

# Qilmeg Doudatcz

235 Albany St., Cambridge, MA 02139 | qlmg954@mit.edu | qilmegd.com | (734) 546-7287

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## EDUCATION

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### Massachusetts Institute of Technology – Cambridge, MA

Expected June 2027

*Candidate for Master of Science in Computer Science (SMEECS)*  
*Candidate for Master of Science in Architecture Studies (SMArchS)*

### University of Michigan, Taubman College – Ann Arbor, MI

May 2024

*Master of Architecture (M.Arch)*  
*Burton L. Kampner Memorial Award Winner (Best Thesis Award)*

### Southeast University – Nanjing, China

June 2021

*Bachelor of Engineering in Civil Engineering*  
*Honored with Distinguished Bachelor's Thesis, Member of Ding Da-Jun Class*

## EXPERIENCE

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MIT Architecture Representation Computation Group – Research Assistant	January 2026 – Present
Livable Space Lab, MIT – Research Assistant	August 2025 – January 2026
Simulated Assemblies Lab, UMich – Research Assistant & Game Designer	September 2024 – June 2025
University of Michigan Center for Academic Innovation – 3D Artist Fellow	January 2024 – May 2024
Empathy in Point Clouds Scan Lab, UMich – Visualization Specialist	August 2023 – June 2024
DESIGN EARTH, University of Michigan – Research Assistant	January 2023 – June 2024
More Room at the Table, University of Michigan – Research Assistant	August 2022 – May 2023
Beijing Sky Land Urban Architecture and Design – Intern	June 2022 – August 2022
Ordos Yijinhuoluo Construction Ltd., Co. – Intern	2019 – 2020

## TEACHING AND SERVICE

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### Teaching Assistant – University of Michigan

ARCH 402: Architectural Design, Foundation Studio  
ARCH 314/324: Structures I and II

### Workshop Instructor – Taubman College, University of Michigan

ARCH 662: Tectonic Arguments – Blender Workshop  
ARCH 509: Point Clouds and Unreal Worlds – An Introduction to Immersive Technologies

### Invited Reviewer – Taubman College, University of Michigan

ARCH 432 – UG3 Design Studio, Theme: Water and Bathhouses Drawing Review  
ARCH 442 – UG4 Design Studio, Terra Final Review  
ARCH 662 – Tectonic Arguments Thesis Review  
ARCH 672 – Adapt-Up, Proposition Studio Review

## EXHIBITIONS AND PRESENTATIONS

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Pop-Up Exhibition, Taubman College Visualization Lab – More Room at the Table	October 2024
Reconstructing Reality Digitally – UMich Center for Academic Innovation 8th Annual Student Showcase	May 2024
Medical Innovations in Extended Reality Industry Meeting, UMich – CareSpace XR	January 2024
Taubman College TV Lab Trade Show – CareSpace XR	March 2023
Agora 18 – The Rural (Bridge) House(s), with Timothy Jockers and Michael Thut	March 2023

## AWARDS AND HONORS

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MIT Web Lab Competition, Most Unique Concept Award	2026
NASA Spacesuit User Interface Technologies for Students Challenge, Winner (Team PR Lead)	2026
MIT School of Architecture and Planning Department Fellowship	2025
Burton L. Kampner Thesis Memorial Award (Taubman College Best Thesis Award), Winner	2024
Royal Institute of British Architects President's Medals, Silver Medal Category, Nominee	2024
Taubman College Sensibility for Representation and New Mediums Award, Nominee	2024
Graduate Student Arts Funding Grant, UMich Arts Initiative – \$4,000 awarded	2023
Arts Integrative Interdisciplinary Research (AiiR) Grant, Arts Engine – \$1,800 awarded	2023
University of Michigan XR Student Showcase, Best Use of XR for Research	2023
Southeast University Thesis Award	2021

## PUBLICATIONS

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Ataman, B., Gallardo, R., & Doudatz, Q. (2025). Affective translation: Material and virtual embodiments of kinetic textile robots. arXiv:2601.11543 [cs.HC]. <https://doi.org/10.48550/arXiv.2601.11543>

Tuladhar, S.\*, Doudatz, Q.\*, Samuelson, H., & Dev, A. (in preparation). Measured thermal comfort performance of custom rice-husk insulation in cold climate emergency shelters. Target journal: Building and Environment.

Doudatz, Q. (2025). Yertönts, the vertical world. Dimensions, 38(1), 80.

## SKILLS

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**3D Reconstruction and Computer Vision** Gaussian Splatting (gsplat, Nerfstudio, Lichtfeld), NeRF, COLMAP, Metashape, RealityCapture, Photogrammetry, LiDAR Scanning (FARO Focus, FARO Scene), SuperSplat, Polycam

**Programming** Python, PyTorch, JavaScript (React, Node), C++, C#, MATLAB, HTML, CSS, Git, MongoDB

**Real-time and XR** Unreal Engine 5, Unity, WebXR, Three.js, Meta Quest development, Cascadeur

**3D Modeling and Design** Rhino, Blender, Grasshopper, SketchUp, Revit

**Rendering** Enscape, V-Ray, Twinmotion, Lumion, Cycles/Eevee

**Media and Production** Adobe Photoshop, Illustrator, InDesign, Premiere Pro, After Effects

**Certifications** FAA Remote Pilot Certificate

**Languages** English (Fluent), Mongolian (Native), Chinese (Bilingual), Japanese (Conversational)