

# Candace. Q. Fu

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Portfolio: [fuqianhua.com](http://fuqianhua.com) / [fuqianhua.cn](http://fuqianhua.cn) (for Mainland Chinese visitors)

## 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.

- Click underlined item will link to related information.

## Exhibitions

- 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 | web VR

## 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 practising 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.