

LUCILLE
WANG

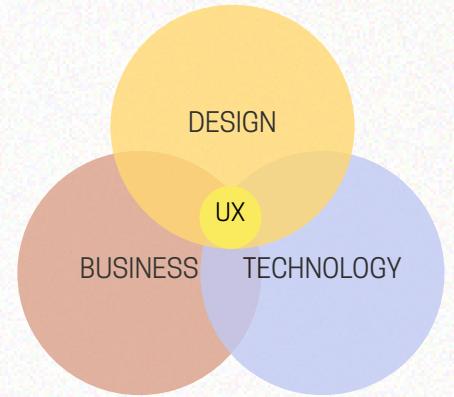
DESIGN STRATEGY
PORTFOLIO

LUCILLE WANG

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LinkedIn: [Lucille Wang](#).



I believe **design strategy** can transform human experience in an evolving world. by combining **creative** design ideas, business strategy, and innovative technology, I aim to shape new paradigms for **human-centered** spaces and experiences.

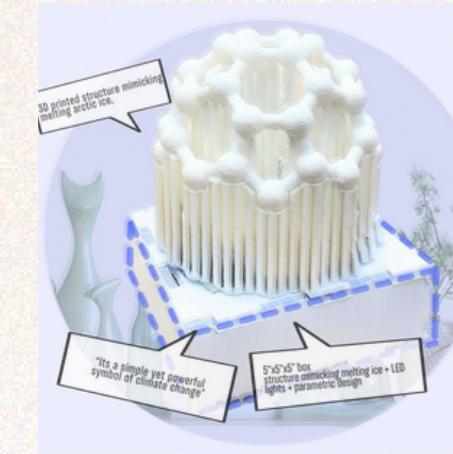
ACADEMIC

01



THE SCOBY SPOT
KOMBUCHA TEA STORE

02



ICEY!
INTERACTIVE DEVICE

03



HYPHAE NEST
CONCEPTUAL ARCHITECTURE

04



CORNELL CLASSROOM
RENOVATE OLD CLASSROOM

INTERNSHIP

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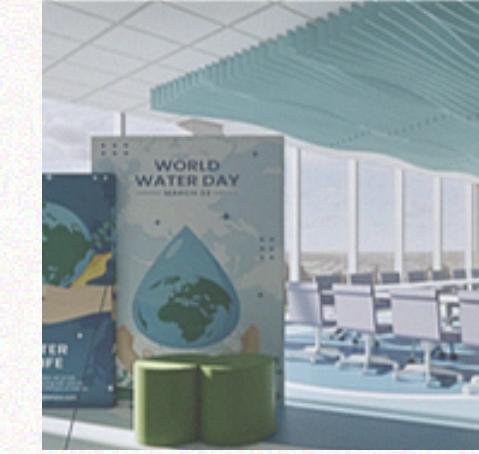
BIKE WALK TOMPKINS
BIKE REPAIR SHOP

06



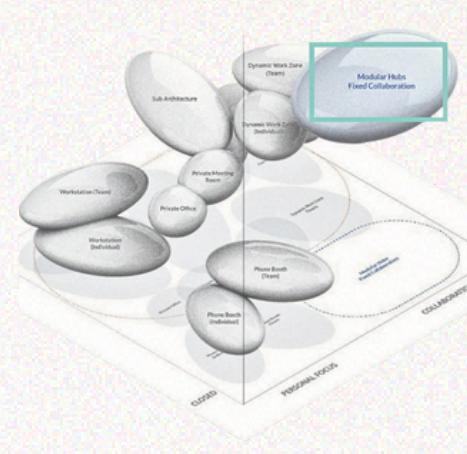
NIMBUS
FLYING HOTEL

07



MIAMI-DADE WORKPLACE
SPATIAL STRATEGY & DESIGN

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WORKPLACE & ACOUSTICS
WORKPLACE STRATEGY

01

THE SCODY SPOT

KOMBUCHA TEA STORE

Location: Ithaca, New York

Category: Retail Store

Year: 2024

Software: Revit, D5

- **The SCODY SPOT** is a **kombucha tea + pastry store, relax & study** space.
- **Goal:** Create **relaxation** and **well-being hub** for Ithacans.
- **Offerings:** This tea store serves various **kombucha flavored tea, pastry and brewing services**.
- **Design inspiration:** Inspired by **giant tree branches** in the forest, the store is constructed with **hexagonal wooden structure** and **elevated seating platform**.
- **Human-Centered Experience:** The environment facilitates a **restorative connection between people and nature** as people relax in this spot in a cozy, daydreaming afternoon.



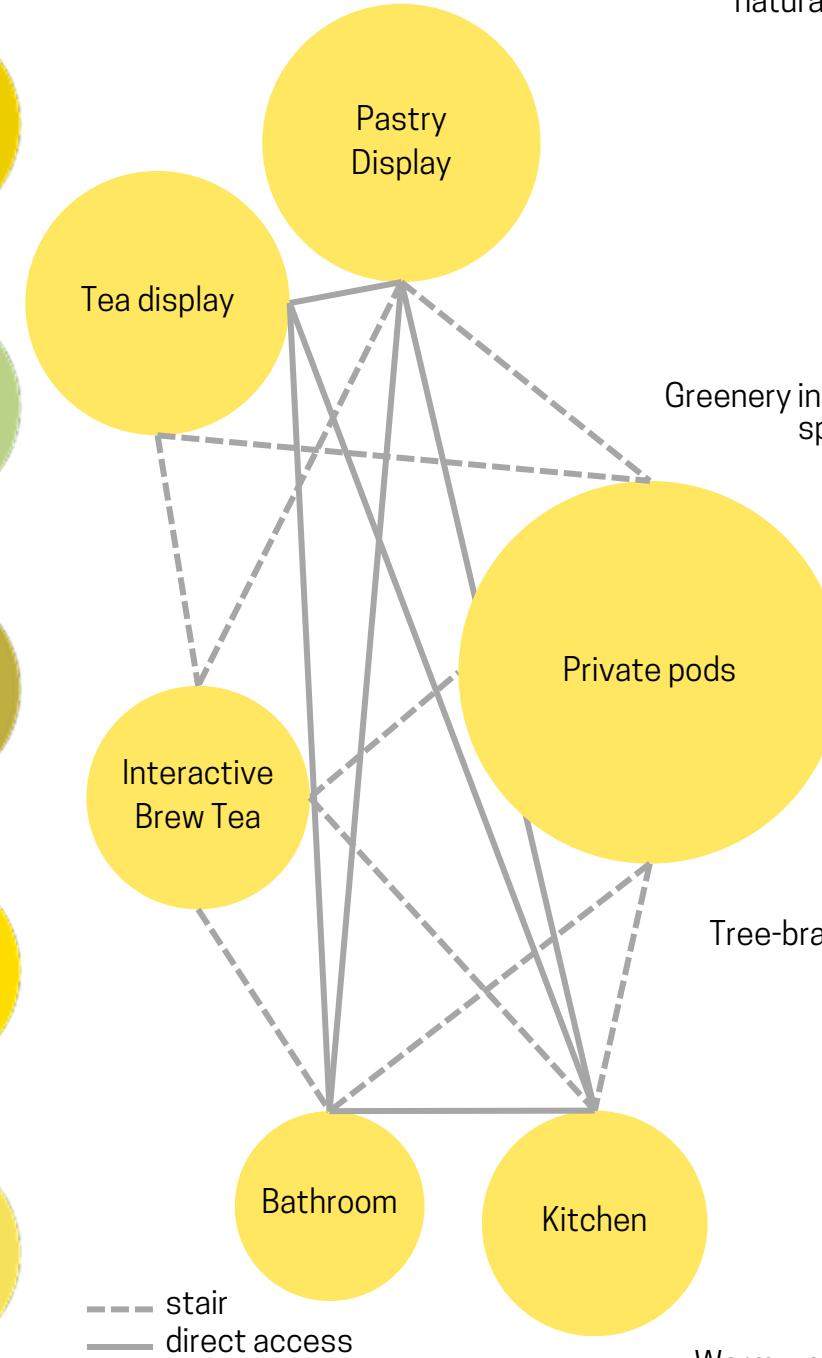
01 The SCOBY Spot

Challenge: Design a retail store in Ithaca Commons that attracts people.

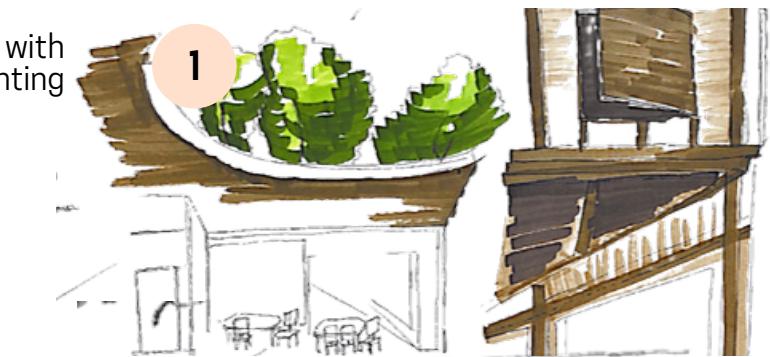
Solution: Kombucha Tea Store

Goal: Healing and Restoration

Services of SCOBY Spot



Pods and seats with natural lighting



Greenery integrated into space planning



Private pods



Tree-branch inspired ceiling structure



Warm wooden shelving with kombucha jars

4

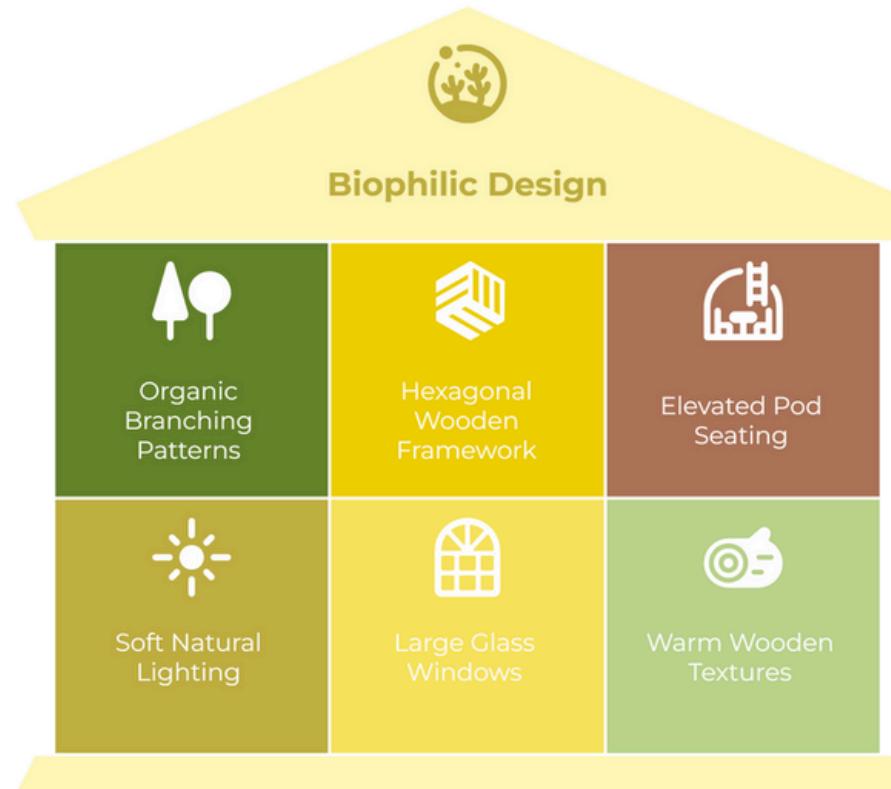
credit: midjourney

01 The SCOBY Spot

Challenge: Design a retail store in Ithaca Commons that attracts people.

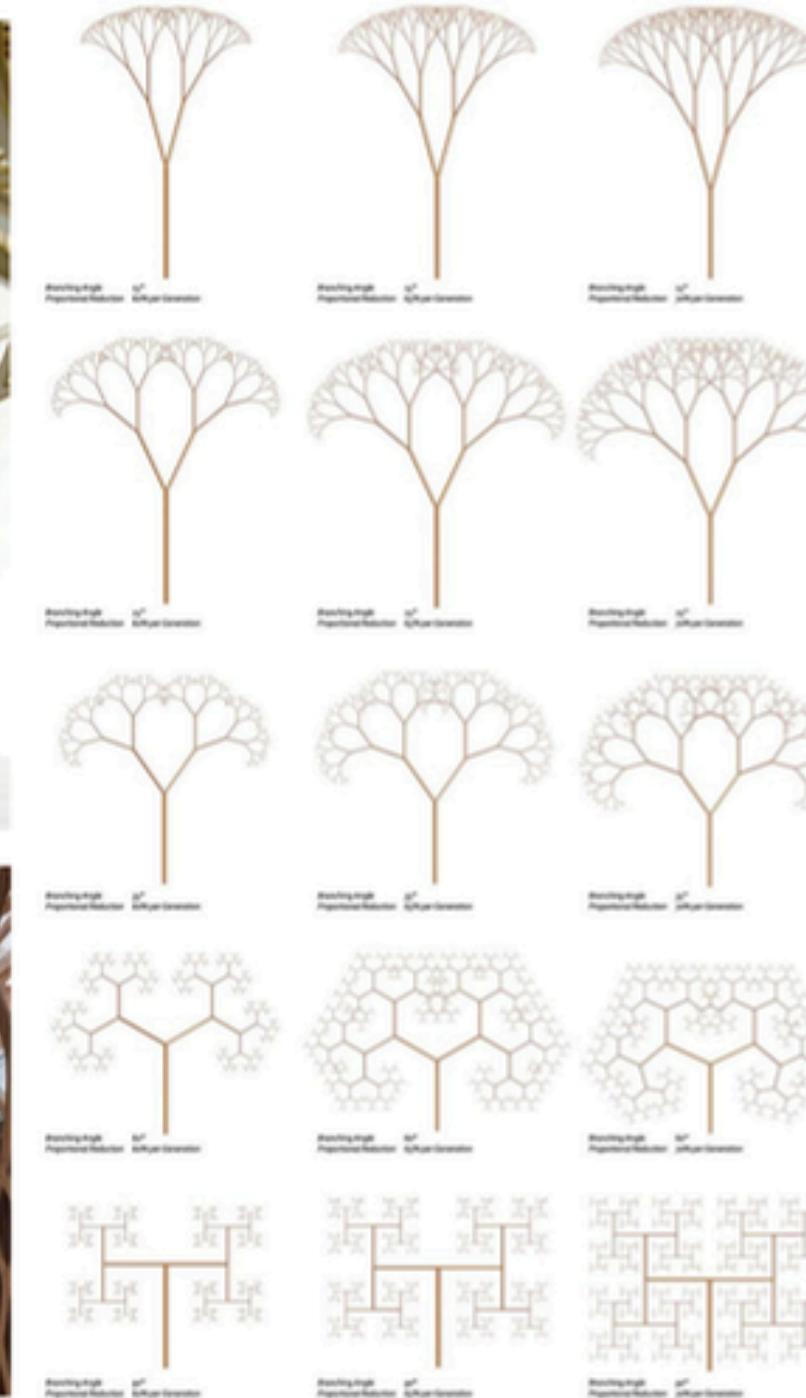
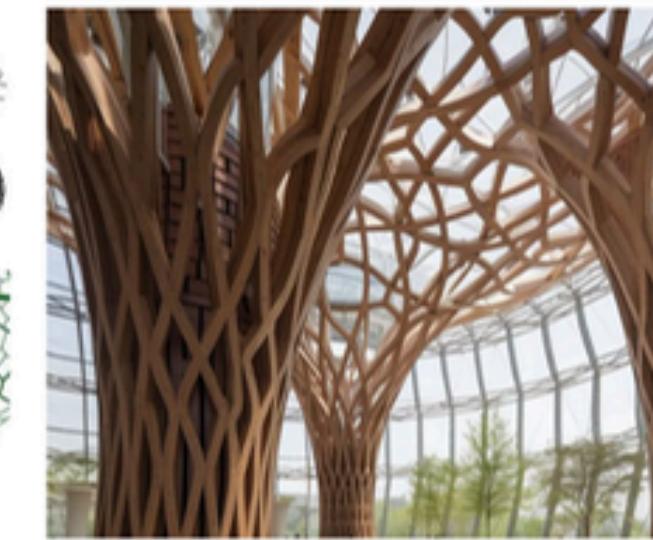
Solution: Kombucha Tea Store

