Eddy Man Kim

Director of Digital Design and Fabrication Studio (D2FS)
Lecturer in Human Centered Design
Cornell University College of Human Ecology

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Summary

Eddy Man is a practitioner, researcher, and academic leader, merging the realms of architectural, web, media, brand, and experience design. Since the summer of 2023, he has been working 60% as a Lecturer in the Department of Human Centered Design at Cornell University and 40% as the Director of the Digital Design and Fabrication Studio (D2FS). Eddy Man is currently applying only for promotion from the rank of Lecturer to Senior Lecturer. As the Director of D2FS, he oversees the ecosystem of design computing resources, digital fabrication machines, and professional services that support teaching and research needs for the department, college, and the university. Eddy Man held various leadership roles throughout his career that bootstrapped, launched, revamped, and relaunched enterprises in academia and practice.

Dubbed a 'devzgner' for his unique blend of design and development expertise, Eddy Man's career is marked by leading academic programs and projects across digital media, computational design, architectural design, product design, and development. His tenure at Carnegie Mellon University as a director of the Computational Design Lab and an Associate Teaching Professor in the School of Architecture underscores his pivotal role in shaping the educational culture around design computing. Eddy Man received appointments in the School of Drama, Chair of the Master of Tangible Interaction Design program, and Chair of the Emerging Media Masters program where he represented the five schools in the College of Fine Arts in a joint program with the School of Computer Science.

Eddy Man is a leader driven to make a meaningful impact in the real world. He co-founded and directed the openUU design agency in Hong Kong and completed award-winning projects that received significant accolades, including four Best-of-Year Awards from Interior Design magazine and the 40-under-40 Award from Perspective Global magazine. He co-founded Processly, an education technology product, and had firsthand experience with startup incubation, product development, and technology transfer. Eddy Man produced art productions and festivals that received acclaim for how they critically explored the intersection of technology and human experience.

He is currently a Co-Founder and President of the Board at Bird Lab, a non-profit corporation for creating and implementing bird-focused conservation practices through research, education, community science, and partnerships with institutions like the Carnegie Museum of Natural History, Warhol Museum, and Powdermill Avian Research Center. Eddy Man is a passionate advocate for the arts and the environment.

Education

2010 - 2012
Master in Design Studies (MDes), Concentration in Technology
Harvard University, Graduate School of Design, Cambridge, MA, USA
Thesis: *Sandbox3D alpha: Web App Development for Real-time Social Design Collaboration*

2004 - 2009
Bachelor of Architecture (BArch)
Cornell University, College of Architecture, Art, and Planning, Ithaca, NY, USA
Thesis: *metaCAVE v.2: Prototype Pavilion Installation*

2008 Summer
McGill University, Montreal, Canada

2008 Spring
Cornell in Rome, Rome, Italy

Academic Experience

Cornell University (2023 - present):
- Lecturer in Human Centered Design (HCD)
- Director of Digital Design and Fabrication Studio (D2FS)
- Director of Computer-Aided Design (CAD)

Carnegie Mellon University (2014 - 2023):
- Director of Computational Design Lab (2015 - 2023)
- Associate Teaching Professor (2021 - 2023) — School of Architecture
- Courtesy Appointment (2021 - 2023) — School of Drama
- Director of Computing Strategy (2017 - 2021)
- Track Chair of Master of Tangible Interaction Design (MTID) Program (2016 - 2018)
- Track Chair of Emerging Media Masters (EM2) Program (2016 - 2017)
  - College of Fine Arts (CFA) Representative
- Assistant Teaching Professor (2015 - 2021)
- Visiting Assistant Professor (2014 - 2015)
- Core Faculty Member of Undergraduate and Graduate Degree Programs:
  - Bachelor of Arts (BA)
  - Bachelor of Architecture (BArch)
  - Master of Architecture (MArch)
  - Master of Science in Computational Design (MSCD)
  - Master of Science in Sustainable Design (MSSD)

Hong Kong University (2013)
- Master of Architecture Design Studio Instructor

Hong Kong Interior Design Association (2012)
- Workshop Instructor

Practice

2023 - present
EMK Lab Design Agency**,** Brooklyn, NY, USA
Founder and Principal

EMK Lab is a Brooklyn-based design agency that provides consulting services in architectural, media, web, brand, and experience design.

