



# ZHETAO DONG

Deep Learning

Generative Modeling

Computer Vision

UI Design

Robotics

Architectural Design

## ABOUT ME

I have interdisciplinary background in computer science, psychology and architectural design. Since my master program, my focus has been developing artificial intelligent projects to manage data, aid design and facilitate robotic fabrication. I have experience managing a team of twenty volunteers for a charitable summer camp and leading teams for seminar projects.

## PERSONAL INFORMATION

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## LANGUAGES

**Chinese:**  
●●●●● Native

**English:**  
●●●●● Fluent

**German:**  
●●●●● A2

## PROGRAMMING LANGUAGES

Python\*  
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Java  
●●●●●

Javascript  
●●●●●

C++  
●●●●●

Swift  
●●●●●

\* Fluent using libraries such as Tensorflow, OpenCV, Numpy, Panda, Matplotlib

## EDUCATION

**Master of Science: Integrative Technologies and Architectural Design Research**  
GPA 2.0 / 5.0 2018.10 - 2020.10  
ICD / ITKE - Faculty of Architecture and Urban Planning  
Universität Stuttgart, Germany

**Bachelor of Design in Architecture** Minor in Psychology and Computer Science  
GPA 3.747 / 4.0 with Distinction 2014.09 - 2018.05  
College of Design  
University of Minnesota Twin Cities, USA

## SELECTED PROJECTS

**Multi-Objective Generative Adversarial Networks** 2019.10 - 2020.10  
Master Thesis  

- Used *BwUniCluster* and *Google Colab* for training MOGAN. Codes were written in *Python* and *Grasshopper*. Applied libraries including *Tensorflow*, *Numpy*, *Matplotlib*, etc.
- Conducted an in-depth study of design theories to propose a framework whereby a computer can holistically combines multiple classes of information in a generative system to generate design solutions using data-driven method.

**Granular Design** 2020.01 - 2020.02  
Master Seminar Project  

- Trained a convolutional autoencoder using topographic data and satellite images obtained from the *Google Maps API*. And interfaced an *XBOX 360 Kinect* to scan topography data from a sandbox to infer potential landscape imagery.
- Created a tactile design tool which a user may generate synthetic landscapes from a sand-crafted topography.

**Robotic Sensorship** 2019.06 - 2019.07  
Master Seminar Project  

- Trained a convolutional autoencoder using topographic data and satellite images obtained from the *Google Maps API*. And interfaced an *XBOX 360 Kinect* to scan topography data from a sandbox to infer potential landscape imagery.
- Created a tactile design tool which a user may generate synthetic landscapes from a sand-crafted topography.

## EXPERIENCE

**Team Member** 2019.01 - 2019.05  
Rennteam Uni Stuttgart  

- Used graphic tool, such as *Adobe Ps*, *Ai*, and *Id* for various graphic design tasks.
- Designed and developed graphic interface for the vehicle using *Qt widget toolkit*.

**Research Assistant** 2016.05 - 2018.05  
Professor Andrew Lucia, College of Design, University of Minnesota  

- Produced materials for Prof. Lucia on his research project, *A Catalog of Difference*, using various programs, including *grasshopper*, *Rhino*, *3ds Max*, *Netfabb*, *Processing*, etc.
- Coordinated and prepared exhibits with 3D print and digital models for exhibitions.
- Curated *A CATALOG OF DIFFERENCE* exhibitions at HGA Gallery, UsagiNY, and AA[n+1].
- Awarded *Student Design and Scholarship Excellence Award* at University of Minnesota.

## MODELING TOOLS

Rhinoceros (grasshopper)  
AutoCad  
SketchUp  
Revit

## GRAPHIC TOOLS

Adobe (Ps, Id, Ai)  
VRay  
Keyshot  
Lumion

## OTHER TOOLS

Microsoft Office Programs  
Google Online Office Programs  
Adobe (Dw, Ae)  
Unity