

S E L E N A Z H E N

EDUCATION

Carnegie Mellon University
Bachelor of Architecture, 2020
Minor in Human Computer Interaction

Indiana Academy for Science, Mathematics, & Humanities
Academic Honors Diploma, 2015

SKILLS

Digital	Adobe Suite
Rhino 3D	Photoshop
Revit	Illustrator
Sketchup	InDesign
AutoCAD	Premiere Pro
3DS Max	After Effects
V-Ray	Dreamweaver
Grasshopper	
UI/UX Design	Analog/Fabrication
Sketch	Drawing/Drafting
InVision	Model-Making
Figma	Laser Cutter
Prototyping	Woodshop
User Research	3D Printing
HTML/CSS	Photography (Digital)
Python	

RECOGNITION

Stewart L. Brown Memorial Scholarship, 2019
Recognized for professional promise as measured in both attitudes and scholastic achievement. Juried by AIA PGH.

AIA Pennsylvania Student Award, 2019
Recognizes the exceptional scholastic achievement and future architectural promise of a graduating student.

Alpha Rho Chi Medal, CMU School of Architecture, 2020

Andrew Carnegie Society Scholar, 2019-20

Senior Leadership Recognition, 2020

Indiana Architectural Foundation Scholarship, 2017

EXPERIENCE

Freelance Work

Data Mechanics, Dover, tech.soa Jun 2019 - Present

Worked as a freelance designer and front end developer in branding, graphic design, and implementation of various UI/UX and design projects.

UX Designer

MediaMath New York, Jun 2019 - Aug 2019

Worked with the UX Design & Research team to define a new visual design system, including desirability study research and stakeholder interviews.

Experience Designer

BlueCrew San Francisco, Jun 2018 - Aug 2018

Redesigned and refocused BlueCrew's user experiences. Aligned with the app developer team to iterate on user interfaces and user interactions.

Teaching Assistant

Carnegie Mellon University Pittsburgh, Spring 2018, Spring 2019

Provided in-class instruction and assistance to students for each course: Architecture Digital Media (2018), Learning about Learning (2019)

Front End Developer + Designer

Zinc Technologies San Francisco, Jun 2017 - Aug 2017

Redesigned Zinc.io, PriceYak, Subtotal, and Lionfish product websites, as well implemented all changes.

LEADERSHIP

American Institute of Architecture Students (AIAS)

2015 - Present

Served on the CMU Executive Board as Treasurer, Vice President, Chapter President, and AIA/YAF Liaison as a student advocate and leader. Developed a podcast platform as an AIAS National Advocate (2019-20) focused on forming an awareness of "empty activism" and its potentially negative impacts.

Beaux Arts Ball

Aug 2017 - May 2020

Directing and overseeing the planning of the Spring 2020 Beaux Arts Ball for the College of Fine Arts as an initiative to positively impact the arts community. Previously also served as Associate Chair for the 2017-18 Ball.

Carnegie Leadership Consultant (CLC)

Aug 2019 - Jan 2020

Collaborated with fellow CLCs to improve and empower student leaders, and facilitate peer-led leadership training to students across campus.

Conference - Technology Track Chair (AIAS)

Aug 2015 - Mar 2016

Planned and organized a national architecture conference with 500+ attendees.

1

NEW EXPERIMENTAL THEATER FOR NYC

An experimental theater for the World Trade Center Performing Arts Center, tackling the same site, program and constraints as those of the professional design team, with a focus on human experience and sequence.

5

HIGH RISE ‘UNTITLED’

A project looking at the role of the architectural promenade and how it can be adapted to the typology of the high rise, using Donald Judd’s writings and artistic outputs as intellectual and inspirational ideas for concept.

9

HARDCORIST LECTORES

A studio which reconsiders the relationship between pure form, radical pedagogy, and the creation of spaces for the exploration and development of critical forms of architecture.

13

BIOTECHNOSPHERE BATHROOM

A built installation space that fosters mutualistic interactions between human and fish.

15

H₂OME

An activity book designed for learning about water in the Anthropocene.

17

MEDIAMATH

An overview of the Design System created for MediaMath during Summer 2020. Includes typography, page interaction, form components, and mockups to test the Design System.

19

LUNAR GALA 2020 - COATED

A 8-piece fashion line for the Lunar Gala 2020 Fashion Show. Coated explores the combination of British outerwear and fringe edging techniques.

NEW EXPERIMENTAL THEATER FOR NYC

Fourth Year | Spring 2019

48-601 Advanced Synthesis Option Studio: 4-D Architecture - Narrative, Hierarchy, Procession and Rhythm in Design

42-408/418 Theater Architecture I & II

Studio Coordinator/Professor: Hal Hayes, Assisting Professors: Dick Block, Cindy Limauro

STUDIO INTRODUCTION

"The site is immediately adjacent to the 9/11 Memorial and One World Trade Center megastructure. The World Trade Center Performing Arts Center (PAC) is the most anticipated, and controversial, addition in a generation to Manhattan's rich performing arts ecosystem. This 1200-seat three-theater complex is a real project currently in design and planning. This studio tackles the same site, program and constraints as those of the professional design team, which required us to develop mastery of the technical realities of performance productions, construction methodologies, structural & mechanical systems and community/stakeholder activism."

In addition to developing technical and construction skills, the project is also largely about understanding occupancy and human experience. The design of a theater is particularly unique, as movement, occupancy, and experience are amplified and exaggerated.



Model in Built Context
Scale: 1"=32'

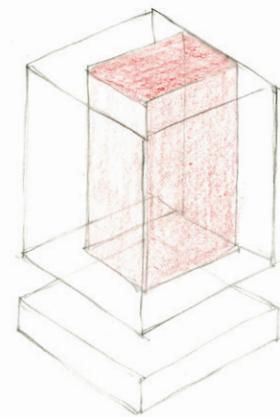
NARRATIVE + CONCEPT

The project is focused on reinforcing the significance of the theater in the area, by using water (from the memorial) as a material, both literally and figuratively, to cleanse and transform the experience of the guest.

When researching philosophies in Ancient Greece, where theater and stages for theater originated, I was interested in how I could use the 5 basic Greek elements to define my approach into the theater. The 5 basic Greek elements; **EARTH, WATER, AIR, FIRE, AND AETHER**, provide a basis for how different parts of the design interact with each other.

1. EARTH - THE HEAVIEST ELEMENT, BASE.

Represented by the Plinth as the basis for all matter.



2. WATER - THE ELEMENT OF EMOTION, PROTECTION.

Represented by the reflecting pool surrounding the building and the waterfall over the marquee, as an interpretation of a moat of protection surrounding the 'castle' or 'gem' in the downtown area.

FACADE

3. AIR - SPIRITUAL ENERGY AND MOVEMENT.

Represented by the entry lobby and public area surrounding the plaza.