Projects by EMK Lab:
Public Art Installation in 68th Street - Hunter College MTA station with undisclosed
collaborators
Bird Safe Architectural Design research and development with **Bird Lab**
Web design strategy and development with **EPIPHYTE Lab, LLC**
Project Amelia immersive theater production with **Bricolage Production Company**
wats:ON Festival Across the Arts with **Carnegie Mellon University College of Fine Arts**

2023 Spring
Shield AI Aerospace and Defense Technology Company**,** San Diego, CA, USA (Remote)
Senior Staff Engineer (Contractor)

2015 - 2023
Dzgn.IO Design and Development Agency**,** Pittsburgh, PA, USA
Co-Founder

2016 - 2020
Processly Education Technology Platform**,** Pittsburgh, PA, USA
Co-Founder / Advisor

2009 - 2014
openUU Ltd. Design Agency**,** Aberdeen, Hong Kong
Co-Founder / Technical Director

openUU is an award-winning design agency that focuses on Space Conversions and Design Collaborations. We design and create with an approach of playful pragmatism. We are interested in creating supernormal moments by re-searching and re-arranging normal, everyday notions. We create to engage with people, and engage with people to create. openUU's wide-ranged clientele includes: Swire Properties Management, Nike 360 Holding B.V., Osage Gallery & Art Foundation, Hong Kong Tourism Board, Hong Kong Arts Centre, West Kowloon Cultural District Authority, Hsin Chong Construction Group, School of Creative

Media, City University of Hong Kong.

Projects by openUU:
15,000 sf penthouse office, spa, and lounge renovation for private client
accACC: office renovation for **Asian Cultural Council**
AL-wch: warehouse art space for private client
APC: concept retail store design for **Andes Premium Catch**
Art | Flat: pop-up art shop at ART HK fair for **Para Site art space**
Artist Home Base: brand consulting for **Hong Kong Arts Centre**'s artist-in-residence program
Cinema 2.0 ifva: exhibition design for **Hong Kong Arts Centre**
CIS: cafeteria renovation for **Chinese International School**
Cityplaza: 50,000 sf mall renovation for **Swire Properties Management**
FoFo: private kitchen and roof lounge design
Freespace: event venue design and management for **West Kowloon Cultural District**
  Authority
HKTB LA: installation for **Hong Kong Tourism Board**
La Viva Suites: hotel interior design for **Hsin Chong Construction Group**
modelScape: display platform prototype for **Times Properties**
Nike Conference: corporate office renovation for **Nike**
Osage Open: 10,000 sf warehouse art space for **Osage Gallery & Art Foundation**
platform (1x2): warehouse space conversion for private client
Para Site: facade and gallery renovation for **Para Site art space**
SCM7/K11: exhibition design for **City University of Hong Kong**
villageTerrace: kitchen conversion for private client
zzt: parametric design consultation for stadium shell

2011 Summer
Robert A.M. Stern Architects, LLP, New York, NY, USA
Architectural Design Intern

2009 - 2010
EPIPHYTE Lab, LLC, Architectural Design and Research Collaborative, Ithaca, NY, USA
Project Designer

2006 Summer
POS-A.C. (POSCO Architects & Consultants), Seoul, Korea
Architectural Design Intern

Activities

2023 - present
Digital Design and Fabrication Studio (D2FS), Director
Cornell University College of Human Ecology

2022 - present
Bird Lab, Co-Founder and President of the Board
Non-Profit Corporation for Bird Conservation

2023 - present
Computer-Aided Design (CAD), Director
Cornell University College of Human Ecology

2023 - present
Curriculum Committee, Member
Cornell University Department of Human Centered Design

2023 - present
Centennial Planning Committee, Member
Cornell University College of Human Ecology

2023 Fall
Design UX with Technology Studio, Guest speaker for course DEA 3301
Cornell University

2023 Fall
Vertical Design Option Studio, Guest reviewer for course ARCH 5115
Cornell University

2015 - 2023
Computational Design Lab, Co-director
Carnegie Mellon University

2022 Fall - 2023 Summer
Designing Interactive Systems Conference 2023, Local Liaison Chair
Association for Computing Machinery Special Interest Group on Computer–Human Interaction
(ACM SIGCHI)

2023 Spring
Special Issue: ACADIA 2023_AI, Architecture, Accessibility, & Data Justice, Peer Reviewer
International Journal of Architectural Computing (IJAC)

