

WEIZI SONG

ARCHITECTURE | COMPUTATION | MATERIAL

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EDUCATION

MASTER OF ARCHITECTURE [PROFESSIONAL]
Architectural and Building Sciences/Technology
AAP, Cornell University 2022-Current

BACHELOR OF SCIENCE
Majored in Environmental Design
Minor in Social Innovation Design
ArtCenter College of Design 2019-2021

TECHNICAL SKILLS

3D MODELLING

Rhino 9 years
Rhino. Inside Revit 1 years
Solidwork 2 years
SketchUp 2 years

COMPUTATION + ANALYSIS

Grasshopper 4 years
Ladybug Tools 4 years
Climate Studio 1 years

VISUALIZATION + RENDERING

Unreal Engine 5 8 years
Hololense 1 years
Twinmotion 4 years
Keyshot, Vray, Enscape, D5 3 years
AutoCAD 2 years

ADOBE

Photoshop 8 years
Illustration 8 years
Indesign 8 years
AfterEffect 2 years
Premiere 4 years

PROFESSIONAL SKILLS

Computational Design
Design Strategy
Design Research
UX Design
Front End Design
3D Modeling
Digital Product Development
Open Source Development

WORK EXPERIENCE

ARCHITECTURE DESIGN INTERN 2024
No Architecture | New York, NY

- Worked on commission competition projects, private residential building design, and privately owned resorts hospitality design. Mainly responsible for massing, material and experience design, and final visualization.

GRADUATE RESEARCHER AND TEACHING ASSISTANT 2024
Cornell Course of Construction Drawing II, AAP

- Contributed to research and class involving Grasshopper, Rhino, Unreal, and other Adobe Software to advance visual communication capabilities through computational drawings.

RESEARCHER AND PROTOTYPING TECHNICIAN 2023

Rural-urban Building Innovation Lab | Leslie Lok
Weishun Lab, Zhejiang University | Weishun Xu

- Developed a mixed-reality interface with gesture recognition using Hololens, Fologram and Grasshopper, specifically designed for the fabrication of non-standardized material.

RESEARCHER 2023

Realtime Urbanism Lab | Farzin Lotif Jam

- Conducted research on Unreal virtual production workflow and its relationship with human body reaction and nerves systems of producers, actors and audience. Generated systematic drawings to illustrate the findings.

DIGITAL FABRICATION LAB ASSISTANT 2023

Digital Fabrication Lab & MPF Shop | Cornell AAP

- Contributed to instructing students in the use of digital fabrication tools, including laser cutting and 3D printing. Assisted students in optimizing fabrication strategies based on the specific needs of projects.

STUDENT ADMIN ASSISTANT 2023

ECRNL, Marketing | Cornell University

- Contributed to various tasks, including counselling, data analysis, manuscript editing for university publications, and preparation of materials for dissemination to internal and external stakeholders at Cornell.

AWARDS & HONORS

- CORNELL STUDENT ACADEMIC AWARDS** 2023
Winner of Richard B. Belcher-Thomas J. Baird Architectural design award.
- CORNELL STUDENT ACADEMIC AWARDS** 2023
Winner of John Hartell Graduate Award.
- ICFF INTERIOR AWARDS [STUDENT]** 2023
The interiors awards and distinguished designer of the year recognition.
- CREATOR'S AWARD** 2023
Shard Harvest Fund
- METROPOLIS FUTURE 100** 2022
Winner of Future 100 Architecture Graduate Awards.
- INTERNATIONAL TAKIFUJI ART AWARD** 2022
Winner of Prize for Excellence and International Grand Prize.
- DENHART SUSTAINABILITY PRIZE** 2022
Winner of 3rd Prize of Denhart Family Sustainability Scholarship prize.
- SCHOLARSHIP**
Annual Cornell Student Academic Scholarship
ArtCenter UG Cont Scholarship
Phill Hetteema Endowed Scholarship
Ekuan / GK Design Group Endowed Scholarship
DENhart Fam Sustain Schol Prize
ArtCenter 100 Scholarship
Mary Goodman Endowed Scholarship

PUBLICATIONS

- THE ARCHITECT'S NEWSPAPER** 2023
The 2023 Bethel Woods Art and Architecture Festival in Woodstock invites Students to take the Groovy way
- METROPOLIS MAGAZINE** 2022
Featured in March/ April 2022 edition of Metropolis Magazine on p.113.
- Architectural Digest** 2020
Featured in the April 2020 passage on "Creating a New Brutalism Home".

WORK EXPERIENCE CONTINUED

- DESIGN AND PROTOTYPING TECHNOLOGIST** 2023
BETHEL WOOD BUILT & DESIGN
- Led by Cornell Critic Christopher Andrew Battaglia, participated in a 4-day architecture design and build festival. Collaborated on the final design and actively engaged in the construction of a project aimed at repurposing materials slated as waste, highlighting the hidden abundance of free resources in our surroundings.
- UNDERGRADUATE TEACHING ASSISTANT** 2020-2021
ArtCenter Course of Viscom III
- Instructed spatial visualization techniques, emphasizing sketch skills and Photoshop proficiency.
- ArtCenter Course Advanced Spatial Rendering**
- Instructed spatial and architectural visualization techniques using Unreal Engine 5 and Twinmotion, encompassing the creation of still shot renderings, project-based walkthrough videos, and the establishment of VR interface.
- DESIGN INTERN** 2020
Penda China Architecture Design, Beijing, China
- Project member for an integrated complex competition in Haikou, China. Specialized in picking design proposals, particularly focusing on landscape and street-side commercial design. Also assisted in modelling and rendering the final design.
- PURCHASING ASSISTANT** 2018-2019
Schneider Shanghai Industrial Control Co., Ltd, China
- Assisted in product purchasing and sales and manage contracts with customers.
- DESIGN INTERN** 2018
JAKIE CHAN Creation and Art Center
Apex Brand Management and Consulting, Shanghai, China
- Project member the design of a restaurant backed by Jackie Chan in Shanghai. Spearheaded the development of Jackie Chan's personal branding and presented designs for both landscape and interior aspects.

REFERENCES

- CHRISTOPHER A. BATTAGLIA**
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