STRUCTURE

4. FIRE - ENERGY AND PASSION.

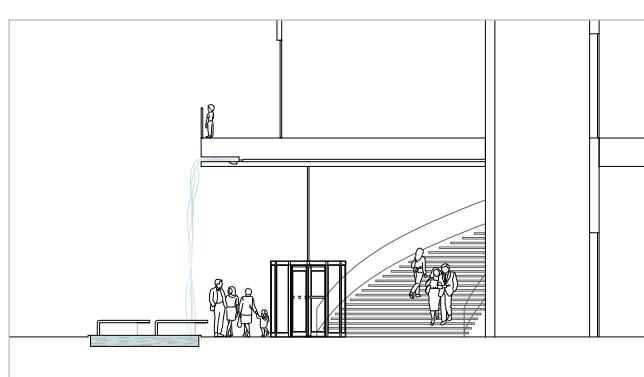
Represented by the public circulation of the building, as an interpretation of the supply of energy for the performance halls.

PUBLIC CIRCULATION
BAROQUE STAIRS

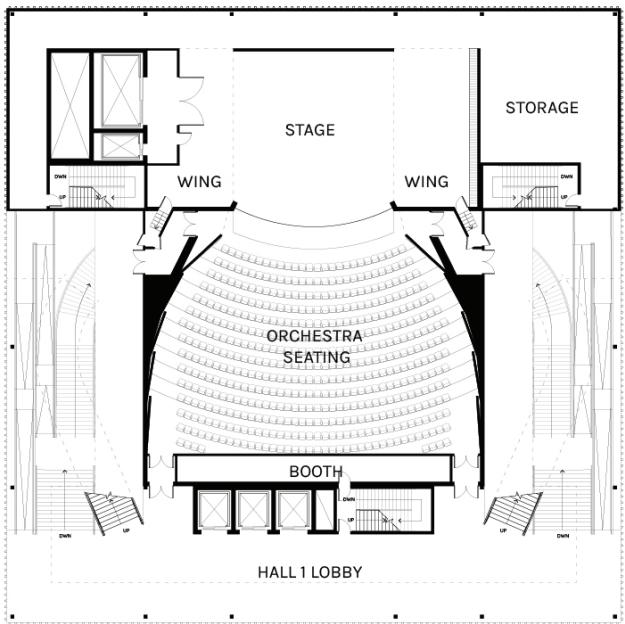
5. AETHER/SPIRIT - THE HEAVENS, THE ESSENCE THAT THE GODS BREATHE.

Represented by the performance chambers as the heart of the gem of downtown New York City.

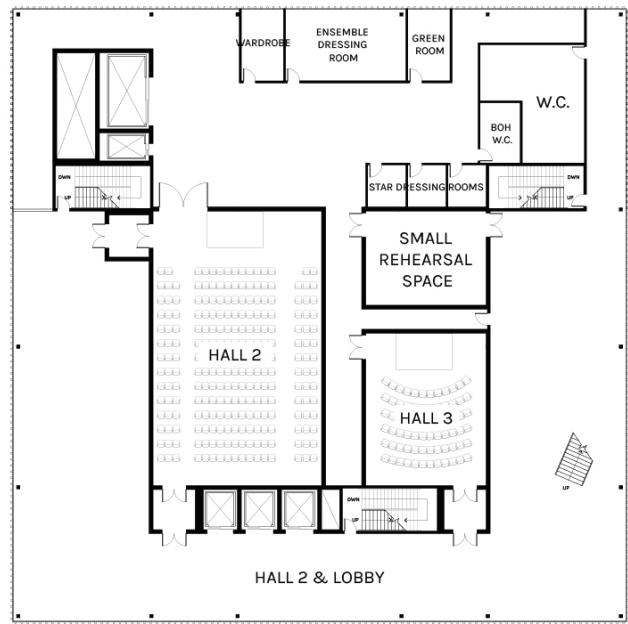
WATER FEATURES
REFLECTING POOLS
PLAZA THEATER
BOX OFFICE
WATERFALL OVER BUILDING ENTRY



