Shervin Azadi

Bornn	February 22, 1993
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Σpecialisation Areas

Generative Spatial Design,
Computational Configuration Design,
Volumetric Computing,
Gamification;

Education

2017 - 2019 MSc in Architecture, TU Delft;
> Master of Science Architecture, Urbanism and Building Sciences / Architecture Track

2011 - 2016 BSc in Architectural Engineering, University of Tehran;
> Bachelor of Science in Architectural Engineering

2007 - 2011 Dip in Mathematics and Physics, Allameh Helli High School.
> NODET: National Organization for Development of Exceptional Talents

Πrofessional Experiences

2019 - now *Researcher*, TU Delft;
> Chair of Design Informatics
> Research:
>> GoDesign: gamifying the process of participatory architecture design
>> ModuGraph: generative graph grammars for modular construction
>
> Education:
>> Spatial Computing: BSc minor, volumetric generative design systems for housing complex
>> Earthy: MSc studio, computational configuration and structure design for low-tech earthy constructions

2018 - 2019 *Teaching Assistant*, TU Delft;
> Chair of Design Informatics, under supervision of Dr. Ir. Pirouz Nourian
>
> Research:
>> PolyShell: construction design of adobe shell structures by topological pöolyhedralization
>
> Education: Spatial Computing, Earthy
>> Future Models: data-driven design utilizing agent-based models

2017 *Research Assistant*, Tehran Platform.
> Research & Workshop: IaaC GSS-17: Tehran, Inside Out: emotion-related data disualization of tehran

Γrants & Honours

2019   Actieagenda Ruimtelijk Ontwerp 2017 - 2020, Samenwerken aan Ontwerpkracht, Ontwerp en Over-heid

       €30,000 for GoDesign project
       Co-authored the proposal with Dr. Ir. Pirouz Nourian

2019   Cumlaude in MSc, TU Delft

2019   Honors Master Program, TU Delft

       Based on PolyShell research projct
       collaboration with Karim Daw; under supervision of Dr. Ir. Pirouz Nourian

2011   Ranked in best 0.1%, National University Entrance Exam

       Ranked 194 among 252,312 in Mathematics & Physics, National University Entrance Exam of Iran

Πublications

submitted   Bai, Nan & Azadi, Shervin & Nourian, Pirouz & Pereira Roders, Ana. Gamifying an Urban Redevel-opment Process in Search for Consensus

submitted   Cubukcuoglu, Cemre & Nourian, Pirouz & Tasgetiren, M. Fatih & Sariyildiz, I. Sevil & Azadi, Shervin. Quadratic assignment problem using spatial geodesic distance for renovating a hospital layout design

2019   Daw, Karim & Azadi, Shervin & Nourian, Pirouz & Hoogenboom, Hans. (2019) Earthy Hon-eycombs: Construction Design of Adobe Shell Structures by Topological Polyhedralization. doi:10.13140/rg.2.2.19015.75684

Experiences

Projects

2020 - now   Developer and Maintainer of VolPy: Volumetric Computation in Python

       python package for scientific analyses of volumetric data
       Collaboration with Dr. Ir. Pirouz Nourian

2019 - now   Co-founder at GSS-Lab: Generative Sciences and Systems Lab

       Co-founded with Dr. Ir. Pirouz Nourian

2019 - now   Co-founder at Emergentium: Rule-based Urban Emergence

       Co-founded with Nour Abuzaid
       research project aiming to integrate the interface and the computational logic in a design platform

2019 - now   Co-founder at SOSAges: Some Other Solution Ages

       Co-founded with Ardalan SadeghiKivi & Armin Rangani
       art project that explores the human perception process in new media

Teaching

2018 - now   Spatial Computing - BK7083 - git

       Bachelor Minor at TU Delft
       Volumetric generative design systems for housing complex

2018 - now   Earthy - AR3B011 - git

       Design Studio in Building Technology Master at TU Delft
       Computational configuration and structure design for low-tech earthy constructions

2018 - 2019   Future Models - AR1TWF030

       Seminar in Architecture Master at TU Delft
       Data-driven design utilizing agent-based models

2017   IaaC global summer school - Tehran Inside Out

Workshop of Computational Architecture at TehranPlatform
as the Tehran node of IaaC global summer school

2014 - 2016 Freelance architectural software tutor
Rhino, VRay;

Volunteering

2018 - 2019 Event organizer at Work/Out

iterative event series outside the institutional frameworks pushing the discussion about the working condition for architects

2016 Volunteer at ICMPS: Iranian Child Maltreatment Prevention Society
Event Conductor and Graphic Designer
in collaboration with National Children's Rights Convention

Σkills

Methodical Skills

Spatial Analyses	Advanced
Scientific Computing	Intermediate
Automation	Intermediate

Technical Skills

Python	Advanced
	Package Development, Scientific Computing, Agent-Based Models, Data Vis, Geometry Vis
	NumPy, SciPy, Pandas, NetworkX
Houdini/VEX	Advanced
	Generative Systems, Agent-Based Models, Volumetric and Geometric Computation, Physic-Based Simulations, Data Vis, Geometry Vis
JavaScript	Intermediate
	Data Vis, Geometry Vis, Interactive Interfacesm
	Three.js, D3, Vue, Firebase, Node JS
Java	Intermediate
	Processing, Arduino
C#	Beginner
	Computational Geometry: Rhino, Grasshopper

Representation Skills

Documentation	Advanced
	LaTeX, MarkDown, reStructuredText
3D Modeling	Advanced
	Houdini, Grasshopper, Rhino, Cinema 4D
Rendering	Advanced
	Mantra, VRay, Vector Rendering
Interaction	Intermediate
	Unity, Unreal, Vue, Three.js, D3

Languages

Farsi	Native
English	Fluent