YUZHEN ZHANG ADAM

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EDUCATION

2016 - Now | Cornell University
Cornell Tech - Jacobs Technion
Dual Master's Degrees with a Concentration in Urban Tech; expected completion 2023.
College of Architecture, Art, and Planning
Bachelor of Architecture Major; cumulative GPA 3.856/4.3.
College of Arts and Sciences
Computer Science Minor.

Summer 2017 | Cornell in Rome
Imagining Rome: Art Studio and Creative Writing Workshops in Italy; four-week, 6-credits.

EXPERIENCES

Game Designer | **XR Collaboratory at Cornell Tech**   **Fall 2021**
Worked with two team members; designed and developed a virtual reality shooting game named *Space Exterminator*; worked on coding and modeling; deployed the game on Oculus Quest platform.

Design Lead | **The Game Design Initiative at Cornell University**   **Spring 2021**
Designed and developed a top-down puzzle game, *Spectrophobia*, within a group of eight; presented the game on the 2021 Game Design Showcase at Cornell.

Research Associate | **Virtual Places Virtual Reality Research**   **Summer 2020**
Worked with Professor Henry Richardson in a team of three; developed a Section Tool plugin and an AI Pedestrian Simulation Tool plugin for Unreal Engine 4; implemented both for use in Virtual Reality.

Presenter | **Polit(t)ico Research Lab, University of Pisa**   **Summer 2019**
Theoretical research on the duality of the collective (polittico) and politics (politico) through the design of an (absent) curatorial architecture; presented panoramic renderings on the Polit(t)ico workshop in comparative literature, art, and architectural design.

Architectural Assistant | **Malfona Petrini Architetti**   **Summer 2019**
Worked for Professor Lina Malfona; analyzed historical and local architecture at Formello, Rome; worked with local clients to develop drawings and models for the conceptual design of a villa.

Team Member of BJTU | **Solar Decathlon China 2018**   **Summer 2018**
Collaborated with students from Beijing Jiaotong University and local contractors; constructed a 2-story residential Villa in Dezhou, China.

Architectural Assistant | **BJTU Architectural Survey & Design Co., Ltd.**   **Summer 2017**
Analyzed zoo typologies for the design of an elephant house; Created diagrams and drawings for presentation; learned the process of architectural design.

Curator | **Johnson Museum of Art**   **Spring 2017**
Curated the show "Power, Haunting, and Resilience" along with faculty; worked especially on a themed exhibition "Remaining Echo: Facets of Haunting in Asian Art".

SKILLS

3D Design Tools
Adobe Creative Suits
Rhinoceros
Grasshopper
AutoCAD
V-Ray Renderer
Lumion

Virtual Reality Tools
Unreal Engine 4
Unity
Twinmotion
Arkio
Gravity Sketch
Tilt Brush

Computer Languages
C++ for Unreal Engine 4
C# for Unity and Grasshopper
Python
Java
Javascript
OCaml

Languages
English (fluent)
Mandarin (native)

HONORS

2021 | Clifton Beckwith Brown Memorial Medal
This medal is awarded to one graduating student who has attained the highest cumulative average grade in architectural design over the entire course of study.

2019 - 2021 | Dean's List for four semesters

2020 - 2021 | Cornell Guorong Jiang Scholarship and Cornell International Scholarship

Fall 2017 | Cornell Architecture Baird Prize
3rd prize; nature-watching-station design competition.

2016 | National Youth Science and Technology Innovation Contest in Beijing
2nd place; design of a net-zero energy pavilion powered by solar panels.