CONTACT

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EDUCATION

Bachelor of Science in Architecture

University of Virginia Aug 2019 - May 2023

DESIGN SKILLS

3+ Years of Experience

Rhinoceros
Grassshopper
Revit
AutoCAD
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Enscape

2+ Years of Experience

Sketchup

Lumion

Vray

ArcGIS

1+ Years of Experience

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 Al-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 forwardthinking mindset positions him as a promising architect poised to revolutionize the field.

EXPERIENCE in *ARCHITECTURE*

Full-time Designer | STUDIOS Architecture

Jul 2023 - Jan 2024

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 undergraduatelevel 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 | Intermidiate

HOBBIES

Chess I US National Master Tennis I 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 Jiaxing 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.Al (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

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



Program Languages

Java
Python (Django)
C++

JavaScript
HTML/CSS
PHP
Node.js
React
Golang
Ruby

Cloud-Based Technology

Docker

AWS

Apache Spark

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 Arcitecture)

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 Al 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
- · Presented concepts during firmwide meeting and later lasercut pieces to assemble it

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 Al
- Advanced Digital Fabrication and Parametric Design
- Smart Cities and IoT in Urban Design and Development
- · Al-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 TPU and nylon, and produced a machine prototype within four 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 for job (internship) interviews and review portfolios individually
- Helped organize 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