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EDUCATION

Bachelor of Science in Architecture

University of Virginia

Aug 2019 - May 2023

DESIGN SKILLS

3+ Years of Experience

Rhinoceros	■ ■ ■ ■ ■
Grasshopper	■ ■ ■ ■ ■
Revit	■ ■ ■ ■ ■
AutoCAD	■ ■ ■ ■ ■
Adobe Photoshop	■ ■ ■ ■ ■
Adobe Illustrator	■ ■ ■ ■ ■
Adobe InDesign	■ ■ ■ ■ ■
Enscape	■ ■ ■ ■ ■

2+ Years of Experience

Sketchup	■ ■ ■ ■ ■
Lumion	■ ■ ■ ■ ■
Vray	■ ■ ■ ■ ■
ArcGIS	■ ■ ■ ■ ■

1+ Years of Experience

Keyshot	■ ■ ■ ■ ■
ArchiCAD	■ ■ ■ ■ ■
Dynamo	■ ■ ■ ■ ■
Keyshot	■ ■ ■ ■ ■

FANG SUN

PROFILE

- Fang (Frank) Sun is a recent graduate with a Bachelor of Science in Architecture degree from the University of Virginia, distinguished by an insatiable enthusiasm for the intersection of **architecture**, **artificial intelligence**, and **parametric design**.
- Having completed a rigorous four-year program, he has immersed himself in creating environmental friendly, reusable, and intelligent architectural spaces. With a minor degree in **computer science**, his academic journey has been enriched by in-depth explorations of AI and adaptive modeling techniques.
- Frank's current research focuses on **generative space design** and the development of **AI-driven tools** for optimizing architectural plan layouts, reflecting his relentless commitment to pushing the boundaries of architectural innovation and sustainability.
- This exceptional combination of academic expertise, technical insight, and a forward-thinking mindset positions him as a **promising architect** poised to revolutionize the field.

EXPERIENCE in ARCHITECTURE

Full-time Designer | STUDIOS Architecture

Jul 2023 - Now

Washington, D.C.

- Modeled the existing 3-story parking garage in D.C. with Revit and designed 6 parametric ceiling and facade options with Dynamo
- Assisted with interior design and rendering for *Institute of International Finance (IIF)* with Enscape; created various furniture layouts and material choices in Revit for 50% Design Development (DD) presentation
- Working on model fixation for *Bond Bread Redevelopment at Howard University* under Design Development (DD) phase, concentrated on remodeling all staircases and podiums, redesigning entries, conducting canopy and roof drain studies.

Design Intern | STUDIOS Architecture

Dec 2022 - Jan 2023

Washington, D.C.

- Modeled physical building and site models for 2 ongoing health institution projects with 3D printing and lasering cutting machines
- Created 6 Grasshopper script tests to present the proof of concept of automatic plan generator and parking space formation

Teaching Assistant | UVA (School of Architecture)

Sept 2022 - Dec 2022

Charlottesville, VA

- Worked as TA in ARCH 1010 course, *Lessons of the Lawn*, for 20 undergraduate-level students; provided lectures about Chinese religion and architecture history
- Led discussion sessions; provided feedback and grading on weekly assignments about architectural history and theory

Design Intern | Perkins&Will

May 2022 - Aug 2022

Washington, D.C.

- Benchmarked *UVA Gilmer Hall and Chemistry Building Renovation* projects; purged central and site BIM models and created new Revit templates
- Designed the loading dock and back entrance for *Omega Building & Key West Building in Rockville* and produced rendering images with Photoshop and Enscape
- Proposed 8 logo-inspired iterations of parametric shelf for *Perkins&Will DC office* with Rhino, Grasshopper and Dynamo

LANGUAGES

English | Native
Chinese | Native
Spanish | Intermediate

HOBBIES

Chess | US National Master
Tennis | Chinese L2 Athlete
Biking
Cooking
Photography
Rubiks Cube

CERTIFICATE

- National Council of Architectural Registration Boards (NCARB)
- LEED AP Building Design + Construction (LEED AP BD+C)

Design Intern | HDR Inc.

