
Calvin Zhong

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education

Massachusetts Institute of Technology, graduating 2018

B.S. ARCHITECTURE
B.S. MEDIA STUDIES

Relevant Coursework:

Architecture Studios I-IV
Human-Centered Design
Information/Interaction Design
Building Structural Systems
Electronics for Mechanical Systems
Fundamentals of Programming
Civic Media Co-Design Studio
Modern Art & Mass Culture
Network Cultures

extracurricular

Venice Biennale Submission

PENDING, APRIL 2018

Produced drawings and writings for Dutch Pavilion on theme of patent infringement, labor, and computation in architectural work.

ACADIA Conference Workshop

OCTOBER 2017

Assisted in Pop-Up Production workshop: design, assembly, and software setup of machines at Autodesk BUILD space.

Connected Care Hackathon

APRIL 2017

Designed civically-minded wearable for underrepresented communities in healthcare.

Extrapolation Factory Workshop

NOVEMBER '16 & NOVEMBER '17

Designed and built speculative, bio-inspired objects for workshop at Ginkgo Bioworks Boston.

Fab12 & Fab11 Conference

AUGUST '15 & AUGUST '16

Organized an ad-hoc factory assembly line to produce modular machines in a hotel.

experience

Research Assistant @ Future Heritage Lab

-PROF. AZRA AKSAMIJA, FEB. 2016 - PRESENT

Designed ethical and creative responses issues related to political conflicts. Organized and secured grant funding from MIT Council for the Arts for establishing collaborative lab in Jordan Refugee Camp. Created animations and digital work for shows at the Kundsthaus Graz. MIT Keller Gallery, Amman Design Week, Jordan using Adobe CC & Rhino 3D.

UX/UI Researcher & Designer @ MIT Design Lab

-PROF. FEDERICO CASALEGNO, SEPT. 2017 - JAN. 2018

Fabricated, designed, and tested physical and web prototypes for industrial and academic applications. Collaborated to investigate and prototype interactions and experiences with new technologies such as AR, VR, and sensors.

Teaching Assistant, How to Make (Almost) Anything

-PROF. N. GERSHENFELD & J. LAVALLEE, FALL '16 & FALL '17

Led weekly skill-based demonstrations and trainings in the Architecture Department and managed material inventory. Topics included electronics production, programming in Python and Arduino, project management, 3D modeling and printing, CNC machining and CAM software.

Mechanical Engineering Intern, Human Factors Team

-NUCLEUS SCIENTIFIC, INC, SUMMER 2017

Researched, designed, and developed manufacturing methods, product components, and marketing efforts a start-up in the energy and transportation sector. Responsibilities included composites fabrication, gear box design, SolidWorks FEA, ergonomics research, branding and marketing research, and modeling for simulations.

Product Realization Associate

-NEW LAB, SUMMER 2016

Led product design and fabrication of objects for events along company identity & narrative, optimizing for cost and production time. Aided company start-up operations and prototyping lab set up.

Architectural Extern

-PART-TIME FOR DESIGN FIRMS, OCT. '15 - JAN. '16

Built sketch and high-fidelity models. Produced variety of drawings at Weiss/Manfredi (NYC) and Howeler+Yoon (BOS) in AutoCAD and 3D models in Rhino.

Summer UG Researcher @ Digital Design Fabrication

-PROF. LARRY SASS, SUMMER 2015

Designed complex concrete forms to reimagine rapid delivery of residential housing for exhibition at Center for Architecture NY. Aided in creation of custom "LuBan" software to generate cutfiles for formwork based on tests.