

education	2024	Masachusetts Institute of Technology Master of Architecture Candidate	iris yuting zeng yz3535@mit.edu 347-754-0458
	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 Moving Into the Being Mind	
	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 Moving Into the Being Mind - Mindful Drawing, 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	Moving Into the Being Mind Wiesner Student Art Gallery , MIT <i>Solo Exhibition</i>	
	2023	Developing Shape - Developing Self Rotch Library, MIT <i>Solo Exhibition</i>	
	2022	Field Condition MIT in 3:00 Competition Finalists, Barthos Theater, List Visual Art Center <i>Group Screening</i>	
	2021	Unbounded: Transmedia Storytelling at MIT, Wiesner Student Art Gallery <i>Group Show</i>	
	2019	Cementum 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	Out of Frame <i>Columnist</i>	
other publication	2022	Estimating a mortality profile of hunter-fisherman in Brazil Using Cementochronology,Cementum in Anthropology. Chapter 22. Cambridge University Press,Cambridge. 2022. Naji, S. Blondiau, J. Medonca de Souza, S.F. Zeng, I. Bocquet-Appel, J.P	
	2022	Inferring lumbar lordosis in Neandertals and other homininsPNAS 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	Homo naledi Lumbar vertebrae and a new 3D method to quantify vertebral wedging American Journal of Biological Anthropology, 1-10. 2022. Williams.S.A. Zeng, I. Guerra, J.S. Nalla,S. Elliott.M.C. Hawks,J. Berger,L.R. Meyer, Marc I	
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.	