2023 Spring
Teaching Track Committee, Member
Carnegie Mellon University

2021 - 2023
School of Architecture Computation / Representation Curriculum Committee, Chair
Carnegie Mellon University

2021 - 2023
School of Design and Architecture Joint Website Committee, Member
Carnegie Mellon University

2022 Fall
Pittsburgh City Steps Symposium, Exhibitor
Garden Club of Allegheny County (GCAC)

2022 Fall
Global Future Design Awards, Jury
Architecture Press Release

2022 Spring
The Arts as Collective Conscience Faculty Dialogue, Panelist
College of Fine Arts, Carnegie Mellon University

2017 - 2021
School of Architecture, Director of Computing Strategy + COVID-19 Virtual Task Force
Carnegie Mellon University

2019 - 2020
School of Architecture Head Search Committee, Member
Carnegie Mellon University

Spring 2020
Frank-Ratchye STUDIO for Creative Inquiry Fellowship, Jury
Carnegie Mellon University

Fall 2019
wats:ON Festival Across the Arts, Web Developer
Carnegie Mellon University

Fall 2019
IDeATe: Bioform, Guest reviewer for course # 48233
Carnegie Mellon University

Spring 2019
Fundamentals of Computational Design, Guest reviewer for course # 62275
Carnegie Mellon University

Spring 2019
Designing for the Internet of Things, Guest reviewer for course # 49713
Carnegie Mellon University

2016 - 2018
Master of Tangible Interaction Design (MTID) Program, Track Chair
Carnegie Mellon University

Fall 2018
Mixed Reality Special Interest Group (XR SIG), Co-Convener
Carnegie Mellon University

Spring 2018
Responsive Mobile Environments, Guest reviewer for course # 48528 / 48758
Carnegie Mellon University

Spring 2018
IDeATe: Shaping the Built Environment, Guest reviewer for course # 62315
Carnegie Mellon University

Fall 2017
Computational Design: Practices, Histories, Infrastructures Symposium, Workshop Chair
Carnegie Mellon University

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Fall 2017
Inquiry into Computation, Architecture and Design, Guest speaker / reviewer for course # 48727
Carnegie Mellon University

Fall 2017
wats:ON Festival Across the Arts, Associate Curator
Carnegie Mellon University

2016 - 2017
Emerging Media Masters (EM2) Program, Track Chair (CFA)
Carnegie Mellon University

Spring 2017
Interchange, Creator of career development platform for School of Architecture students
Carnegie Mellon University

Spring 2017
UI/UX Design and Architecture: Leveraging Web Technologies for and by Architects,
Presenter
AIA Build Pittsburgh Conference

Fall 2016
Introduction to Media Synthesis and Analysis, Guest speaker / reviewer for course # 62150
Carnegie Mellon University

Fall 2016
Inquiry into Computation, Architecture and Design, Guest speaker / reviewer for course # 48727
Carnegie Mellon University

Summer 2016
Data Analytics for Urban Design, Guest speaker for course # 48714
Carnegie Mellon University

Spring 2016
Designing for the Internet of Things, Guest reviewer for course # 49713
Carnegie Mellon University

Spring 2016
Interactive Art & Computational Design, Guest reviewer for course # 62726
Carnegie Mellon University

Fall 2015
Sandbox3D alpha: Web App Development for Real-time Social Design Collaboration,
Presenter
The Graphical Web Conference

Fall 2015
Art + Conversation, Presenter
Mattress Factory Museum

Fall 2015
Urban Design Methods and Theory, Guest speaker for course # 48740
Carnegie Mellon University

Spring 2015
Interactive Art & Computational Design, Guest reviewer for course # 62726
Carnegie Mellon University

Spring 2015
Design Interface : Interface Design, Henry Hornbostel Lecture
Carnegie Mellon University

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Teaching

2023 Fall, 2024 Spring
Cornell University, Department of Human Centered Design, Ithaca, NY, USA
  Course Instructor: FSAD 1140: Principles of Design Computing (Human Centered Design Undergraduate Core Curriculum)

2023 Spring
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Course Instructor: 62275: Fundamentals of Computational Design (Second Year BArch Core Course)
  Studio Instructor: 48205C: Interface Architecture : Architecture Interface (Second Year BArch Option Studio)

