 3DMax(Basic).

Physical Modeling: Laser Cut, 3D Printing, CNC Milling.

VR: Unity, Oculus.

Other: Microsoft Office Suite, Houdini.

LANGUAGE

English: Proficient

Chinese(Mandarin): Native

ONLINE PORTFOLIO

http://issuu.com/angie_zhang/docs/portfolio_2018_yu_zhang

ONLINE GALLERY(including extra videos)

<http://yuuzhang.com>