Dec 2021 - Jan 2022

Arlington, VA

- Drew analysis diagrams and recreated unit models for a children's hospital with AutoCAD, Rhino, Revit and Photoshop
- Designed 10 parametric façade iterations for a project under Schematic Design (SD) with Rhino, Grasshopper, Revit and Dynamo; conducted solar and radiation analysis
- Created 2 Grasshopper plugins (via Python) for HDR employees to conveniently generate solids only using curves in Rhino

Teaching Assistant | UVA (School of Architecture)

Sept 2021 - May 2022

Charlottesville, VA

- Worked as TA in PLAC 4010 and 6010 courses, *Neighborhood Planning Studios*, for 16 graduate-level students; provided feedback and grading for modeling coursework
- Conducted weekly workshops on ArcGIS, Rhino and Illustrator skill development; organized meetings with local architecture firms
- Provided 2 lectures about Chinese Gardens design in related to modern urban studies; assigned written assignments; led discussions and provided feedback

Research Assistant | AZL Architects

Jan 2021 - Mar 2021

Nanjing, China

- Created 7 iterations of entrance design for *Lei House* (a traditional Chinese townhouse) renovation project with Rhino and AutoCAD
- Refined rendered plans and sections for *Ruralation Museum Hotel* (a hot spring resort hotel) for media publication with AutoCAD, Photoshop, and Lumion
- Digitalized and documented the hand drawings of sections and plans for *China International Practical Exhibition of Architecture No.4 House* with AutoCAD and linked with Revit model for detailed model fixation

Design Intern | MAD Architects

Jul 2020 - Dec 2020

Beijing, China

- Helped draw the circulation plan and sections; produced rendering images for level 2 exterior space of Jiaying Civic Center
- Produced rendered drawings for the public courtyard and urban context and proposed 3 gallery iterations for Pingtan Art Museum
- Improved the UI design of firm's website (<http://www.i-mad.com>); utilized the rendering image as the project background and created a sidebar for project listing

Project Assistant | Roboticplus.AI (Shanghai) Co., Ltd

May 2020 - Aug 2020

Shanghai, China

- Programmed robotic arm movements for intelligent construction and assisted in developing CNC routers with C++ and Java
- Designed 2 outdoor installations for the *Jindi Office Building project* and formulated models for robotic arm 3D printing with Rhinoceros and C++
- Helped Assemble 185 components printed by the robotic arm on site; created progress diagrams, charts and videos for the presentation to clients

Design Intern | Tongji Architectural Design Group

Feb 2020 - May 2020

Shanghai, China

- Helped develop the level 1 gallery space of *Pinghe Secondary School in Suzhou* and drew the plans and perspective sections of the building to present to the clients
- Drew processing diagrams for *Tongji University Creative Research Institute* with AutoCAD and created 3 iterations for its north façade with SketchUp and Illustrator
- Executed aerial documentation through drone photography for the concept design project; acquired up-to-date data for the mapping process; helped concept rendering using Lumion, Enscape and Photoshop

PROGRAM SKILLS

Program Languages

Java	■ ■ ■ ■ ■
Python (Django)	■ ■ ■ ■ ■
C++	■ ■ ■ ■ ■
JavaScript	■ ■ ■ ■ ■
HTML/CSS	■ ■ ■ ■ ■
PHP	■ ■ ■ ■ ■
Node.js	■ ■ ■ ■ ■
React	■ ■ ■ ■ ■
Golang	■ ■ ■ ■ ■
Ruby	■ ■ ■ ■ ■

Cloud-Based Technology

Docker	■ ■ ■ ■ ■
AWS	■ ■ ■ ■ ■
Apache Spark	■ ■ ■ ■ ■

EXPERIENCE in *COMPUTER SCIENCE*

Java Developer Intern | Alibaba Group Holding Limited

Jun 2021 - Sept 2021

Hangzhou, China

- Co-established the online Internet of Things (IoT) system for Xi'niu's On-demand Production Factory, enhanced efficiency by 21% for the embroidery production line
- Co-developed an automated customer management system for Xi'niu Factory to improve managing efficiency, allowing workers to remotely create printing samples and ship to the factory using Alibaba cloud services
- Reprogrammed label printers and embroidery machines with Java and ZPL to allow remote operations and launched it with new WebUI

Lark Frontend Technical Intern | ByteDance Ltd.

Mar 2021 - Jun 2021

Shanghai, China

- Provided debug and customization services for users of Lark Open Platform (workplace apps developer), led internal monthly SaaS meetings among customers and developers
- Fixed Lark compatibility issues such as plugin conflicts and mobile responsiveness issues, and reviewed a part of Lark 4.0 updates before it was launched.
- Co-initiated Lark Knowledge Base and used Java & Python to encode and categorize previous solutions, provided references for new hired employees.