2022 Fall
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Coordinator: 48100: Poiesis Studio 1 (First Year BArch Core Design Studio)
Carnegie Mellon University, School of Drama, Pittsburgh, PA, USA
  Course Instructor: 54383 / 54883: Introduction to Digital Media (Undergraduate / Graduate Core Course)

2022 Summer
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Course Instructor: 48689: Design Skills Workshop (Prep Course For Incoming Graduate Students)

2022 Spring
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Course Instructor: 62275: Fundamentals of Computational Design (Second Year BArch Core Course)
  Studio Instructor: 48205C: Interface Architecture : Architecture Interface (Second Year BArch Option Studio)

2021 Fall
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Coordinator: 48100: Poiesis Studio 1 (First Year BArch Core Design Studio)
Carnegie Mellon University, School of Drama, Pittsburgh, PA, USA
  Course Instructor: 54383 / 54883: Introduction to Digital Media (Undergraduate / Graduate Core Course)

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2021 Summer
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Course Instructor: 48689: Design Skills Workshop (Prep Course For Incoming Graduate Students)

2021 Spring
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48205: Elaboration II (Second Year BArch Core Design Studio)
  Course Instructor: 62123: Digital Media II (First Year BArch Core Course)

2020 Fall
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Workshop Instructor: 48300 / 48630: Environment, Form & Feedback (Third Year BArch and First Year MArch Core Design Studio)
  Course Instructor: 62122: Digital Media I (First Year BArch Core Course)
Carnegie Mellon University, School of Drama, Pittsburgh, PA, USA
  Course Instructor: 54383 / 54883: Introduction to Digital Media (Undergraduate / Graduate Core Course)

2020 Summer
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Course Instructor: 48689: Digital Skills Workshop (Prep Course For Incoming Graduate Students)

2020 Spring
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Course Instructor: 62275: Fundamentals of Computational Design (Second Year BArch Core Course)
  Course Instructor: 62123: Digital Media II (First Year BArch Core Course)

2019 Fall
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48630: Environment, Form & Feedback (First Year MArch Core Design Studio)
  Course Instructor: 62122: Digital Media I (First Year BArch Core Course)
Carnegie Mellon University, School of Drama, Pittsburgh, PA, USA
  Course Instructor: 54383 / 54883: Introduction to Digital Media (Undergraduate / Graduate Core Course)

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2019 Summer
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Course Instructor: 48689: Digital Skills Workshop (Prep Course For Incoming Graduate Students)

2019 Spring
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48205: Elaboration II (Second Year BArch Core Design Studio)
  Course Instructor: 62123: Digital Media II (First Year BArch Core Course)
  48599 / 48736: Independent Study / Master's Independent Study (4 Students)

2018 Fall
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48630: Environment, Form & Feedback (First Year MArch Core Design Studio)
  Course Instructor: 62122: Digital Media I (First Year BArch Core Course)
Carnegie Mellon University, School of Drama, Pittsburgh, PA, USA
  Course Instructor: 54383 / 54883: Introduction to Digital Media (Undergraduate / Graduate Core Course)

2018 Summer
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Course Instructor: 48689: Digital Skills Workshop (Prep Course for Incoming Graduate Students)

2018 Spring
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48205: Elaboration II (Second Year BArch Core Design Studio)
  Course Instructor: 48125: Digital Media II (First Year BArch Core Course)

2017 Fall
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48300: Environment, Form & Feedback (Third Year BArch Core Design Studio)
  Course Instructor: 48120: Digital Media I (First Year BArch Core Course)
  62633: Spatial Narratives via Web Graphics (Elective Course)

2017 Summer
Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Workshop Instructor: Pre-College Architecture Digital Fabrication Workshop

2017 Spring

Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48205: Elaboration II (Second Year BArch Core Design Studio)
  Course Instructor: 48125: Analog & Digital Media II (First Year BArch Core Course)
  48796 / 62911: MTID Thesis Studio / CFA-EM2 Thesis Studio (Graduate Thesis Studio)
  48599 / 48736: Independent Study / Master's Independent Study (5 Students)

2016 Fall

Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48300: Environment, Form & Feedback (Third Year BArch Core Design Studio)
  Course Instructor: 48120: Analog & Digital Media I (First Year BArch Core Course)
  48599 / 48736: Independent Study / Master's Independent Study (3 Students)