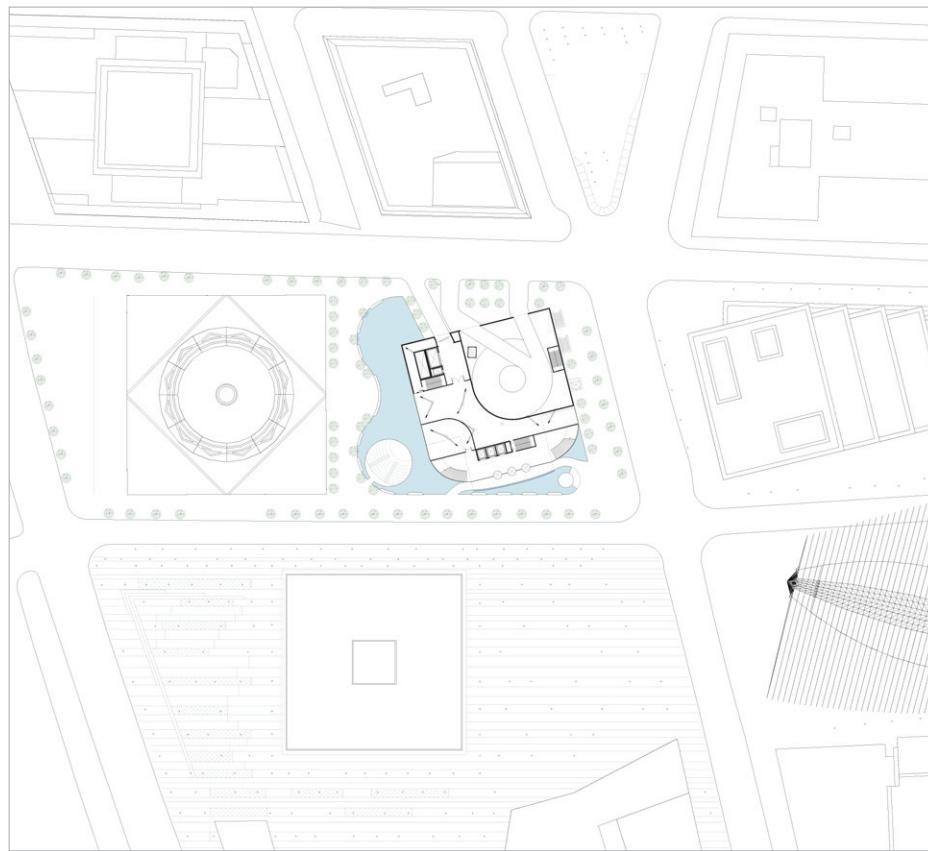
Entry Section



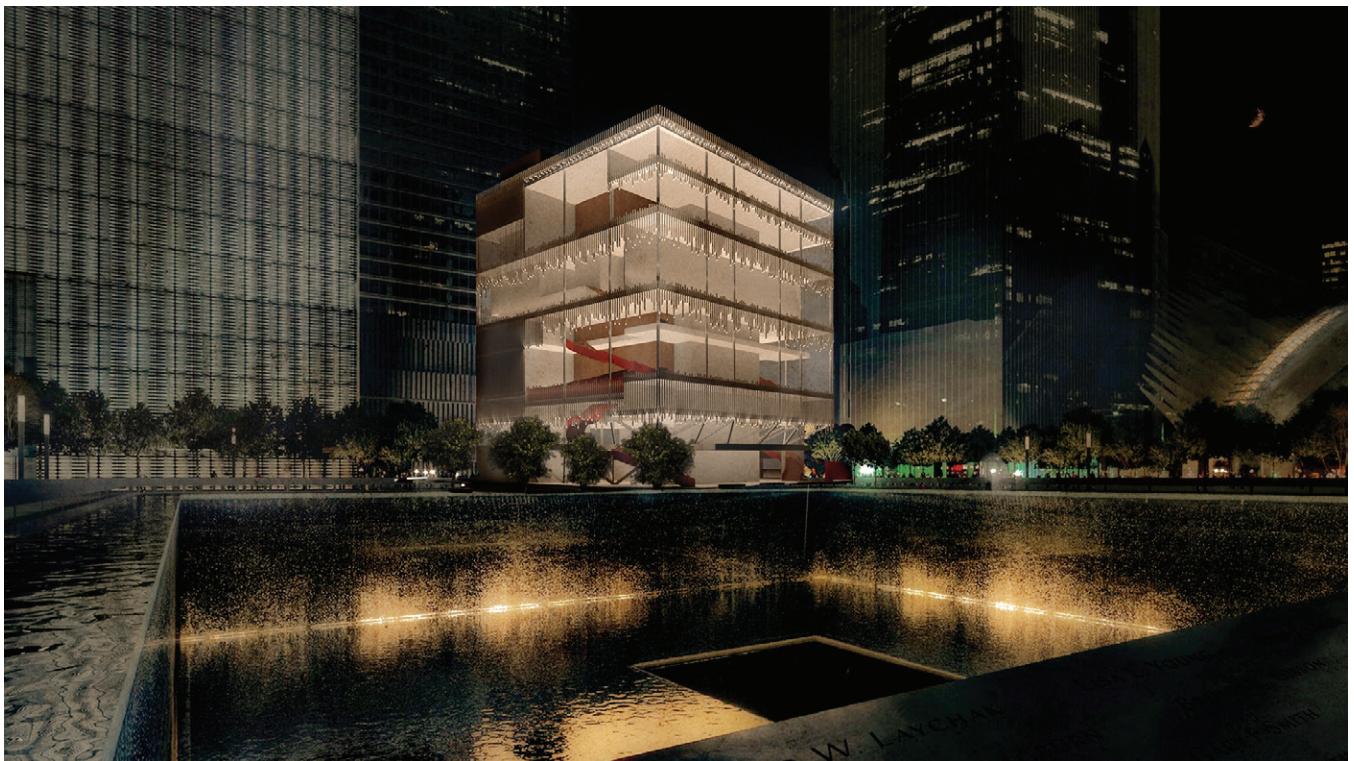
LEVEL 4
HALL 1 ORCHESTRA SEATING



LEVEL 8
HALL 2 & 3



LEVEL 1
Ground Entry and Site Plan



Top: Render
Bottom Left/Right: Large Spatial Sectional Model, Scale: 1" = 8'

HIGH RISE ‘UNTITLED’

4th Year | Fall 2018

48-400 Advanced Synthesis Option Studio: High_Rise ‘Untitled’ 2018, New York, NY

Studio Coordinator/Professor: Gerard Damiani

STUDIO INTRODUCTION

The program will focus on a urban high-rise structure located in SoHo in New York City directly across from the Judd Foundation. The building is to be a high-rise construction (75 feet or higher) consisting of vertical galleries, a museum store, studio workspaces for visiting artists, and apartments.

MOMENTS

When visiting Marfa, I was struck by the incredible scale of each work in the 15 Untitled Works In Concrete series. Each concrete piece cast and assembled on the site is of the same dimensions, making the layout of these pieces the varying factor in the designs. The potential habitable scale of these works left an impression on my experience at the Chinati Foundation, which I used as inspiration for creating habitable moments within my building.



15 Untitled Works In Concrete - The Chinati Foundation

FACADE

For the exterior facade of the building, I chose to use a 10 x 3 bay system, as a reference to the same bay system as the adjacent 101 Spring St. This allowed the building to fit in with the rest of the Soho context, as well as draw a visual connection to the neighboring Judd Foundation. I saw this extrusion piece as a representation of what Judd would perhaps consider a ‘detailed’ piece in his design studies, and used it as inspiration for a Miesian, modernized, neo-classical facade system.

