

# ZINAN CHI

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- EDUCATION

**Harvard University,  
Graduate School of Design**

M.Des, Technology

M.Arch I, Advanced Placement

December 2023, Cambridge MA

**Washington University in St Louis**

B.S. Computer Science

B.S. Architecture

3.97/4.00, summa cum laude

May 2020, St. Louis MO

- SKILLS

**Programming**

SwiftUI

C#, Python

Javascript

React, d3

AWS

OAuth

GraphQL

Git

**Design, UI, UX**

Research

Brainstorm

Prototyping

Figma, Adobe

Mural, Jira

**3D**

Rhino, Grasshopper

Blender, Houdini

Render

3D printing

Robotic Arm

- EXPERIENCE

**iOS Software Engineer, LOTUS APP**

Cambridge MA

April 2023 - Present

Oversee UI UX design and engineering for Lotus App, a reproductive health-focused social platform for women+.

Engineer the UX. Execute the front-end interface with SwiftUI. Develop AWS networking. Integrate MongoDB data connection to the backend.

Conducted usability tests on MVP features, utilizing feedback to drive iterative enhancements.

**User Experience Intern, AUTODESK**

Boston MA

May 2023 - August 2023

Designed and proposed features for data selection with Autodesk's Dynamo product connecting to cloud. (Dynamo, a visual programming tool for design automation in AEC industry.)

Conducted user research to understand Dynamo use cases and addressed their pain-point with cloud-connected features.

Implemented and prototyped new features involving OAuth, GraphQL, and Autodesk Internal APIs.

**Computational Designer, UNSTUDIO**

Amsterdam NL

September 2021 - September 2022

Won three architecture design competitions in Saudi Arabia and China. Collaborated with two to three designers by developing computational design scripts.

Orchestrated the end-to-end design of a Porsche retail space in Changsha, China, from strategic concept to construction. Presented in client meetings and led consultant meetings.

Led a team of four for the villa competition submission.

**Research Assistant, WASHU**

St. Louis MO

June 2020 - June 2021

Initiated and prototyped the web user interface for Catoptric Surface, an efficient daylight research project joint by Computer Science and Architecture Departments at Washington University in St. Louis.

Optimized the data calculation with vector in grasshopper and monitored the computational component in the software-to-hardware workflow.

**Computational Design Intern, ROBOTICPLUS**

Shanghai CN

June 2020 - August 2020

Operated robotic arms following paths generated from generative design scripts and simulated the process digitally before execution.

**Teaching Assistant, WASHU**

St. Louis MO

August 2018 - May 2020

Selected as TA for CSE438 iOS Application Development, CSE204 Web Development, and CSE256 Introduction to Human-Centered Design.