

# ZIHENG ZHOU

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## EDUCATION

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### MArch, Bartlett School of Architecture, UCL, London

September 2022 – September 2023

One-year of Architecture Design master's program in RC 3 and graduated with Distinction Award.

- Flexible and open attitude towards pioneering approaches in architectural design: Specializing in modular architecture design where Artificial Intelligence and Autonomous building process are adapted for the future architecture.
- Fast learning ability: Rapidly grasped and applied force feedback simulation driven by Unity and C# in Stigmergic Space's spatial generation.
- Competent and reliable in teamwork: Balanced individual tasks and collaborative teamwork, efficiently managing all aspects of the exhibition, including 1:1 scale prototype assembly, booth construction, and online digital exhibitions.

### BArch, Qingdao University of Technology, China

September 2017 - July 2022

- Achieved a GPA of 4.32/5.0, Rank 2/81, with a strong focus on architecture design (90/100) and proficiency in Computer-Aided Architecture (93/100).
- Parameter awareness developed through study of Computer-Aided Architecture and Digital Fabrication.

## PROFESSIONAL EXPERIENCE

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### Junior Architect, Studio X+

October 2023 - December 2023

Contributed to practical projects: plaza, athletic center, housing, and multimedia faculty building design.

- Conducted studies on condition and characteristics of site, taking into account surrounding buildings, drainage, trees, and roads. Subsequently, drew diagrams in terms of Area Calculation, Accessibility, City Context, and Concept, as well as organizing high-quality presentation panel.
- High proficiency in 3D modeling works using Rhino + Grasshopper. Focusing on placing functional layout and parametric design of the façade, ensuring precisely integration with overall design.

### DigitalFUTURES Shanghai 2022 – Conformations

July 2022 - August 2022

- /Individual Work/ Took the initiative to approach newness positively and seek out training on manifesting architecture form in extreme terrains through simulating conditions of comfort and keep up to date with the latest developments in digitalization.

### 4th Tianhua Student Architectural Design Competition

May 2020 - June 2020

Received an Honorable Prize (12/600) in a nationwide competition

- /Team Leader/ Presented conceptual ideas through visual methods such as 3D modeling, physical models and rendering works to identify and remove obstacles during the design process

## RESEARCH EXPERIENCE

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### Research on Autonomous and Interactive Building System

September 2022 – July 2023

A paper to be published on CDRF (Computational Design and Robotic Fabrication) as first author: Zhou, Z., and Meng, M. (2024). *Cloud Domesticity. Recoding Living Spaces with A Multi-agent-based Artificial Intelligence System.*

- /Team Work/ Introduced Cloud Domesticity, an adaptive living concept, merging an interactive platform, generative space planning algorithm, and robotic material system. Prioritizing human-nature coexistence, it crafts an adaptive, sustainable, and coexist living environment.

### Research Assistant, Digital Architecture& Manufacture Laboratory, Qingdao

April 2019 - July 2021

- Collaborated closely with the tutor and peers to program and fabricate parametric brick columns composed of numerous modules with set angles.
- Programmed the printing path of spatial 3D printing in Grasshopper. Effectively managed the physical printing process and optimized the process by analyzing and comparing key factors, such as temperature, material, and printing speed.

### Research on Digital Robotic Double-Curved Hot-Wire Cutting

September 2019 – January 2020

Published a paper collected by JAILCD (Asian Institute of Low Carbon Design) as first author: Zhou, Z., Wan, D. and Shi, X. (2020). *Digital Robotic Double-Curved Hot-Wire Cutting.* ISSN2189-1400, p595-600

- /Individual Work/ Performed data collection and experimentation involving an adapted approach to double-curved cutting using industrial Robot. Analyzed sources of errors and presented well-conceived, logical solutions to effectively reduce errors

## SOFTWARE

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- Rhino & Grasshopper (Advanced), Revit (Basic), SketchUp(Advanced), CAD(Intermediate), Unity & C# (Intermediate).
- Adobe Suite: Photoshop, Illustrator and InDesign (Advanced), After Effect and Premiere (Intermediate).
- V-ray (Intermediate), Lumion(Advanced), Enscape(Advanced).
- CNC(Intermediate), Laser Cutter(Intermediate), 3D Printing(Advanced)