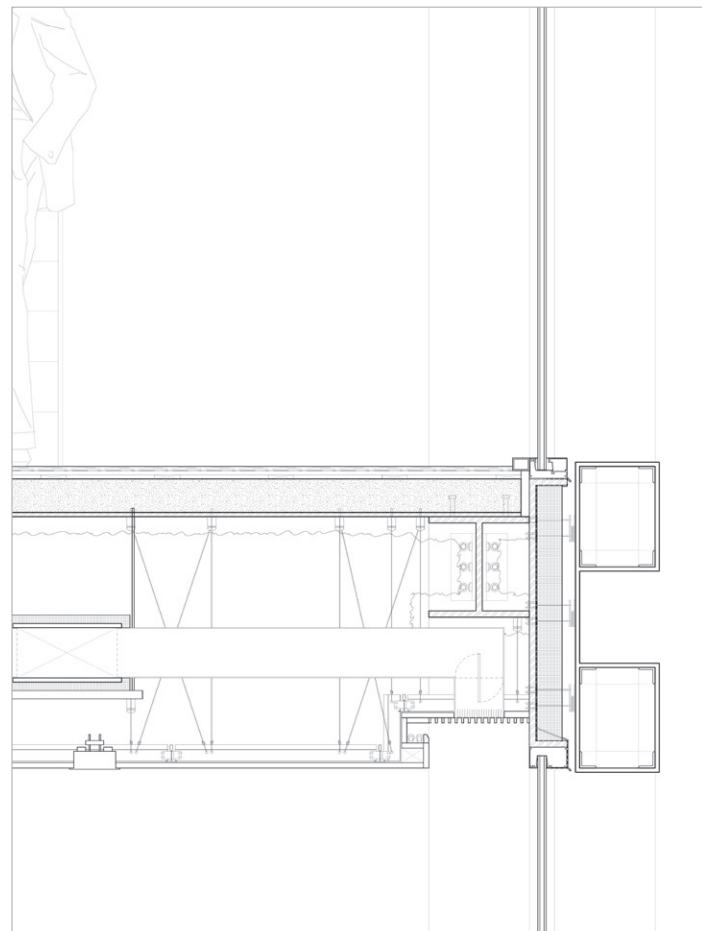


15 x 105 x 15 Installation of 12 Extruded Aluminum Pieces



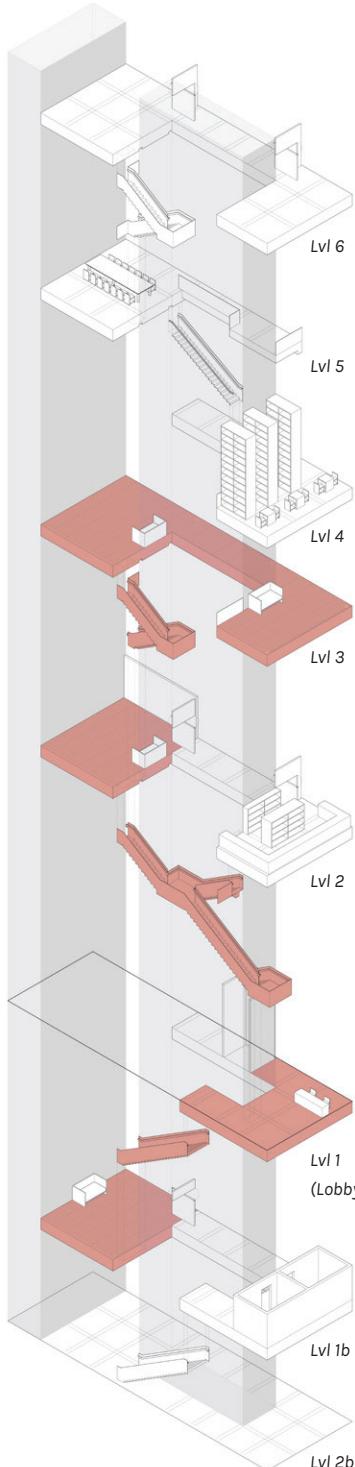
Mercer St. Elevation

Spring St. Elevation

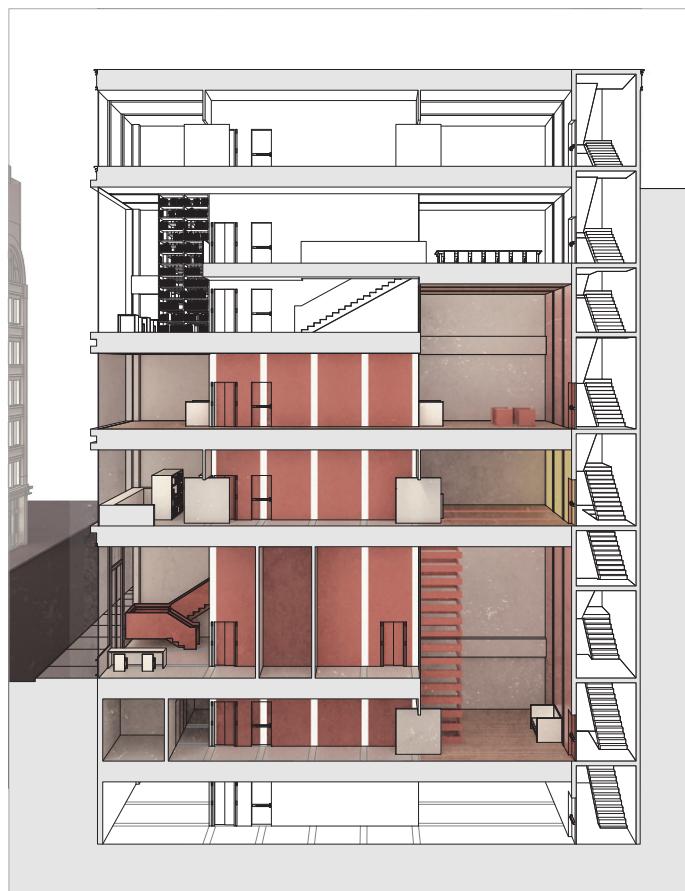


MUSEUM ANNEX

This mixed-use tower is to provide additional exhibition space for artists curated by Flavin and Rainer Judd. The spatial container provided must allow for artwork to be presented in a number of formats.



Gallery Sequence Diagram



Section Perspective: Gallery Program Highlighted



Neutral Gallery Render: Dan Flavin Inspired Artwork

RESIDENTIAL TOWER

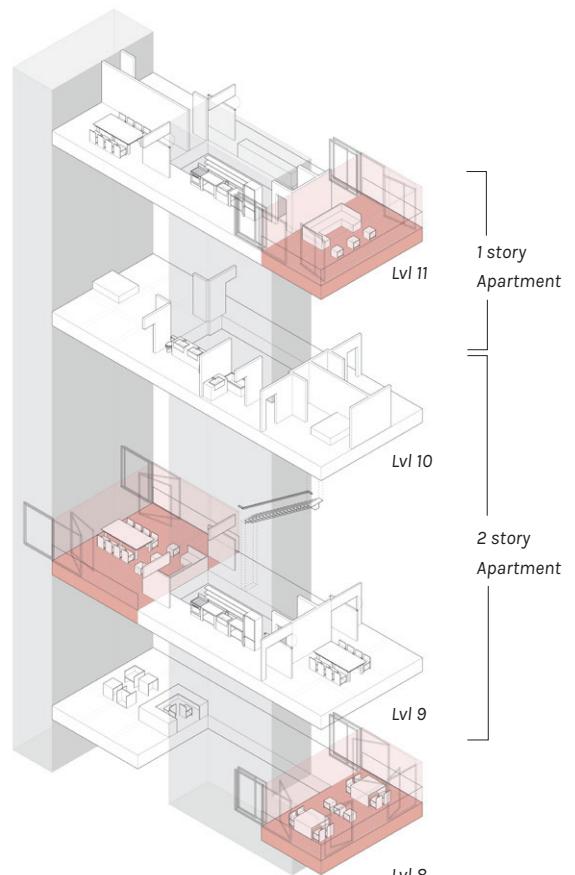
The residential tower is to accommodate a number of residences while creating an understanding of Donald Judd's residential spaces.



