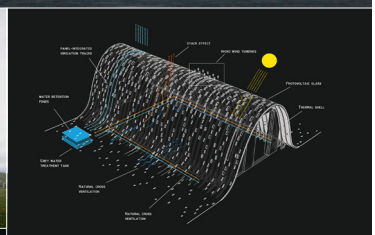

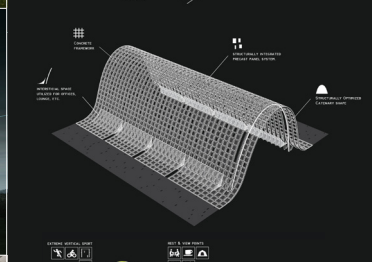

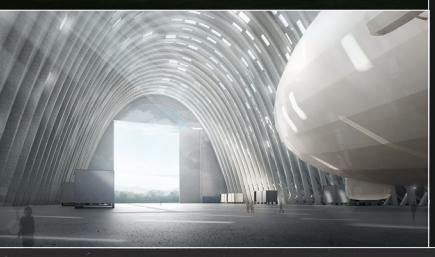

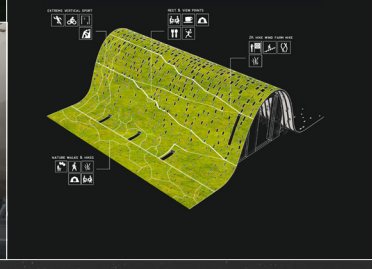

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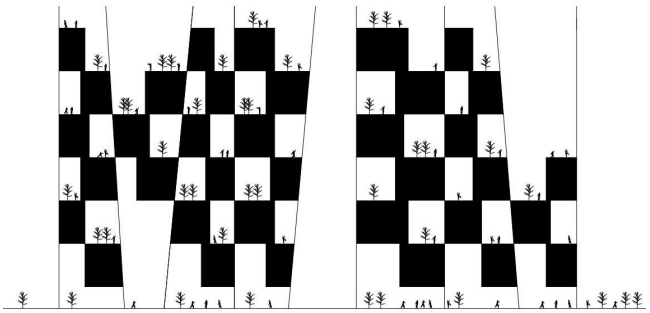