System Test Design Assistant | Apple Inc.

Oct 2017 - Mar 2018

Shanghai, China

- Solved 10 issues in macOS 10.14, including 3 severe security alerts with privacy and message missing; conducted issue reports
- Helped design test cases covering functional and non-functional aspects, including localization and Internationalization, integration and regression (MacOS 10.13.8)
- Collected and provided feedback on the user experience of the iOS 11 Application Program Interface, created comprehensive documentation for internal team reviews

EXPERIENCE in *LEADERSHIP*

CEO & Founder | Hummer Education

Apr 2019 - Now

Shanghai, China (Hybrid)

- Established a 2-person studio and personally instructed high-school students for chess playing every weekend and held regular chess tournaments
- Independently created and published over 400 chess training videos on various media platforms, including Bilibili, TikTok, and YouTube. Spearheaded the online promotion of chess education, garnering a following of over 150,000 enthusiasts
- Established a 12-member company, primarily overseeing various online platforms, including video editing, market operations, and educational services
- Devised chess-playing website and WeChat mini-program with Node.js and React, widely used for online tournaments and training in China since late 2022

Initiator & Leader | Aparkers (Smart Parking Development)

Oct 2016 - Mar 2018

Beijing, China (Hybrid)

- Led a project team of 8 to identify the causes of parking problems in Shanghai
- Designed a parking garage demo to model and devise more efficient parking layouts using Rhinoceros and AutoCAD, employed algorithms using Java and agent-based models to visualize optimized parking routes
- Developed and installed signal detection devices in existing parking lots to assess real-time location for vehicles, aiming to achieve indoor guidance without GPS
- Created a mobile application providing both outdoor and indoor parking guidance and launched it in AppStore and Google Play
- Received the patent (201721325329.0); the project was later acquired by ETCP, a leading company in intelligent parking in China.

RELEVANT COURSES (ARCHITECTURE)

- Architecture History (I & II)
- Foundation Studios (I - VII)
- Modeling Visualization
- Architecture Theory / Tectonics
- Structural Design
- Historical Preservation

RELEVANT COURSES (COMPUTER SCIENCE)

- Software Development Methods
- Discrete Mathematics
- Program and Data Representation
- Cybersecurity
- Machine Learning

PROJECTS in *ARCHITECTURE* (SELECTED)

- Howard University - Bond Bread/WRECO Redevelopment** Oct 2023 - Now
- Building design, master planning, interior design, working drawing production (STUDIOS Architecture)
- Institute of International Finance (IIF)** Aug 2023 - Oct 2023
- Interior design, interior rendering, program analysis, material selection (STUDIOS Architecture)
- 899 North Capitol Street** Jul 2023 - Sept 2023
- Interior design, ceiling and facade redesign, working drawing production (STUDIOS Architecture)
- 601 & 701 South 12th Street Redevelopment** Jul 2023 - Aug 2023
- Rhino and Revit file remodel, construction drawing production, exterior rendering (STUDIOS Architecture)
- 9513 Key West Avenue Redevelopment** June 2022 - Aug 2022
- Exterior rendering, working drawing and physical model production (Perkins&Will)
- Pingtan Art Museum** Jul 2020 - Sept 2020
- Concept design, program analysis, working drawing production (MAD Architects)
- Jindi Office Building Installations** June 2020 - Aug 2020
- Concept design and model, working drawing production, exterior rendering, robotic arm programming (Roboticplus.AI)

PROJECTS in *COMPUTER SCIENCE* (SELECTED)

- Indoor Smart Guidance System** Oct 2022 - May 2023
- A system allows users reserve indoor parking spots on a map and provides guidance to the reserved spot using a navigation system. [*Python, C#, JavaScript*] (Individual)
- Chess Alpha Pro** Apr 2022 - Sept 2022
- A chess reinforcement learning by AlphaGo Zero methods. [*Python, Keras, Machine Learning*] (Collaboration)
- Readme Generator** Jul 2021 - Oct 2021
- A tool provides an easy way to create a GitHub profile readme with the latest add-ons such as github stats, personal skill set, etc. [*JavaScript, HTML*] (Collaboration)
- Chess Lc0 Engine (Leela Chess Zero)** Oct 2019 - Feb 2020
- A chess AI following the same type of techniques as AlphaZero using Stockfish's position representation and move generation. [*Python, C++*] (Collaboration)

FELLOWSHIP & AWARDS

2022 Perkins&Will Summer Internship Design Competition

- Designed an ergonomic chair, finished modeling, drawing, and rendering within a day
- Won the second prize among all participating interns and delivered a presentation.