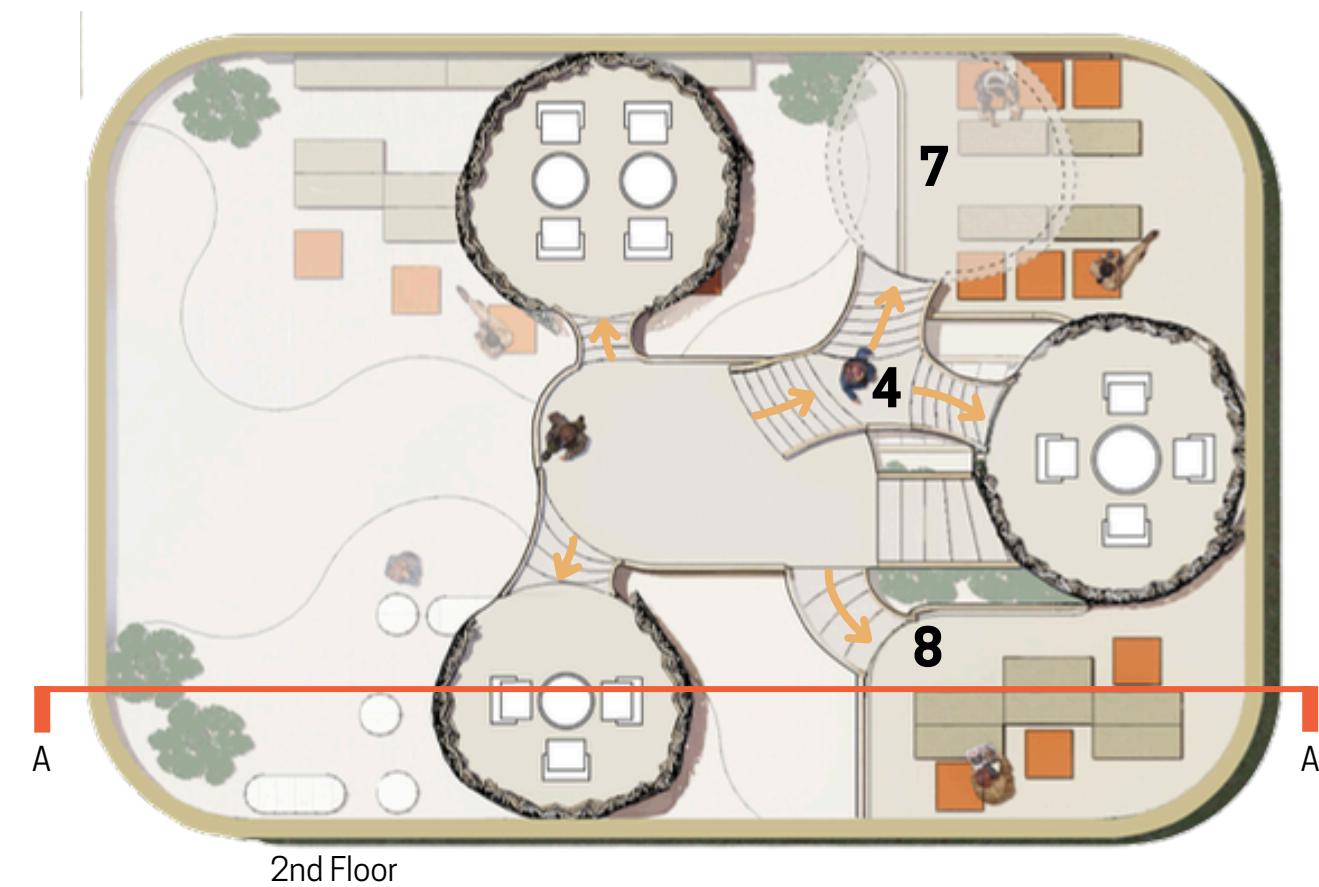
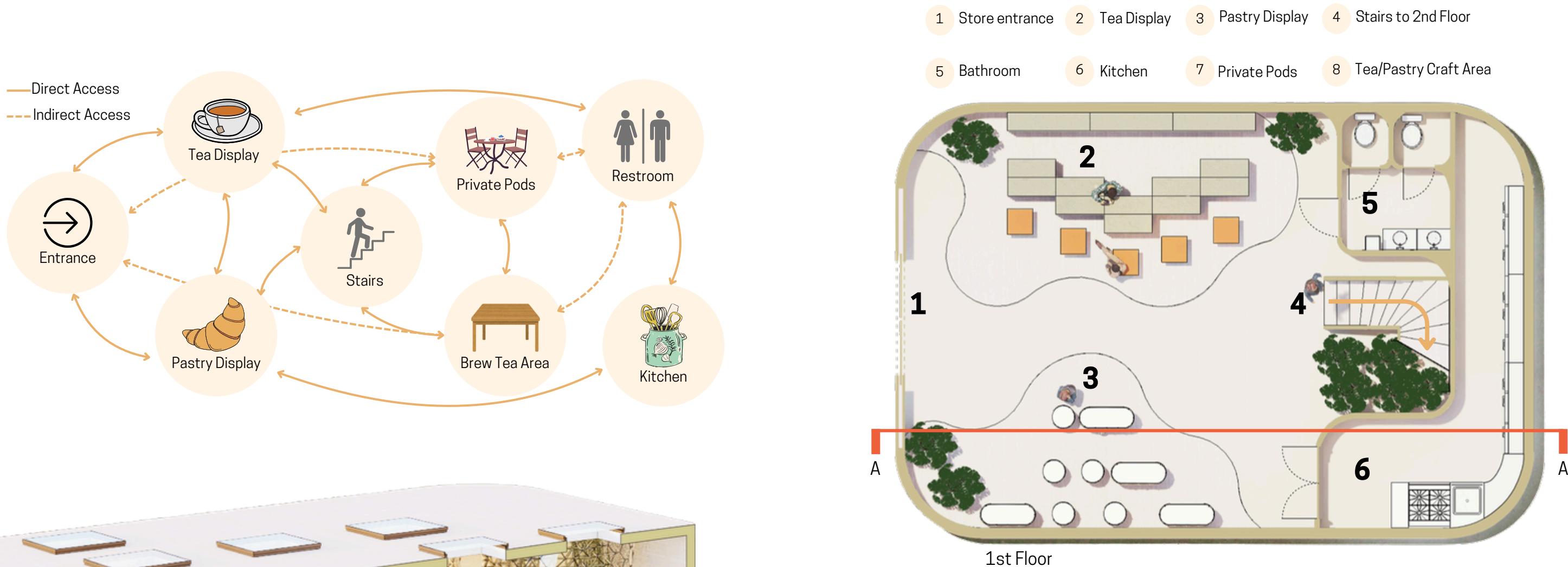
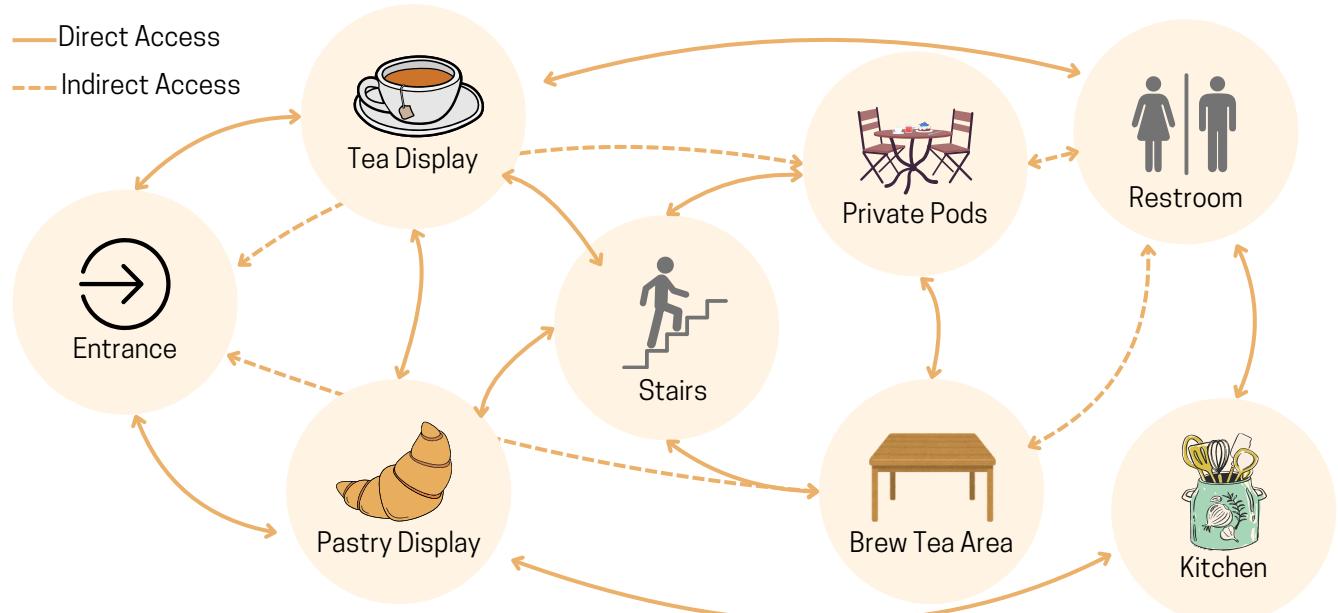
Goal: Healing and Restoration



Architectural Strategy:

- 1 • Inspired by the **branching geometry** of trees and the **venation patterns** of leaves, this architectural system translates **organic growth into structure**.
- 2 • A **hexagonal wooden framework** rises upward like intertwining canopies, forming elevated seating platforms that evoke the feeling of **resting within a forest canopy**.
- 3 • The structure's geometry evokes organic branching patterns, while skylights and glass panels introduce **natural warmth**.





01 The SCOBY Spot

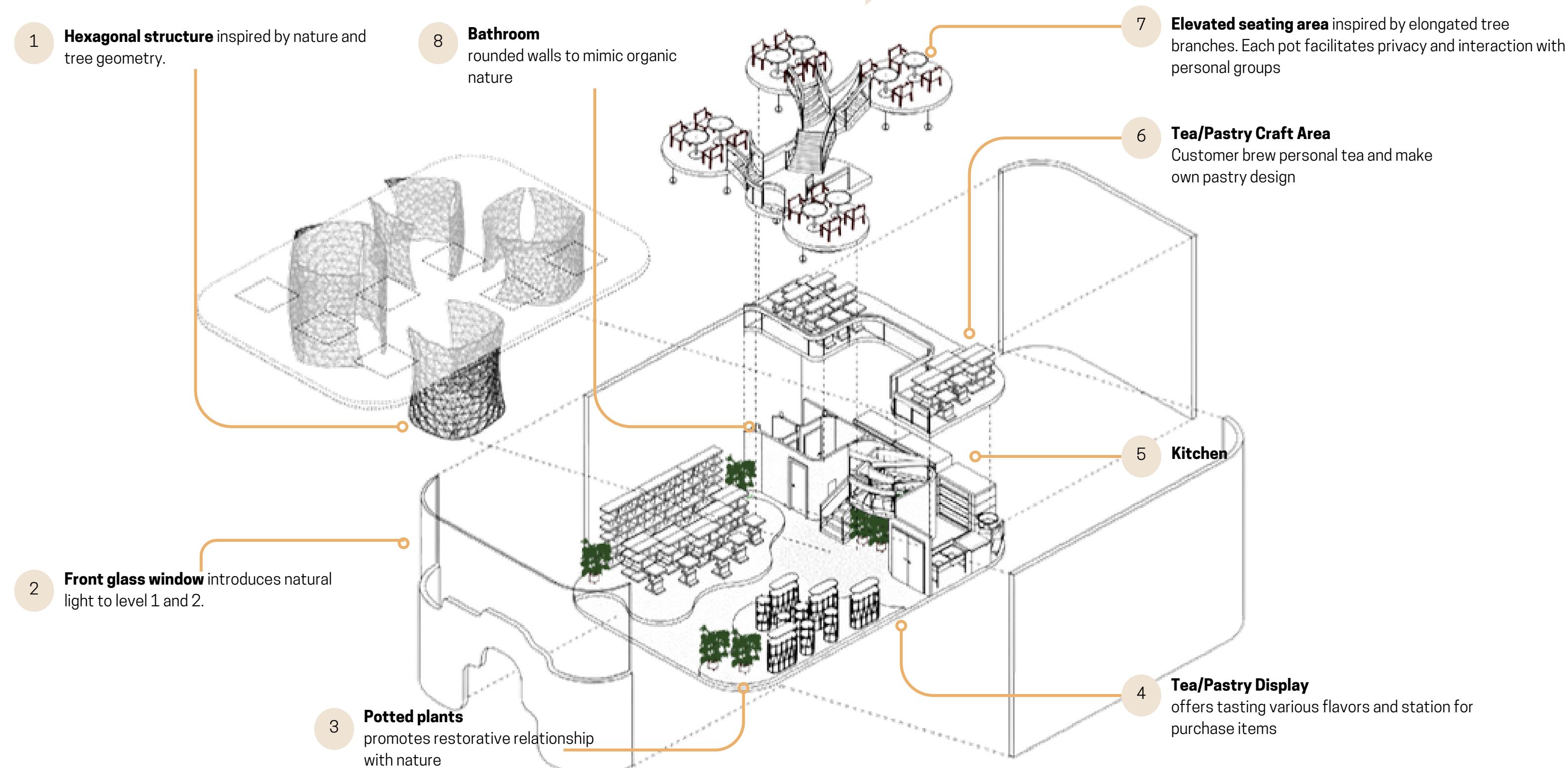
SITE: ITHACA COMMONS NY 14850

KOMBUCHA RETAILER STORE

Challenge: Design a retail store in Ithaca Commons that attracts people.

Solution: Kombucha Tea Store

Goal: Healing and Restoration



01 The SCOBY Spot

SITE: ITHACA COMMONS NY 14850
KOMBUCHA RETAILER STORE

Challenge: Design a retail store in Ithaca Commons that attracts people.

Solution: Kombucha Tea Store

Goal: Healing and Restoration

Organic shape and warm color allows for restoration

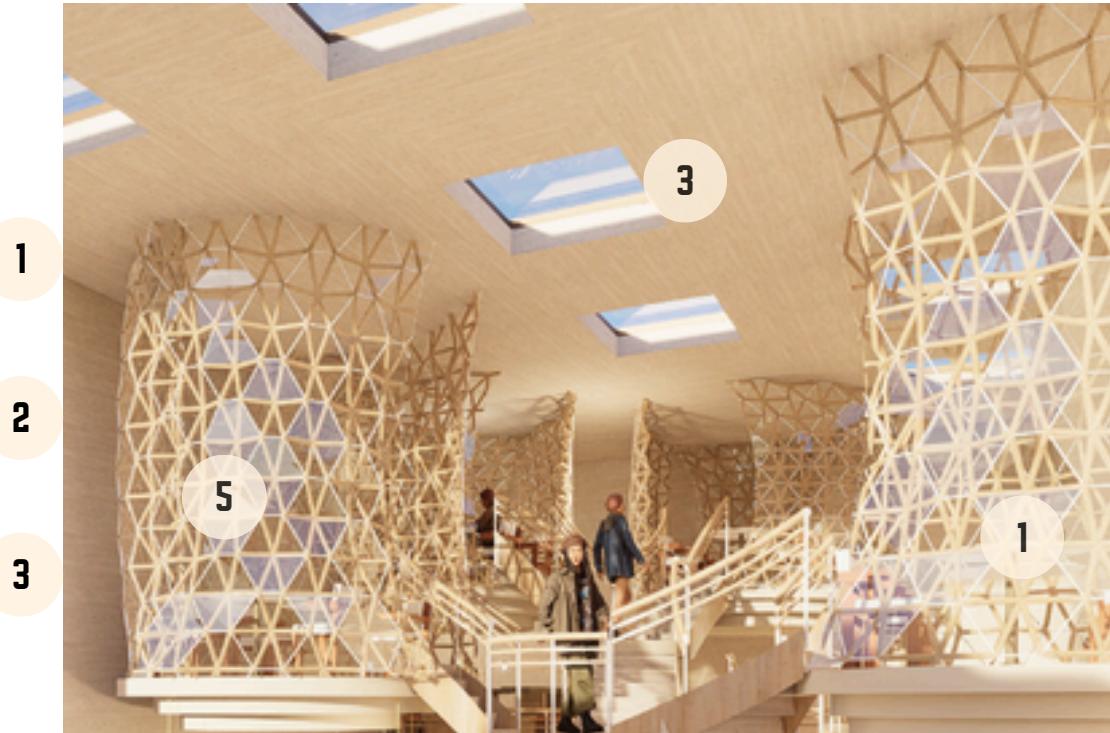
Green plants can reduce stress level

Windows for natural light\ improves mood level

Soft lighting for homeliness

Wood and glass structure for privacy

Furniture with warm color helps healing



View looking at level 1 and level 2 after enter through the store entrance.



Sitting inside the private pod with friends.



View showing stairs between each elevated seating area.

1 Skylights bring natural light

2 Private pods for relaxation

3 Private pod's interior layout encourages conversation

1 Elevated platforms like "tree branches" provides visual interest

2 Guests restore connection with nature through healing process

Looking at level 2 after enter through the entrance. The biophilic, organic nature of the interior architecture and parametric pod design allows for relaxation, healing and restoration.



02

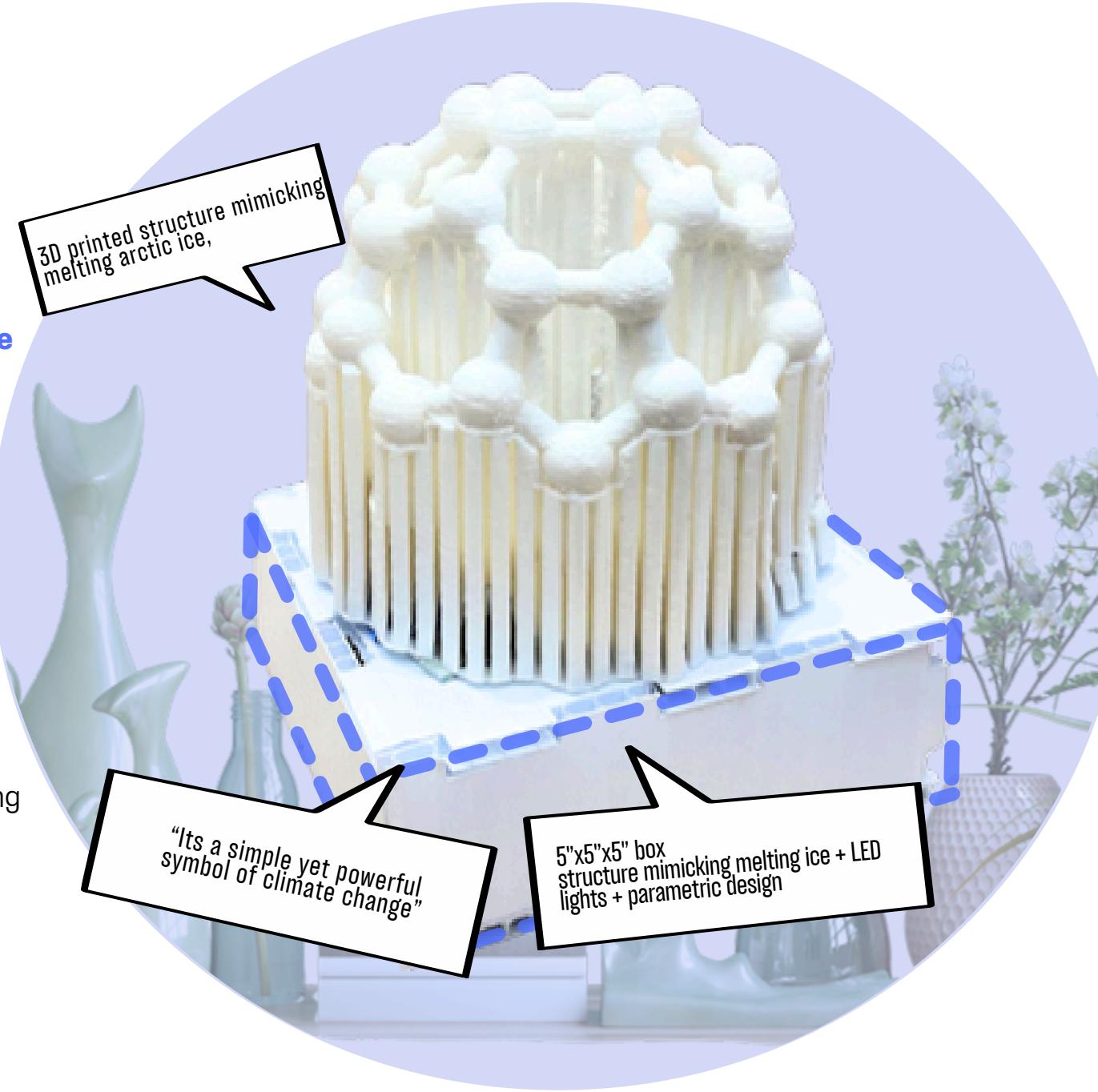
ICEY!

INTERACTIVE DEVICE

Year: 2022

Software: 3D Print and Arduino

- ICEY! is an interactive device that **mimics melting ice to spark climate change awareness.**
- **Goal:** Encourage environmental care and **reflection on global warming.**
- **Offerings:** A 3D-printed parametric structure paired with LED lights and Arduino technology that simulates **visual effect of melting Arctic ice.**
- **Design Inspiration:** Inspired by the **fragility of polar ice caps**, the geometric form embodies both strength and vulnerability, symbolizing **the urgent reality of climate change.**
- **Human-Centered Experience:** By engaging people visually and emotionally, **the device transforms abstract concerns into a tangible symbol, prompting users to pause, reflect, and act** with greater environmental consciousness.



Challenge: Design an interactive device that spreads climate change awareness.

Solution: 3D Print + LED mimic melting ice **Goal:** Aware and Care for Environment

ITERATIVE PROCESS

Rapid Prototypes



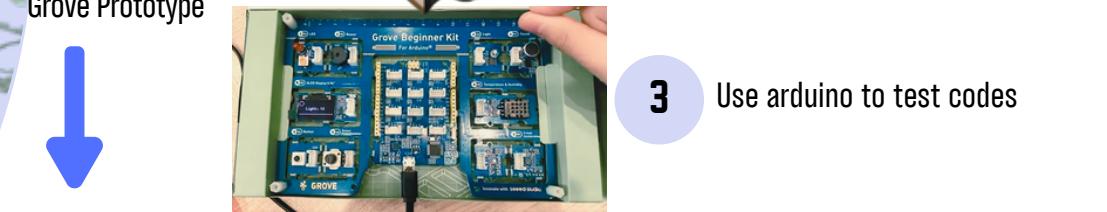
- 1 Use foil for low-fidelity prototype

AI Prototypes



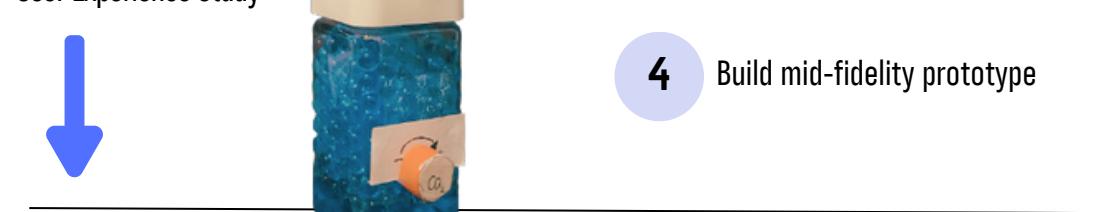
- 2 Use midjourney to create AI prototypes

Grove Prototype



- 3 Use arduino to test codes

User Experience Study



- 4 Build mid-fidelity prototype

Current Prototype



- 5 High-fidelity model

02 ICEY!

INTERACTIVE DEVICE:
MELTING ICE & CLIMATE CHANGE

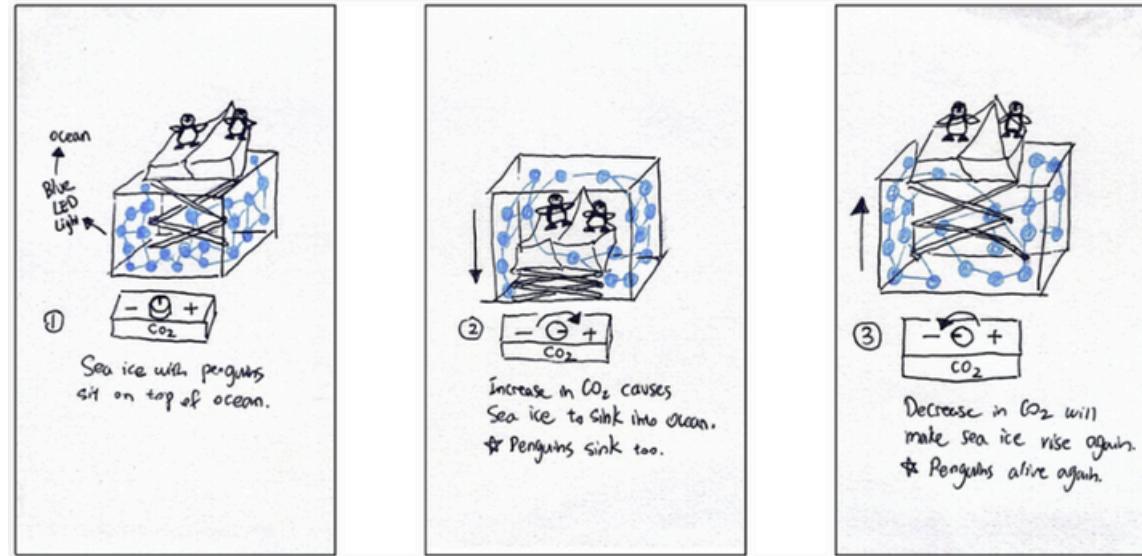
Challenge: Design an interactive device that spreads climate change awareness.