2016 Summer

Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: Pre-College Architecture Design Studio
  Workshop Instructor: Pre-College Architecture Digital Fabrication Workshop

2016 Spring

Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48205: Elaboration II (Second Year BArch Core Design Studio)
  Course Instructor: 48125: Introduction to Digital Media 2 (First Year BArch Core Course)

2015 Fall

Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48300: Environment, Form & Feedback (Third Year BArch Design Studio)
  Course Instructor: 48105: Introduction to Digital Media 1 (First Year BArch Core Course)

2015 Spring

Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48410: Liminal Interventions: Hybrid Interface Design Build Studio (Advanced Architecture Design Studio)
  Course Instructor: 48548: Design Communication: Design Interface Research Seminar

2014 Fall

Carnegie Mellon University, School of Architecture, Pittsburgh, PA, USA
  Studio Instructor: 48300: Environment, Form & Feedback (Third Year BArch Design Studio)

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2013 Fall

The University of Hong Kong, Faculty of Architecture, Pokfulam, Hong Kong
  Studio Instructor: ARCH5001: Urban Spine Parasite (Second Year MArch Design Studio)

2012 Summer

Hong Kong Interior Design Association, Chaiwan, Hong Kong
  Workshop Instructor: Instructed visiting students from Hong Kong, Japan, and South Korea in a week-long design workshop, as part of the event, "East Gathering"

2011 Fall

Harvard University, Graduate School of Design, Cambridge, MA, USA
  Teaching Assistant: Assisted professor Panagiotis Michalatos in technical workshops for the graduate-level course, "Computational Design [Numerical Descriptions]"

Press and Publications

2023 August
National Public Radio (NPR): Here & Now WBUR
Feature on Bird Lab: *"Elusive Swainson's warbler now breeds in Pennsylvania, scientists find"*

2023 July
National Public Radio (NPR): The Allegheny Front WESA
Feature on Bird Lab: *"Scientists Discover First Proof of Swainson's Warbler Breeding In Pennsylvania"*

2022 March
Communications of the ACM
Feature on Project AMELIA: *"Is a Privacy Crisis Experienced, a Privacy Crisis Avoided?"*

2020 June
Digital Media Series: Grasshopper
Co-author of the independently published textbook

2020 April
Public Broadcasting Service (PBS)
Feature on Project AMELIA: *"IMMERSIVE.WORLD Next Wave Immersive"*

2019 September
Pittsburgh City Paper
Feature on Project AMELIA: *"Bricolage takes on the tech industry with the immersive Project Amelia"*

2019 September
onStage Pittsburgh (formerly Pittsburgh in the Round)
Feature on Project AMELIA: *"Scintillating Surrealism in Bricolage's Project Amelia"*

2019 September
Pittsburgh Post-Gazette
Feature on Project AMELIA: *"Review: Take the next step in immersive theater with Bricolage's Project Amelia"*

2019 August
Pittsburgh Post-Gazette
Feature on Project AMELIA: *"Bricolage invites you to explore the intersection of data and privacy in a new large-scale immersive event"*

2019 August
Architizer
Feature on the Digital Media Series: Rhinoceros book: *"10 Top Software Guides for Architects and Designers"*

2019 July
No Proscenium: The Guide To Everything Immersive
Feature on Project AMELIA: *"Pittsburgh: Project Amelia, Bricolage is Back!"*

2019 Feb
Digital Media Series: Rhinoceros
Co-author of the independently published textbook

2017 October
CMU News
Feature on wats:ON Festival: SHIFT: *"wats:ON? Festival Returns to Carnegie Mellon Nov. 2-4"*

2017 October
NEXT Pittsburgh
Feature on wats:ON Festival: SHIFT: *"Carnegie Mellon University's wats:ON? Festival Explores Immersive Art and Technology"*

2017 October
Pittsburgh City Paper
Feature on wats:ON Festival: SHIFT: *"wats:ON? Festival Returns to Carnegie Mellon University"*

2014 December
hinge Vol. 230
Feature on openUU Project, Nike Conference: *"SWISH"*

2014 October
designboom
Feature on openUU Project, Nike Conference: *"openUU's conference center explores the brand DNA of NIKE"*