1 Story Apartment Render: Flexible Living Room



2 Story Apartment Render: Flexible Living/Dining Room



Residential Sequence Diagram

LEVEL 10

Residential 2 Story Apartment

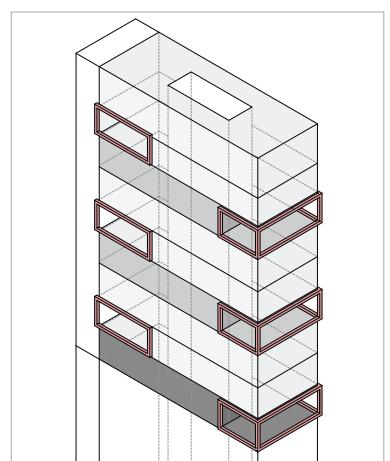
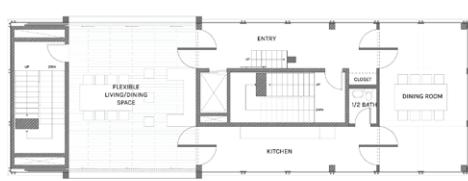
Repeated on Levels 13, 16



LEVEL 9

Residential 2 Story Apartment

Repeated on Levels 12, 15



Residential Moments Diagram

HARDCORIST LECTORES

Fifth Year | Spring 2020

48-510 Advanced Synthesis Option Studio: HARDCORIST LECTORES & their worldmaking laboratories

Studio Coordinators/Professors: Cruz Garcia and Nathalie Frankowski (WAI Think Tank)

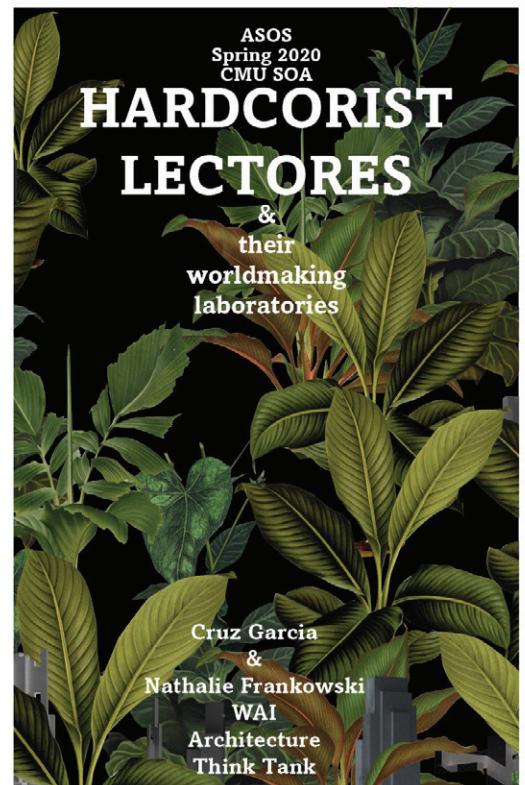
INTRODUCTION

The introduction to the studio was initially written by Studio Professors Cruz Garcia and Nathalie Frankowski, and is paraphrased here.

In a drive for human emancipation, the last hundred years witnessed the creation of various avant-garde schools, workshops, and laboratories that strived to blur the boundary between art, architecture and life. Starting with the People's Art School in Vitebsk in 1918, and followed by the Bauhaus(1919), Unovis (1919), Vkhutemas (1920), GINKhUK (1923) and Black Mountain College (1933), a century of turmoil paved the way to a series of transcendental institutions set to liberate architecture from the constraints of previous epochs.

A hundred years after the foundation of Unovis, Bauhaus and Vkhutemas, 'HARDCORIST LECTORES AND THEIR WORLDMAKING LABORATORIES' reconsiders the relationship between pure form, radical pedagogy, and the creation of spaces for the exploration and development of critical forms of architecture. HARDCORIST LECTORES AND THEIR WORLDMAKING LABORATORIES' explores the possibility of Universal Workshops and Architectures of Emancipation.

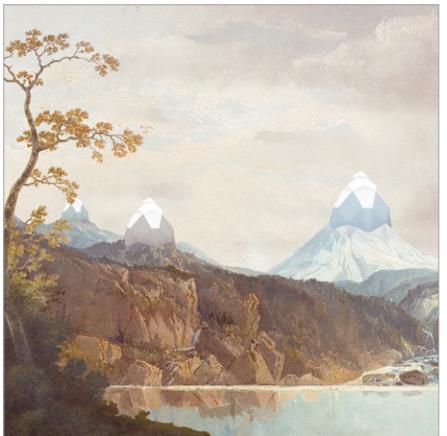
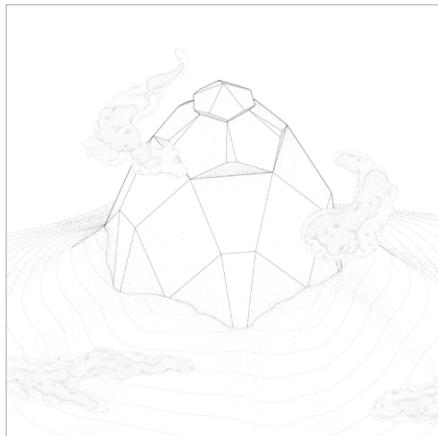
Divided in two main parts, the studio will go from pure research, while designing multimedia installations (drawings, storyboards, film, collages, and models) not only the buildings and the relationship to their surrounding landscapes, but the stories of these WORLDMAKING LABORATORIES FOR HARDCORIST LECTORES.



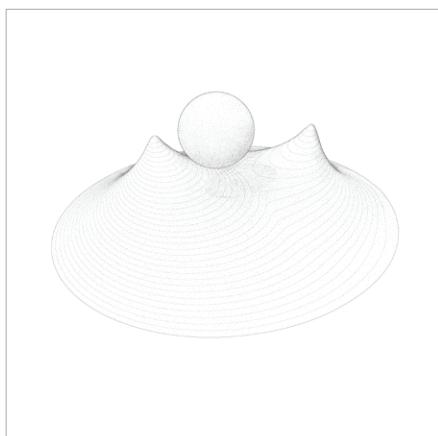
PART 1: ARCHETYPE RESEARCH

Peaks / Speleothems

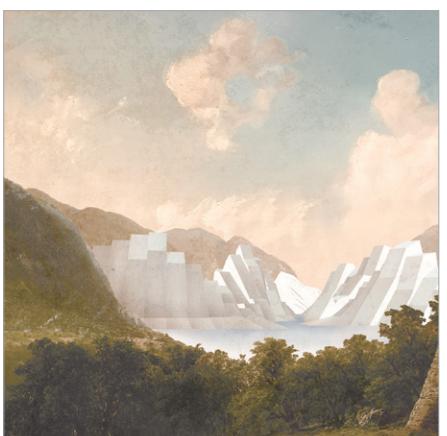
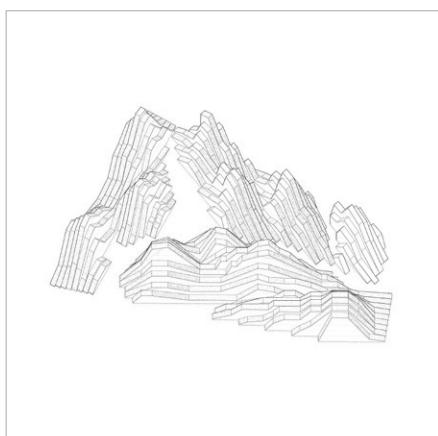
Crystal Mountain, Alpine Architecture, Bruno Taut



City of the Sun, Leonidov



Hualien Hills, BIG



PART 2: LABORATORY FOR VIRTUOUS TEXTILE PRODUCTION

Laboratorio para la Producción Textil Virtuosa

MY VISION

The Laboratory for Virtuous Textile Production aims to create a transformative and alternative educational experience regarding fashion and textile production. The Laboratory will provide a deep disciplinary knowledge of the history of textiles; understand the societal or political impacts of the industry; explore environmental problem solving; provide critical ways of communication; and regard art as a form of criticism and speculation. The program serves as a forum for brands, designers, eco-conscious consumers, and raw material makers to contemplate and discuss virtuous textiles. The campus programs and spaces provide opportunities to experience physical textiles in all cycles of its life - from raw material - to repurposed. Any and all forms of material are available for study here, and are integrated into every part of the buildings.