Solution: 3D Print + LED mimic melting ice **Goal:** Aware and Care for Environment

DESIGN PROCESS

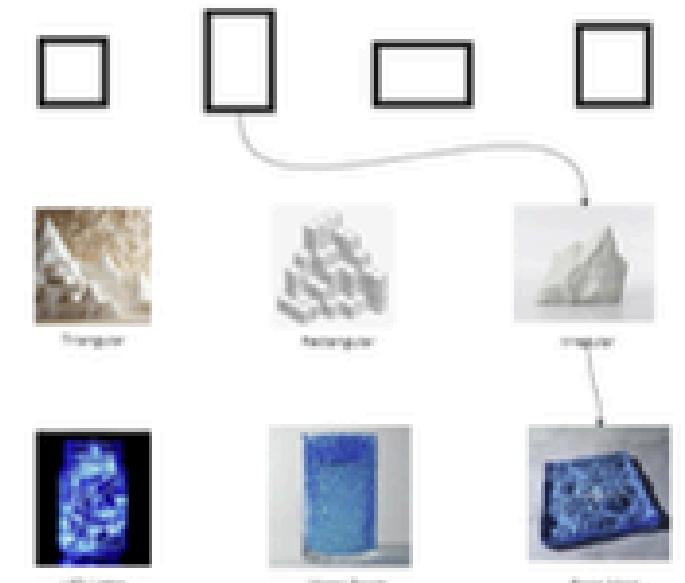
1 Mind Mapping

When, How, Why? **Possible solutions to melting polar ice.**



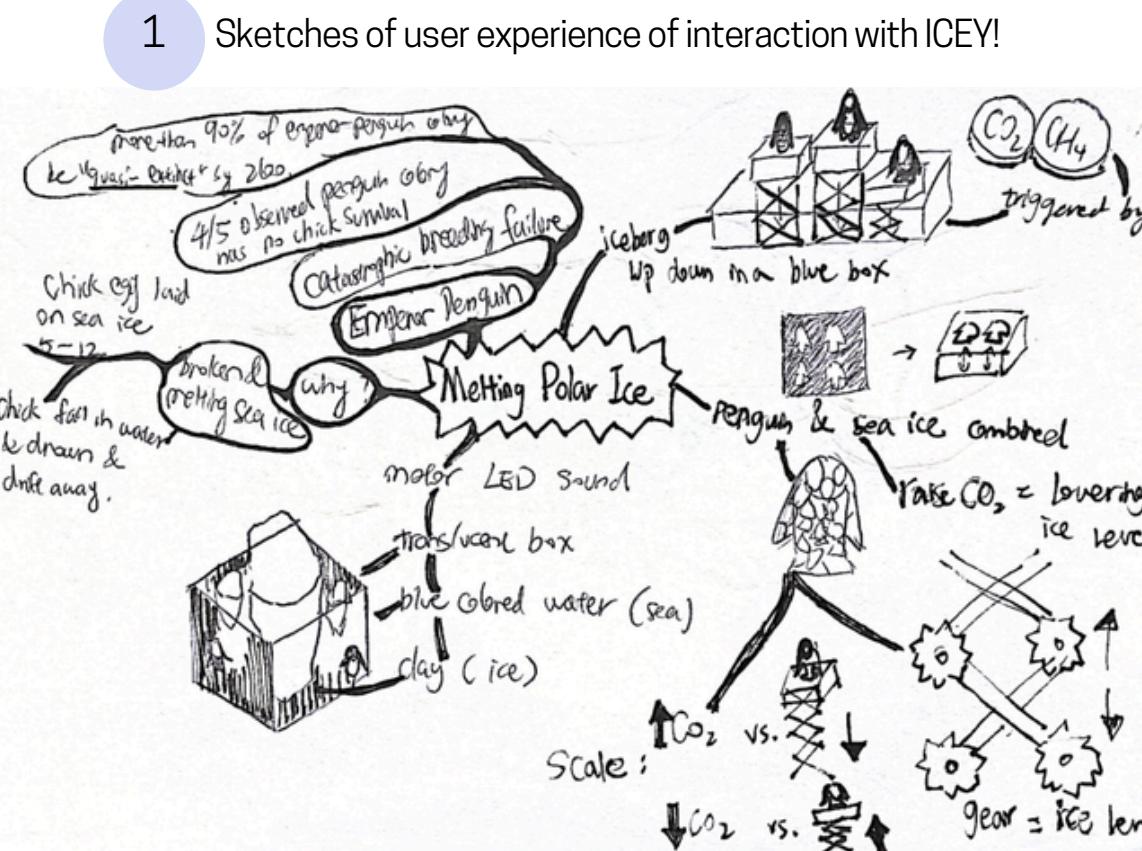
2 Cultural Probe

I explored **5 participants' view on "climate change"** and their **sustainable and unsustainable practices** everyday.



3 Morphological Chart

Potential combination of form and function of the design based on **interview of participants on 10 initial rapid foil prototypes.**

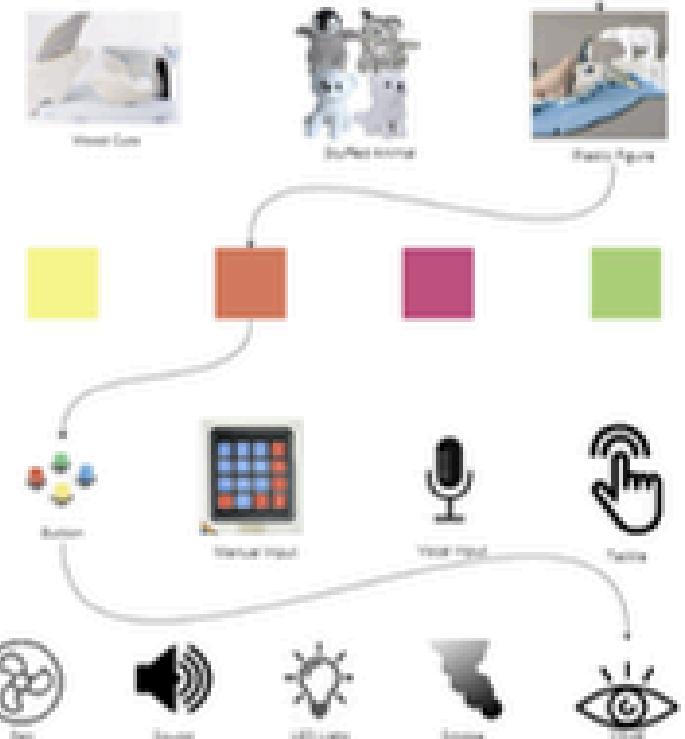


4 Prototyping

Stage 1: Rapid prototyping with foil

Stage 2: Mid-fidelity prototyping with Arduino Grove Kit

Stage 3: High-fidelity prototyping with 3D printed model and Arduino



5 Evaluation

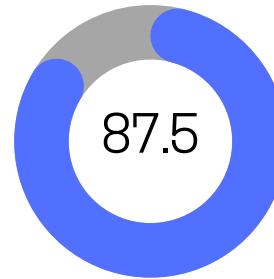
I evaluated the prototype on **2 criteria (User Experience and Usability Study)** using anonymous Google Form surveys to **10 participants.**



3 Ideation of design's form and function

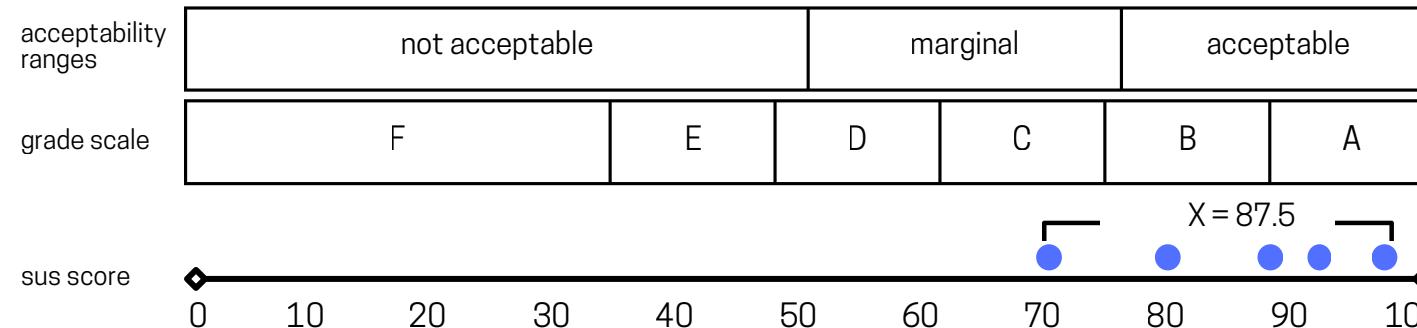
02 ICEY!

INTERACTIVE DEVICE:
MELTING ICE & CLIMATE CHANGE

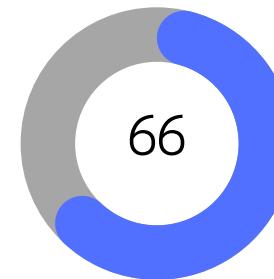


SYSTEM USABILITY SCALE STUDY

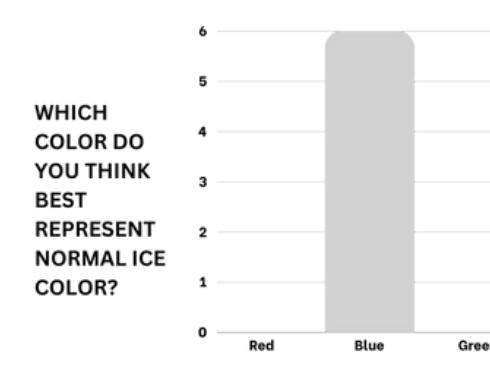
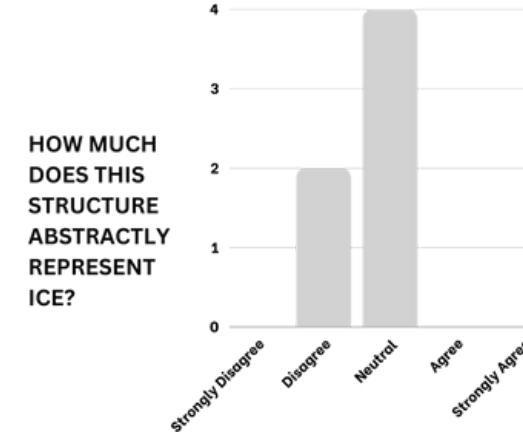
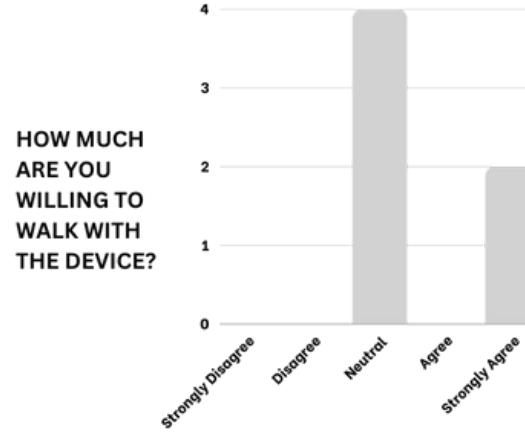
A score of 87.5 indicates **above-average and good usability**.



UX SURVEY RESPONSES



Participants think the **blue LED** is the best representation of normal ice color. About **66% of participants prefer red**, while 33% prefer green. Red has more sense of urgency and alarm. Some participants prefer to carry the device, while the rest are less flexible.



Challenge: Design an interactive device that spreads climate change awareness.

Solution: 3D Print + LED mimic melting ice **Goal:** Aware and Care for Environment



User Tests the Physical Product



Final Product

03

HYPHAE NEST CONCEPTUAL ARCHITECTURE

Location: Forest
Category: Architecture
Year: 2023
Software: Rhino, D5

- **Hyphae Nest** is a conceptual architectural project envisioning a **utopian, eco-friendly future.**
- **Goal:** Promote **sustainability** and strengthen **family and community bonds.**
- **Offerings:** A design that explores **mycelium—regenerative and biodegradable—as a building material** for environmentally responsible architecture.
- **Design Inspiration:** The concept mirrors the way **underground fungal networks nurture and connect mushroom communities.**
- **Human-Centered Experience:** Encourage **interconnectedness of interpersonal relationships and collective well-being,** while symbolizing the harmony between humans and nature.



Looking at the exterior view and playground of Hyphae Nest in a forest.

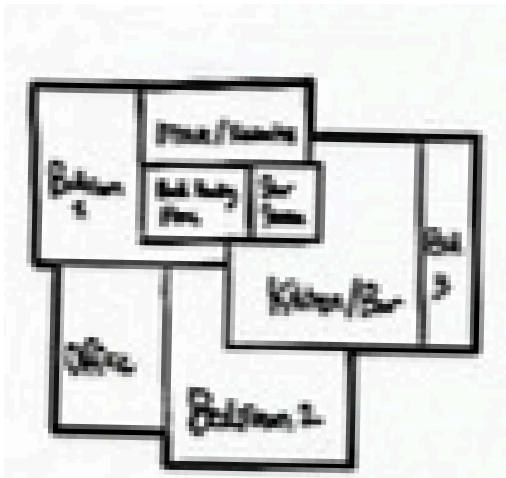
Challenge: Design a conceptual dream house for a family of 3

Solution: Eco-house made of mycelium **Goal:** Sustainability and Interconnectedness

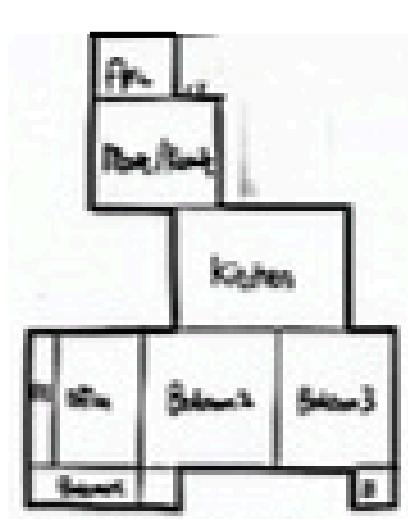
“Hyphae Nest envisions sustainable living rooted in mycelium growth, designed to support families like this one—**interconnected, playful, and grounded in nature.**”

03 Hyphae Nest

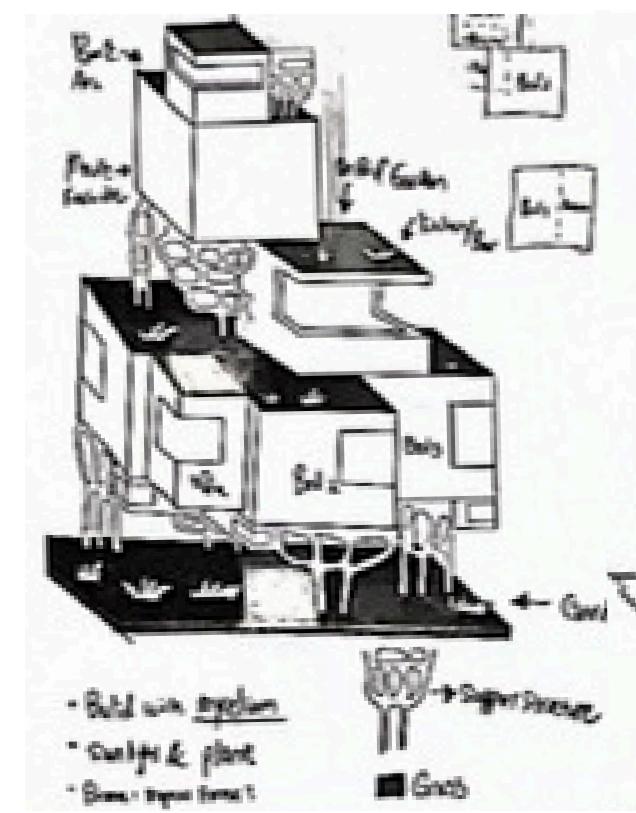
SITE: RAINFOREST
CONCEPTUAL DREAM HOUSE



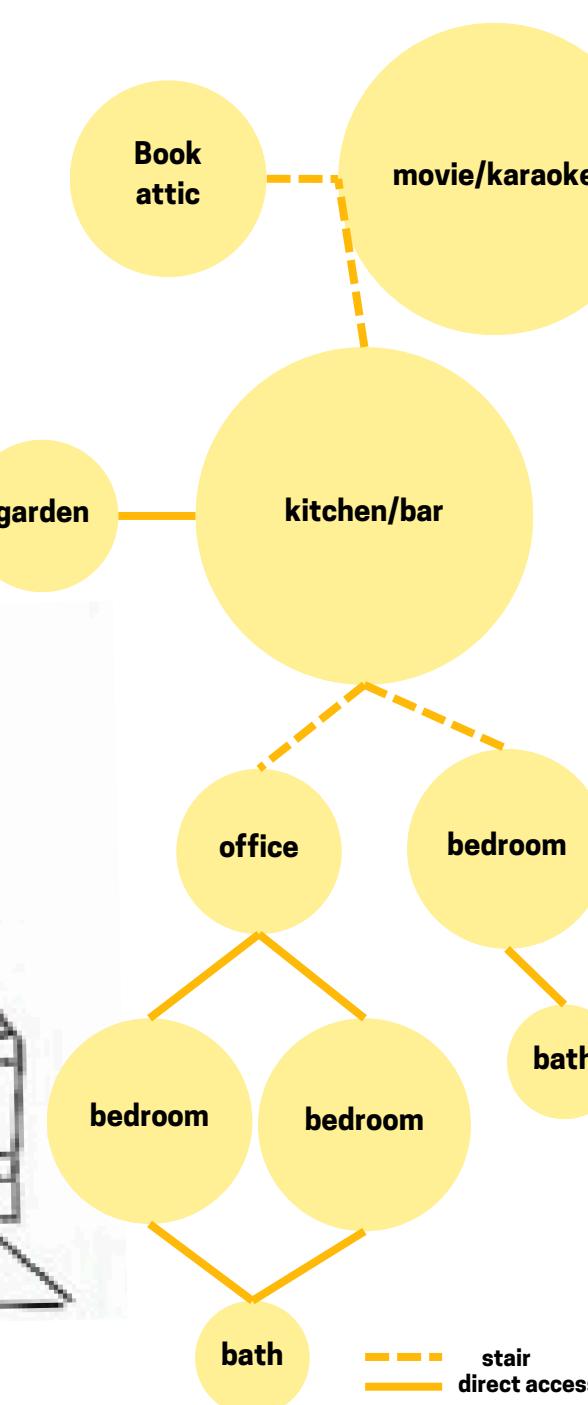
Plan



Elevation



First Iteration



Parent 1

Age: 37

Occupation: Creative Director in advertising/design. Works long hours but thrives on innovative projects.

Parent 2

Age: 35

Occupation: Game Designer, passionate about interactive storytelling and immersive worlds.

Child 1

Age: 10

Occupation: Elementary student; curious and imaginative.