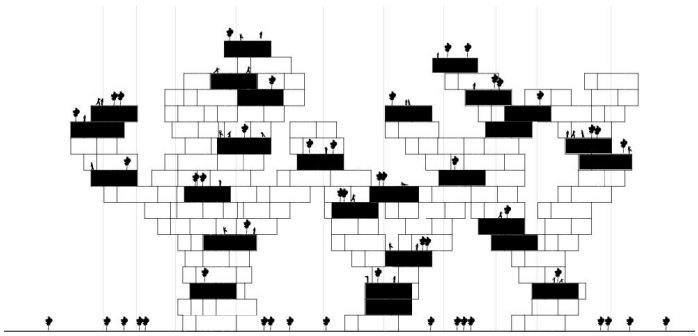

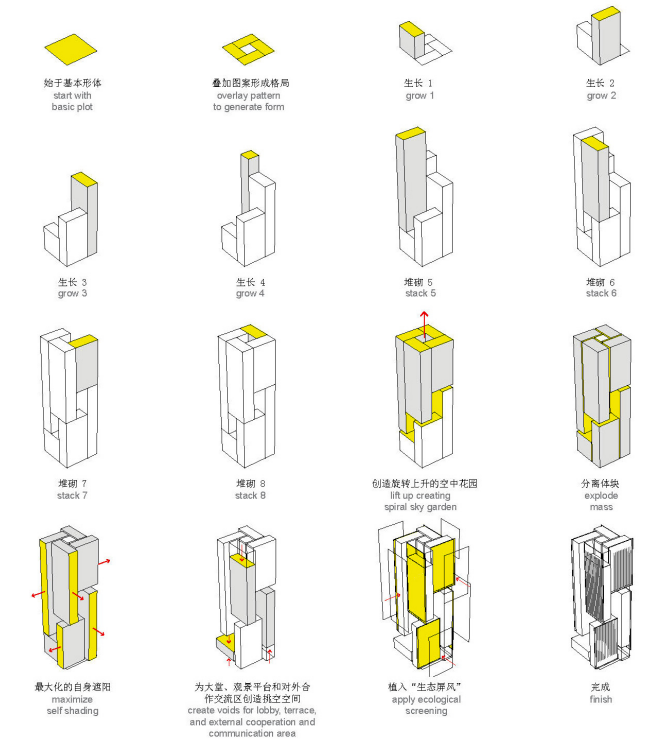

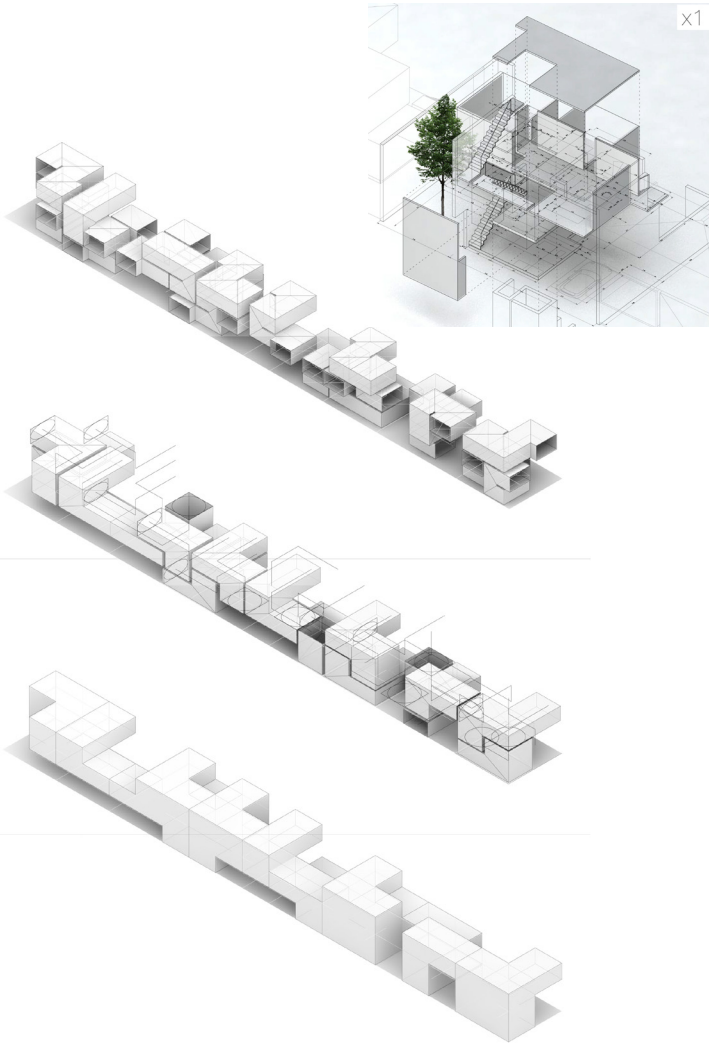

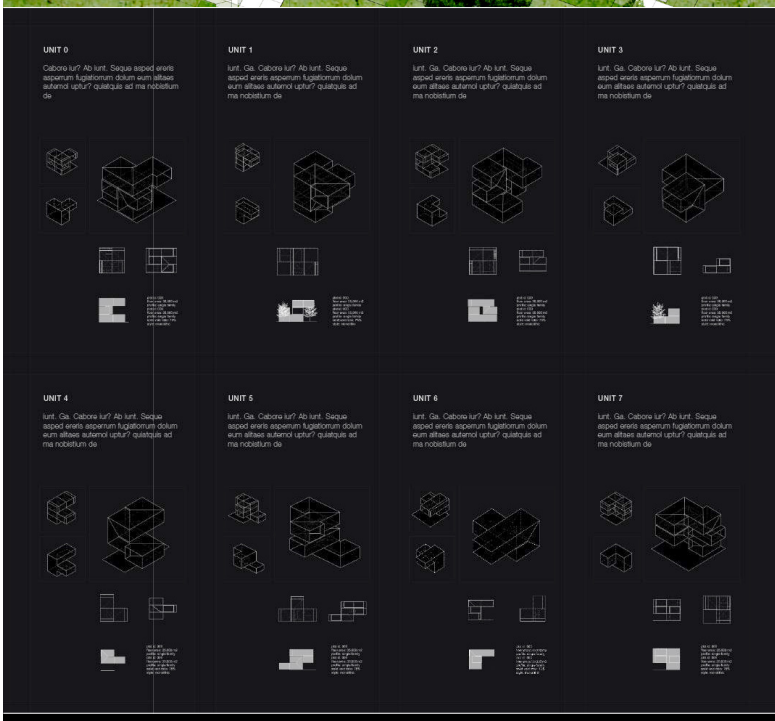

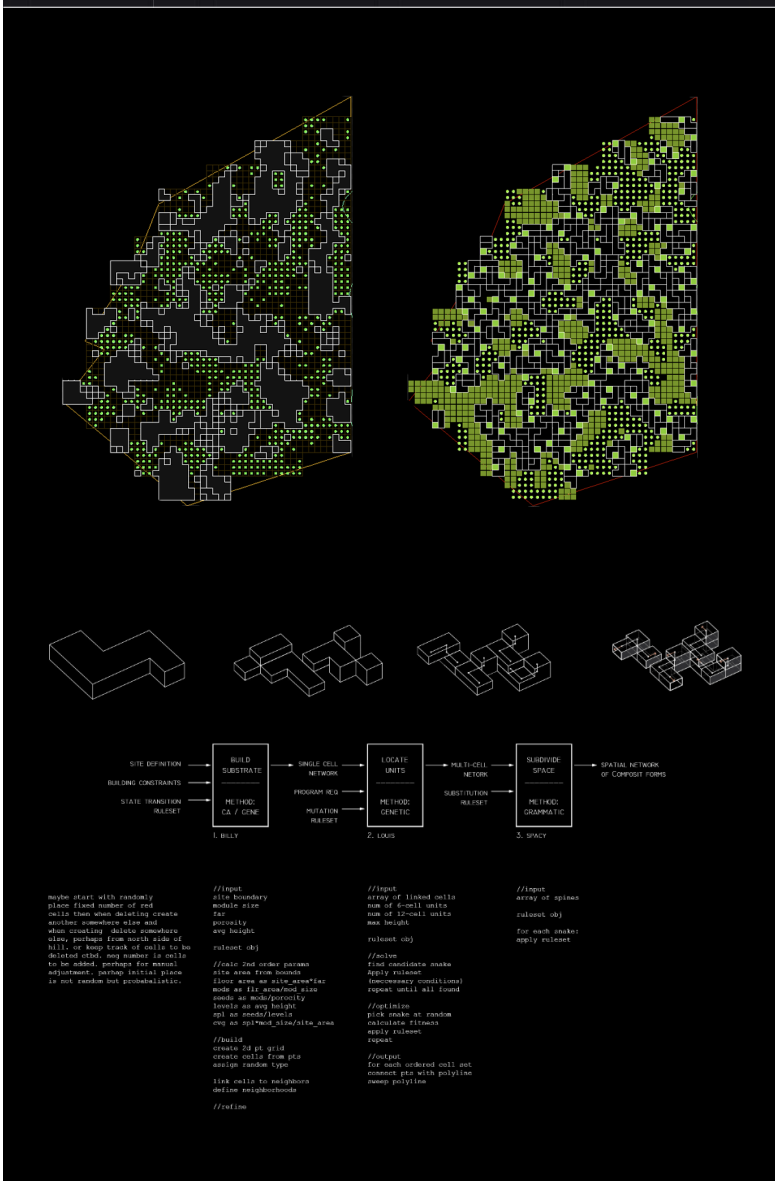

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Joshua Parker is an architect and researcher specializing in computational design and interaction. He is currently a senior designer at Aedas and founder of SML, a multi-disciplinary consulting practice in Beijing which provides design services, creative decision support and training in critical application of computational systems and methods. He has worked extensively with OPEN Architecture in Beijing on building and urban scale projects that employ generative and associative methods of computational form-finding, and served as project architect for competition-phase design of an airship hanger, exhibited in SZHK Bi-City Biennale of Architecture & Urbanism.

Joshua received an M.Arch degree from Syracuse University School of Architecture (SUSOA), where he served for three years as Graduate Teaching Assistant for Computer Aided Design and Advanced Building Systems. Prior to that, he studied Electrical Engineering and Computer Science at the University of Washington and received outstanding capstone project award for his work in embedded computation. He has also participated in international workshops, most recently at the Institute for advanced architecture of Catalonia (IaaC), where he worked on the NetworkedCITY project, an installation that combines physical computing, data visualization and real time computation. Joshua's research interests extend to development of interactive media and visual communication platforms for inclusive and computationally-mediated design.