2022 Yongxin Gucheng Bridge Design Competition

- Designed a bridge for both vehicles and pedestrians to ease local traffic pressure, incorporating local climatic and cultural elements
- Received honorable mention from the competition committee

2021 Competition to Preserve Historical Buildings in Nanjing

- Suggested an innovative interactive tourism approach which enables visitors to explore ancient towns and architecture using both virtual and augmented reality
- Encouraged the visitors to learn about methods of preserving ancient architecture through 3D visualization while exploring; provided an educational experience
- Won "The Most Innovative Preservation Design" from the competition committee

RESEARCH INTEREST

- Human-Centered Architecture Design
- Resilient and Adaptive Architecture
- Generative Space Design with AI
- Advanced Digital Fabrication and Parametric Design
- Smart Cities and IoT in Urban Design and Development
- AI-Driven Tools Development

ONGOING RESEARCH

- **Generative Design for Architectural Space Planning**

The project aims to generate various plan layouts automatically by outlining a specific area with different functions in the sketching software, allowing designers to explore more possibilities for concepts in early stages.

- **Human-Centered Architecture Design**

This project aims to prioritize people's physical and mental health needs in Western China, creating spaces which enhance human interaction, comfort, and functionality in different neighborhoods fostering a harmonious and sustainable built environment.

2020 Roboticplus Meng-Xi Innovative Design Fellowship

- Used research funds to design and improve a new 3D printer which is able to print high-strength plastics, and produced a machine prototype within three weeks
- Integrated the machine into cloud service to address the conflict of control by multiple devices simultaneously; enhanced the printer's capability to print objects with higher slope values by about 18% without support

PUBLICATIONS

- Sun, F. (2022). Zhouzhuang, Suzhou: The Change of Residential Space in Jiangnan Water Ancient Towns due to the Continuously Rising Commercialization. Journal of Planning Education and Research. (in press)
- Sun, F. (2022). "Metabolism Tragedy" – The Deconstruction of Nakagin Tower. Journal of Architectural Education. (under peer review)
- Sun, F. (2022). How to Modify the Time of Yellow Traffic Lights in order to Improve Traffic Efficiency? International Journal of Mathematics. (under peer review)

SERVICES

Thesis Mentor | Howard University Department of Architecture

Oct 2023 - Apr 2024

Washington D.C.

- Serve as a dedicated professional mentor for a thesis student throughout both Fall and Spring semesters, providing feedback and actively communicate with the student
- Meet with the assigned student twice a week and check the work progress put on Miro; discuss and annotate iterations for further research
- Participate in each formal thesis review, providing insights during each session for all thesis students; collect notes from all reviewers and share with student

Chess Arbiter Volunteer | The 4th Asian Para Games

Oct 2023 - Oct 2023

Hangzhou, China (Hybrid)

- Provided online technical support for game recording and online live broadcasting
- Worked as a B1 category arbiter for fully visually impaired participants, assisted players in moving pieces and ensured fairness and impartiality in each game
- Studied communication languages (Russian, Arabic, Korean, and Malay) from different countries, translated critical tournament information and announcements to facilitate effective communication between players and officials

Career Development Mentor | UVA (School of Architecture)

Jan 2023 - May 2023

Charlottesville, VA

- Offered specific career advice for 5 undergraduate students based on their interests
- Provided resources and guidance for finding job opportunities and helped them prepare job (internship) interviews and review portfolio individually
- Helped organizer career fairs and workshops to foster relationships between students and architecture industry professionals

School Tour Volunteer | UVA (School of Architecture)

Aug 2022 - Sept 2022

Charlottesville, VA

- Conducted regular tours for external visitors showcasing our school building; provided chances to observe ongoing classes and enjoy students' model works in the FabLab
- Introduced the school's history and culture and addressed any questions from visitors

Exhibition Volunteer | Living Garden: The House of the Future

Sept 2018 - Oct 2018

Beijing, China

- Assisted in the coordination of the exhibition by Yansong Ma and MAD Architects
- Collaborated with the event team to design the exhibition layout for four sections, played a key role in the setup to guarantee an engaging experience for attendees
- Led guided tours, offering insights into the design concepts presented by Yansong Ma, enhancing visitors' understanding of the exhibition, and answering inquiries