curriculum vitae

Ian Ting

ianting@protonmail.com
+1 203-390-0228

Education

2022 - current — EPFL - École Polytechnique Fédérale de Lausanne — lausanne, switzerland
doctoral student, CRCL - Lab for Creative Computation

2019 - 2022 — Princeton University — princeton, new jersey
master of architecture (m. arch)

2011 - 2016 — University of Michigan — ann arbor, michigan
bachelor of science in architecture

Work Experience

2019 - 2022 — C.R.E.A.TE Laboratory - Princeton University — princeton, new jersey
research assistant

2019 - 2022 — Embodied Computation Lab - Princeton University — princeton, new jersey
workshops assistant

2020 — MPdL Studio — princeton, new jersey
architectural designer

2017 - 2019 — Pelli Clarke Pelli Architects — new haven, connecticut
architectural designer
projects: philippines new senate competition, austin block 85, muscarelle art museum, toranomon-azabudai tower tokyo, houston rosewood hotel

2017 — Synecdoche Design Studio — ann arbor, michigan
fabrication designer
lead role in fabrication of furniture and architectural installations

2015 - 2016 — T+E+A+M — ann arbor, michigan
architectural assistant
projects: Detroit Re-assembly Plant; Ragdale Ring Competition 2016

2011 - 2012 — Atelier FCJZ 非常建筑 — beijing, china
architecture intern

2011 - 2012 — URBANUS 都市实践 — beijing, china
architecture intern

2011 - 2012 — RVTR — ann arbor, michigan
undergraduate research assistant

Teaching

Teaching Assistant - EPFL
fall 2022 — architecture 503: Computational Design and Making

Teaching Assistant - Princeton University
spring 2022 — architecture 204: Introduction to Architectural Design
fall 2021 — engineering 250: Community Project Studios
spring 2021 — engineering 202: Designing Sustainable Systems
fall 2020 — architecture 311: Building Systems
spring 2020 — architecture 374: Computational Design

Instructor - Princeton Academy of Art
2020, 2022 — Introduction to Spatial Design

Ian Ting

ianting@protonmail.com
+1 203-390-0228

Teaching (cont.)

Teaching Assistant - University of Michigan
fall 2015 architecture 201: Basic Drawing

Academic Activity

fall 2021 ACADIA 2021 Workshop: Remote Robotic Assemblies
member of two-person team which designed, organized, and facilitated remote live robotic assembly of timber space-frame structure

2021 - 2022 NOMAS - Princeton University
event & invited lecture committee

2019 - 2020 Pidgin Architecture Journal - Princeton University
editor

Publications

2021 "Robotic additive construction of bar structures: Unified sequence and motion planning", Construction Robotics, vol. 5. Link
Authors: Yijiang Huang, Caelan Garrett, Ian Ting, Caitlin Mueller & Stefana Parascho

2020 "Human-robot collaboration: a fabrication framework for the sequential design and construction of unplanned spatial structures", Digital Creativity, 4. Link
Authors: Edvard P. G. Bruun, Ian Ting, Sigrid Adriaenssens & Stefana Parascho

2020 Pidgin 26, 27, 28
Editors (inclusive, alphabetical): Anna Kerr, Chase Galis, Christina Moushoul, Ian Ting, Jamie Lipson, Jonah Coe-Scharff, Ryan Hughes, Sonia Ralston

Awards + Grants

2021 Princeton Mellon Initiative Grant (Princeton University)
project: "Robotic Clay Fabrication and Nonplanar Form-Making"
developed grasshopper-to-arduino controller, clay extruder, and cooperative robotic 3d-printing process

2020 Humanities Council Magic Grant (Princeton University)
project: "Remote Communications for Architectural Robotics in Education"

2020 Connecticut Architecture Foundation Scholarship

2015 Architecture Student Research Grant and Exhibition (University of Michigan)
project: "Hyper Unreal: Spatial Interaction inside Two-and-a-half Dimensions"

2015 Honors Thesis Fellowship (University of Michigan)
project: "Modes of Spatial Representation in Late Imperial China and the Lei Family Architects"

2015 International Institute Research Grant (University of Michigan)
project: "Yangshi Lei Architectural Archive Research"

2012 University of Michigan Energy Institute Summer Fellowship (University of Michigan)
project: "Post-Carbon Highway" w/ RVTR

Skills

languages: English (native), Mandarin (limited working), Japanese (limited working), French (A2)
software: Rhino, Grasshopper, Vray, Adobe Creative Suite, Fusion 360, Unity
code: Python, Arduino C++, C#, React.js
fabrication: Industrial Robotics, FDM + SLA 3d Printing, CNC Milling, Woodworking, Welding