Crystal (Yanzhen) Zhang

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Education

University of Southern California | Los Angeles, California, USA   **August 2019 – May 2024**

- Bachelor of Architecture
- Major: Architecture   Minor: Designing for Digital Experiences

Relevant Experiences

CMU Interactive Structures Lab | Research Intern | Pittsburgh, Pennsylvania, USA   **June 2024 – May 2025**

- Designed and developed a prototype for room-scale robotic structures, focusing on improving system efficiency by 15% through enhanced digital and physical interaction models.
- Collaborated on the project "Sculptable Mesh Structures for Large-Scale Form-Finding," optimizing user interaction with adaptive environments and contributing to the project's submission to the 2024 UIST Conference.
- Utilized 3D printing and digital fabrication tools to create shape-changing interfaces, enhancing the project's innovative approach to form-finding.

Tighe Architecture | Junior Designer | Los Angeles, California, USA   **May 2022 – August 2022**

- Contributed to the design and rendering of residential and mixed-use projects, creating digital and physical models and construction documents.
- Increased social media engagement by 20% through targeted content creation by creating engaging social media content and documenting architectural projects.
- Collaborated with professional architects to develop schematic designs and ensure project success.

MultiArchitecture | Design Internship | Guangzhou, Guangdong, China   **May 2021 – July 2021**

- Worked on multiple projects, including cultural centers, reconstructed inns, and commercial spaces, improving spatial layouts and functionality.
- Created physical models and section drawings while documenting site conditions for project development.
- Collaborated with clients and construction teams to understand design and construction processes.

Additional Experiences

Thoughtcloud | UX Designer Intern | Reno, Nevada, USA   **June 2024 – Nov 2024**

- Designed intuitive user flows and wireframes using Figma, ensuring user-centered design and seamless app navigation.
- Developed marketing materials and analyzed post-launch user feedback to improve app engagement and performance.

Cornell Architecture Summer Program | Ithaca, New York, USA   **June 2018 – July 2018**

- Designed and constructed 10+ handmade architectural models using chipboard and various materials, exploring spatial design and materiality.
- Hand-drafted plans, sections, elevations, and axonometric drawings to visualize and communicate design concepts.

Art Studio | Practicing Designer | Davie, Florida, USA   **July 2015 – June 2019**

- Created 30+ pieces of artwork, including architectural models, oil paintings, and sketches, exploring styles like impressionism and expressionism to develop skills in abstraction, balance, and spatial design.
- Awarded the National Gold Medal (2019) and Gold Key Award (2018) in the Scholastic Art Awards for innovative artwork.

Skills

Design Tools: Rhinoceros, Revit, Enscape, SketchUp, AutoCAD; Adobe Suite (Illustrator, InDesign, Photoshop)
Fabrication Tools: 3D Printing, Laser Cutting, CNC Machine
Programming Languages: Python, HTML, CSS
Design Methods: User Research, Information Architecture (IA), Wireframing, Prototyping, Usability Testing
Other Tools: Figma and Sketch
Languages: English and Mandarin