Values: Balances work productivity with **quality time at home**. Seeks inspiration from both career and family.

Values: Highly values **social life, connections** with friends, and meaningful **family experiences**. Prioritizes balance of play and responsibility.

Hobbies/Activities: Movie nights, karaoke with friends, gardening for relaxation, reading design and fiction books, enjoys a **personal office** space.

Hobbies/Activities: Gaming (both work and leisure), hosting friends, occasional movie nights, brainstorming creative projects in **home office**.

Hobbies/Activities: Reading fantasy books, drawing characters and comics, playing videogames, enjoys **group activities** with family.

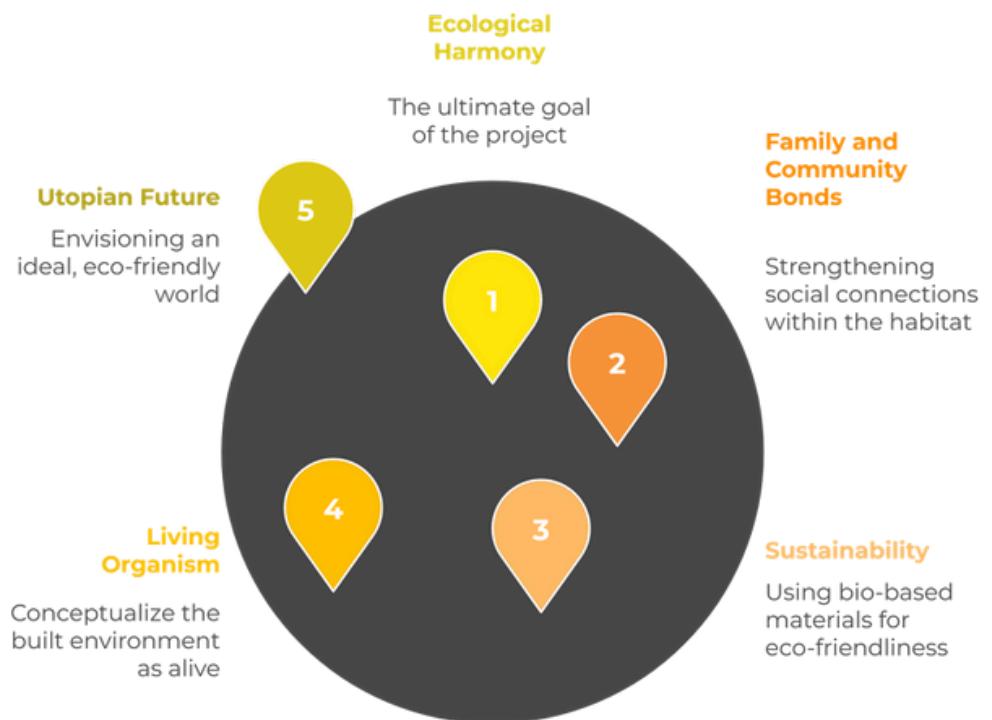
Challenge: Design a conceptual dream house for a family of 3

Solution: Eco-house made of mycelium **Goal:** Sustainability and Interconnectedness

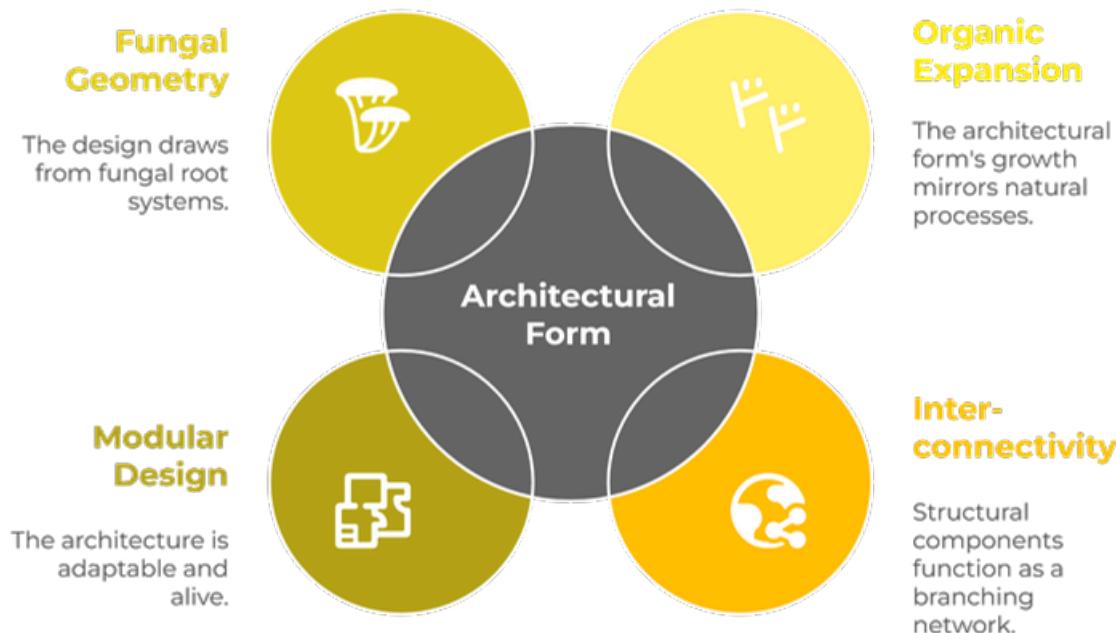
03 Hyphae Nest

SITE: RAINFOREST
CONCEPTUAL DREAM HOUSE

Hyphae Nest Project Vision



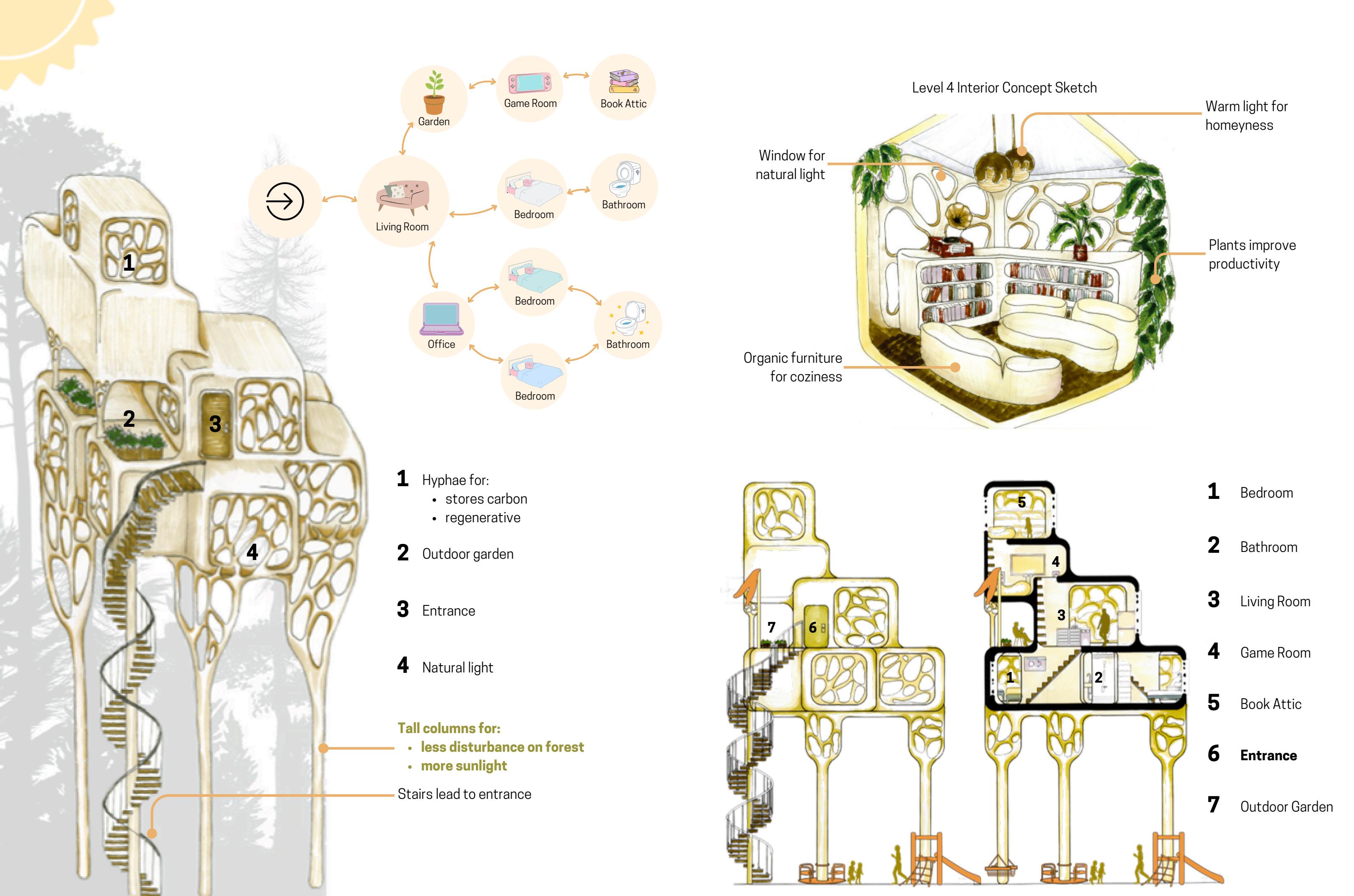
Architectural Inspiration



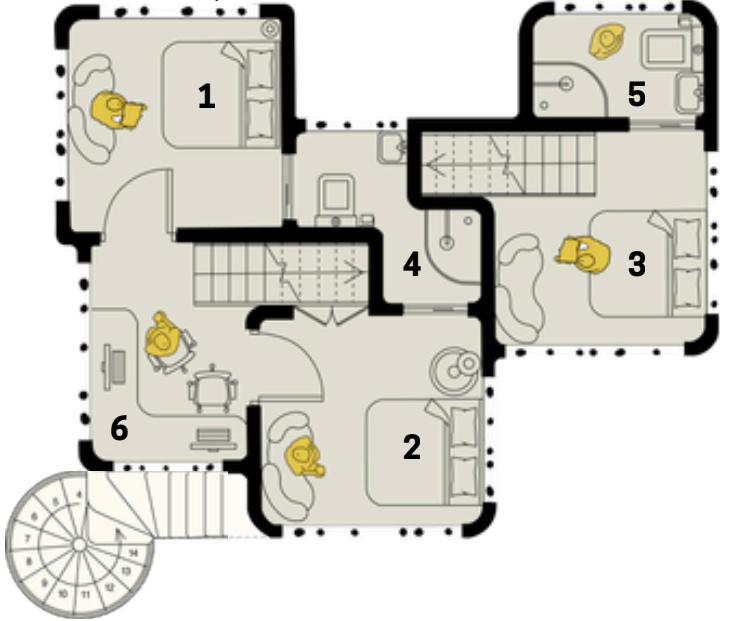
Architectural Strategy:

- 1 • The architectural strategy draws from the **biological intelligence of mycelium**, a natural system that thrives through **interconnection, exchange, and adaptability**.
- 2 • By translating fungal growth logic into spatial design, the project establishes a **regenerative framework for architecture**.



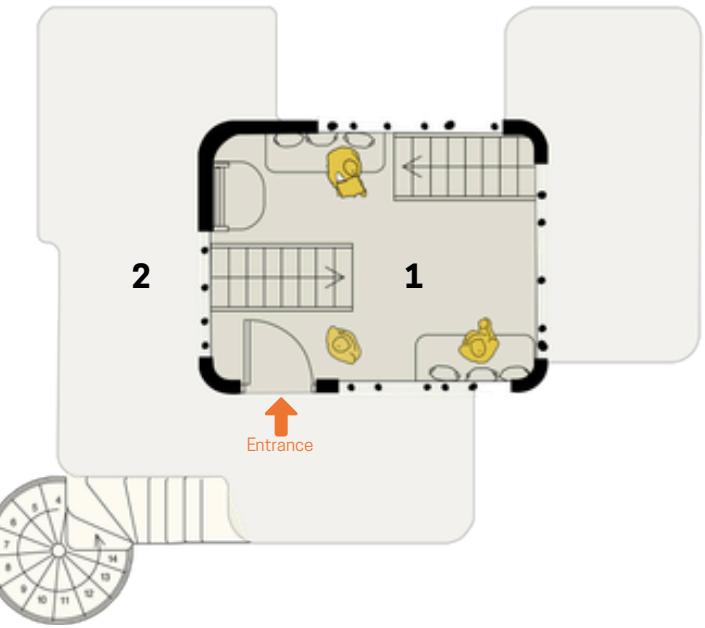


Level 1 Floorplan



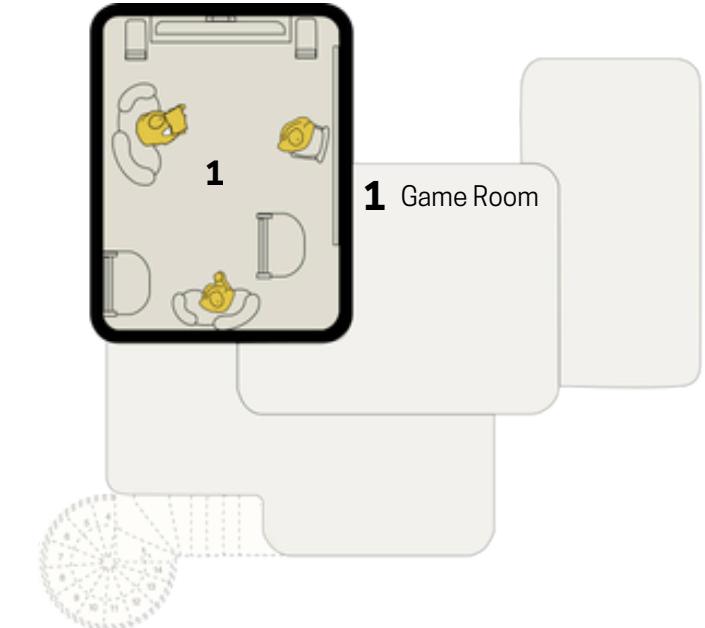
- 1 Bedroom 1
- 2 Bedroom 2
- 3 Bedroom 3
- 4 Bath 1
- 5 Bath 2
- 6 Office

Level 2 Floorplan

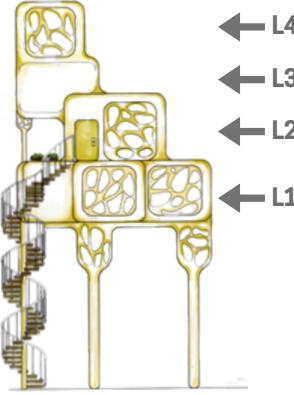


- 1 Living Room
- 2 Outdoor Garden

Level 3 Floorplan



- 1 Game Room



Office at level 1.



Entrance enters the living room at level 2.



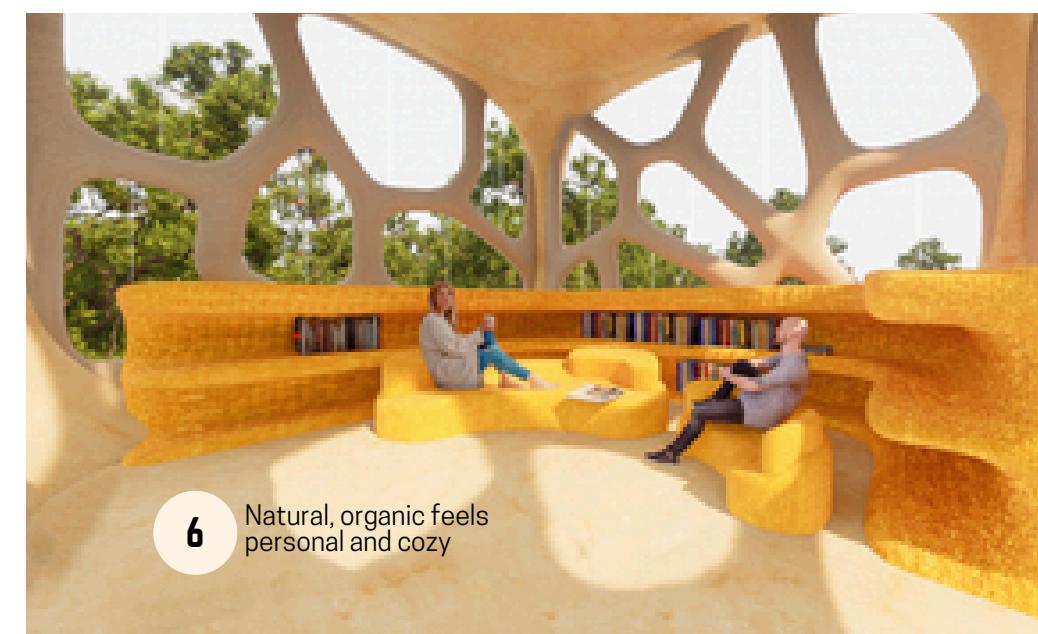
Game room at level 3.



Bedroom 1 at level 1.



Outdoor garden at level 2.



Book attic at level 4.

04

CORNELL CLASSROOM RENOVATE OLD CLASSROOM

Location: Ithaca, New York

Category: Higher Education

Year: 2020

Software: Revit, D5

- **Cornell Classroom** reimagines two existing lecture spaces—**Riley Robb Hall** and **Rockefeller Hall**—to enhance learning experiences.
- **Goal:** Improve classroom **functionality, comfort, and inclusivity**.
- **Offerings:** Adaptive layouts, upgraded furniture, improved acoustics, and lighting strategies tailored to diverse teaching modes—**lectures to discussions and seminars**.
- **Design Inspiration:** Redefines traditional classrooms into dynamic environments that encourage **participation, accessibility, and engagement**.
- **Human-Centered Experience:** By combining **functionality and aesthetics**, the Cornell Classroom project transforms outdated lecture halls into inclusive, future-ready learning environments that foster **connection, focus, and community**.



