PENG CHENG

+1 607 339 8371 • cheng.22p@gmail.com • Ithaca, NY, US & Beijing, China • cheng22p.github.io

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

- Developed an adaptive reuse strategy converting a children's center into a multifunctional hub for varied age groups.
- Incorporated sustainable materials and flexible layouts to address evolving community needs.
- Developed detailed floor plans, sections, and 3D visualizations to present design concepts.

The Tetley Gallery Revitalization *Leeds, UK*

Project Designer May 2021

- Researched historical and cultural contexts to inform sensitive design interventions.
- 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

- Co-designed an AI-driven educational toy helping K-12 teachers develop collaborative activities via audio and motion.
- Led the concept development, design strategy, 3D modeling, and visualization based on the "Pass It" toy concept.
- Developed an AI-based system that applied text analysis to transform classroom content into 10+ dynamic interaction modules, enhancing collaborative learning and engagement among children.

Milstein Art + Tech Exhibition Winner *Ithaca, NY*

First Prize, Graduate Category Aug 2024

- Awarded first prize at Cornell's inaugural Milstein Art + Tech exhibition for an interdisciplinary project combining physical computing and digital media.
- Designed and built a hybrid installation linking a one-dimensional browser game to a tangible custom interface.
- Led system design and rapid prototyping using Arduino, sensor modules, and 3D-printed physical components.
- Programmed interactive logic and device communication to synchronize gameplay with real-time physical responses.

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