

CE LI

2930 Chestnut St. Philadelphia, PA19104 · lice@upenn.edu · Mobile: (267)-361-9136

EDUCATION

University of Pennsylvania, School of Design

- Master of Science in Design with a concentration in Advanced Architecture Design(MSD-AAD).
- Time-based and Interactive Media Certificate

Philadelphia, PA

Aug.2016 – Dec.2017

Aug.2016 – Dec.2017

Southeast University, School of Architecture

- Bachelor of Architecture, GPA: 3.72/4.0

Nanjing, China

Sept. 2011 – Jun.2016

WORK EXPERIENCE

Researcher, Balmond Studio

- Researched various algorithms for generating form based on Cecil Balmond's design theory.
- Assisted Cecil Balmond on his new publication of design theory.

Philadelphia, PA & London, UK

Dec.2017 – Now

Part-time Lecturer, University of Pennsylvania

- Assisted in Seminar Material Formations with professor Robert Stuart-Smith.
- Operated Robot arms and coded programs to control it for fabrication of certain design.

Philadelphia, PA

Jan.2018 – Now

Teaching Assistant, University of Pennsylvania

- Assisted in Seminar Form and Algorithm with professor Cecil Balmond and Ezio Blasetti.

Philadelphia, PA

Jul. 2017 – Dec.2017

Intern Architect, No Architecture, PLLC.

- Assisted the principal in competition projects including programming and analysis, project planning and design.
- Coded the official website of the company.

New York, NY

May. 2017 – Jul. 2017

Intern Architect, Tongji Architectural Design (group) Co., Ltd.

- Assisted in Development design, construction design in Program Operation Department.
- Visualized data, design diagrams for an urban design project.

Shanghai, China

Jul. 2015 – Oct. 2015

Intern Architect, Architects & Engineers Co., Ltd. of Southeast University

- Site Investigation of historical preservation project in Qingguo Lane.
- Surveyed and drew the detail and structure of historical buildings.

Changzhou, China

Sept. 2014 – Oct. 2014

RESEARCH EXPERIENCE

Wooden Railings Study of Qingguo Lane

- Studied joints and decorative patterns of the wooden railings
- Applied programming language to the reproduction and extension.

Changzhou, China

2014 - 2015

Virtual Architecture Study

- Analyzed techniques used in virtual architecture in computer games.
- Translated various historical architectural styles on Silk Road into virtual version

Nanjing, China

2013-2014

AWARDS

Honorable Prize

- Dongjingyu Village Regeneration International Landscape Design Competition, organized by local government.
- Entry: "Death and Rebirth", Landscape Design.

Nov. 2016

The Third Prize

- China Architectural Education TSINGRUN Award Students' Paper Competition, undergraduate group
- Entry: "Algorithm-aided Bionic Architectural Design"

Nov. 2015

SKILLS AND LANGUAGES

- Software: Maya/Rhino/Revit/AutoCAD/Adobe Suite/Sketchup/Ecotect/Grasshopper/Unreal Engine/Unity
- Programming: Processing/Java/Python/C#/HTML/CSS/JavaScript
- Language: Proficient in English, Mandarin Chinese