

# Curriculum Vitae

**M.A. Siqi Chen**

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## EDUCATION

04.2017.04 - Now	Technischen Universität Darmstadt <i>Darmstadt, Germany</i>	PhD. Candidate
09.2013 - 06.2015	Dessau Institute of Architecture, Hochschule Anhalt <i>Dessau, Germany</i>	Master of Arts in Architecture [M.A.] July 2015 Master Thesis-1.3
09.2008 - 06.2013	Qingdao University of Technology <i>Qingdao, China</i>	Bachelor of Architecture [B. Arch] June 2013 2nd prize of Graduated Year- 4.3 GPA

## EMPLOYMENT HISTORY

### Academic Positions

09.2015.09 - Now	Original Design Habitat Society Institute <i>Beijing, China</i>	Junior Researcher
07.2015 - 09.2015	ASW Studio, LCD <i>Beijing, China</i>	Teaching Assistant

### Working Positions

11.2014 - 04.2015	Peter Ruge Architects <i>Berlin, Germany</i>	Internship
06.2014 - 11.2014	Another Architects <i>Berlin, Germany</i>	Internship
09.2013- 12.2013	XD Architects <i>Beijing, China</i>	Internship

## AWARDS+HONORS

2017 - 2021	China Scholarship Council (CSC) Scholarship	
2017	DAAD-IPID4all Scholarship	
2017	Top 10 Design of the year: the 7th IDEA-KING International Human Settlements Planning and Design Competition	Professional Group, Business Group
2016	Top 10 Design of the year: the 6th IDEA-KING International Human Settlements Planning and Design Competition	Professional Group, Business Group
2016	3rd Prize: 2016 Chinese Architectural Art "Young Designers Prize"	Landscape
2015	2nd Prize: Health Logo Design Competition	
2014	2nd Prize: Woodcut Competition, Dessau, Germany	
2013	2nd Prize: the 3rd Architectural Design Graduate Exhibition of China-Korea Cooperation Program Qingdao Technological University	Graduate Group
2012	1st Prize: the 2nd Architectural Design Exhibition of China-Korea Cooperation Program Qingdao Technological University	Grade. 4 Group

## TALKS + CONFERENCES

24-25.08.2017	8th International Ph.D. Academic Colloquium of Peking University: Landscape as Media <i>Beijing, China</i>	Reporter
23-24.05.2017	Towards Urban Resilience – international Workshop for Young Researchers <i>Barcelona, Spain</i>	Reporter
13-14.07.2017	Attention Please! <i>Darmstadt, Germany</i>	Reporter
17.02.2017	Interkulturelle Gesundheitsförderung in den Städten und Gemeinden unter den Bedingungen globaler Migration und Flucht <i>Lepzig, Germany</i>	Conference

## MEMBERSHIPS

2017 - Now	Graduate School for Urban Studies (URBANgrad), Technische Universität Darmstadt
2017 - Now	Urban Health Games, Technische Universität Darmstadt

## PUBLICATION + EXHIBITIONS

2017	A Study on multiple Tourists' Behavior Pattern Mode Model of Architecture Demonstration Based on Time Geography Theory <i>First Autor: Shangyu Liang</i>	Magzine Zhuqu (Published)
2017	Towards Urban Resilience - Proceedings - International Workshop - Barcelona 2017	Conference (Published)
2017	Socio-Spatial Interaction (SSI): Designstrategien zur Förderung der Wohlbefinden grundschulalter Flüchtlinge im wartezustand in Berlin	Der Zug (Published)
2015	VULAN-3D Printing Structure	<i>BIDW 2015</i>
2014	Rilao: 2065 <a href="https://www.youtube.com/watch?v=bNUVougqoAY">https://www.youtube.com/watch?v=bNUVougqoAY</a>	<i>Movie Project</i>
2014	Open Field Venice	<i>La Biennale di Venezia</i>

## TECHNICAL SKILL

Computer Modeling	Rhinoceros 4.0 - 5.0	<i>advanced modeling techniques, Plug-Ins: Grasshopper, Elk, Firefly</i>
	Grasshopper	<i>complex parametric modeling and analysis</i>
	Vault	<i>Designing funicular form in Rhinoceros</i>
	AutoCAD Architecture	<i>Open source map site analysis using scripting</i>
	Revit Architecture	<i>Ecotect climate simulation and analysis</i>
Adobe	Sketch up	
	Photoshop	<i>advanced and realistic graphic and photo manipulation</i>
	Illustrator	<i>advanced vector-based diagrams &amp; graphic design</i>
	In-Design	<i>professional-quality page layout and organization</i>
Animation/Video Motion-Tracking	After Effects	<i>advanced video compiling, editing and effects</i>
	3DS Max	<i>advanced photorealistic rendering and animation with Mental Ray</i>
	Houdini	<i>advanced simulation of Physical system and visual</i>
	Camtasia Studio	<i>advanced animation and rendering techniques for professional quality video</i>
	Unity	<i>advanced animation and modeling techniques for professional quality media</i>
	After Effects	<i>advanced skills in compiling and editing real video footage with CG</i>
	Processing	<i>advanced skills in visual with java scripting</i>
Computer Aided Manufacturing	Grasshopper Technique	<i>advanced skills in counting units</i>
	Laser Cutting	<i>advanced skills and knowledge in material properties machine maintenance</i>
	3D- Printing	<i>advanced knowledge and skills with Z-Corp 3D-Printers</i>