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| education | 2024 | Masachusetts Institute of Technology Master of Architecture Candidate | |
| | 2020 | New York University B.A. in Biological Anthropology with Honor, with minor in Documentary in Tisch School of Film | |
| awards | 2024 | CAMIT Arts Funding for the exhibition <i>Moving Into the Being Mind</i> | |
| | 2020 - 2024 | Graduate Fellowship, MIT | |
| | 2017 - 2019 | Dean's Undergraduate Research Fund, NYU | |
| | 2017 - 2019 | Dean's List, NYU | |
| | 2017 | Merit Scholarship, Berklee Online | |
| teaching and related experience | 2024 | <i>Studio Critic</i> Amazonia Studio - Manais, (inter) cultural dialogue in Amazonia, with Angelo Bucci, MIT | |
| | 2024 | <i>Teaching Assistant</i> for the class Introduction to 3D Art: Fashion, Textile and Performance Art, Laura A. Barbata, MIT | |
| | 2023 - 2024 | <i>Mentor</i> AMP(Application Mentor Program), MIT | |
| | 2024 | <i>Instructor</i> Leading the workshop <i>Moving Into the Being Mind - Mindful Drawing</i> , MIT | |
| | 2022 | <i>Artist in Collaboration</i> for class by Neil Leonard, Berklee Institute of Interdisciplinary Arts Institute | |
| | 2022 - 2024 | <i>Shop Monitor</i> N51 and Building 3 Shop, MIT | |
| exhibition | 2024 | <i>Moving Into the Being Mind</i> Wiesner Student Art Gallery, MIT <i>Solo Exhibition</i> | |
| | 2023 | <i>Developing Shape - Developing Self</i> Rotch Library, MIT <i>Solo Exhibition</i> | |
| | 2022 | <i>Field Condition</i> MIT in 3:00 Competition Finalists, Barthos Theater, List Visual Art Center <i>Group Screening</i> | |
| | 2021 | <i>Unbounded: Transmedia Storytelling</i> at MIT, Wiesner Student Art Gallery <i>Group Show</i> | |
| | 2019 | <i>Cementum</i> The B-side, LUME Studio NY. <i>Group Show</i> | |
| experience | 2021 | MIT Climate Grand Challenge White Paper, MIT <i>Graphic Design</i> · Communicating between scientists and creative personnels to create diagrams for the white pap · GIS research on the impact of SLR in Great Boston area · Creating maps to demonstrate the multifaceted impacts of sea level rise | |
| | 2018 - 2020 | Center for the Study of Human Origins (CSHO), NYU <i>Researcher</i> · Developing 3D methods to quantify the lumbar vertebra wedging angle · Processing vertebrae samples of pre-industrial modern human and evaluate effectiveness of the developed method | |
| | 2019 | Margaret Mead Film Festival, American Museum of Natural History <i>Volunteer</i> · Assisting the VR experience program, ensuring the safety and experience of the participant: · Leading patrons to theaters, checked tickets, record participants and attendance rates | |
| | 2018 | East China Architecture Design & Research Institute <i>First Phase Research Inter</i> · Prepare blueprints of ongoing projects for governmental audit · Social-cultural research for the first phase of design | |
| publication | 2020-2022 | <i>Out of Frame</i> <i>Columnist</i> | |
| other publication | 2022 | <i>Estimating a mortality profile of hunter-fisherman in Brazil Using Cementochronology</i> , <i>Cementum in Anthropology</i> . Chapter 22. Cambridge University Press, Cambridge. 2022. Naji, S. Blondiau, J. Medonca de Souza, S.F. Zeng, I. Bocquet-Appel, J.P | |
| | 2022 | <i>Inferring lumbar lordosis in Neandertals and other hominins</i> PNAS Nexus, Volume 1, Issue 1. 2022. Williams.S.A. Zeng, I. Paton, G.J. Yelverton, C. Dunham, C. Ostrofsky, K.R. Shukman, S. Avilez, M.V. Ryre, J. Lowe T. Prang, T.C. Meyer, M.R. | |
| | 2022 | <i>Homo naledi Lumbar vertebrae and a new 3D method to quantify vertebral wedging</i> <i>American Journal of Biological Anthropology</i> , 1-10. 2022. Williams.S.A. Zeng, I. Guerra, J.S. Nalla, S. Elliott, M.C. Hawks, J. Berger, L.R. Meyer, Marc f | |
| languages | | English. Chinese(Native). Korean(Proficient). French(Beginner), Japanese(Beginner) | |
| programs | CAD | Rhinoceros. QGIS. MasterCam, Grasshopper. Maya. Unreal Engine 4, Geomagic Wrap. | |
| | Graphic | Adobe: Photoshop. Illustrator. InDesign. Premiere Pro. After Effect. | |
| | Audio | Ableton Live. Pro Tools. SSL 2000. | |