Ziwei Chi

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Education

Academy of Art & Design, Tsinghua University   2021.09 - 2024.06
Master of Design - by research
Advisor: *Wen Liang* ; GPA: 3.92/4
Selected courses: AI Fundamentals for Design Applications (A+),On Media Calculation and Artistic Expression (A)
Studies of Interactive Art and Design (A+), Human Robot Interaction, New media art creation (A), Media Programming

Academy of Art & Design, Tsinghua University   2017.09 - 2021.06
Bachelor of Arts - Environmental Design
GPA: 3.83/4 ; Rank: 1/37 ; Distinguished Graduate (top 50 in 3000) ; Outstanding Graduation Thesis ;
Selected courses: Design Studio 6 (A+), Students Research Training Project (A+), Cultural Learning on Architecture (A+),
The Human Body Engineering and The Behavior Psychology (A), Space and Integrated Design in the E-era (A)

Design Awards & Exhibitions

NeurIPS 2023 Creative AI Track   2023.08
Team leader | Artwork and poster were accepted | Interactive design *Blind Photographer's Frame*

10th ICIDS art exhibition, Kobe 2023   2023.10
Team leader | Exhibited at Design and Creative Center Kobe in Japan | Interactive design *Journey Beyond Borders*

HRI 2024 LBR (Late Breaking Report Paper), Boulder, USA   2024.01
First author (co-lead) | Robot design *ORBO: The Emotionally Robot Enhancing Smartphone Interaction*

Human-Robot Interaction Student Design Challenge 2024, Boulder, USA   2023.12
First author (co-lead) | Robot design *Eye See You*

Finalist for the Electronic Theater at ChinaGraph 2022   2022.07
Team work | Interactive design device *Reminiscence*

Reimagining Museums for Climate Action | AHRC Heritage Priority Area   2021.06
Team leader | Featured in the shortlist Exhibition at Glasgow Science Centre, UK

Chinese Residential Environment Design Academic Year Award , Silver award   2020.12
Awarded to my interior design project 「*Grenouile's tears*」*Perfume Lab*

China-Japan-South Korea Landscape Architecture Design Competition for College , Bronze award   2021.04
Team leader | Landscape Design project *Egret Island*

OPPO TOP Global University Innovation Technology Competition 5G season   2020.05
Team leader | Interaction Design Work: *The Pavilion of The World*

Tsinghua gift - Cultural and Creative Design Competition, Outstanding Design Award   2019.04
Team leader | Product design *THUer tag bag* | Exhibited at Tsinghua University Yifu exhibition hall

Research Experiences

Institute of HCI and Media Integration, Tsinghua University | Research Assistant   2023.06 - present
Involved in research projects related to dynamic interior layout generation, design, and interaction within the Graphics and
Geometric Computing Group, Department of CS & Tech.   Advisor: *Songhai Zhang, Shaokui Zhang*

- Extended project based on my undergraduate thesis *Formatted Homes: Research on Interior Environmental Design Under Technological Control*, providing technical support and theoretical framework for the interior design aspects, bridging the interdisciplinary transition into the computer field, and conducting user experiments.

B336 Design Studio,Tsinghua University | Research Assistant   2021.11 - 2023.05
Participated in a National Social Science Foundation project *Imperial Authority, Order, and Cultural Identity: Research and Visual Presentation of the Value and Constructive Strategies of Ming Dynasty Ritual Spaces.*   Advisor: *Wen Liang*

- Collecting ancient documents, utilizing Iconology method to analyze cultural content, presenting in digital visualization.
- Building spatial narrative interactive media that involves interactions between images, ritual spaces, and music.

Teaching Experiences

Fundamental Industry Training Center, Tsinghua University | Teaching Assistant   2022.03 - 2022.07
Course: *Manufacturing Engineering Experience - Smart Clothing Unit* (Smart Textile+Fashion Wearable Design)

- Assisted teachers in coordinating in-person and remote classes, prepared materials, aided in experiments and fabric operations, collected feedback, organized runway shows, and maintained the 3D printing lab.

