

EDUCATION

2016 - 2021 | Cornell University

College of Architecture, Art, and Planning

Bachelor of Architecture Major; cumulative GPA 3.838/4.3.

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.

2013 - 2016 | Beijing No.4 High School

Daoyuan Experimental Program; studied architecture, art, and physics under the instruction of off-campus mentors and experts; cumulative GPA: 3.95/4.0.

EXPERIENCES

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 (politico) 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.

Intern Architect | 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.

Intern Architect | 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.

Lighting Designer | Locally Grown Dance, Cornell PMA

Fall 2019

Participated in stage lighting design for local dancers in Ithaca.

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".

Founder and President | High School Architecture Club

2014 - 2016

Organized club activities: initiated a Design-Build Studio workshop and built a steel structure pavilion with professor and students from Tsinghua University.

HONORS

2020 - 2021 | Cornell Guorong Jiang Scholarship

2019 - 2021 | Cornell International Scholarship

Spring 2019; Fall 2019 | Dean's List

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.

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SKILLS

Architecture Tools

Rhinoceros

Grasshopper

Adobe Sets

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 Grasshopper and Unity

Python

Java

Javascript

OCaml

Languages

English (fluent)

Mandarin (native)

AVOCATIONS

Traveling

Lived, studied, and worked in Rome for over 8 months; took architectural field trips to Milan, Venice, Vicenza, Florence, Bologna, Naples, Berlin, etc. in Europe.

Visited historical Chinese architecture in Xi'an, Pingyao, Luoyang, Hengshan, Beijing, etc.

Drawing

Watercolor, oil, gouache, charcoal and Virtual Reality

Sports

Cornell Filipino Kali Martial Arts Club member

High school 200m-race record-keeper

Music

Guitar Player; Guzheng Beginner