2014 March
Cornerstone
Feature on openUU project, Cityplaza: *"Cityplaza Unveils its Beauty Secret"*

2014 March
South China Morning Post
Feature on openUU project, platform (1x2): *"Architects rekindle passion for plywood, 70 years after Eames chair"*

2013 December
indesignlive.HK
Feature on openUU: *"openUU Opens Doors to Collaboration"*

2013 June
d+a issue 74
Feature on openUU: *"Youthful Ambitions: openUU"*

2013 May
Association Vol. 5 by Cornell AAP
Feature on openUU project: *urbanUPLIFT*

2013 February
South China Morning Post's PostMagazine
Feature on openUU: *"Design File: openUU"*

2013 January
Perspective Global Magazine
Feature on openUU project: *farmScape*

2012 December
Sofa Magazine
Feature on openUU: *"1 Room 3 Ways"*

2012 November
Perspective Global Magazine
Feature on openUU: *"Asia's Rising Talent: openUU"*

2012 November
South China Morning Post
Feature on openUU project: *Artist Home Base*

2012 May
Wall Street Journal
Feature on openUU: *"To Doze, Design in Hong Kong"*

2012 May
Perspective Global Magazine
Feature on award recipient openUU: *"2012 40-Under-40"*

2012 May
CNN Go
Feature on openUU project: Art | Flat: *"10 reasons art lovers should visit Hong Kong right now"*

2012 March
South China Morning Post's PostMagazine
Feature on openUU project: *platform (1x2)*

2012 March
hinge Vol. 199
Feature on openUU project: *platform (1x2)*

2011 December
Interior Design Magazine No. 15
Feature on award recipient openUU: *"Best of Year Award"*

2011 September
A View on Harvard GSD Vol. 3
Feature on openUU project: *platform (1x2)*

2011 September
Interior Design Magazine China
Feature on openUU project: *modelScape*

2011 August
Interior Design Magazine No. 10
Feature on openUU project: *platform (1x2)*

2011 January
hinge Vol. 197
Feature on openUU project: *platform(1x2)*

2010 August
Interior Architecture of China
Feature on openUU project: *farmScape*

2010 January
Urban Art Projects
Feature on openUU project: *farmScape*

Grants and Awards

2019
Dean of College of Fine Arts, Carnegie Mellon University, College of Fine Arts
$10,000 Grant awarded for project, *Project AMELIA*

2017
Fund for Research and Creativity, Carnegie Mellon University, College of Fine Arts
$5,000 Grant awarded for project, *Dimensional Typography in Virtual Reality*

2014
George N. Pauly, Jr. Fellowship, Carnegie Mellon University, School of Architecture
Teaching fellowship for the 2014 / 2015 academic year

2013
Best-Of-Year Award, Interior Design magazine
Awarded for openUU warehouse conversion project, *AL-wch* (Honoree)

2012
Digital Design Award, Harvard University, Graduate School of Design
Awarded for Master's thesis project, *Sandbox3D alpha*: *Web App Development for Real-time Social Design Collaboration*

2012
International Design Awards
Awarded for openUU project, *Osage Open* (Silver Winner)

2012
International Design Awards
Awarded for openUU project, *CIS* (Bronze Winner)

2012
IAI Awards
Awarded for openUU project, *platform (1x2)* (Shortlisted)

2012
Best-Of-Year Award, Interior Design magazine
Awarded for openUU projects, *Osage Open* (Winner) and *CIS* (Honoree)

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2012
40-under-40 Award, Perspective Global magazine
openUU recognized for young design talent

2011
Best-Of-Year Award, Interior Design magazine
Awarded for openUU project, *platform (1x2)* (Winner)

2011
Best-Of-Year Award, Interior Design magazine
Awarded for openUU project, *modelScape* (Winner)

2011
The American Institute of Architects, Hong Kong Chapter
Awarded for openUU project, *modelScape* (Honor Award for Architecture)

2011
Asia Pacific Interior Design Award (APIDA)
Awarded for openUU project, *modelScape* (Silver Award)

Productions

2019 Fall
Project AMELIA, Bricolage Production Company
Immersive theater production
Pittsburgh, PA, USA

2017 Fall
Body Drift, College of Fine Arts, Carnegie Mellon University
Immersive audiovisual performance production
Pittsburgh, PA, USA

2017 Fall
Spatial Narratives via Web Graphics, College of Fine Arts, Carnegie Mellon University
Research seminar final exhibition
Pittsburgh, PA, USA

