

## Dr Wuwu Ran

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### PROFILE

- Architectural designer and researcher integrating digital technologies, spatial design, and sustainability across architecture and urban environments.
- PhD in Architecture (University of Liverpool, CAVA) with expertise in AI-assisted design, immersive media (VR/AR), and spatial storytelling.
- 5+ years' experience delivering urban and ecological design projects in both practice and academia.
- Holds a UK Global Talent Visa (endorsed by the British Academy), allowing full-time work without restriction.
- Passionate about bridging creative design, digital innovation, and real-world environmental solutions.

### KEY SKILLS

- Computational & Parametric Design: Rhino, Grasshopper, Blender
- XR / Interactive Design: Unity, TouchDesigner, Arduino
- Visualisation & Simulation: Adobe Creative Suite, Python, Unreal Engine (basic)
- Communication & Collaboration: Multidisciplinary teamwork, workshop facilitation, bilingual (English / Mandarin)

### SELECTED EXPERIENCE

#### Researcher I Centre for Architecture and Visual Arts (CAVA), University of Liverpool (2020–present)

- Developed AI-driven spatial analysis and VR-based design prototypes exploring new modes of urban inhabitation.
- Contributed to the drafting and research development of the £6.75M AHRC Creative Cluster: Liverpool MusicFutures grant proposal, led by PI Prof. Richard Koeck.
- Presented at ACADIA 2023, ASCAAD 2024, and Media Architecture Biennale 2025 (accepted).
- Engaged in international academic exchange, including participating DigitalFUTURES Global workshop (2022–2023), organising online award exhibition at the Media Architecture Biennale 2023 (Toronto Metropolitan University), and delivering a guest lecture at Zhengzhou University (2025).

#### Urban Planner I Shanghai Urban Planning and Design Research Institute (SUPDRI), Shanghai (2013–2018)

- Participated in and led 20+ large-scale urban design and regeneration projects across China, covering ecological planning, heritage preservation, and urban renewal at metropolitan and district scales (5–180 km<sup>2</sup>); projects received national and provincial awards for excellence in urban and rural planning.
- Independently responsible for key design components such as ecological landscape systems, sponge city strategies, water heritage protection, and urban quality improvement frameworks; collaborated with international design teams on open competitions.
- Contributed to the Shanghai Urban Master Plan (2017–2035) research project on urban design system reform and co-authored two chapters in the official Lujiazui Financial and Trade Zone Planning publication (China Architecture & Building Press, 2015).

### EDUCATION

#### PhD in Architecture, University of Liverpool (2020–2025)

- Supervisor: Prof. Richard Koeck, Francesca Piazzoni; Focus: Media Architecture, Urban Screen, VR Simulation

#### MA Urban Design, University of Sheffield (2018–2019)

- Focus: Inclusive Urban Design & Sustainable Urban Regeneration

#### BA Landscape Architecture, Soochow University (2009–2013)

### AWARDS

- 3rd Prize, China National Urban & Rural Planning Excellence Awards (2019); 2nd Prize, Shandong Province Urban & Rural Planning Excellence (2018); 2nd Prize, Municipal Urban & Rural Planning Excellence, Urumqi.
- Certified Intermediate Engineer (Shanghai Housing and Urban-Rural Construction Management Committee).
- Google Project Management Certificate.

### SELECTED PUBLICATIONS

- Ran, W., & Koeck, R. (2025, November). The Evolution and 'Chineseness' of Urban Screens in China. (Accepted) Media Architecture Biennale 2025 (MAB25), Bangkok, Thailand.
- Ran, W. (2024). 'Challenging Surveillance Capitalism in Urban Public Spaces Through Gamified Spatial Practice Simulation with Virtual Reality: A Case Study of Piccadilly Circus', ASCAAD 2024 Conference Proceedings, Barcelona, pp. 553-564.
- Ran, W., Yin, L., & Yu, J. (2023). 'Machine Learning-driven Comparative Study: Morphological Taxonomy in Screen-Based Building Clusters', ACADIA 2023 Conference Proceedings, Denver, pp. 596-605.