

Wenqian Yang

Curriculum Vitae

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Personal

- Birth **Jun 5, 1986, Sichuan, China**
Citizenship **Chinese**
Languages **Mother tongue: Mandarin**
English: ()
- Ham Radio
Driving license
PGP keys
Web <https://wenqian157.github.io/>
GitLab/GitHub [gitlab.com/](https://gitlab.com/wenqian157), github.com/wenqian157

Education

- 2018 – 2019 **Master of Advanced Study in Architecture and Digital Fabrication, ETH, Switzerland**
2017 – 2018 **Master of Architecture(Distinction), Bartlett School, University College London, United Kingdom**
2005 – 2010 **Bachelor of Architecture, Southwest Jiaotong University, China**

Work experience

- Mar 2021 – **Scientific Assistant & Lecturer, Digital Building Technologies, ETH Zurich**
now Extended Reality development in Architecture research and teaching, lead teaching of Advanced Computational Design Course and Design++ workshop 2025
- Oct 2023 – **Scientific Assistant, Concrete Structures and Bridge Design, ETH Zurich**
Jul 2025 Teaching applications in construction and engineering
- Nov 2019 – **Intern, Block Research Group, ETH Zurich**
Dec 2020 Software development for structure design
- Aug 2010 – **Architect, LAB Architecure Studio, China & Australia**
Aug 2017 Architectural designning, project managing, external coordinating

Technical Skills

- Architecture In-place robotic fabrication with timber
Design and Fabrication Large scale 3D printing with concrete and polymer
- Software Developing XR Application on HoloLens, Android & IOS, WebGL
Grasshopper and Rhino Plugins

Machine Learning and Deep Learning Image processing, Object recognition, Generative design

Communication skills

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Organisational / managerial skills

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Projects

Awards - Certifications - Licenses

Voluntary

Thesis

Publications

2025 **Mola-Advancing Generative Design in Architectural Pedagogy: An open-source library and plugins for rule-based mesh subdivision for computational design education**, *W. Yang, B. Dillenburger*
Tokyo, Japan(The University of Tokyo) CAADRIA

2025 **Mixed-Reality Apartment Layout Design Using Scaled 3D-Printed Furniture Models as Interactive Markers**, *W. Yang, A. Savov, B. Dillenburger*
Hong kong(The University of Hong Kong) CAAD Futures

Abstract accepted; full paper under review
3D Textbook and Beyond: Interactive Learning Platforms for Architectural and Structural Education, *W. Yang*
Taiwan(Ming Chiao Tung University) CAADRIA

Submitted for review **Augmented Reality for Structural Inspection of Historic Monuments: The Case of Lausanne Cathedral**, *R. Maia Avelino, W. Yang, et al.*
Online (Open Access Journal) International Journal of Architectural Heritage

2025 **The Lausanne Cathedral seen through XR: Structure and Materials**, *R. Maia Avelino, Y. Patankar, W. Yang, et al.*
Lausanne cathedral SAHC

2025 **Heritage ++, a Spatial Computing approach to Heritage Conservation**, *Y. Patankar, C. Tennenini, W. Yang, R.J. Flatt, et al.*
Online (Open Access Journal) RILEM / Springer Nature

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