

Sheng Fang

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Website:
https://www.danny-fong.com

Skills

Software

Rhinoceros

Grasshopper

Revit

AutoCAD

Vray

Keyshot

Twinmotion

Photoshop

Illustrator

InDesign

Unreal Engine 5

Unity

Houdini

Zbrush

Blender

Maya

Metashape

Premiere

After Effects

Anaconda

Hard Skills

Model Making

Digital Fabrication

- 3D Printing
- Robotic Arm
- 3D Scanning

360 images

- Laser Cutting
- CNC Milling

Language

English/Fluent

Mandarin/Native

Cantonese/Native

Education

University of Pennsylvania

Master of Science in Design

- **Advanced Architectural Design**

Philadelphia, Pennsylvania, US

08/2022 - 08/2023

Guangdong University of Technology

Bachelor of Architecture

Guangzhou, Guangdong, China

09/2016 - 06/2021

Professional Experience

Nova Cabinetry, LLC

Interior Designer

San Jose, California, US

July 2024 - Present

WAU Design Office

Architectural Intern

Shenzhen, Guangdong, China

Nov 2020 - May 2021

WAY Architects

Architectural Intern

Guangzhou, Guangdong, China

Jul-Sep 2020

2019 Bi-City Biennale of Urbanism/Architecture

Curatorial Assistant

Shenzhen, Guangdong, China

Nov 2019 -Apr 2020

Academic Workshops&Researches

DigitalFUTURES 2022 I bo[AR]d GAME

MIT Design Heritage - Silkervansaray

Turkey

Jul 2022

DigitalFUTURES 2021 I Air Filled membrane structure room sprayed by robotic arm

Tongji University

Shanghai, China

Jul 2021

Exhibitions

- UPENN Weitzman School of Design 2023 Year End Show	May 2023
- UPENN Weitzman School of Design MSD-AAD on Material Assemblies	Jan 2023
- 2022 The Seventh Future Exhibition	Sep 2022
- GDUT Distinguished Guaduation Thesis Design Exhibition	Jul 2021

- Graduation with Distinction
- Graduation with Distinction
- Distinguished Graduation Thesis Design
- Specializing in creating aesthetically pleasing and functional spaces.
- Collaborated closely with architects, clients, contractors, and multidisciplinary teams to propose high-end whole house customization design projects that meet clients' needs and preferences.
- Actively led the completion of over 20 seperate projects from conceptualization to execution, ensuring high-quality results.
- Toolkits:** Sketchup, AutoCAD, Enscape
- Actively involved in all design and construction phases of the project **Smart Water Hall**(2021), an exhibition hall in Jiangmen, China.
- Expertly contributed to the concept, drafting, modeling and spatial design of the exhibit **Nine-Tiered Pagoda: Spatial and Visual Magic**(2020).
- Performed research for the lead architect and completed project proposals for **Preliminary Research of Longgang Key Project**(2020).
- Toolkits:** Rhino, Revit, Vray, Photoshop,and AutoCAD
- Created digital models and drafted construction drawings for **Dongshan Young Master Park** (2020).
- Developed construction drawings and designed the reception area and storefront for **No. 41 Shamian Street** (2020), a revitalization project for a century-old Shamian building.
- Toolkits:** Sketchup, Enscape, Photoshop, Illustrator and AutoCAD
- Involved in the spatial design for the exhibition and layout drafting.
- Organized and maintained exhibits and exhibitors' data.
- Managed daily tasks and schedules for guides and volunteers.
- Toolkits:** Rhino, AutoCAD, Vray and Adobe Photoshop
- Initiated with the photogrammetry based modeling of the related architecture and characters. They were continued to be augmented on an interactive and immersive multiplayer classic board game developed through the geospatial data collected during the land surveys.
- Investigated the possibility of customizing the shape of the building by the user and studied the influence of the building material properties of polyurethane on the spray construction.