2015 Spring
Liminal Interventions, College of Fine Arts, Carnegie Mellon University
Hybrid interfaces exhibition / public review
Pittsburgh, PA, USA

2015 Spring
Design Communication, College of Fine Arts, Carnegie Mellon University
Research seminar final exhibition
Pittsburgh, PA, USA

2013 Summer
SCM7/K11, School of Creative Media, City University of Hong Kong
Exhibition design
Tsim Sha Tsui, Hong Kong

2012 Winter
urbanUPLIFT, Hong Kong & Shenzen Bi-City Biennale of Urbanism / Architecture
Public pavilion / installation
Kowloon Park, Hong Kong

2011 Spring
Projection One, Harvard University, Graduate School of Design
Multisensory interactive media installation
Cambridge, MA, USA

2009 Winter
farmScape, Hong Kong & Shenzen Bi-City Biennale of Urbanism / Architecture
Public pavilion / installation
West Kowloon, Hong Kong

2009 Spring
metaCAVE v.2, Cornell University, College of Architecture, Art and Planning
Prototype pavilion installation
Ithaca, NY, USA

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Graduate Advising

2023 August
VisionARy: An Open Source 3D Environment Segmentation Toolkit for Augmented Reality by Yuechen Wang - Currently a Software Engineer at Tik Tok
Master of Science in Computational Design, Carnegie Mellon University

2023 August
Specsync: Enhancing Privacy-Preserving Hand Tracking: An Indirect Sensing Approach Exploration for Wearables - Currently a Research Assistant at Human-Computer Interaction Institute
Master of Science in Computational Design, Carnegie Mellon University

2023 August
Datasets for Architectural Research: A Review of Selected Plan-based Datasets and Their Implementations by Junjie Xu
Master of Science in Computational Design, Carnegie Mellon University

2023 May
Hidden Power: Manifesting Architectural Labor through the Lens of Digitalization by Elise Xinyi Wang - Currently an Engineer at ESRI
Master of Architecture, Carnegie Mellon University

2023 May
Building a Bidirectional Bridge Between the Digital and Physical Worlds by Violet Yinuo Han - Pursuing PhD at Human-Computer Interaction Institute
Master of Science in Computational Design, Carnegie Mellon University

2023 May
Design with Skeuomorphism or Not: An Investigation of Immersive Experience Based on the Escape Room Game within the VR Framework by Tianqi Chu - Currently a Software Engineer at Biomotivate
Master of Science in Computational Design, Carnegie Mellon University

2023 May
Co-creative Community Installation by Jieyu Zhou - Pursuing PhD at Georgia Institute of Technology
Master of Science in Computational Design, Carnegie Mellon University

2022 May

Data Abstraction in Urban Transit Simulation by Ruoqi Bai - Currently Technical Staff at Oracle

Master of Science in Computational Design, Carnegie Mellon University

2021 May

ShapeHub: An Online Collaboration Platform Implementing Version Control for Collaborative Design by Qiao Zhang

Master of Science in Computational Design, Carnegie Mellon University

2020 May

Rethinking PropTech: Drawing Insights About the Real Estate Technology Industry Through Technical

Experimentation by Ian Friedman - Currently an Engineering Manager at Two Sigma

Master of Science in Computational Design, Carnegie Mellon University

2020 May

A Mixed Modeling Environment Exploring Tangible and Digital Interactions for Iterative Design Modeling by Hongtao Ma

Master of Science in Computational Design, Carnegie Mellon University

2018 May

Fluid Design: Platform Agnostic Experience Design by Rehan Butt - Currently a Senior Product Designer at Disney

Master of Tangible Interaction Design, Carnegie Mellon University

2018 May

Force Haptic Interaction for Room-Scale 3D Painting by Daiki Itoh - Currently a Principal Business Development Manager at Amazon

Master of Tangible Interaction Design, Carnegie Mellon University

2018 January

Designing for Interaction and Insight: Experimental Techniques for Visualizing Building Energy and Consumption Data by Hetian Cao - Currently a UX Designer at Thor Realty

Master of Science in Computational Design, Carnegie Mellon University

2017 May

HADEN – Using Virtual Reality as an Expressive Medium for Spatial Design by Qiaozhi Wang - Currently a Software Engineer at Meta Reality Labs Research

