

Lexi Yan

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WORK EXPERIENCE

Taller Ken, FUNdaMENTAL Design Build | Architecture Intern

Contributed to a interdisciplinary group of landscape architects, designers, and architects that raised donations, designed, and built a public space in Guatemala City, taking into account the unfulfilled needs of the local community such as security, shade, and inhabitable spaces as well as addressing the real problems of theft and crime

Gregory Melitonov/Ines Guzman
May - August 2017

ECUC Shanghai | Architecture Intern

Work on initial research analysis for federal competition, assisted in 3D modeling existing site context from photographs, created drawings for early competition reviews

Yun Lin
July - August 2016

Carnegie Museum of Art | Teaching Assistant

Assisted in teaching eight four-week Saturday sessions of 5-10 year olds, facilitated educated learning in the galleries and creative exploration within the studio

Juliet Pusateri/Lisa Lynn
September 2015 - February 2017

DIGITAL SKILLS

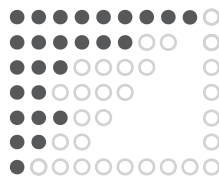
Adobe Suites

Photoshop
Illustrator
Indesign
After Effects

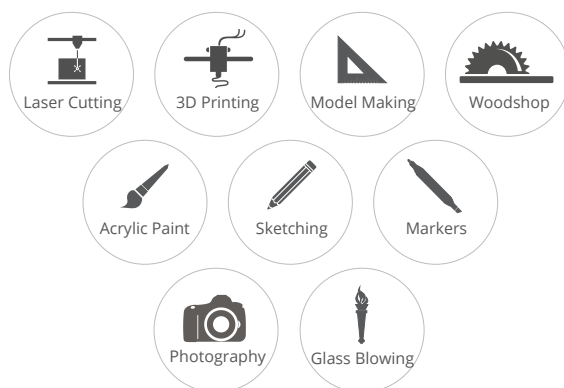


3D Modeling

Rhinoceros 5
V-Ray for Rhino
Grasshopper for
Autodesk
Autodesk Revit
Solidworks
AutoCAD



ARTISTIC SKILLS



EDUCATION

Bachelor of Architecture, Carnegie Mellon University

Minor: Media Design
Potential Secondary Major: Human-Computer Interaction
Pittsburgh, PA
Estimated Graduation May 2019

The Business World, Cornell Summer College

Ithaca, NY

Passaic Valley High School

Little Falls, NJ
September 2010 - June 2014

ACTIVITIES

Augmented Reality Biosignals App | HCI Research Assistant

Design, model, and rig 3D avatars for users to embody and express emotions through while experimenting with the communication of user collected biosignals such as heart rate, skin conductance, and brain activity to understand the dynamics of social interaction
January 2018 - Current

Reality Computing | AR and Interactions Coordinator

In collaboration with the Urban Design Build Studio, IDEATe's Reality Computing course utilized virtual reality, augmented reality, and projection mapping to enhance community members' experiences within the mobile home incubator

- Created a site-specific VR model in Unity to contextualize the architectural design
- Designed the user experience and interface for an AR application
- Produced and prototyped a tangible takeaway with an imbedded webAR marker for users to utilize and share after the on-site experience is over

September 2017 - December 2017

Grow Pittsburgh Pavilion Design Build | Team Member

Participated in a student group designing the new water collection system and shading structure commissioned by Grow Pittsburgh Aided in creating renders and construction drawings, assisted in the off site construction of structural trusses
September 2016 - December 2016

Prime Social Group | Social Media Promoter

Digitally editing images for social media posts to raise awareness of approximately 1-2 electronic dance music concerts every month across Pittsburgh, utilize Facebook events and networking to increase attendance and social media presence during events
September 2016 - Present

CMU Activities Board, Films | Design Coordinator

Design digital posters, postcard schedules, and facebook cover photos to raise awareness and publicity for five film showings over the period of three days every week targeted towards the student body
May 2016 - Present

LANGUAGE SKILLS

ENGLISH	MANDARIN	FRENCH
Native Proficiency	Advanced Speaking	Basic level

JAVASCRIPT Learned Processing (p5.js) through creating 10 projects during the course *Computation for Creative Practices*, completing weekly assignments, and built a mini-animation game for the final project

PYTHON Learned through completing 22 assignments during the course *Fundamentals of Programming and Computer Science* including coding a Sudoku game; created an audio visualizer for the final project utilizing Python modules Numpy, PyAudio, and Matplotlib with animations utilizing Tkinter