Challenge: Redesign Cornell's Two Traditional Classrooms

Solution: Adaptive and Accessible Classroom **Goal:** Create Future-Ready Learning Spaces

RILEY ROBB HALL

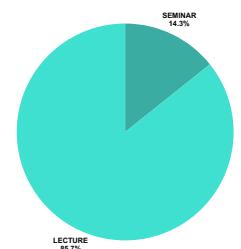
USER ANALYSIS

Academic Group:

Agriculture & Life Sciences

- Molecular and Cellular Bioengineering
- Introduction to Comparative Anatomy and Physiology, Individualized Instruction
- Research Seminar in Genetics and Development
- Applied Immunology
- Plant Genetics

Class Type:



Max Capacity:

90

Average Enrollment:

72

	Monday	Tuesday	Wednesday	Thursday	Friday
11:20am-12:10pm	PLBRG 2253		PLBRG 2253		PLBRG 2253
11:25am-12:40pm			BIO MG 7860		
11:40am-12:55pm		BEE 3600		BEE 3600	
1:25pm-2:40pm		BIOMS 4250/BIOMS 6250		BIOMS 4250/BIOMS 6250	
2:45pm-4:00pm	BEE 3600		BEE 3600		

SPACE QUALITY DIAGNOSIS



- a. Ceiling Design**
- Unaesthetic beams
 - Visible pipelines

- b. Lighting**
- No modality
 - Not ambient

- c. Furniture**
- Small side tables
 - Old chairs

- d. Accessibility**
- No space for bags
 - Rows with 1ft clearance

- e. Orientation**
- Seating along long axis
 - Distance from last row

- f. Sight lines**
- Row seating
 - Lack of leveled seating

- g. Acoustics**
- Unable to hear due to sound fading

ROCKEFELLER HALL

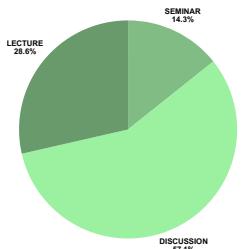
USER ANALYSIS

Academic Group:

Arts & Sciences

- Educational Innovations in Africa and Diaspora
- State and Local Public Finance
- Political Violence
- Linear Algebra
- Multivariable Calculus
- Introduction to Deductive Logic

Class Type:



Max Capacity:

44

Average Enrollment:

28

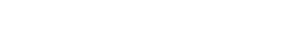
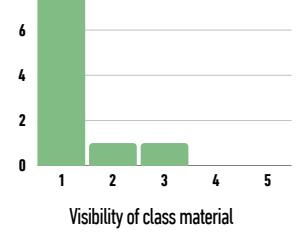
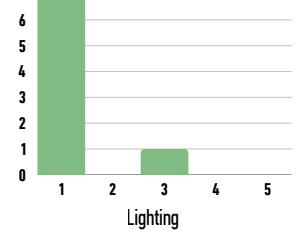
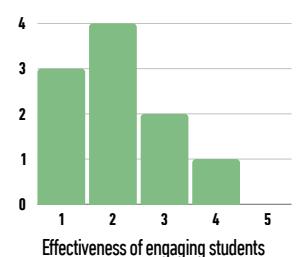
	Monday	Tuesday	Wednesday	Thursday	Friday
10:10am-11:25pm		GOVT 2264		GOVT 2264	
11:25am-12:40pm					
12:10am-1:10pm	MATH 2220				PHIL 2310
1:25pm-2:40pm	MATH 2210	ASRC 1825	MATH 2220	ASRC 1825	
2:55pm-4:10pm	MATH 2210	ECON 4270	MATH 2220	ECON 4270	

SPACE QUALITY DIAGNOSIS



USER SURVEY RESULTS

Rockefeller Hall Survey Results
Likert Scale (1 worst - 5 best)



a. Ceiling Design

- Visually intrusive beams
- Visible pipes and conduit

b. Lighting

- No natural lighting
- No modality

c. Furniture

- Unergonomic furniture
- Old chairs

d. Accessibility

- Difficult to navigate
- Backdoor lacking utility

e. Orientation

- Fixed orientation due to fixed seating

f. Sight lines

- Poor sightline due to low placement of screen

g. Acoustics

- Hard to hear due to sound fading, distraction

RILEY ROBB HALL

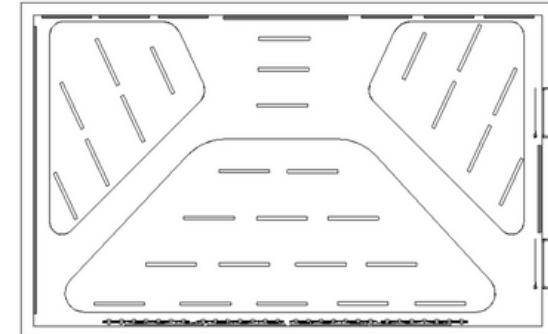


Lecture



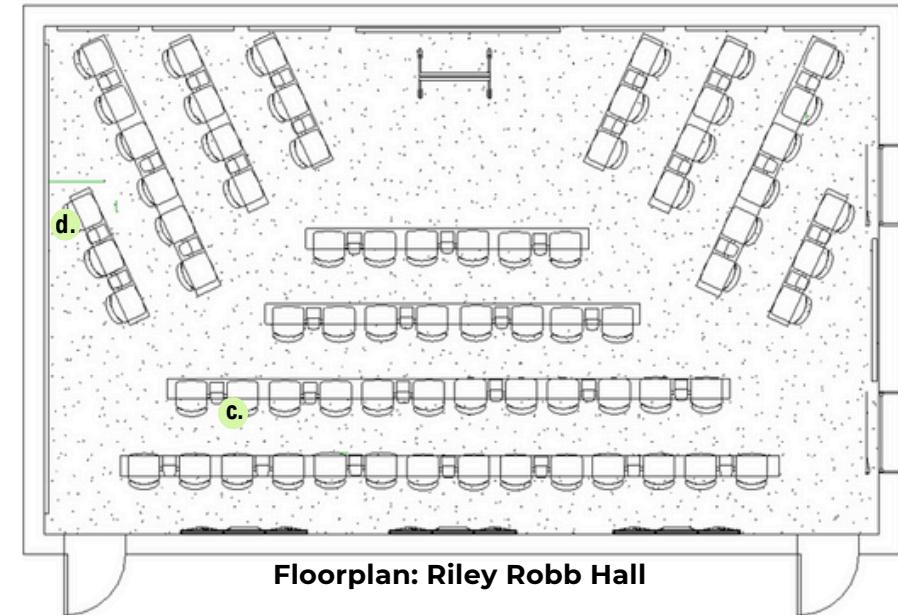
Lecture

CEILING PLAN



Ceiling plan: Riley Robb Hall

FLOORPLAN



Floorplan: Riley Robb Hall

FF&E



Clif® Acoustical Wall Panels



KI Table top



Acoustical Ceiling Panel



KI Grazie Seat



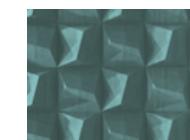
KI Grazie Back



Lutron Contract Roller



ACOUSTIBUILT Seamless Acoustical Ceiling
ArmStrong



Clif® Acoustical Wall Panels
Frasch



Track lighting
SIMES



Vapor® Solid
Arkura



Fixed seating and table
KI



UH5E 65" Digital Signage Display
LG



Projector Acumen Recharge V
DRAPER



Premium White Board
Whitey



Contract Roller Shade
Lutron



Carpet Tiles
Ege



OE1 Mobile Easel
Herman Miller

EVIDENCE BASED RESEARCH

a. Horseshoe Layout

- A modified roundtable setup, encouraging discussion, effective for lecture heavy material (Yale, 2022).
- Eliminates the “shadow zone” (Choi, 2014)
- Middle age: Deliver original source of knowledge
- Directs focus to a central point, students equidistant (Teaching channel, 2018)



b. Stage Blocking

- Utilized by professor David McGraw, University of Iowa, to facilitate active learning
- Strategic positioning to visually and physically align with students, greatly enhances engagement. (Gordon, 2019).



c. Acoustic Panels

- Many classrooms have a speech intelligibility rating of 75% or less. (Acoustical Society of America)
- Materials with rating of .75 or higher produce the best sound reduction



d. White Boards

- Written information is paired with visual, results in better memory and recall (Blackboard, 2023)
- Promotes active collaboration and discussion (Steelcase, 2023)



ROCKEFELLER HALL



Discussion

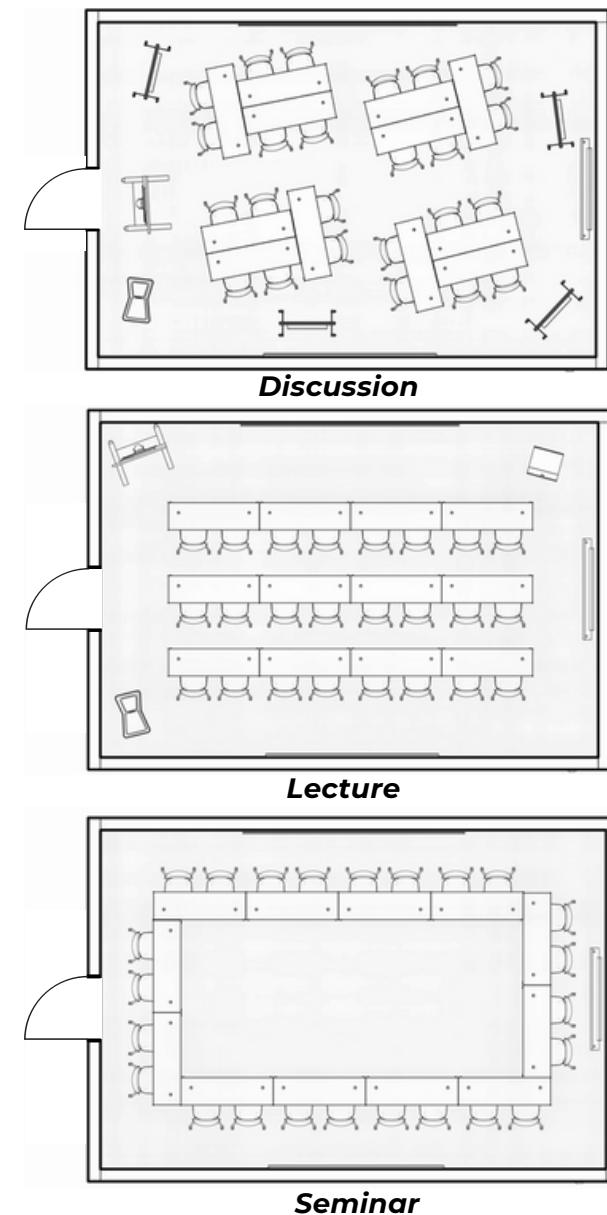


Lecture

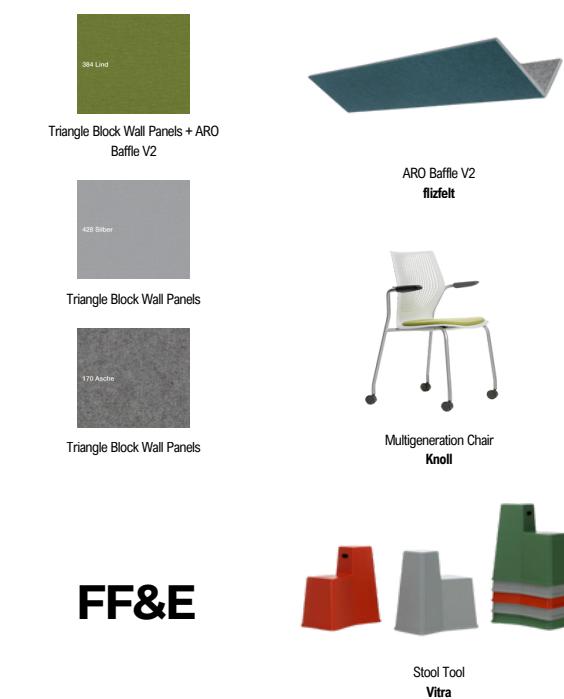


Seminar

FLOORPLAN



FF&E



EVIDENCE BASED RESEARCH

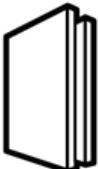
a. Reconfigurable Layout

- Allows instructor to change position and establish a consistent positive distance from students (Park, 2014)
- SCALE-UP classrooms
 - Increased problem-solving ability
 - 6-fold reduction in failure rates
 - More participation (Choi, 2014)



b. Positive Distraction Wall

- Positive distraction without direct access to nature
- Multifunctional as pinup-board
- Less acoustic distractions levels and enhanced speech intelligibility: stress levels reduced for teachers and students (Dominic, 2024)



c. Suspended Ceiling Panels

- Covers pipelines and electrical wiring with efficient, low-cost construction
- Interesting color and form serve as positive distraction



d. Whiteboards / Mobile Whiteboards

- Written information is paired with visual, results in better memory and recall (Blackboard, 2023)
- Promotes active collaboration and discussion (Steelcase, 2023)



Carpet Tiles Ege



Aluminium Interior frosted door Sainty



Triangle Block Wall Panels fizifelt



Antenna Table Knoll



Exponents Lectern coalesse



OE1 Mobile Easel Herman Miller



Recessed LED Strips Focal Point



Premium Whitey Board Whitey



Landscape Black Chalkboard New York Blackboard

05

BIKE WALK TOMPKINS BIKE REPAIR SHOP

Location: Ithaca, New York

Category: Community Space

Year: 2024

Software: Revit, D5

- **BikeWalk** is a community-centered redesign project for Bike Walk Tompkins, a **non-profit bike repair shop** in Ithaca, New York.
- **Goal:** Enhance **spatial efficiency, community engagement, and brand identity.**
- **Offerings:** Cohesive branding and spatial layout that improves storage, workflow, and accessibility, while fostering community engagement.
- **Design Inspiration:** The project translates the theme of cycling into spatial form—**flexible pathways, open layouts, and dynamic zones.**
- **Human-Centered Experience:** By integrating physical and digital branding, BikeWalk strengthens its **community presence both on-site and online**, uniting the act of cycling with the spirit of collective empowerment.

Challenge: Redesign Ithaca's local bike shop

Solution: Cohesive branding and spatial design **Goal:** Community Engagement and Branding





BIKEWALK TOMPKINS

FOLLOW THE TRACK, FIND YOUR COMMUNITY.

BRAND VALUES



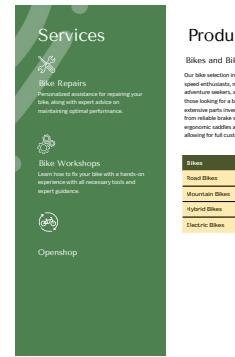
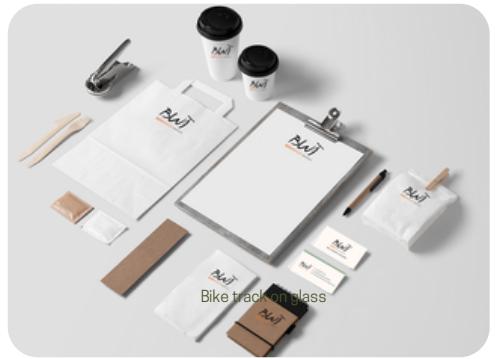
BWT MISSION

Bike Walk Tompkins **empowers** a thriving biking **community** by making cycling **accessible**, **safe**, and **inclusive** for everyone.

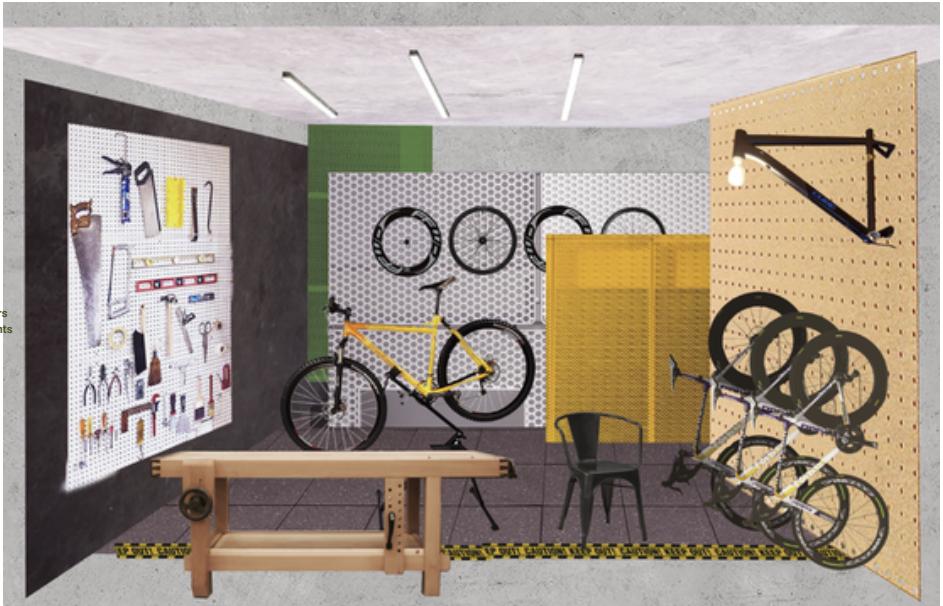
SOCIAL MEDIA



BROCHURES

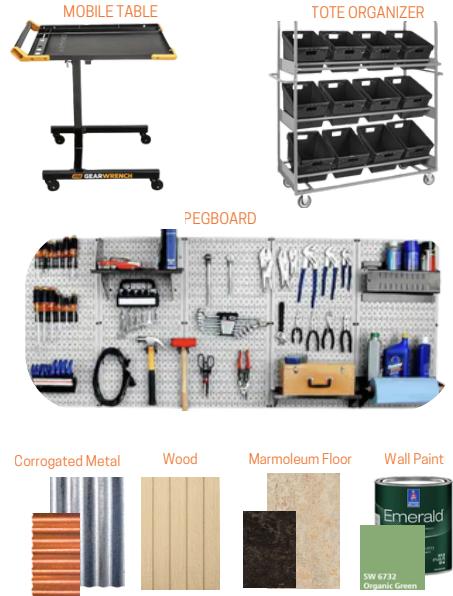


MOODBOARD

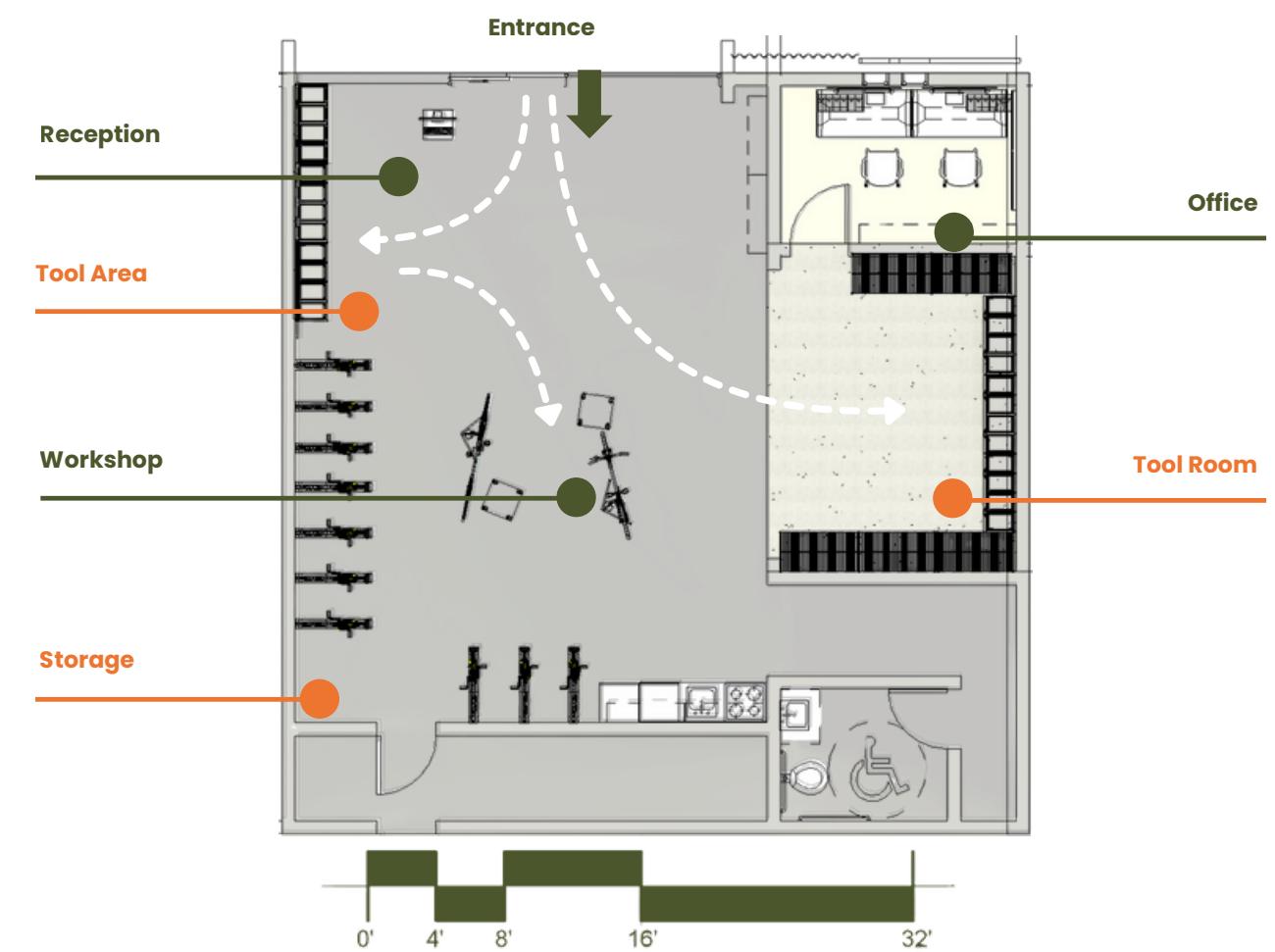
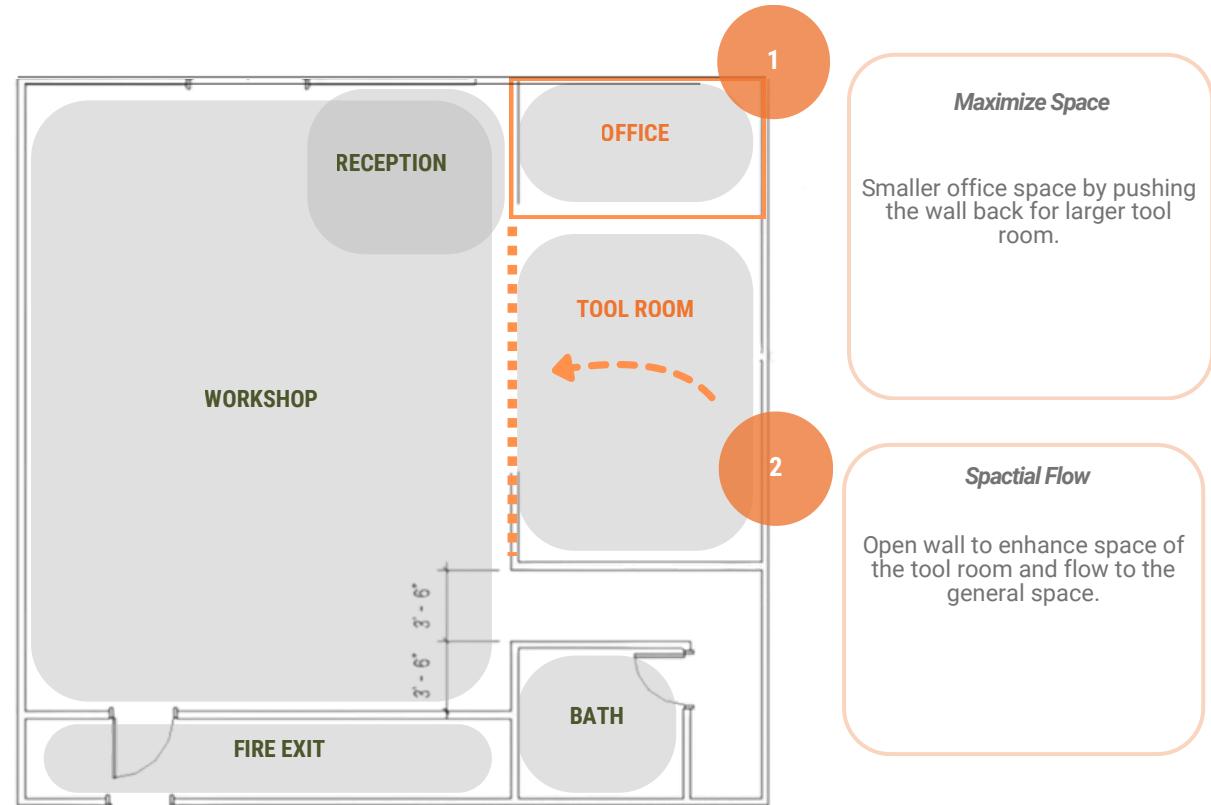


