Ong Guo Xiang
DESIGNER. ARCHITECT. RESEARCHER.

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I am a Research Assistant at the National University of Singapore, Department of Architecture since July of 2019. Prior to this, I had spent 2 years working as an Architectural Associate in Singapore, taking on both project management and design roles.

WORK EXPERIENCE

Research Assistant
National University of Singapore   Jul 2019 – Present

I process videos and images using Machine Learning models, performs spatial analysis.

Project: Measuring Physical Profile and Use of Park Connector Network with Deep Learning and Multi-Source Multi-Modal Data Analytics

- Set up and maintained the software and hardware environment to perform *object and action recognition* using Machine Learning models.

- Adapted open source research and wrote Python scripts to perform *action recognition* on large numbers of simultaneous detection on long pre-recorded video files.

- Responsible for documenting all research related data and methodologies.

Architectural Associate
DCA Architects Pte Ltd   Jun 2017 – Jun 2019

I have designed facilities for condominiums, managed construction contracts and worked on computational design on the sides.

- Worked as a *Design Architect* in collaboration with local consultant teams in Ho Chi Minh City. Generated building renders and visuals for all client presentations.

- Worked as a *Project Architect* for 2 Addition and Alteration works. Managed regulatory clearance, reviewed shopdrawings, provided design directions and visuals for presentations

- Developed *computational design* workflows within Rhinoceros 3D + Grasshopper and Revit + Dynamo

EDUCATION

National University of Singapore

| Master of Architecture | (2016-2017) |
| Bachelor of Arts (Hons. Distinction), Architecture | (2012-2016) |

SKILLS

CAD & Modelling

Rhinoceros 3D	(proficient)
Grasshopper	(proficient)
AutoCAD	(proficient)
Sketchup	(proficient)
Revit	(prior exp)
Dynamo	(prior exp)

Graphics & Rendering

Photoshop	(proficient)
Illustrator	(proficient)
InDesign	(proficient)
Lumion	(proficient)
Vray	(prior exp)

Programming Languages

Python	(proficient)
C++	(basic proficiency)
Java	(prior exp)

Others

| ArcGIS | (basic proficiency) |
| Unreal | (prior exp) |

LANGUAGES

| English | (Native) |
| Mandarin | (Native) |

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