SITE

The project reclaims the former naval base Roosevelt Roads in Ceiba Puerto Rico.

FILMS

Because this studio project uses a variety of media to illustrate concepts, please see the following links to view important films that provide the full experience of the Laboratory.

Advertisement

<https://youtu.be/7dCEEU2CGkg>

Campus

<https://youtu.be/gJtNEJZ6PQg>

Pedagogy

https://youtu.be/n_UOXyTrjDs

CAMPUS PROGRAMS

Studio-Factory of Decolonial Cotton

Studio-Factory of Liberated Silk

Studio-Factory of a Dye-ing World

Forum of Fleeting Fancies

School of Textile Disruption

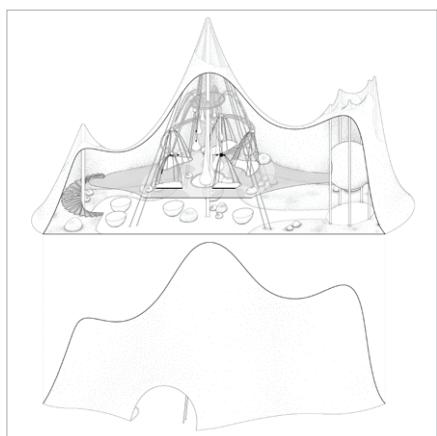
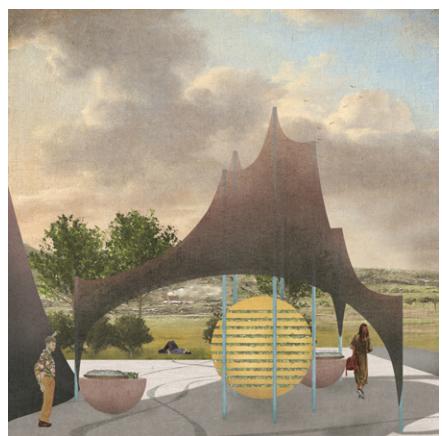
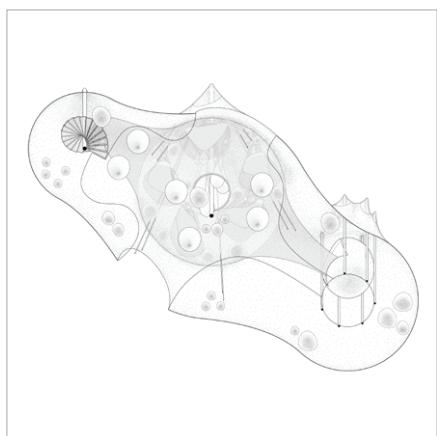
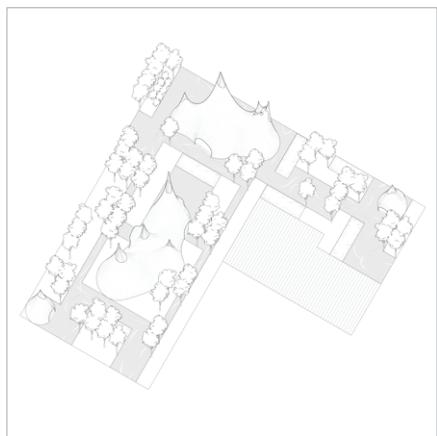
Plaza of Potential

Gallery for Art

Gallery for History

Runway of Reclamation





BIOTECHNOSPHERE BATHROOM

Fourth Year | Fall 2018

48-734 Reactive Spaces and Media Architecture

Professor: Jakob Marsico

INTRODUCTION

With hopes that the future of mankind will live in greater integration in the natural world and coexistence with its creatures, our team used this foresight to create a space that exercises telepresence in both the natural world and our own. We decided to foster our own space of integration, using fish as models to better envision the mutualistic interactions we foresaw between creatures of the natural world and humans.

The Bathroom is a bathroom in which a fish tank houses its own fish-scaled replica of our human-scaled bathroom. In The Bathroom, the usual consequence of a person's action is amplified by one that affects the fish's world and vice versa. Brightness tracking and basic circuitry were employed to facilitate three main interactions.

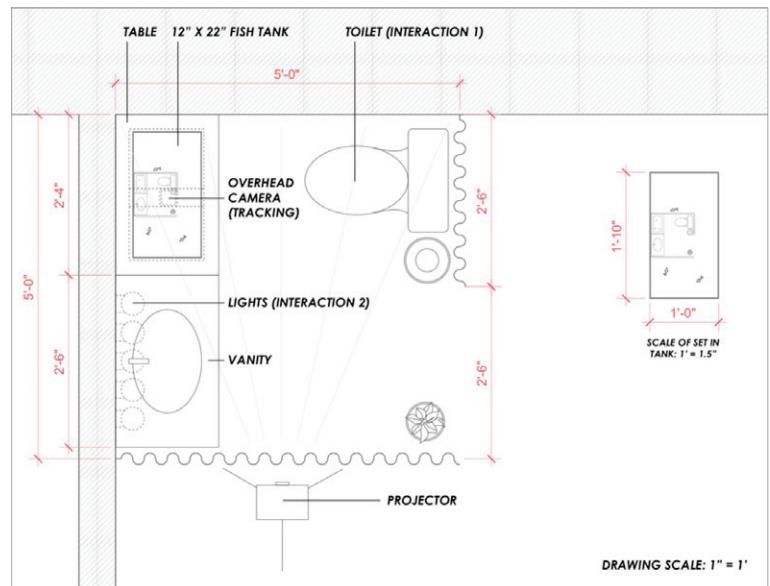
Program: Touchdesigner, Arduino

In collaboration with Soonho Kwon, Miranda Luong, Johanna Mcallister, and Nicole Matis.

Photos by Soonho Kwon.