Highlighting accent colors using panels and wall paints

FURNITURE



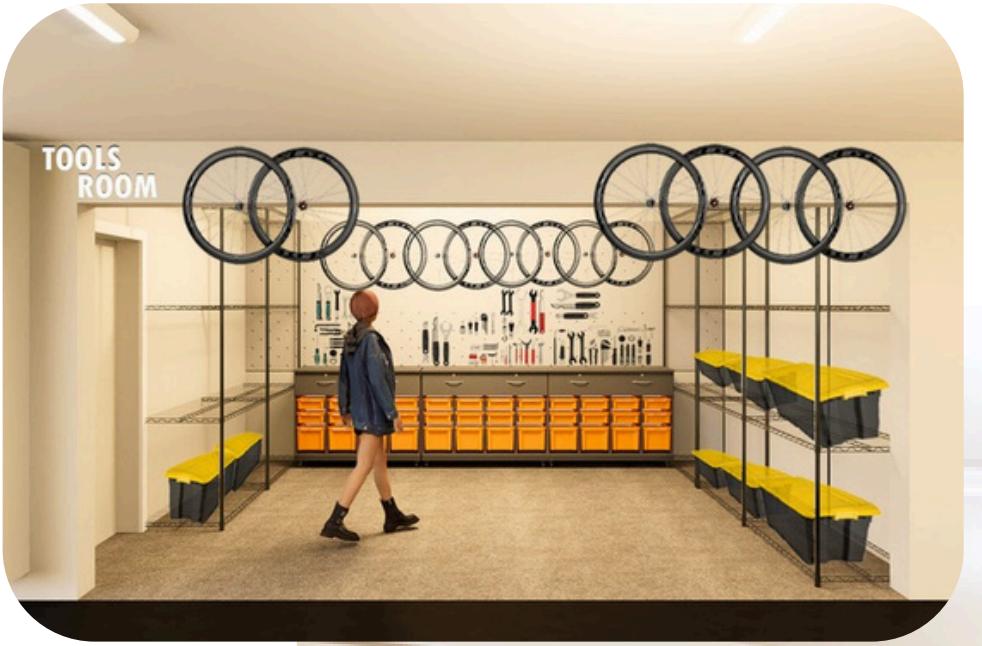
REDESIGN FLOORPLAN



Spatial Flow: Enhanced workflow from entrance to tool spaces and workshop areas. The spaces are strategically zoned to for an enhanced work experience.

SPATIAL DESIGN + PHYSICAL BRANDING

- a cohesive theme of BikeWalk Tompkins' online and physical experiences using color, spatial flow and community engagement.



Tool Room: Open space with efficient storage.



Workshop: Spacious area for group activities.

Visual branding of painted green wall



Office: Adjustable furniture and many asset options.



Storefront: Spacious entry with access to daylight and natural views.
Visual branding of bike track on windows.



Tool Area: Efficient organization, easy access.
Visual branding of orange and grey metal panels.



03 BIKEWALK

06

NIMBUS FLYING HOTEL

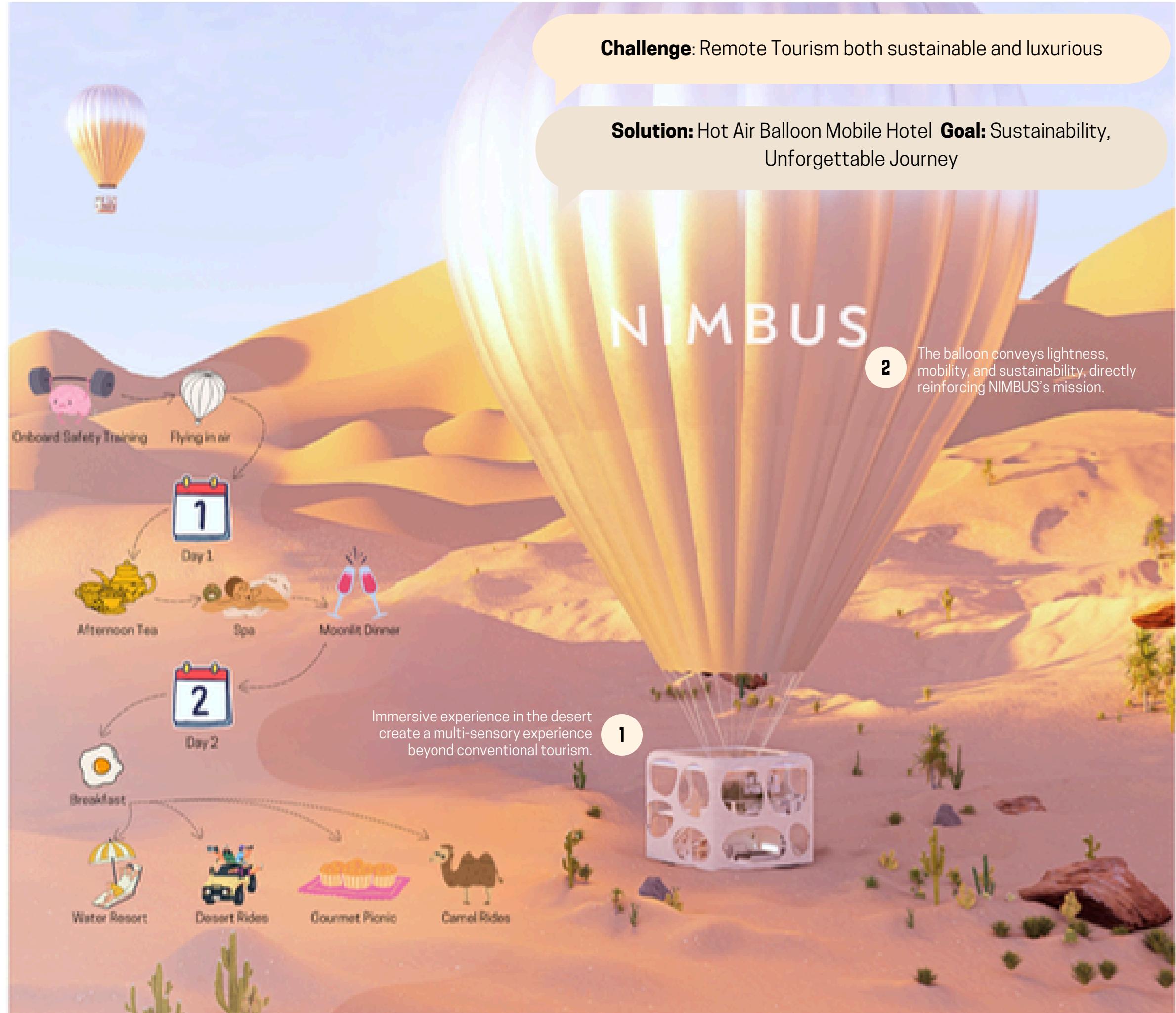
Location: NEOM, Saudi Arabia

Category: Hospitality

Year: 2024

Software: Rhino, D5

- **NIMBUS** is a **carbon-neutral, mobile hotel concept housed within a hot air balloon**.
- **Goal:** Redefine **remote tourism** through **sustainable, lightweight, and luxurious design**.
- **Offerings:** A floating hospitality experience that combines **spatial efficiency with luxury comfort, leaving no trace on the desert landscape for sustainability**.
- **Design Inspiration:** The exterior incorporates a **3D-printed organic structure** that creates a striking visual identity, while **interior furniture are anchored to floor** to ensure **stability and elegance in the sky**.
- **Human-Centered Experience:** Guests are immersed in a **once-in-a-lifetime journey** that merges innovation with environmental stewardship, reflecting a future where **travel is both extraordinary and ecologically responsible**.





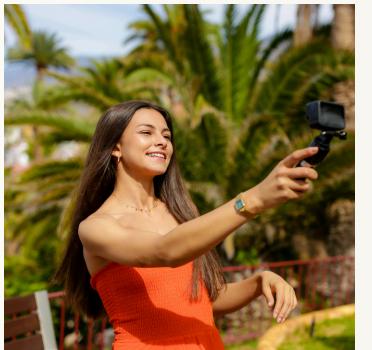
PERSONA 1

High-Net-Worth Adventure Seekers

Wealthy individuals who enjoy unique and exclusive experiences, often seeking high-end adventure tourism.



Motivations	Seeks adventure and experiences that push boundaries and feel exclusive. Looking for trips that matches his refined taste for luxury while being unique to talk about in his elite social circles.
Interests	Deep-sea expeditions, high-altitude skiing, and wilderness safaris with private guides enthusiast, collects rare wines, and loves attending international film festivals
Concerns	Safety and privacy are paramount to him, as his high-profile status makes him wary of intrusive media and security threats
Age & Background	42 Self-made entrepreneur Travels between his properties in Aspen, Monaco, and Tokyo.



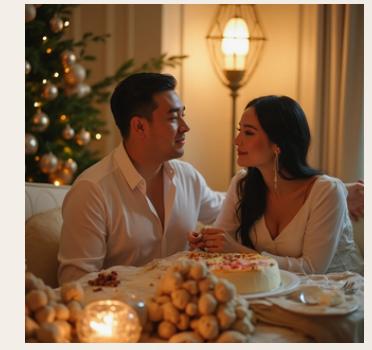
PERSONA 2

Celebrity Influencers & Bloggers

Public figures or social media influencers who are always on the lookout for unique and photogenic experiences to share with their audience.



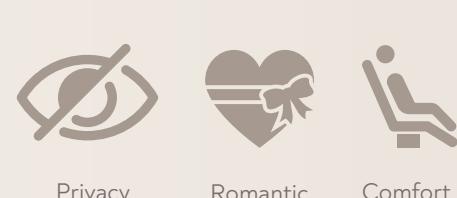
Motivations	Looks for impressive, visually striking experience that aligns with her lifestyle and can generate high engagement on social media. Seeks luxury amenities for her high-end lifestyle image.
Interests	Brunch and afternoon tea with social media influencers, Vlogging personal life, Taking bikini photos with influencer friends, Partying and clubbing, exploring restaurants and bars.
Concerns	Experience needs to be photogenic, luxury, and unique for personal branding.
Age & Background	22 Social Media Influencer Looking to capture her life in every frame.



PERSONA 3

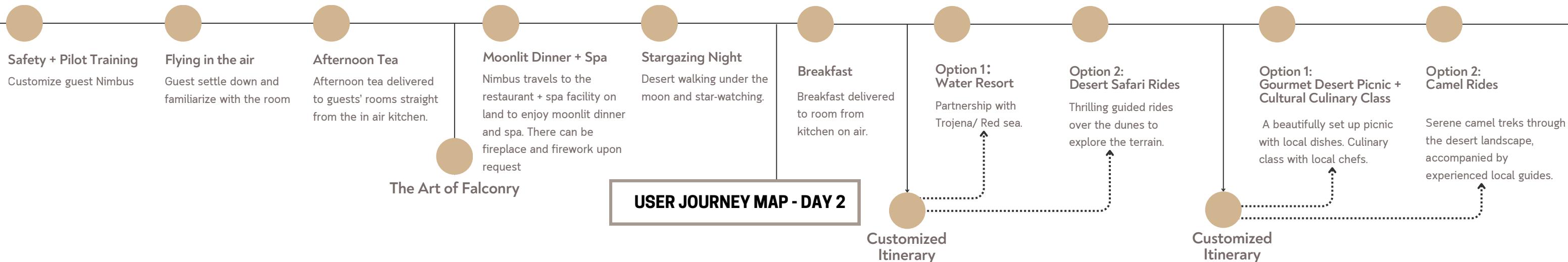
Luxury Couple Celebrating a Milestone

Couples celebrating significant life events such as honeymoons, anniversaries, or other milestones, looking for an unforgettable, intimate experience.

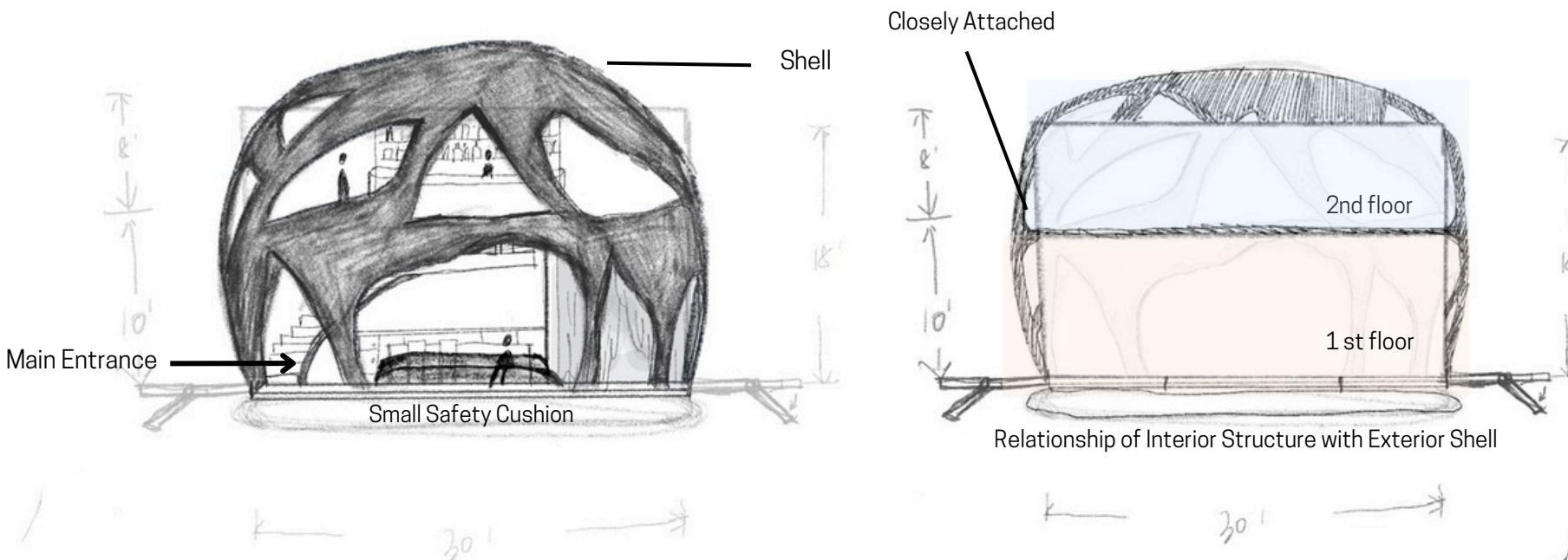


Motivations	Seeking a unique, once-in-a-lifetime romantic experience that transcends traditional luxury—perfect for special occasions like anniversaries, proposals, or honeymoons
Interests	Romantic dining and accommodations, exclusive private moments, breathtaking scenic views & photography
Concerns	Safety, Privacy, Comfort; May bring their pet
Age & Background	35 & 40, high-income couple with no kid Well-traveled but busy at work, so hardly have time to enjoy the time of two

