SIYU GUO I RESUME

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EDUCATION

Carnegie Mellon University, Pittsburgh, USA   2018–2020(expected)
MS in Computational Design
Illinois Institute of Technology, School of Architecture, Chicago, USA   08/2011-12/2015
BS in Architecture (Major GPA: 3.75/4.0; RA; TA)
Delft University of Technology, Delft, Netheland   08/2014-12/2014
Why Factory Exchange Program

EMPLOYMENT

Carnegie Mellon University, Pittsburgh, USA   2019.01 - Present

- Research Assistant in CODELAB:
• UI/UX prototypes & web developer at CodeLab. Currently working on the official Codeab website
by myself. In charge of redesigning & developing the layout and contents.

-Web Design & Developer in AndrewTwigg design studio:
• Working on an web-based city zoning platform for the department of City Planning at Pittsburgh.
  In charge of building a section that could allow users to upload their 3D arcchitectural models to
  the website and display.

Skidmore, Owings and Merrill LLP (SOM), Chicago, USA   2016.02 - 2018.08

- UX Research in BLACKBOX:
• Designed and built a prototype of BIM skill assessment application for Company's internal use.
• Conducted SOM's internal dynamo & grasshopper scripts documentation. Synthesized and
  analyzed existing software workflow in Chicago office.
• Collaborated closely with BIM manager in chicago office to built up a parallel modeling guide
  between Revit and Rhino.

- Architect Professional:
• Worked on Beijing AnBang Headquarter Project and GuangZhou StarRiver Project from design
  competition to design documentation. Focused on BIM model's documentation for both projects.
• Collaborated with Structure, Civic, Mechanical Engineers and Project Manager to research,
ideate, and bring design solutions to clients during different design phases.

ACADEMIC AWARDS

Carnegie Mellon University Merit-based Scholarship   08/2018
Samuel Horwitz Memorial Scholarship   2015
IIT International Scholarship   2011, 2012, 2013, 2014, 2015

SKILLS

Programming - JavaScript(React.js, Node.js, Three.js, d3.js, p5.js), Python(Django), HTML&CSS, Java
UX/UI - Sketch, Adobe XD, InVision, Principle, Figma, flinto
2D Graphic - Adobe Suite (Illustrator, Photoshop, InDesign, Lightroom, After Effects), AutoCAD
3D Modelling and VR/AR - Unity3D, cinema4D, Maya, Revit, Rhino, Grasshopper,
Video Editing and Animation - After Effects, Premiere Pro
Language - Mandarin, English