PROTOTYPE VIDEO

<https://vimeo.com/307090090>

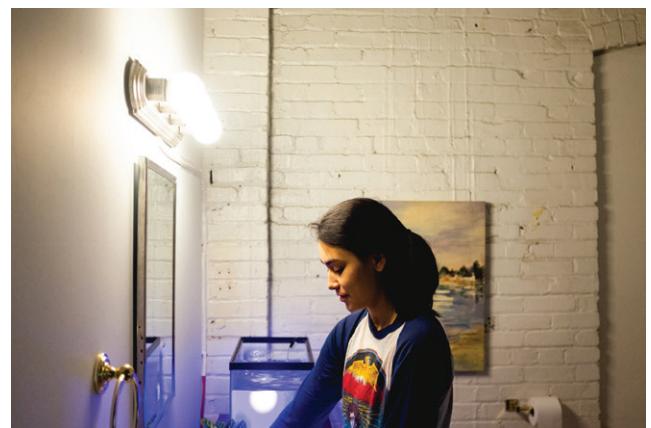




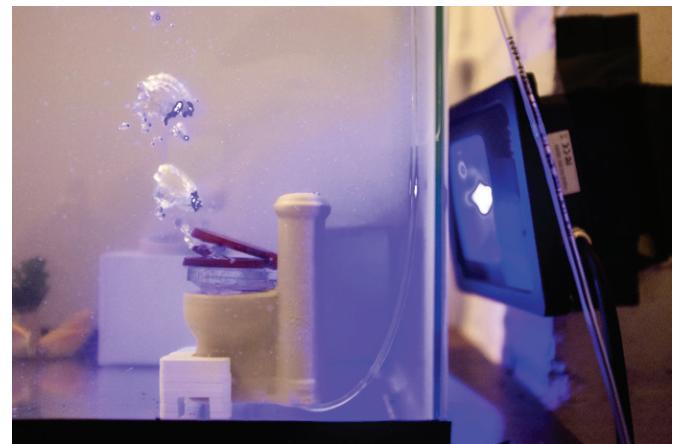
KNOCK A knock on the fishs' tank produced an echo of a knock in the human bathroom.



LIGHTS A fish entering their own bathroom turned on the lights of the human bathroom.



BUBBLES A human sitting on their toilet caused bubbles to emerge from the fish's toilet.



H₂OME

Fifth Year | Spring 2020

05-292 Learning in Museums

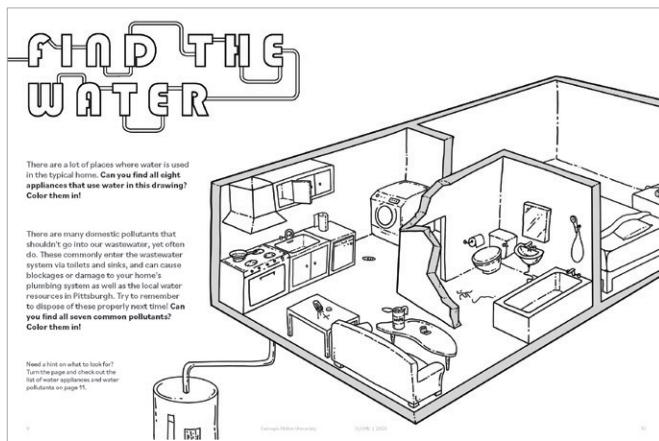
Professor: Marti Louw, In collaboration with the Carnegie
Museum of Natural History

For our Learning in Museums project, we have created an activity booklet called H2OME, which is designed and written about the topic of Water.

Our hope is that the booklet provides a learning opportunity for museum visitors and their friends/family about the region's water story, as well as their own personal home water story.

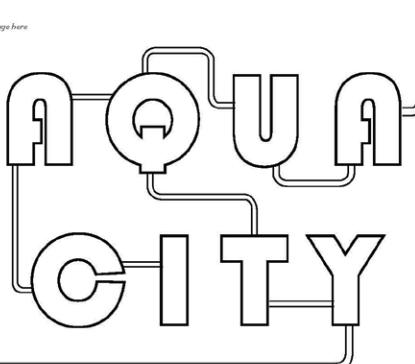
The booklet is designed for children in grades 3-5, but we highly encourage parents to participate in the activities as well.

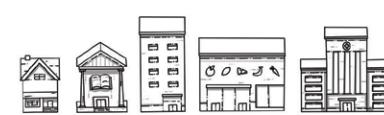
In collaboration with Daniel Noh and
Don Lee.



A booklet page titled "WHAT ABOUT YOU?" containing a "BATHROOM WATER USE CHEAT SHEET". It provides conversion factors for water usage: 1 flush (newer or high efficiency) = 27 water bottles per flush; 1 min in the shower = 10 water bottles per minute of showering; Brushing teeth for 30 seconds = 4 water bottles per brushing; Brushing teeth for 2 minutes = 16 water bottles per brushing. It also includes sections for "Toilet", "Taking a Shower", and "Brushing Teeth", each with a table for tracking water bottle counts and total usage.

Activity Pages





You've been voted as the mayor of Aqua City! Your first task is to help design and develop two empty blocks in the city center. As the new mayor, part of your duty should be to improve the way water is handled in the city. Try to be more water-conscious and water-sustainable, and use this activity to learn about the cause and effect of home and city infrastructure.

Feel free to color and decorate the Aqua City components as you see fit!

SCORE SHEET

Use the Score Sheet to calculate the score of your city. How did you do? What are ways you can improve your score? Feel free to rebuild your city, then recalculate your score. A higher score means your city is more water-conscious and water-sustainable!

Component	Points	Your Quantity	Points Subtotal
Bioswale	2	<input type="text"/> X	= <input type="text"/>
Permeable Street Pavement	2	<input type="text"/> X	= <input type="text"/>
Rain Garden	1	<input type="text"/> X	= <input type="text"/>
Green Roof	1	<input type="text"/> X	= <input type="text"/>
Rain Barrel	1	<input type="text"/> X	= <input type="text"/>
Flower Garden	0	<input type="text"/> X	= <input type="text"/>
Bench	0	<input type="text"/> X	= <input type="text"/>
Car	-1	<input type="text"/> X	= <input type="text"/>
Fish Pond	-1	<input type="text"/> X	= <input type="text"/>
Lawn Sprinkler	-1	<input type="text"/> X	= <input type="text"/>
Pool	-1	<input type="text"/> X	= <input type="text"/>
Fountain	-2	<input type="text"/> X	= <input type="text"/>
		TOTAL SCORE	<input type="text"/>

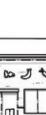
Carnegie Mellon University

INSTRUCTIONS

- Cut out pages 20-27.
- Decorate and cut out the individual infrastructure components that will be used to customize the new blocks. Additionally, decorate and cut out the individual building components where people will live and roam in your city.
- On the map (pages 29 and 30), arrange the buildings and infrastructure components on the two empty blocks of the map. Pick and choose the elements that you'd like to include as new mayor. Don't forget that Aqua City should be water sustainable, so try to choose infrastructure components that will make your city beautiful as well as aqua-friendly. Check out the Aqua City Index to see what each infrastructure component can do for your city.
- Finally, check how environmentally friendly your city's water-planning is by calculating your points using the Score Sheet. A higher score means your city is more water-conscious and water-sustainable!
- Show us how you did by taking a picture of your city and sharing it on social media with #H2OME.CMNH

AQUA CITY INDEX

Included in your Aqua City Kit:

