



Qianhua Fu is an Interactive Media Artist and Architectural Designer based in London. Her current practice and research focusses on creating a spatial acoustic experience in Virtual Reality in real-time. Her aim is to bring a new vision to invisible sound and provide a digital approach that consider sound as material in architectural design. She joined the Interactive Architecture Lab at the Bartlett UCL, she has developed comprehensive skills in VR experience design. She is a passionate storyteller, specializing in using narrative to connect people and cities in a creative way.

Education

- 2018-2019 **MArch Design for Performance and Interaction**
UCL, Bartlett School of Architecture London, UK
 Design project: [Augmented Acoustic Reality](#) Thesis: [Tones in the key of Virtual Space \(Interactive Architecture\)](#)
- 2007-2012 **Bachelor of Urban Planning**
SDJZU ,School of Architecture and Urban Planning Shandong, China

Experience

- 2012-2016 **Architectural Designer / Urban Planner**
Rijing Architectual Design Co.,Ltd Shanghai, China
 Leading a group of 3-5 people and managed multiple commercials, residential and mixed-use projects, including 2 national and provincial level awarded projects.
 Aiding in urban design and research of urban public space strategies for Shanghai government and Tongji University.
- 2011 **Urban Planner Assitant**
Tongji Urban Planning & Design Institute Shanghai, China
 Taking part in the zoning and urban design for a world-class horticultural exhibition (EXPO 2014, Qingdao)
 Assisting urban design and construction drawing.

Honors & Awards

- 2013 Group project *Regulatory Detailed Plan of Juye County* won Outstanding Prize by *Shanghai Urban Planning Trade Association*.
 Role: urban design, research in ecological strategy of city sustainable development
- 2011 Individual research *Luminous Environment of Quancheng Square* was awarded as Excellent Works by *National Steering Committee of Urban and Rural Planning Education* in China.

Publications

Fiction Novel "The Lost Skyline" (Chinese)

Commissioned by Wegame (Tencent online gaming platform), I created 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 Zoe, a young urban planner. His daily scenarios further evolves to a surreal experience, uncovering the dilemmas and contradictions brought by global urbanization.

News: sohu.com Article: [here](#)

Architecture Review "Flavours of an Old Town " (Chinese)

Commissioned by 2017 Bi-City Biennale of Urbanism/Architecture (Shenzhen, China), I wrote an architecture review discussing the biennale and local architecture from a unique perspective that combines the city story with its food map.

Article: archiposition.com

Comic Book "General Urban Planning Book for Yiwu City"

Commissioned by Yiwu government and China Academy of Urban Planning & Design (CAUPD), I created a comic booklet to illustrate the latest urban development plan and policies for Yiwu city.

Ebook: [here](#)

Skills

	Basic	Intermediate	Advanced
Visual Design			
Photoshop	██████████	██████████	██████████
Illustrator	██████████	██████████	██████████
InDesign	██████████	██████████	██████████
3D Model			
Rhino/GH	██████████	██████████	██████████
SketchUp	██████████	██████████	██████████
Auto CAD	██████████	██████████	██████████
Motion			
C4D	██████████	██████████	██████████
After Effects	██████████	██████████	██████████
Platform			
VR	██████████	██████████	██████████
Framework			
Processing	██████████	██████████	██████████
Unity	██████████	██████████	██████████
Arduino	██████████	██████████	██████████
Languages			
C#	██████████	██████████	██████████
Python	██████████	██████████	██████████