# PENG CHENG

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## Education

**Cornell University** *Ithaca, NY*

*Master of Science in Design Technology, AAP* Aug 2024 – May 2026

- GPA: 3.85

**University of Manchester** *Manchester, UK*

*Bachelor of Arts (Hons) in Architecture, RIBA Part I* Sep 2020 – Jun 2024

- Focus: Sustainable Design, Adaptive Reuse, Digital Fabrication

## Professional Experience

**Medical Architecture Design and Research First Institute** *Beijing, China*

*Assistant Architect, China IPPR International Engineering Co., Ltd.* 2021 – 2022

- Prepared bidding packages with technical specs, concept proposals, and cost estimates for 7 healthcare projects in China.
- Conducted comprehensive site evaluations and regulatory code analysis across 5+ provinces, informing early-stage planning, zoning compliance, and design strategies for scalable healthcare facilities ranging from 5,000 to 50,000 sqm.
- Created architectural visualizations and drawings using Rhino, AutoCAD, and V-ray for client presentations.
- Coordinated with interdisciplinary teams to integrate equipment needs, circulation, and safety protocols.

**Kingdom Life Community Hub Renovation** *Manchester, UK*

*Project Designer* May 2023

- Renovated a 1,500 sqm church into a multifunctional hub supporting diverse age groups and outreach programs.
- Used sustainable materials and flexible layouts across 7+ zones to support 10+ community activities and evolving needs.
- Developed detailed floor plans, sections, and 3D visualizations to present design concepts.

**The Tetley Gallery Revitalization** *Leeds, UK*

*Project Designer* May 2021

- Reconfigured circulation and proposed zoning changes in a 2,000+ sqft heritage gallery to improve visitor clarity and flow.
- Proposed spatial strategies to enhance visitor experience and improve accessibility.
- Presented design concepts through physical models, digital renderings, and hand sketches.

## Design Projects

**AI-Enhanced Educational Toy Development** *New York, NY*

*Team Lead, Product Designer* Feb 2025

- Chosen to participate in Cornell AI Hackathon among top interdisciplinary student teams.
- Led the concept development, design strategy, 3D modeling, and visualization based on the "Pass It" toy concept.
- Co-designed an AI-driven educational toy that uses text analysis to convert classroom content into 10+ interactive modules, helping K-12 teachers create collaborative activities through audio and motion.

**Milstein Art + Tech Exhibition Winner** *Ithaca, NY*

*First Prize (the Art + Tech Jury Prize), Graduate Category* Aug 2024

- Led system design and rapid prototyping using Arduino, sensor modules, and 3D-printed physical components.
- Programmed real-time logic to sync device responses with browser-based gameplay.

## Technical Skills

- 3D Modeling & Digital Fabrication: Rhino, Grasshopper, SketchUp, Blender, Rendering, Robotic Fabrication
- AI & Interaction: AI-driven Design, Prototyping, Interaction Concepts
- Software Tools: Adobe Creative Suite, Illustration, Sketch, HTML/CSS