

Yaqi (Julie) Zhu

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📍 Minneapolis, MN

Education

(Fall 2019 - May 2023)

Bachelor of Design in Architecture

Minors in Interdisciplinary Design,
Digital Media Studies & Art

University of Minnesota - Twin Cities
Minneapolis, MN

- Cumulative GPA: 3.811
- Dean List: Fall 2019, Spring 2020, Fall 2020, Spring 2021, Fall 2021, Fall 2022, Spring 2023

Skills

Software

Design

- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Revit
- Rhino
- Sketchup
- AutoCAD
- Enscape

GIS

- ArcGIS Online
- ArcGIS Pro
- ArcGIS Geo Planner
- GeoDesign Hub

Animation

- Blender
- Maya
- Adobe After Effects

Illustration

- Procreate

Language

- English
- Mandarin

Other

- Visual Studio Code (C & C++)
- Google Workspace

Work Experience

Minnesota Design Center (MDC) Research Specialist
(Fall 2023 - Now)

Global Climate Geodesign Challenge

- Created working webmaps of energy data to be used by over 100 participants in the global challenge
- Formatted webmaps for global initiative
- Met weekly with project team and leaders to discuss and troubleshoot ArcGIS GeoPlanner Beta

The Grand Iron Range CAV Initiative: Mobility Hubs in Grand Rapids, MN

- Generated design options for mobility hubs; exploring customizations and design alternatives
- Participated in community events and surveying residents' needs
- Researched financial models and adjusted design based on clients' feedback

Minnesota Design Center (MDC) Research Assistant
(Fall 2022 - Summer 2023)

Sustainable Development Goals (SDG) - B-Line Initiative

- Built digital models to investigate SDG in particular nodes/ areas
- Researched SDG and created a matrix of projects and developments globally and locally to understand the complexity of each actions due to different scales and national conditions
- Read and compiled a list of Saint Paul 2040 plans and compared local initiatives to SDG
- Research and prototyped design strategies and solutions for the Longfellow Neighborhood

World Expo Exhibition in HGA Gallery, Rapson Hall

- Created 15 different physical models of the cities where the World's Expo was previously conducted with laser cutting and 3D printing
- Revised and refined digital models for fabrication

UMN Fabrication Workshop Laser Lab Technician
(Fall 2022 - Spring 2023)

- Assisted students with laser cutting projects and provided technical support
- Maintenance and troubleshooting with the laser equipment and be familiar with different laser operations according to experimental requirements
- Restocked materials in the workshop store and provided assistance and guidance in selecting the appropriate materials for architectural modeling

Design Projects

Steel Competition

(Summer 2023)

Crystal Zenith: College Campus Spiritual Space

- Applied building code knowledge to the design process to ensure compliance with all requirements, including individual program areas, fire safety, and accessibility
- Explored different design alternatives to create unique spiritual spaces for target audience to use
- Produced models, diagrams and renderings to demonstrate the space and material choices

Velux Competition

(Summer 2022)

Adaptable Light: Transitional Housing for Unhoused Individuals

- Researched Minneapolis homeless problem in different areas and built a community in order to improve the unhoused individual's situation
- Produced models, drawings and diagrams for concept visualizations
- Used circadian rhythm as the main method to develop a portable housing with customized panels in order to obtain the most sunlight

Volunteer Experience

Boynton Nutritious U Food Pantry Leadership
(Summer 2020 - Spring 2023)

- Organized donations by different categories and bagged produces for people during the pandemic
- Collaborated with other student groups to help people in need during the pandemic by fundraising
- Promoted the recognition of the pantry by be in charge of social media management and updating newest information