Master of Science in Computational Design, Carnegie Mellon University

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2017 May
Field Computing: Tools Towards Collaborative Survival by Jen Liu - Pursuing PhD at Cornell University
Master of Tangible Interaction Design, Carnegie Mellon University

2017 May
Scaffolding Positive Engagements Between Strangers in Public Spaces by Robert Zacharias - Currently an Assistant Teaching Professor at Carnegie Mellon University
Master of Tangible Interaction Design, Carnegie Mellon University

2015 May
Signal: Intuitive Hand Gestures for Granular Synthesis by Jeffery Concepcion Hidalgo
Master of Tangible Interaction Design, Carnegie Mellon University

2015 May
Competitive Togetherness: Encouraging Positive Health-Related Behaviors by Amy Friedman - Currently a Product Design Manager at BEES
Master of Tangible Interaction Design, Carnegie Mellon University

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Software Developments

2011 - 2012
Sandbox3D alpha, Harvard University, Graduate School of Design
Web app development for real-time social design collaboration; Master's thesis project
Written in HTML, JavaScript, WebGL

2011 Spring
Symbiote alpha, Harvard University, Graduate School of Design
Prototype 3D software that experiments with implicit-surface-modeling techniques; final project for computational design research seminar
Written in C++, OpenGL

2010 Fall
Panda, Harvard University, Graduate School of Design
Prototype 3D software for visualizing and designing a thermal wall installation; final project for computational design research seminar
Written in C++, OpenGL

Digital Skills

Programming: Processing, C++, C#, CSS, HTML, JavaScript, OpenGL, PyTorch, WebGL
2D & 3D: Blender, Illustrator, InDesign, Photoshop, AutoCAD, CATIA, Digital Project, Figma, Grasshopper, Maya, Miro, Revit, Rhinoceros, Sketch, Sketchup, Unity, 3ds Max
Rendering & Analysis: Climate Studio, Design Builder, Maxwell, Radiance, Spline, Vray, Keyshot
Fabrication: 125W & 5000W Laser Cutter, 3-Axis CNC Router, 3D Printer (ABS, FDM, Zcorp), Mastercam, Robotic Waterjet, Robotic 6-Axis Mill
Management: Adobe Acrobat Pro, Microsoft Office

Languages and Locale

Fluent in **English** and **Korean**; conversational **Mandarin**

Lived and Worked in Canada · Chile · China · Hong Kong · Italy · Japan · South Korea · Taiwan · United Arab Emirates · USA

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Completed Technical Course

2020 - Carnegie Mellon University
Introduction to Deep Learning   course # 11785

2016 - Carnegie Mellon University
Web App Development   course # 95881

2012 - Harvard University
Modeling Urban Energy Flows   course # SCI 06428
Computer Graphics   course # COMPSCI 175

2011 - Harvard University
CAD/CAM Introduction to Applications in Architecture   course # SCI 06317
Computational Design   course # SCI 06338
Thermal Performance and Comfort in Buildings   course # SCI 06424
Building Information Models   course # SCI 06331
Performance Domains   course # SCI 06426
Optimizations   course # SCI 06425

2008 - McGill University
Introduction to Computing 1   course # COMP 202

References

Kyle Steinfeld — Former instructor, mentor
Associate Dean of Undergraduate Studies
Associate Professor of Architecture
University of California, Berkeley, College of Environmental Design
ksteinfe@berkeley.edu

Golan Levin — Former colleague
Professor of Electronic Art
Carnegie Mellon University, School of Art
golan@andrew.cmu.edu

Dana Čupková — Undergraduate thesis advisor, former employer and colleague
Associate Professor
Carnegie Mellon University, School of Architecture
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Jose Luis Garcia del Castillo Lopez — Former collaborator
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Harvard University, Graduate School of Design
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Additional References

Panagiotis Michalatos — Graduate thesis advisor
Visiting Lecturer
Cornell University, College of Architecture, Art, and Planning
Lecturer in Architecture
Harvard University, Graduate School of Design
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Stephen R. Lee — Former employer and colleague
Professor & Former Head of School (2009 - 2020)
Carnegie Mellon University, School of Architecture
stevelee@cmu.edu

Jeffery Carpenter — Former collaborator / client
Artistic Director & Founder
Bricolage Production Company
jeff@bricolagepgh.org

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