

Calvin Zhong

Massachusetts Institute of Technology

06.2018 **Architecture + Comparative Media Studies**, Bachelor of Science
02.2024 **Master of City Planning (MCP)** Candidate
06.2024 **Master of Architecture (MArch)** Candidate, *Dept. of Architecture Fellow*

08.2016 – present **Freelance – Digital & Architectural Designer**

Delivered architectural projects, research exhibitions, book production, digital fabrication, UX/UI design, and innovation strategy for clients such as **NewLab**, **APRDELESP**, **MIT Design Lab**, **Weiss/Manfredi**, **Howeler + Yoon Architects**, and **Indigo Technologies**. Work has been exhibited in Venice Biennale, Lisbon Triennale, Weisner Gallery, Rotch Library, Victoria and Albert Museum, and Het Nieuwe Instituut.

08.2018 – present **MIT Architecture – Teaching & Research Assistant**

Inaugural cohort of SERC (School of Computing Social and Ethical Responsibilities of Computing) Scholar; researching ethical computing in planning and the built environment; teaching digital and manual fabrication techniques and physical computing for How to Make (almost) Anything class.

06.2021– 04.2022 **Port Authority of New York – Visiting Innovation Consultant**

Produced visualizations, case studies and research, simulations, designs, and retrofittings of autonomous vehicle systems for use in public transportation and rail systems across New York and New Jersey.

02.2020 – 09.2020 **EY wavespace – Senior Digital Strategist**

UX/UI design for web and mobile apps, visual design, and service design for the financial services consulting and innovation team. Developed go-to-market strategies, marketing collateral, and innovation initiatives for external clients.

08.2018 – 02.2020 **WeWork – Lead, Manufacturing & Construction Technology**

Design, management, and construction coordination of robotics and fabrication facility; design, fabrication, and engineering using robotic construction techniques for rollout across global WeWork offerings; design and management of manufacturing and CNC processes for storefront assemblies.