Academy of Art & Design, Tsinghua University | Teaching Assistant   2022.09 - 2023.07

Courses: *Design procedures and cognitive foundations* and *Professional Design V*

- Responsible for guiding design discussion sessions for six groups of third-year students. Provided discussions to assist students in refining their design concepts, addressing their questions, and reflecting their feedback and progress.
- Assisted in preparing materials and equipment for the class, collected assignments and aided in the grading process.

Work Experiences

HPP Architekten GmbH | Interior Design Intern   2022.07- 2022.10

Participated in the design of Xiaomi Technology Group's Changping headquarters Phase 2 Future Industry Park.

- Independently responsible for the design of three interior public terraces, covering sports, collaborative office, leisure, and catering themes, with a total area of approximately 2,000 square meters.
- Participated in the intelligent standardized space design, assisting the chief designer in conducting technical research, refining and rendering models, creating visual animations, testing new materials, and applying modular content to 4 office buildings. Additionally, participated in the interior design of over 10 different functional spaces.

Teamminus Architectural Design Studio | Architectural Design Intern   2019.12 - 2020.01

Participated in the architectural design of the Zhangjiakou Olympic Village for the 2022 Beijing Winter Olympics.

- Assisted in conceptualization, functional design, architectural refinement, and translating a portion of the drawings.

Photo-ADT Coming Image | Member of the curator team | China National Arts Fund   2018.09 - 2018.11

Participated in the space transformation and presentation of new media art in the SRT project.

Theme: Spatial transformation of photographic images in the age of artificial Intelligence

- Communicated and collected exhibits with artists and scientists from China and abroad, and transformed scientific research images from students and professors in the medical and pharmaceutical colleges into artistic displays.
- Responsible for the spatial design of the exhibition hall. The final results were exhibited in Beijing, Tianjin, and Hebei.

Projects

Format / Reform : A Vision of a Future Home   2021.02 - 2022.08

Project contents: Analyzing residential indoor environments under the control of intelligent technology from the perspectives of design and sociology. Based on field research, this project focuses on the shared housing patterns of young adults and proposes a prototype design for a flexible and reconfigurable indoor space

Project outcomes:

- *Multimodal Indoor Space Layout Based on Virtual Reality* Accepted for Technical Demonstration at the 18th National Conference on Human-Computer Interaction of the China Computer Federation **(CHCI 2022)**.
- Long paper submitted it to the **ToG journal** (under review).
- Excellent design and collected by the university. Participated in the 2022 Xi'an *Unbounded* exhibition.
- Selected for the 2023 Beijing Outstanding Youth Art Festival, exhibited at the Phoenix Media Center in Beijing.
- Online exhibition hall: ⌈Format / Reform : A Vision of a Future Home⌋
- International Graduation exhibition of Art & Design Institutes，Stand 5 / 82 in *Distance : Where to reunite?*

Academic Honors

Excellent Graduate (Bachelor), Beijing & Tsinghua University	2021.06
Outstanding Graduation Thesis, Tsinghua University	2021.06
Title: *Formatted Homes: Research on Interior Environmental Design Under Technological Control*	
Outstanding Diploma Project, Tsinghua University	2021.06
Graduation design works get the highest score in the department, collected by the college with honor.	
China National Scholarship (Top 3%), Chinese Government	2019.11
Excellent Academic Award, Tsinghua University (Canson Scholarship)	2020.11
Awarded to the students with excellent academic record and design potential	
Excellence Award for Scientific and Technological Innovation, Tsinghua University	2018，2019
Awarded to my *The pavilion of the world* project.	
Huasong Group Scholarship, Tsinghua University	2018，2019
Awarded to the students with No.1 in GPA ranking in the Department of Environmental Design.	

Research Interests & Skills

Research Interests: Interaction Design, Spatial Design, Narrative Images and Text, Digital Art and Experimental Media, Sensory Art and Interaction, Smart Digital Manufacturing, Digital Humanities, Visualization, Architectural Interior Design

Skills

Visuals: Adobe suite (PS / ID / AI / AE / LrC / PR)   **3D:** Rhino / SketchUp / V-ray / Enscape / Grasshopper / AutoCAD

Interaction & Media: Touchdesigner / Unity / Arduino   **Coding:** HTML / Python / Processing / AI Generated tools