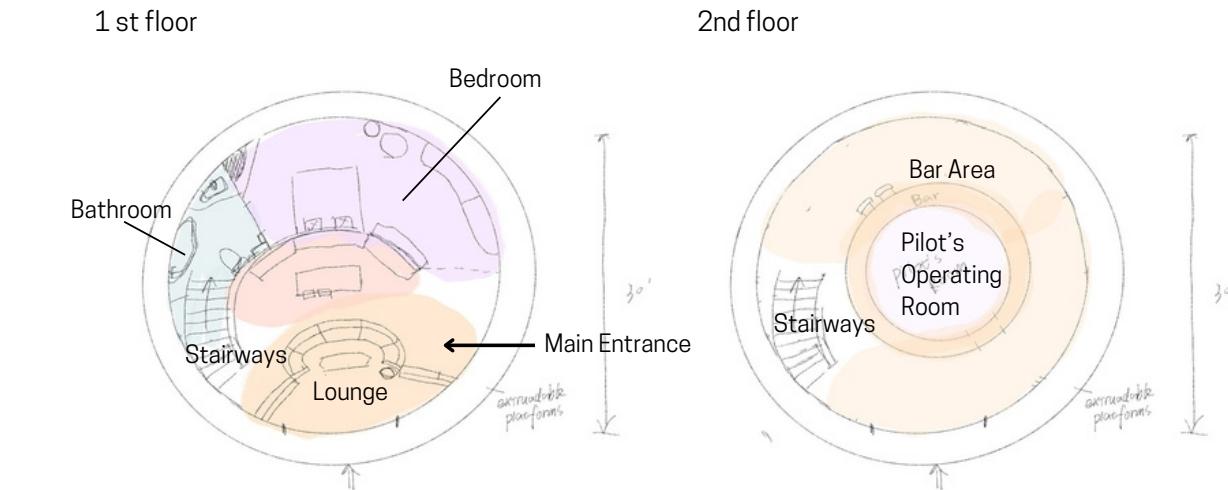
USER JOURNEY MAP - DAY 1



IDEATION FACADE SKETCHES



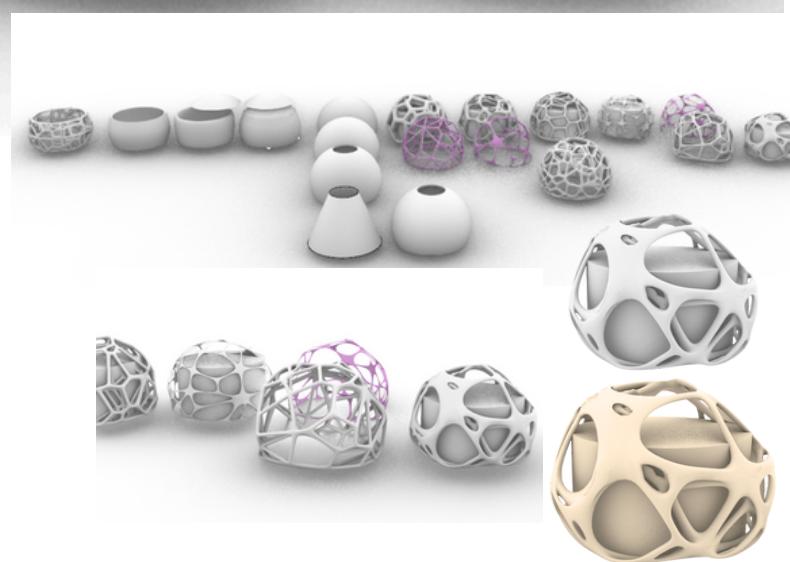
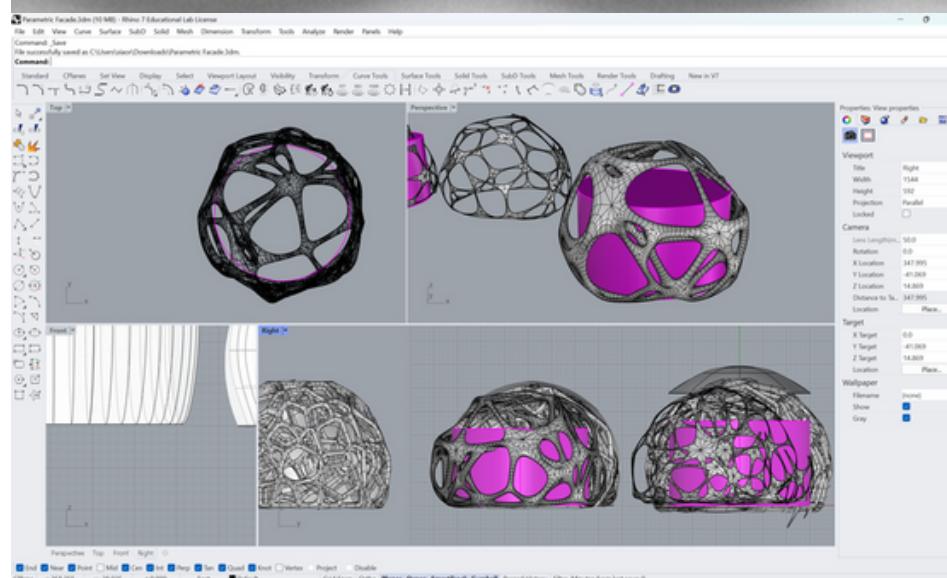
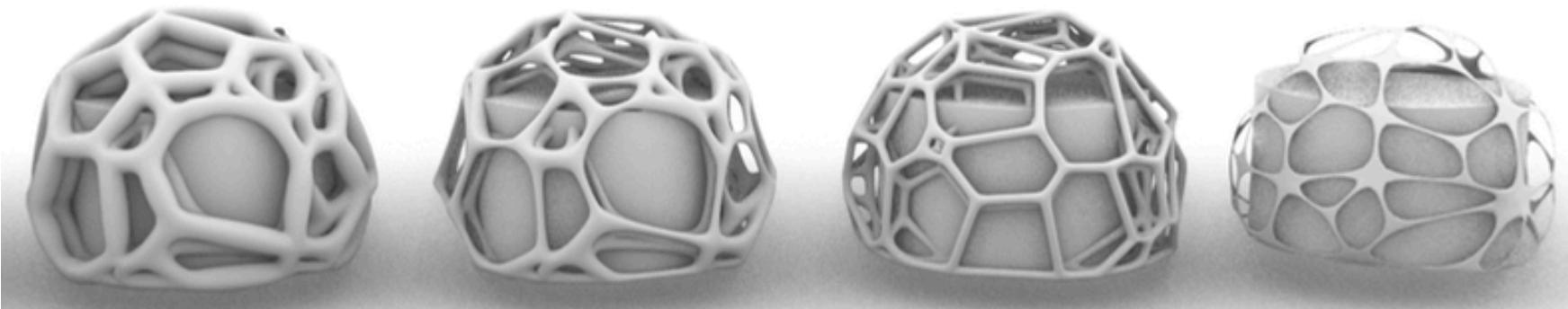
IDEATION FLOOR PLAN SKETCH



Moving from circular form to a rectangular structure gave **more flexibility with space planning**, **simplified the placement of furniture**, and **aligned better with practical construction considerations**—without losing the lightweight, sustainable qualities of the concept."

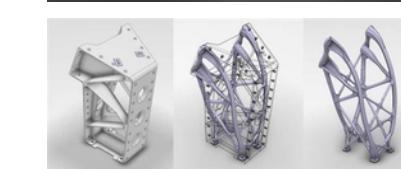
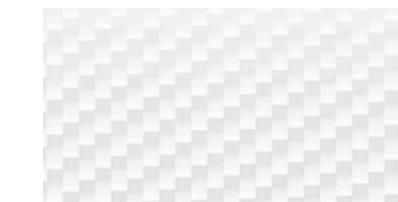
PARAMETRIC FACADE

- Glazing glass can be **polycarbonate**.
- The structure material is **3d printable, lightweight**.



MATERIALS

ALL 3D PRINTABLE



*Computer simulated printed car chassis by Hackrod, a California-based company.

*3D-Printed Unibody Electric Bike

*An entirely 3D printed mini-house by the DUS Architects in Amsterdam

*3D printed Ti frames of a satellite

*Custom transparent Polycarbonate PC prototype plastic part

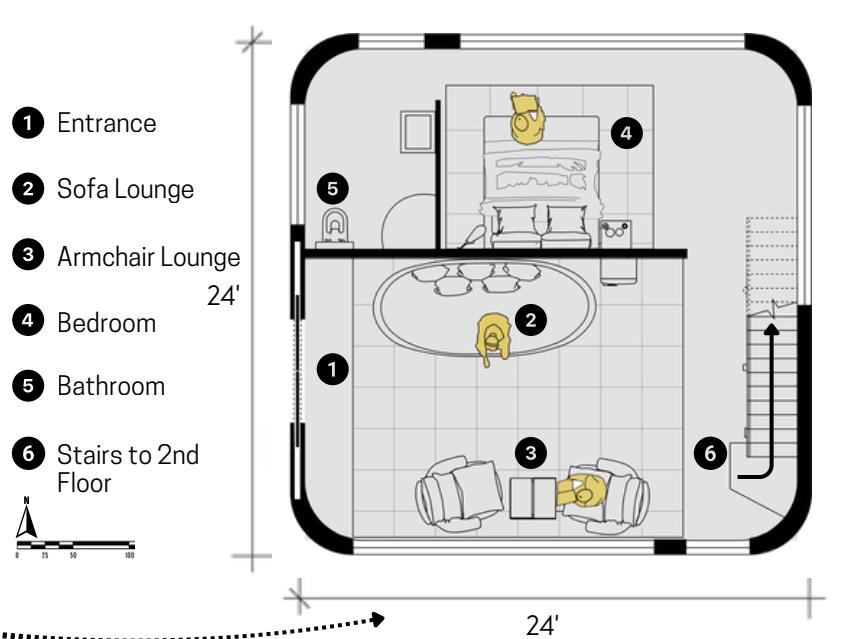
Aluminium

Carbon Fiber

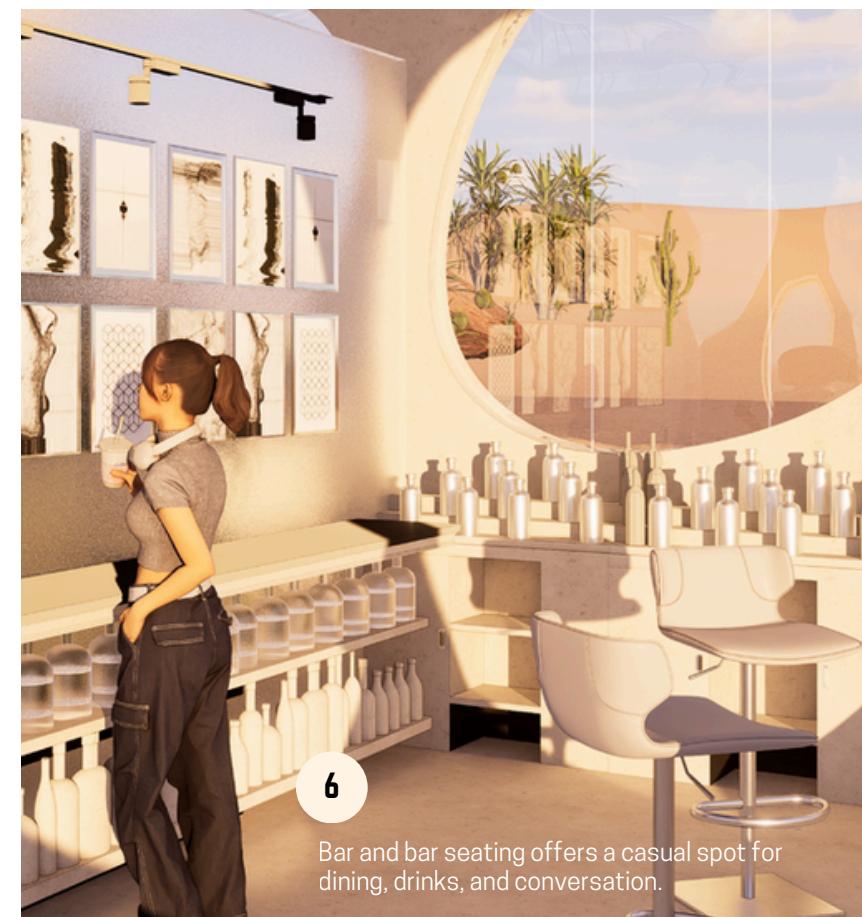
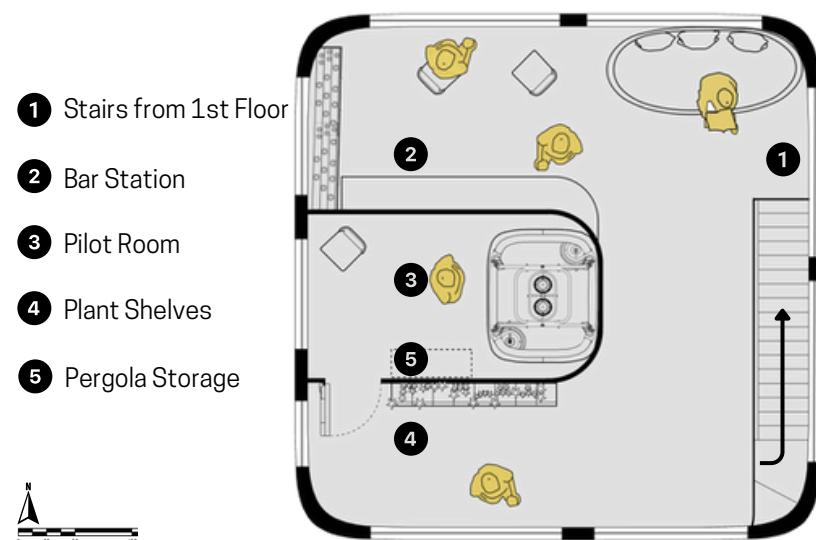
Polycarbonate

FLOORPLANS

1st Floor



2nd Floor



View shows the bar station after climbing the stairs

1

The interactive screen allows guests to access entertainment, room controls, or even flight path visuals

2

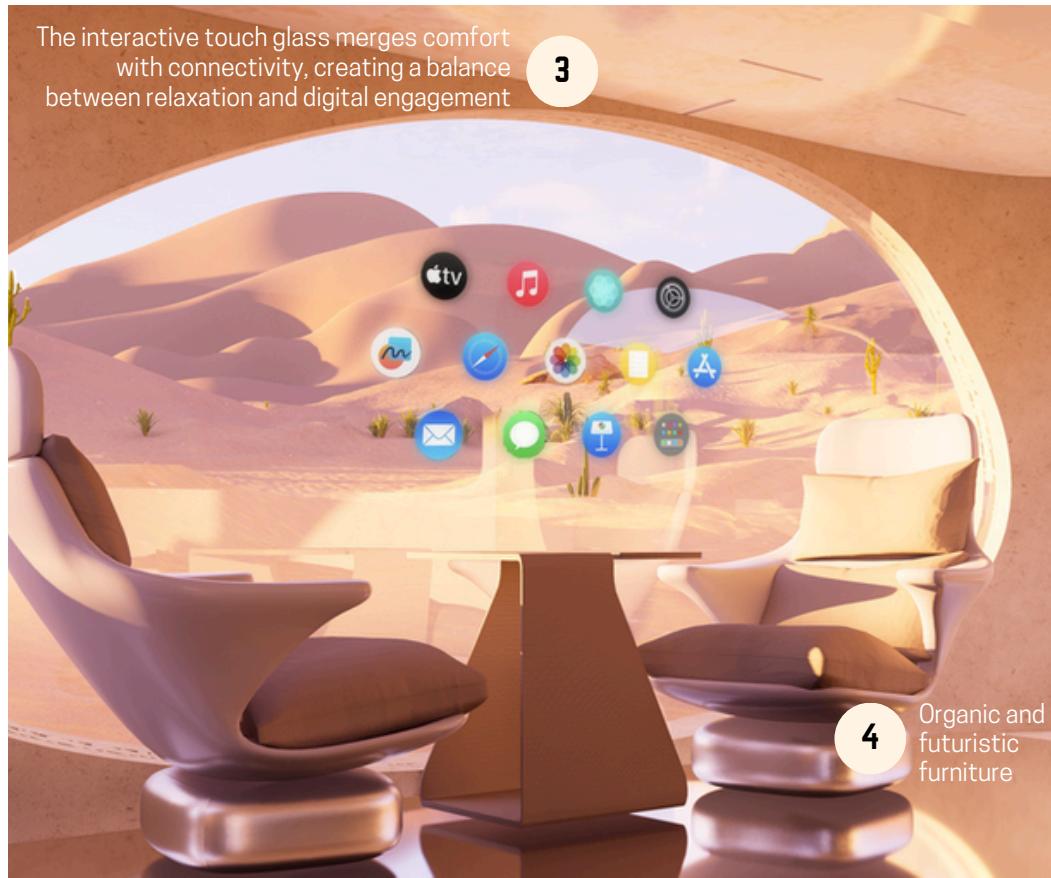
Shelves and mini fridge



View showing the sofa lounge after entering from the entrance

3

The interactive touch glass merges comfort with connectivity, creating a balance between relaxation and digital engagement



4

Organic and futuristic furniture



5

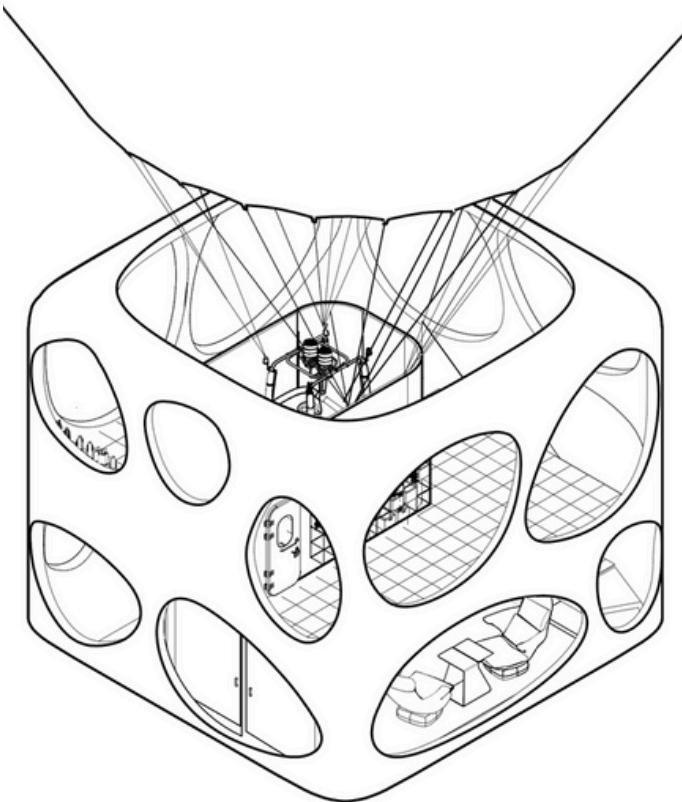
Bedroom with an open layout maximizes comfort and spatial efficiency in a small living space

View showing the bedroom through window

View showing the armchair lounge and interactive touch glass

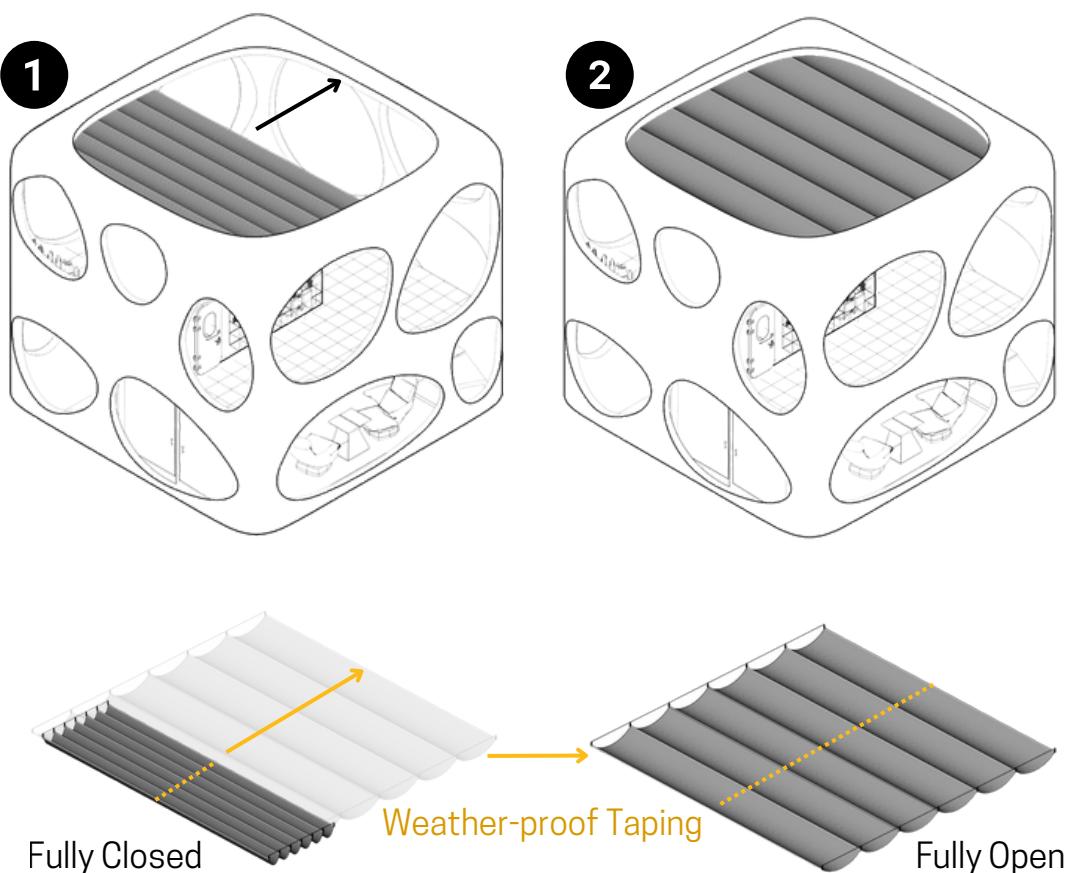
Disassembled Pergola

Air Balloon Attached



Assembled Pergola

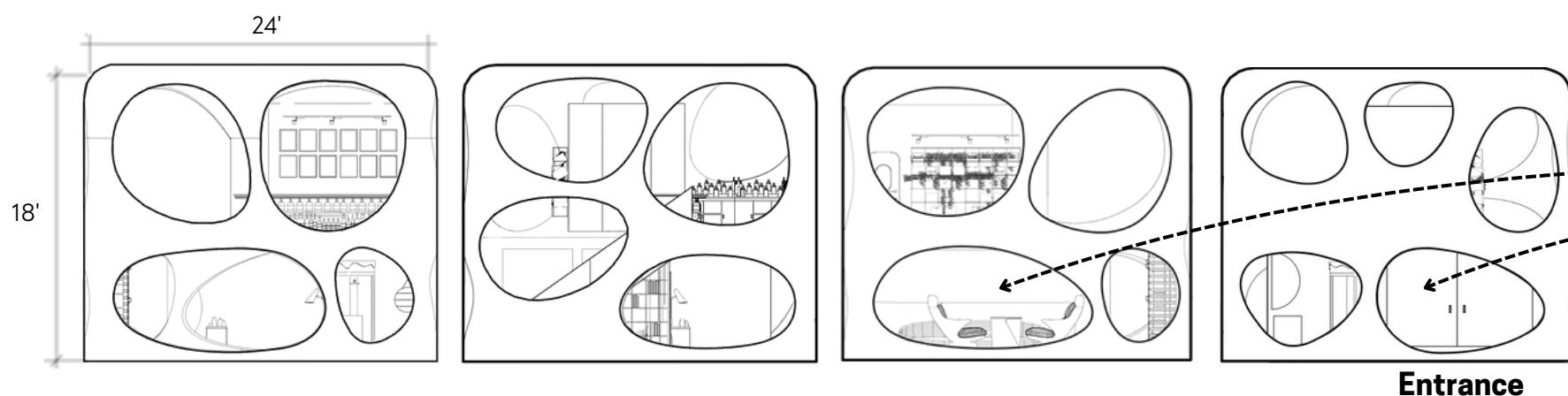
Air Balloon Unattached



NIMBUS uses a retractable pergola which is a mobile sliding roof system that blocks sun or rain.

