

PING LU

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SKILLS

Professional

AutoCAD, Sketch up, Revit BIM, Rhino, Grasshopper, V-Ray, Cinema4D, Unity 3d, Maya, 3ds Max, Photoshop, InDesign, Illustrator, Aftereffect
MS Office
Hand rendering and modeling, Laser cutter, 3D printer

Language

Chinese
English

EDUCATION

Graduate School of Design, Harvard University

Master of Architecture | 09. 2014 - 05. 2016 | Cambridge, MA

University of Oklahoma

Bachelor of Architecture | 08. 2008 - 05. 2013 | Norman, OK
- Architecture (Major)
- Business of Administration (Concentration)

South China University of Technology (SCUT)

Bachelor of Architecture | 08. 2006 - 05. 2008 | GuangZhou, China

EXPERIENCE

Working

3xn Architects

Intern Architect | 03. 2012 - 08. 2012 | Copenhagen, DK.
- Modeling, Rendering & Drawing of several projects
- SplineTEX Table Design
Exploration of innovative material in furniture design with Rhino 3D & Grasshopper 3D
Designed and Modelled furniture detail; consulted with the manufacture
- Cradle to Cradle® In the building environment.
Works in Illustrator, Photoshop & Indesign: diagram & graphic design

Butzer Gardner Architects

Intern Architect | 12. 2011 - 03. 2012 | Oklahoma City, OK
- SXL Design
- Prepared PA award submission for SkyDance Bridge
Modelling & Rendering :
modelling bridge structure, construction details in Rhino 3d
writing scripts to test different variations in Grasshopper 3d
rendering and export analysis diagrams, composing competition files in Vray.

Teaching

College of Architecture, University of Oklahoma

Instructor | 08. 2013 - 12. 2013 | Norman, OK

ARCH 1163 Methods I - Materiality of Place

- Introduction of the historical and theoretical issues forming and informing the development of the built environment
- Fundamental Level Software Teaching:
Basic drawing and page design techniques in Adobe Ai, Ps, Id
- Introduction of fabrication techniques through projects
(Architecture modeling from 3d software to Physical model with lasercutter)

ARCH 1154 Design Studio I - Design Fundamentals

- Fundamental Level Software Teaching:
Basic Modeling in Rhino3D
- Introduction of foundational design and representational skills, and graphic conventions including sketching and digital methods.

- Pin-up Criticing and Desk Criticing student works

ARCH 2356 Design Studio III - Crafting Place

- Introduction of formal and spatial architectural components
- Pin-up Criticing and Desk Criticing student works

Instructor | 02. 2014 - 05. 2014 | Norman, OK

ARCH II 1223 Methods II - Material Awareness

- Intermediate Level Software Teaching:
Medium level techniques and layout techniques in Adobe Ai, Ps, Id
- Introduction of fabrication techniques through projects
(Architecture modeling from 3d software to Physical model with lasercutter)

ARCH 1254 Design Studio II - Craft and Making

- Fundamental Level Software Teaching:
Basic Modeling in Rhino3D, Fabrication from Rhino3D
- Introductions to the material, formal, and spatial properties of architecture.

ARCH 2354 Design Studio IV - Materials and Making

- Intermediate Level Software Teaching:
Free-form geometry modeling in Rhino3D
Architecture drawing from 3d modeling software to Adobe Ai, Ps, Id
- Introduction of Grasshopper 3d
- Pin-up Criticing and Desk Criticing student works

PUBLICATIONS

EXHIBITIONS

Platform 8 Exhibition

02, 2016 - 05, 2016 | Cambridge, MA
- Selected Studio work

Material practice as research at the Harvard Ceramics Gallery

02, 2016 - 05, 2016 | Cambridge, MA
- Selected fabrication work

Teaching seismic and wind subjects to architecture students

03. 2013 | Norman, OK
- Co-Author

Cradle to Cradle® In the building environment. (Cradle to Cradle® i det byggede miljø)

2012 | Copenhagen, DK
- Graphic Designer

Bruce Goff: A Creative Mind

10, 2010 - 02, 2011 | Norman, OK
- Exhibition Model Fabrication

SELECTED

HONORS

2010 President's Honour Roll
2010 Dean's Honour Roll
2009 Dean's Honour Roll
2006 Excellent students' scholarships, SCUT