

YUHENG ZHU

Unreal Technical Artist / Creative Technologies

PROFESSIONAL EXPERIENCE

2019
JUL - AUG

AntiStatics Architecture Beijing, China

*iDo Jewelry Store
(Beijing), Luxury Retail*

*Beijing Fashion Factory,
Office Complex*

*Design China Beijing,
Computational
Installation*

Design Assistant / VR Research Staff

- As the first specialist recruited, created the office's first VR Arch Viz project. Developed a guideline of the Rhino-Unreal Engine pipeline for the office.
- Developed the interior design and parametric 3D wall patterns of the iDo Jewelry Store (Beijing) with Rhino and Grasshopper.
- Designed and fabricated the "WOVEN GROVE" Tower, a parametric art installation, with the team.

2018
MAY - AUG

mcdowellespinosa New York City, NY

*Barilla Pavilion
Competition*

*Single Family House
Renovation, Brooklyn*

*Silent Meditation Forest
Cabins Competition*

Intern Architectural Designer

- Responsible for the V-Ray renderings and the post-processing of the renderings.
- Collaborated with principal architect Rychiee Espinosa in the concept design and the design development of the Barilla Pavilion International Competition Entry, a landmark design project. Collectively 3d modeled the design with the team in Revit and Rhino.

PROJECT EXPERIENCE

2022

d'sync SCI-Arc

*Interactive projection
mapping experience
with Candice Wu and
Jonathan Penrose*

Tech Artist

- D'sync features an interactive digital environment that streams data from iPhone to TouchDesigner and then to Unreal Engine.
- Collaborated in building the project pipeline. Built the Blueprints that make the Niagara system and the post-processing volume responsive to OSC signals, and integrated them into the master Blueprint.

2019
JUN - JUL

Unreal-CityEngine Plugin Development Cornell University

*Team Led by professor
Henry Richardson and
consultants from Epic
Game.*

Research Assistant

- Led testing and feedback sessions of the builds of Esri CityEngine's Unreal Engine 4 plugin, presented at the stakeholder meetings. Facilitated the tool development from the user experience perspective.
- The final outcome includes architectural prototype assets for procedural city block generation in VR.

AWARD

2018

First Place, Composites in Architecture Design Challenge 2018

In team of five, researched in innovative fiberglass composite fabrication methods. Led by professor Sasa Zivkovic, faculty of the Cornell Robotic Construction Lab.

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EDUCATION

2021 -
2022

SCI-Arc (Southern California Institute of Architecture)

Los Angeles, CA

MS Fiction&Entertainment
postgraduate program
GPA 3.91 / 4.0

Graduation with Distinction

2015 -
2020

Cornell University Ithaca, NY

Bachelor of Architecture
GPA 3.70 / 4.3

Dean's List 2017-2019

*AAP Cornell in Rome, Fall 2017.
AAP NYC + Cornell Tech, Fall 2019.*

OTHER

2022
JAN - FEB

Lucy McRae: FUTUREKIN Sci-fi Artist/Body Architect McRae's Art Show in Los Angeles

Exhibition Curation Assistant

- Assisted the fabrication and installation of the art works. Assisted in the curation of the exhibition space.

SKILLS

Beginner	Intermediate	Advanced
Houdini Python Cinema 4D Substance Designer	Unity (AR Foundation/ MRTK/HoloLens) TouchDesigner (XR Experience) Zbrush Reality Capture Blender Nuke Spark AR	Unreal Engine 5 (Blueprint/ Metahuman) Maya (Modeling/Rigging/ Rendering) Quixel Bridge Substance Painter World Machine V-Ray Rhino Adobe Creative Suite

Language

English (Fluent), Mandarin (Native)