EXTERIOR FACADE'S FOUR SIDES

Each side's holes are rational choices based on room size and location.



07

MIAMI-DADE WORKPLACE DESIGN

Firm Name: HDR

Location: Tampa, Florida

Time: Summer Jun.-Aug. 2025

Title: Interior Design Intern

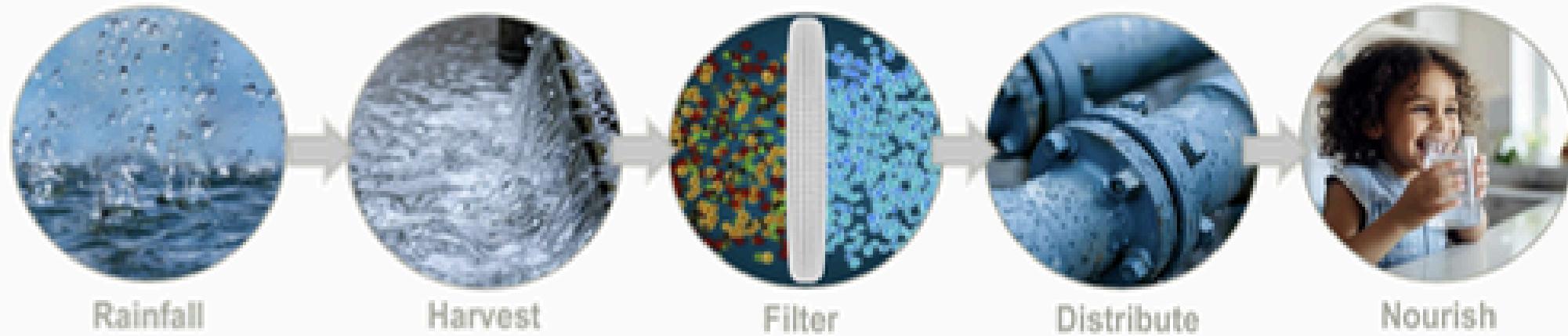
- Miami-Dade County's largest potable water production plant is the Alexander Orr, Jr. Water Treatment Plant. Offered operational improvement and regulatory compliance consulting to optimize the infrastructure's level of function at the AOWTP team at HDR.
- Collaborated with operators and personnel to outline next steps to achieve maximum function out of their infrastructure.
- The work includes feasibility studies on operating and maintenance storage facilities; schematic engineering, designing and construction phase services on a wide range of large diameter water mains and office facilities for personnel.



HDR

Tracing the Journey of a water droplet

Resiliency + Community



Water, the essential source of life on Earth, sustains all living beings. Through the vital process of water filtration, it is transformed into safe, potable water that supports the health, growth, and resilience of communities.



Inspired by the gradient, fluid abstraction of water waves, the building's window openings capture the rhythm and movement of nature, while resilient materials and adopted standard color palette root it in strength and identity. Interlocking forms shape pockets of respite for those who work within, all flow toward the enduring goal of sustainability.







08

WORKPLACE AND ACOUSTICS INTERNSHIP

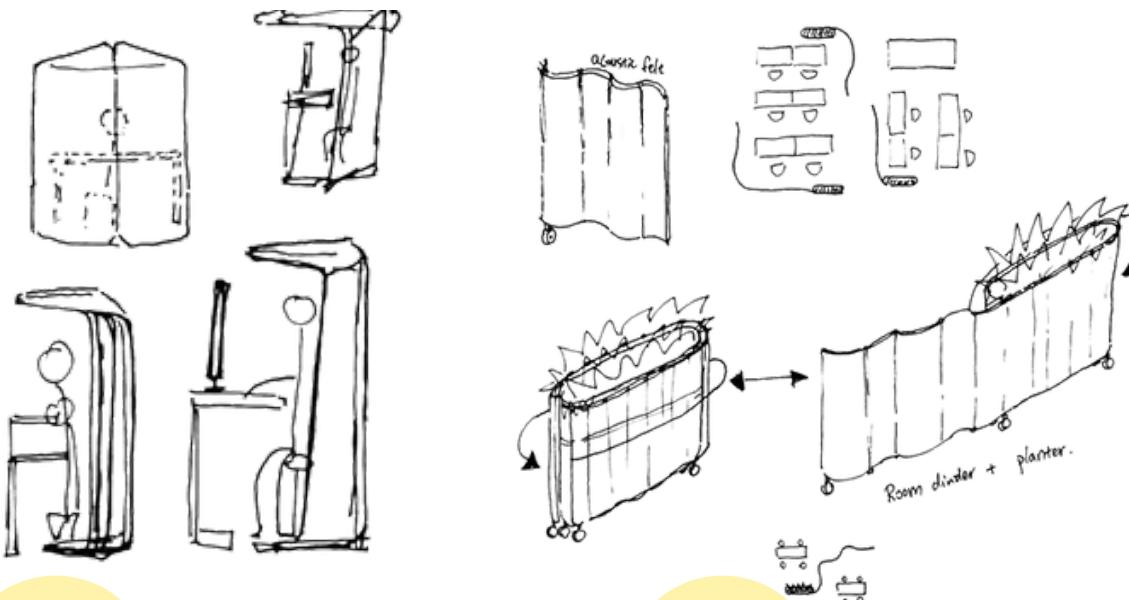
Firm Name: Haworth

Location: Holland, Michigan

Time: Summer Jun.-Aug. 2024

Title: Workplace Design and Research Intern

Fun ideas for Acoustics in General Workplace

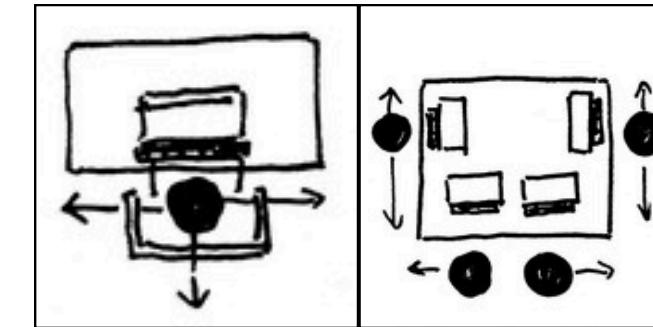


Ideas for personal booth
that hides your body.

Planter combined with
extended divider

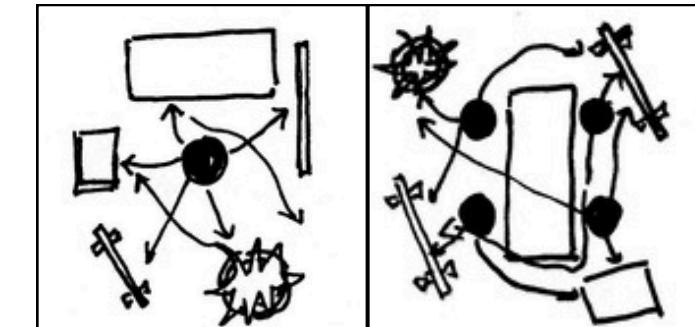


Some form of back cover
to reduce distractions.



Low Movement

Static seating and big table



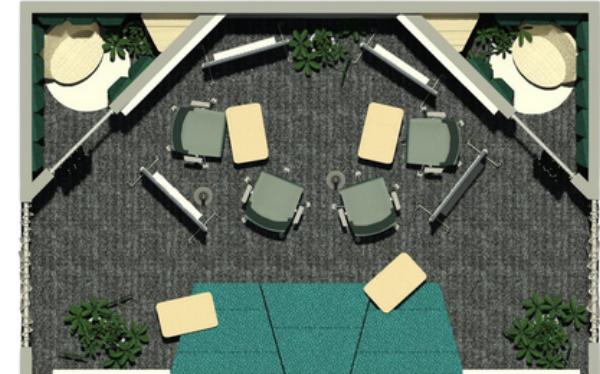
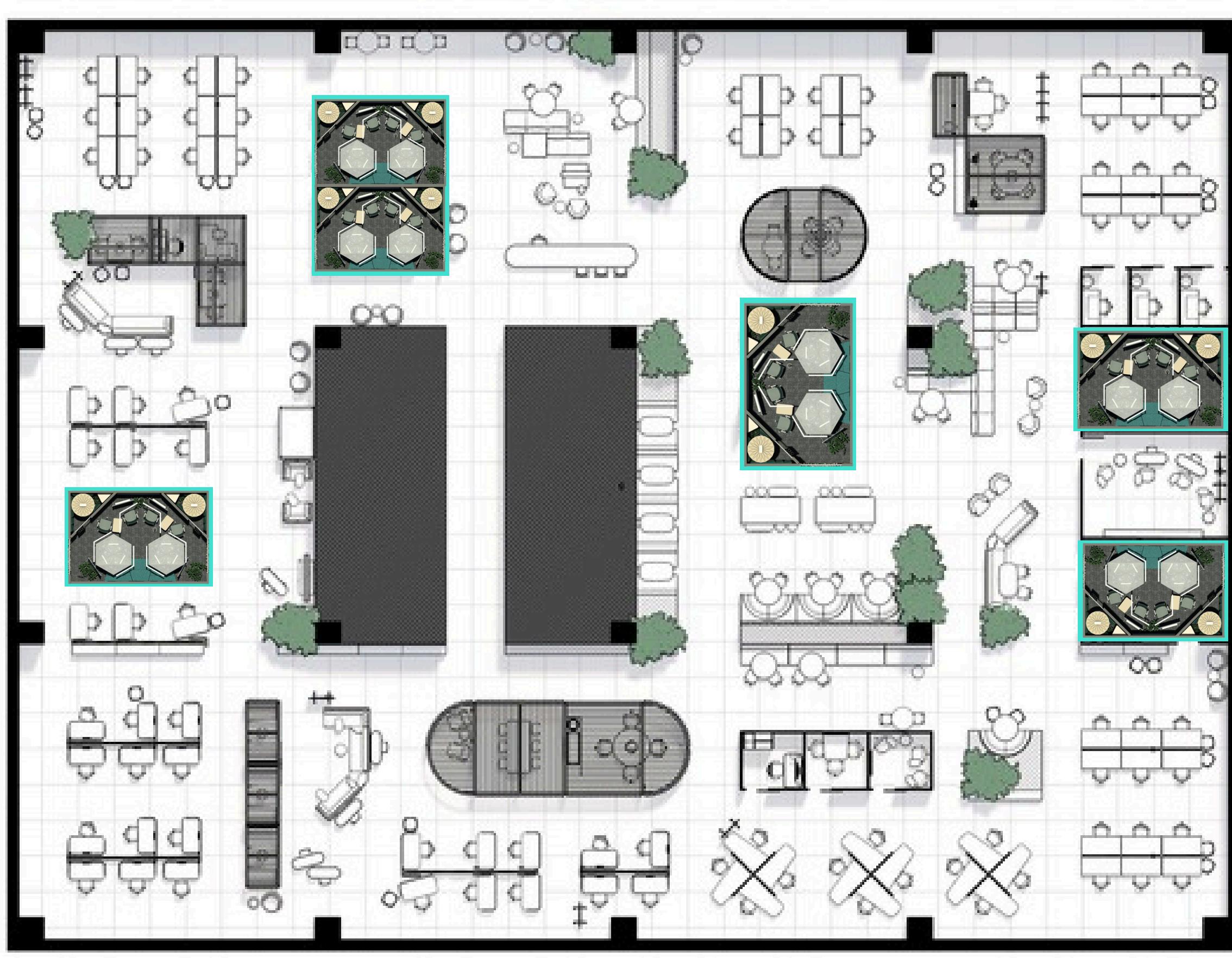
High Movement within the space

Dynamic appliance options

1. More efficient use of space
2. better asset utilization
3. more flexibility
4. reduce sedentary behavior



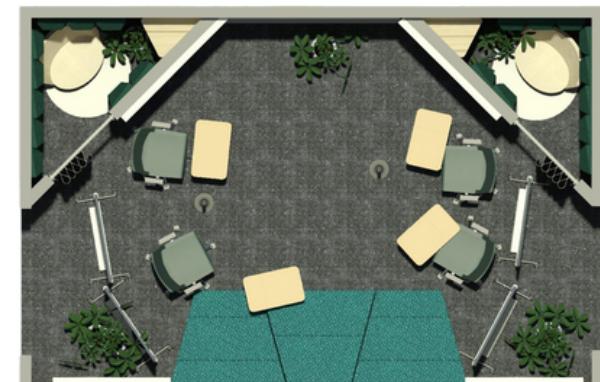
2D FLOORPLAN



Small group collaboration in a chairs circle.



Small group collaboration with chairs and stadium in one circle.

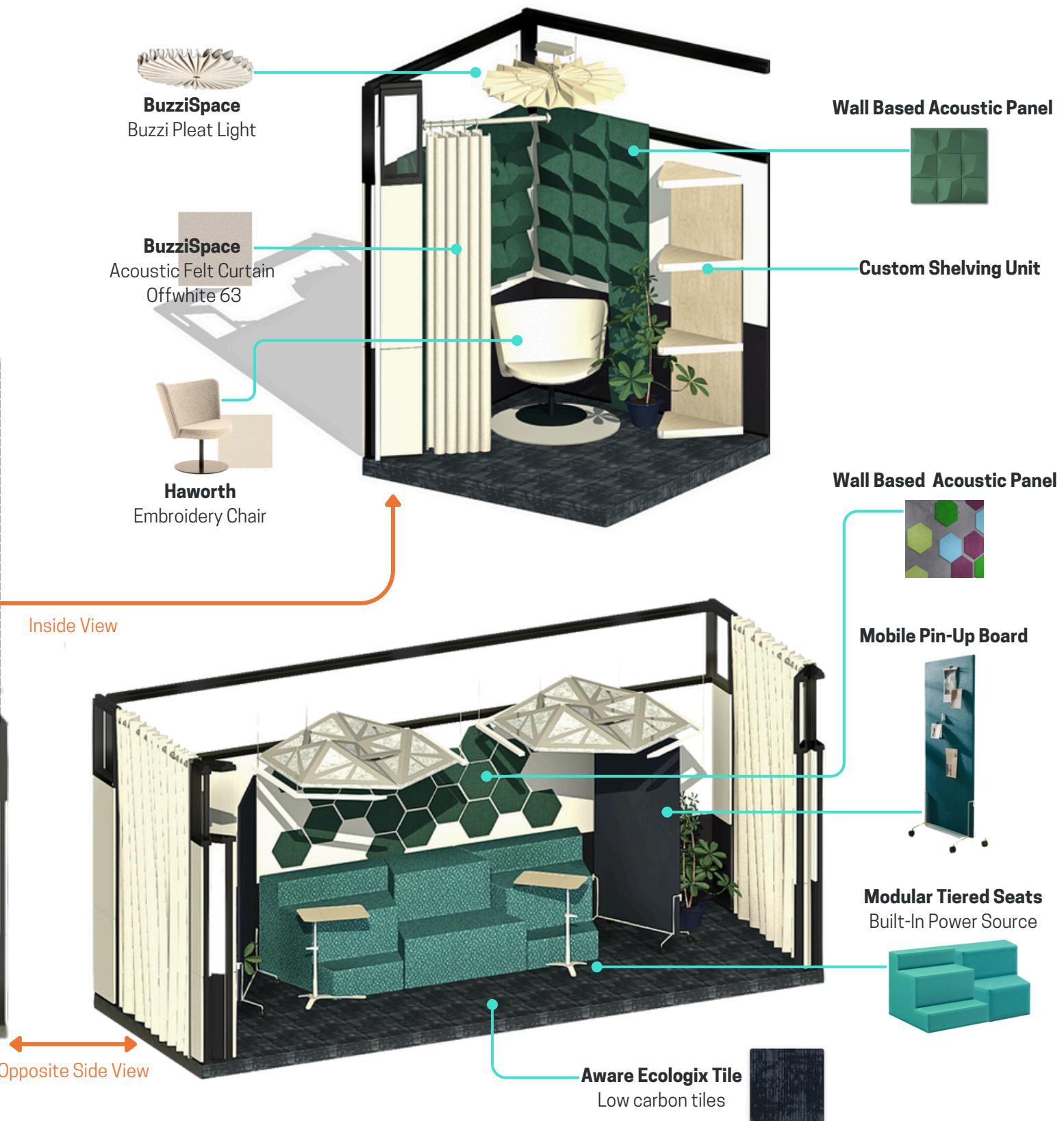
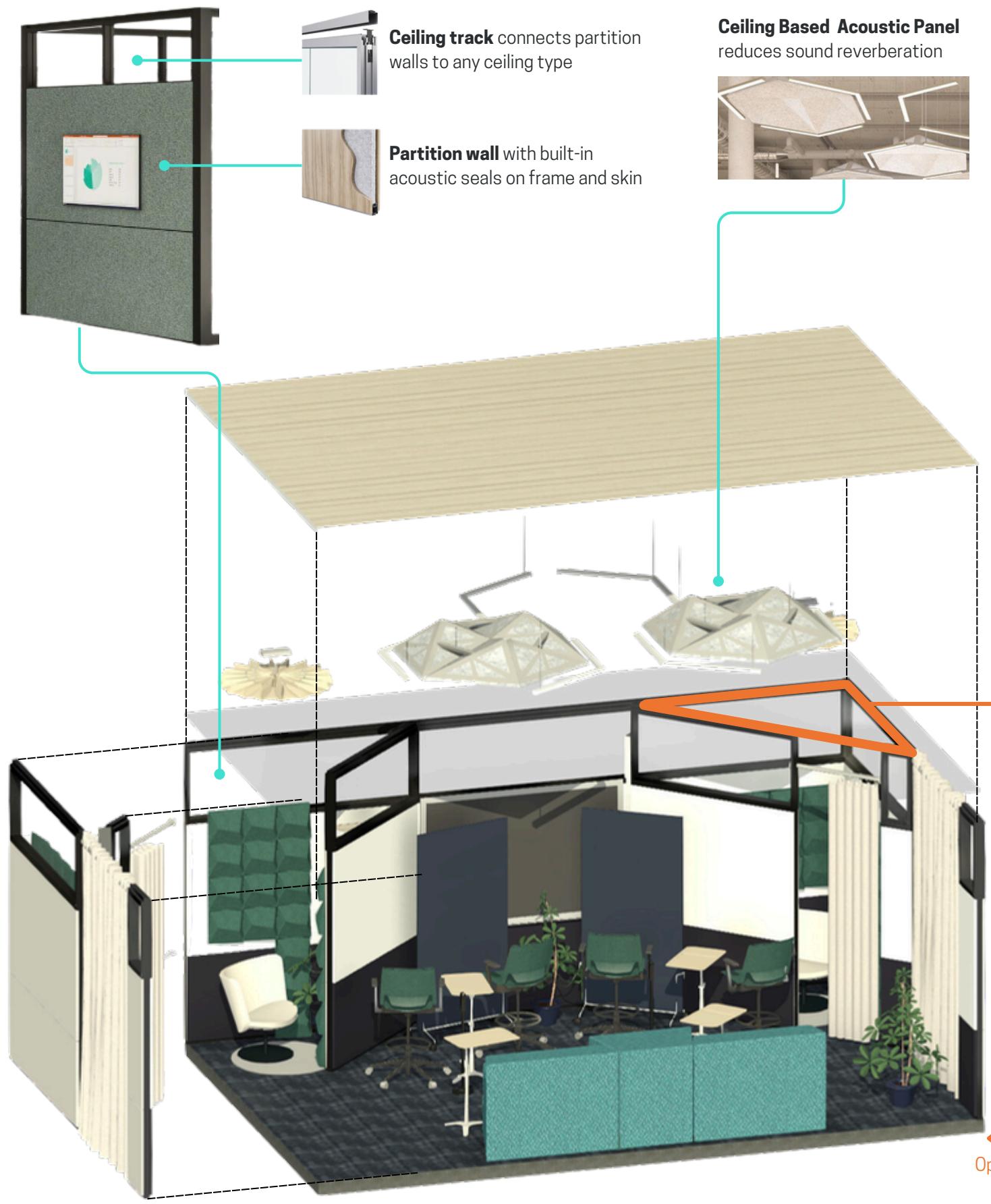


Large group discussion in big circle.



Large group virtual meeting facing the TV.

MODULAR HUB IDEA



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Website: lucillewang.com