

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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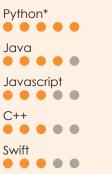
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LANGUAGES

Chinese: • • • • • Native **Enalish:** Fluent German: • • • • • A2

PROGRAMMING LANGUAGES



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

Deep Learning Generative Modeling

EDUCATION

Master of Science: Integrative Technologies and Architectural Design Research 2018.10 - 2020.10

GPA 2.0 / 5.0 ICD / ITKE - Faculty of Architecture and Urban Planning Universität Stuttgart, Germany

Bachelor of Design in Architecture Minor in Psychology and Computer Science 2014.09 - 2018.05

GPA 3.747 / 4.0 with Distinction College of Design University of Minnesota Twin Cities, USA

SELECTED PROJECTS

Multi-Objective Generative Adversarial Networks 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

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

- 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

Rennteam Uni Stuttgart

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

Research Assistant

1

I

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	GRAPHIC TOOLS	OTHER TOOLS
Rhinoceros (grasshopper)	Adobe (Ps, Id, Ai)	Microsoft Office Programs
AutoCad	VRay	Google Online Office Programs
SketchUp	Keyshot	Adobe (Dw, Ae)
Revit	Lumion	Unity

2019.10 - 2020.10

2020.01 - 2020.02

2019.06 - 2019.07

2019.01 - 2019.05

2016.05 - 2018.05