

Curriculum Vitae

Qingyang Xie

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EDUCATION

Massachusetts Institute of Technology M.Arch	2023.9 - present Boston
University of Michigan Ann Arbor Dual Degree of B.A.Art History. B.S. Architecture Minor: Museum studies	2018.9 - 2023.5 Ann Arbor

ACADEMIC

MIT 4.021 Undergrad studio "How to Design" <i>Teaching Assistant</i> Supported faculty in guiding undergraduate architecture students through design processes, critiques, and technical skill development. Provided feedback on drawings, models, and conceptual frameworks during desk crits and reviews. Assisted in organizing course materials, coordinating discussions, and facilitating software and fabrication workshops, mentoring students in spatial thinking, representation, and iterative design methodologies.	2025.02 - 2025.5 Cambridge
MIT Department of Architecture <i>Photographer</i> Documenting department events including lectures, talks, exhibitions, and student life.	2025.01 - present Cambridge
MIT Future Heritage Lab <i>Fabrication Assistant</i> Assist with the installation "Spectacles of the Sacred" and "Flocking Mosque" Supported research projects by producing prototypes and fabricating components, translating digital designs into physical models.	2024.03 - 2024.05 Cambridge
University of Michigan Art Museum <i>Educational Outreach & Archives Interns</i> Assist museum with university research and teaching, promote art museum resources, and facilitate university art education goals Organize and create data archive of the museum's collections, with a focus on architecture and modern art Assist in the curation of related course visits, and prepared relative teaching materials	2020.01 - 2020.08 Ann Arbor
Drama "That's why I fight" <i>Stage designer</i> Participate in the production of the original play "That's why I fight". Initiated discussion on how the dehumanization of institutions affects mental health crises and it probes the presumption of labels and the complex dynamics of power. Collaborated with the producer in research and production, and was responsible from concept initiation to implementation of set and projection design`	2020.01 - 2021.03 Ann Arbor

SKILL

- Photoshop, Illustrator, InDesign, AfterEffect, Premiere, Lightroom, Blender
- Microsoft Office, AutoCAD, Rhinoceros, V-ray, Sketchup, Grasshopper
- English (bilingual ability), Chinese (native), Italian (conversational ability)

COMPETITION & PUBLICATION

Dimension <i>Work Pink Commune featured</i>	2024
Portico <i>Work [Hydro]Commons featured</i>	2023
Taubman 2023 Student Show <i>Winner</i>	2023
Michigan XR Summit <i>artist</i> AR work "Now You See Me" was exhibited.	2021.04
Volumezero, Santa residential design competition <i>Honorable nomination (10 groups worldwide)</i>	2020.03

WORKING EXPERIENCE

A8 Design Center

Exhibition and Installation Designer

Responsible for the exhibition design and visual design of "Emotional Bubble House: Pixel Boundary"; exhibition design of "Born to the Water: Luxelakes International Community Public Culture and Art Complex Architectural Design Exhibition"
Design visual-related materials for "Tianfu Park Lawn" and "Wuhan Animals Shelter Renovation"
Book Design and primary Editor of "Seeing and Not Seeing: Renewal Design of Linpan Architecture in Western Sichuan"
Assisting artists in deliberation with site-scale modeling

2021.05 - 2021.08
Chengdu

Jaques Ferrier Architects Architectural

Intern

Hangzhou Cultural Center competition project: assisted in the design of the visitor center, and make representation drawings
Pinyu Office Center project: assisted in the design of the office tower by making models in examining the facade circulation, produced detailed modifications, and analytical diagrams
Xujiahui Footbridge Phase II project: designed preliminary canopy model

2020.05 - 2021.08
Shanghai