

Fu, Qianhua (Candace)

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Education

MArch Design for Performance and Interaction Sep 2018
University College London, Bartlett School of Architecture Dec 2019

- **Creative Problem Solving & Virtual Reality Experience Design:** A series of immersive virtual spatial experiences were designed to integrate architectural visualisation and acoustic representation. The research objective bringing architectural-acoustic design and spatial perception together, augmenting sound experience and creating value to conventional space design.

-----» Design Project: [Augmented Acoustic Reality](#) Thesis: [Tones in the key of Virtual Space \(Interactive Architecture\)](#)

Bachelor of Engineering in Urban Planning Sep 2007
Shandong University of Architecture and Engineering Jun 2012

- **Research & Design:** Conducted research to understand and improve the user experience of lighting in the local public square. This research project was awarded Excellent Works by National Steering Committee of Urban and Rural Planning Education in China.

Architectural & Urban Plan Work Experience

Architectural Designer / Researcher Jul 2012
Rijing Architectural Design Co.,Ltd Sep 2016

- **Research & Design:** Aiding in urban design and development research for Tongji University, specializing in 3d modeling, diagramming, data analysis, solving technical problems and workflow optimization.
- **Communication:** Working closely with the architect, landscape designer, visualisation designer. Responding and report to the design supervisor. Organising weekly salon to connecting an interdisciplinary group of experts and coworkers from different fields.
- **Team Building & Project Management:** Making and executing annual technique-training plan for new employees each year. Leading groups of three to five people. Managing multiple commercial, residential and mixed-use developments(including national and provincial-level projects)

-----» Architectural Projects: [portfolio](#)

Urban Planner Assistant Jul 2011
Tongji Urban Planning & Design Institute Sep 2011

- **Self-motivated & Work Well Under Pressure:** As a member of a landscape design team, took on emergency tasks, leaned skills related to construction, drew sketches quickly, and completed work in time. (EXPO 2014, Qingdao, China).

Further Work Experience

(Freelance Work & Workshop Experience)

Architecture Review "Flavours of an Old Town" Feb 2018
Sponsor: 2017 Bi-City Biennale of Urbanism & Architecture, Shenzhen, China

- **Creative Writing & Architectural Interventions:** Writing an architecture review discussing the biennale and local architecture from a unique perspective combining the city story with its food map.

Fiction Novel "The Lost Skyline" Dec 2017
Client: Wgame/Tencent

- **Storytelling & Interdisciplinary Practice at Game Industry:** Creating a fiction novel customized for a city-building simulation game *Cities: Skyline*. The novel is narrated entirely in the first-person point of view by a young urban planner to uncover the dilemmas and contradictions brought by global urbanization.

Interactive Comic Book "General Urban Planning Book for Yiwu City" Sep 2016
Client: Yiwu Government / China Academy of Urban Planning

- **Visual Communication & Knowledge Translation :** As the general urban plan text is difficult to understand, a comic booklet with hand drawing illustrations was designed for online propagation simplifying the urban plan.

Exhibition.....

- AAR at [Fifteen Exhibition](#) Dec 2019
Interactive Architectural Lab, Bartlett, London, UK
- [Sound Odyssey at Prototypes in Public](#) Aug 2019
Interactive Architectural Lab, FOLD Club, London, UK

Honors.....

- [Outstanding Prize, Shanghai Urban Planning Trade Association](#) Dec 2013
Group Project: Regulatory Detailed Plan of Juye County, Shandong Province
- [Excellent Works, National Steering Committee of Urban and Rural Planning Education in China](#) Oct 2011
Design Research : Designing Luminous Environment of Quancheng Square

Practice Focus

- [Space Design](#)
Architectural Design | General & Regulatory Plan | Architectural Visualization
- [Interactive Media Design](#)
Kinetic Installation | Digital Crafting | 3D Sound | Light Installation | Sensory Design
- [VR Experience Design](#)
Oculus Quest | HTC Vive Pro | VR Storytelling

Technical

- [Visual Design](#)
advanced [Photoshop](#) | advanced [Illustrator](#) | advanced [InDesign](#)
- [3D Model](#)
good [Rhino](#) | basic [Grasshopper](#) | advanced [Sketchup](#) | advanced [Auto CAD](#) | advanced [Fusion 360](#)
- [Motion](#)
good [C4D](#) | basic [After Effects](#)
- [Film Editing](#)
advanced [Premiere Pro](#)
- [Framework](#)
good [Unity](#) | basic [Processing](#) | basic [Arduino](#)
- [Languages](#)
basic [C#](#) | basic [Python](#) | basic [HTML&CSS](#)

Interests.....

- **Drawing** I like to use a pencil and paper to bring incomprehensible ideas outside, then reconstruct them in digital performance.
- **Marathon** I enjoy marathon running. I have run over 1000 kilometres, over 3 continents, and competed in 9 international competition. Marathon running offers me perseverance, unforgettable travel, and life-long motivation for new adventures.
- **Acoustic** My passion for sound increase through the design of musical instruments and practicing my guitar. Acoustic is my invisible intimate friend, I hope to deepen my relationship with it through my career.

Languages.....

Chinese (Native) English (Fluent)

- References available upon request.