

555 Central Park Ave
Scarsdale, NY 10583
(832) 390-1888
will.wang6@gmail.com

Zichu Will Wang

SKILLS

Architecture – Rhino3d, Revit, Adobe CC, Enscape, Vray, Sketchup, Blender, rapid prototyping, Lumion, CAM

Applied Computing – visual scripting (Grasshopper, Dynamo), Python, C# (.NET), RhinoCommon SDK, Grasshopper SDK, Eto Forms, Windows Forms, JSON, Airtable, Github, HTML/CSS/JavaScript, Unity3d

EXPERIENCE

EDG Architecture|Engineering, New York City – *Architect + R&D Lead*

Aug 2020 – present

- R&D, digital practice, additive manufacturing
- Product development, company growth
- ERP software UI/UX consultant

AIA23 – *Conference proposals reviewer*

Oct 2023

International Journal of Architectural Computing – *Peer reviewer*

Jun 2022, Aug 2020

Advancing Computational Design, Dallas TX – *Invited speaker*

Oct 2021

The Association for Computer-Aided Architectural Design Research in Asia (CAADRIA) – *Peer reviewer*

Oct 2021

National Council of Architectural Registration Boards, Washington DC – *Multiple roles*

- Think Tank (Aug 2019 – Feb 2020)
- Education Committee (Sep 2022 – Feb 2023)
- Invited panelist, Mid-Atlantic regional chapter (Sep 2022)
- Licensing Advisory Board (Feb 2020 – present)

Kean University, Wenzhou, China – *Multiple roles*

- Invited speaker, symposium “Before the Masterpiece” (Feb 2019)
- Invited critic, undergrad design course (Aug 2020)

Pelli Clarke & Partners, New Haven CT – *Multiple roles*

- Trainee: space planning + programming, SD, DD (Jul 2014 – Jun 2015)
- Specialist: R&D, bespoke digital tools, advanced workflow, novel BIM, project database, data analysis, data-driven design (Jun 2017 – Aug 2020)

University of Michigan Library, Ann Arbor MI – Creative Specialist

Oct 2016 – Apr 2017 (part-time)

- UX/UI

Rice University, Houston TX – Multiple Roles

Oct 2015 – Apr 2016 (part-time)

- Digital Media Center staff, Fondren Library
- Data entry, Alumni Relations

EDUCATION

University of Michigan, Ann Arbor MI – Master of Science

Jul 2016 – Apr 2017

- Concentration in digital technologies in architecture

Rice University, Houston TX – Bachelor of Architecture

Aug 2010 – May 2014, Aug 2015 – May 2016

- NAAB accredited professional program

ACCOMPLISHMENT

Registered Architect – Commonwealth of Massachusetts, 952767, USA

Utility patent – programming university classrooms, US10607164B1

Publication – “Real Design Practice, Real Design Computation”, International Journal of Architectural Computing, Sep 2020

Publication – “Reviewing Building Design Modeling in Virtual Reality”, SimAUD 2020, virtual conference

Publication – “Bespoke Tools Providing Solutions for Contemporary Problems”, CAADRIA 2019, Wellington, New Zealand

Publication – “Bespoke Tools for Contemporary Design Solutions”, CAAD Futures 2019, Daejeon, South Korea

Publication – “Front-load optimization: customized digital tools in early design phase”, Advanced Building Skin, 2019, Bern, Switzerland

Selected works in “Totalization: Speculative Practice in Architectural Education”, edited by Troy Schaum, Park Books, Oct. 2019

Architectural illustrations – “The Genesis of Roman Architecture”, John North Hopkins, Yale Press, 2016

Disney Imagineer competition – 8th/231 place, 2013

Synapse – open source plugin for making GUIs in visual programming, 2021

Various software plugins: REACHcampus/REACHtower, Tabl_, Synapse, 2018 – 2020