 House (x7)	 Apartment Building (x3)	 Hospital (x1)	 Grocery Store (x1)	 Library (x1)
 Rain Barrel (x6)	 Lawn Sprinkler (x5)	 Rain Garden (x5)	 Permeable Street Paving (x2)	
<small>Attach any number of Rain Barrels to any building to collect rainwater.</small>	<small>Place a Lawn Sprinkler near any house or apartment building to keep the grass watered and green.</small>	<small>Place a Rain Garden near any building to collect and absorb surrounding stormwater.</small>	<small>Place a Permeable Street Paving on top of any existing street to improve its water retention and runoff quality.</small>	
 Bioswale (x4)	 Fountain (x4)	 Fish Pond (x3)	 Green Roof (x6)	
<small>Use a bioswale on a street or sidewalk to collect and filter stormwater from paved areas.</small>	<small>Place a fountain anywhere to create a city water attraction.</small>	<small>Place a Fish Pond anywhere to create a city water attraction.</small>	<small>Replace the roof of every store, hospital, and apartment building with a Green Roof to absorb rainwater. Make sure you use the right size roof for each building!</small>	
 Car (x7)	 Bench (x8)			
<small>Place a car on any street. Be aware that cars can create pollution in stormwater runoff.</small>	<small>Place a bench anywhere to provide a great outdoor sitting area.</small>			

H2OME | 2020 Carnegie Mellon University

Activity 5: Aqua City Introduction and Score Sheet

MEDIAMATH

Position: UI/UX Designer

New York City

June 2018 - August 2018 (Summer 2019)

INTRODUCTION TO MEDIAMATH

(from MediaMath's website, accessed February 2020)

"MediaMath is the acclaimed independent advertising technology company for brands and agencies.

Brands and their partners use our technology and services to achieve the performance they deserve with less effort.

We created the first software for real-time media buying in 2007 and today work with over two-thirds of the Fortune 500 and more than 3,500 brands and their agency partners to grow and deepen direct customer relationships.

Our clients can access the purest supply to reach real humans at the scale they need across channels like mobile, CTV and display and can use a combination of advanced AI and human expertise to drive improved results over time."

MY WORK

At MediaMath, I worked with the UX Design & Research team to define a new visual design system for MediaMath's new platform direction. This included creating style tile options, choosing a final direction, component and pattern iteration, desirability study research (to validate direction with stakeholders), component iteration, and a final Design System via Invision Design System Manager (DSM).

All products designed for MediaMath, with appropriate permission to reuse.
This is only a selection of work created during this summer position.

Text Styles

font-family: Multi-SemiBold; font-size: 96px; color: #000000; letter-spacing: 1px; text-align: left;

H1 Display

font-family: Multi-SemiBold; font-size: 60px; color: #000000; text-align: left;

H2 Headline

font-family: Multi-SemiBold; font-size: 48px; color: #000000; text-align: left;

H3 Headline

font-family: Multi-SemiBold; font-size: 36px; color: #000000; letter-spacing: 0.25px; text-align: left;

H4 Headline

font-family: Multi-SemiBold; font-size: 34px; color: #000000; letter-spacing: 0.2px; text-align: left;

H5 Headline

font-family: Multi-SemiBold; font-size: 28px; color: #000000; letter-spacing: 0.15px; text-align: left;

H6 Headline

font-family: Multi-SemiBold; font-size: 16px; color: #000000; letter-spacing: 0.15px; text-align: left;

Subtile 1

Subtile 2

Default Bold Body 1 In-Line Link White White Bold Disabled Error

Default Bold Body 2 In-Line Link White White Bold Disabled Error

Default Blue White Disabled Error

12PX DEFAULT 12PX WHITE

10PX DEFAULT 10PX WHITE

BLUE DISABLED GREY WHITE WHITE 30% OPACTY

BLUE DISABLED GREY WHITE WHITE 30% OPACTY

Body 1 Text. Lorem ipsum dolor sit amet, consectetur adipiscing elit.

FORM COMPONENTS

BUTTONS

Progress Indicators

Radio & Radio Label Components

Input / Single Data

Input / Date Range

Input / Date & Time Range

Calendar Custom / Single Date

Calendar Custom / Date Range

Vivendi International Advertiser MediaMath

[BACK TO CAMPAIGNS](#)

Strategies Campaign: thisIsSoCAMPAIGNname | Lorem ipsum dolor sit amet

8 issues caused no spend in 15 strategies.

4 issues caused low spend in 6 strategies.

PERFORMANCE BY Hour

DAYPART INSIGHTS

Day	CPA
Sunday	\$1.02
Monday	\$2.26
Tuesday	\$1.92
Wednesday	\$1.66
Thursday	\$1.32
Friday	\$1.81
Saturday	\$0.74

STRATEGIES

Performance by hour

Filter: Filter tag X

STRATEGY NAME	TOTAL BUDGET	TOTAL SPEND	GOAL	ACTUAL	BID PRICE	WIN RATE	DAILY PAYOUT	IMPRESSIONS	CTR
REM1 LP (Non-Lotame) (NA) Description (NA) Geo (CPA) Display All	\$20,000	\$2,333	\$5.00	\$5.00	\$2.50	10%	\$500	200,000	0.02%
REM1 LP (Non-Lotame) (NA) Description (NA) Geo (CPA) Display All	\$20,000	\$2,333	\$5.00	\$5.00	\$2.50	10%	\$500	200,000	0.02%
REM1 LP (Non-Lotame) (NA) Description (NA) Geo (CPA) Display All	\$20,000	\$2,333	\$5.00	\$5.00	\$2.50	10%	\$500	200,000	0.02%
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PAGE INTERACTIONS

Pagination

Enabled:

Disabled:

Hover:

Pressed:

Focus:

Accordion / Cards

Segmented Button Group

Input Stepper / Combo

Input Stepper / Add

Input Stepper / Subtract

Breadcrumbs

Tab

Toggle Off

Toggle On

Toggle Disabled Off

Toggle Disabled On

Toggle Off Label

Toggle On Label

Toggle Disabled Off Label

Toggle Disabled On Label

Accordion Plain / Open

Accordion Plain / Closed

Accordion Outline / Open / First

Accordion Outline / Open / Middle

Accordion Outline / Open / Last

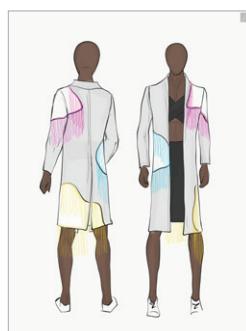
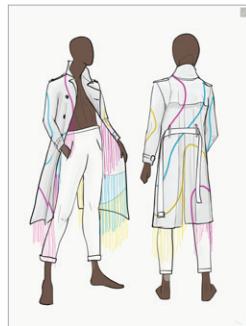
LUNAR GALA 2020 - COATED

Carnegie Mellon University

Design + Construction Process: Fall 2019 - Spring 2020

Runway Show: February 29, 2020

In collaboration with Michael Powell



MORE PROJECTS

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