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Che-Wei Wang

EDUCATION

- 2007-2009 **Interactive Telecommunications Program at TISCH NYU**, New York, NY
Masters of Professional Studies
Time in Six Parts
Soft Pneumatic Exoskeleton
momo: A Haptic Navigation Device
TetherLight
SlaHuRa: A Huggable Slappable Radio
Grass Type: Type Set in Virtual Grass
Ornos: A View from Above
- 1998-2003 **Pratt Institute School of Architecture**, Brooklyn, NY
Bachelor of Architecture
- 1994-1998 **The Hill School**, Pottstown, PA
- 1985-1994 **St. Mary's International School**, Tokyo, Japan

PROFESSIONAL EXPERIENCE

- 2009-Present **cw&t**, New York, NY
Principal and Founder
Gapgames with Thinc Design and Area/Code: Software and hardware development for a game based on Gapminder
Bronx Museum Lobby Installation with Vito Acconci Studio: Interaction Design
Huffington Post pre-inauguration event with David Stark Design : Live screen performance and software
- 2005-2007 **The Hundredth Monkey**, Brooklyn, NY
Principal and Founder
Seroussi Pavillion with Biothing
Love Fold: A Folded Seat for 1 and a half people
Oblik: A 6 story apartment building. Yokohama, Japan
Mango House: Single Family House. Rincon, Puerto Rico
First Step Housing: Low Income Modular Prefab Housing
Freedom in Familiarity: A documentary film concerning urban sprawl, mobile homes, and Wal-Mart
- 2005-2006 **Pratt Institute School of Architecture**, Brooklyn, NY
Coordinator of Exhibition Galleries
- 2005-2006 **Prophecy Magazine**, New York, NY
Architectural Editor
- 2002-2005 **Evan Douglass Studio**, Brooklyn, NY
Haku Restaurant + Rep.tile: Design, construction documents, 3D CAD modeling + computer animation
Jean Prouve: Three Nomadic Structures Exhibition: Design development, installation and assembly
Pneumatic Corset Collage: Design and research
Helioscopes Exhibition: 3D modeling and rendering
- 2004-2005 **Haresh Lalvani Studio**, New York, NY
Morphology & Architectural Research: 3D CAD modeling, 3D computer animation, programming in Processing and Generative Components, metal fabrication and product development
Project X: Parametric 3D CAD modeling and design, programming and rendering of a 25 story luxury condo in Manhattan.
559 West 23rd St: Design development, construction documents, 3D CAD modeling and rendering
- 2001-2004 **Center for Experimental Structures**, Brooklyn, NY
Milgo/Bufkin + NYSTAR Curtain-Wall Research: Morphology Research, 3D CAD/CAM modeling, 3D animation, Metal Fabrication
- 2000-2004 **Scarano & Associates Architects**, Brooklyn, NY
51st + 2nd Ave Addition Renovation: Project Architect: Design, Project Management, Construction Documents, 3D CAD Modeling
40 Lynch St. Yeshiva: Design Development, 3D CAD Modeling
- 1998 **Span**, Brooklyn, NY
Graphic Design & Research
- TEACHING**
- 2009-Present **Interactive Telecommunications Program, TISCH, NYU**, New York, NY
Adjunct Professor: Introduction to Computation Media
- 2005-Present **Pratt Institute School of Architecture**, Brooklyn, NY

Visiting Professor: 100,200 & 400 Level Undergraduate Design Studios,
Advanced Media, Technics, Parametric Modeling, Physical Computing
Epithelium Studio with Philip Beesley and Richard Sarrach
400 Level Studio with Evan Douglas

2006-Present **Central Academy of Fine Arts**, Beijing, China
Prefab China Summer Program, Pratt Institute

2007-2008 **GSAPP Columbia University**, New York, NY
Computational Architecture Workshops

2006 **University at Buffalo**, Buffalo, NY
Graduate design studio with Evan Douglas

INTERSHIP

2008 **Potion**, New York, NY
Software and hardware development for interactive screen-based
installations

1998 **Yamamoto Hori Architects**, Tokyo, Japan
Model building, interior design

INTERNET PUBLICATIONS

2005-2007 FutureFeeder.com, Editor + Publisher
2005-2007 CompArch.org, Co-Editor
2005 Treehugger.com, Writer

EXHIBITIONS

2009 Conflux, New York, NY
2009 IMC Expo, New York, NY
2009 Robodays, Odense, Denmark
2008 Artbots, Dublin
2007-2009 ITP Winter & Spring Shows
2003 SIGGRAPH, Death Immersion
2002-2003 Pratt Year-End Show, New York, NY
2001-2009 Clinton Hill Sculpture Park, Constellation, Brooklyn, NY
2001 Collaborative Concepts Gallery, Constellation, Beacon NY

PUBLISHED WORK

2009 Stavanger Aftenblad Pluss, Time in Six Parts
2009 Autogenic Structures, collage work
2008 Creativity Magazine, Soft Pneumatic Exoskeleton
2007 Creativity Magazine, momo
2007 New York Times, momo
2007 NY Magazine, momo
2005 Urbis Magazine, Freedom in Familiarity
2005 Prophecy Magazine Issue #7, Freedom in Familiarity
2005 Prophecy Magazine Issue #7, (Cover feature) Collage work
2003 InProcess 9, (Cover) Pratt Studio project & Thesis project
2002 InProcess 8, Pratt Studio project

AWARDS

2007-2009 NYU Departmental Scholarship
2005 Young Alumni Achievement Award, Pratt Institute
2003 Skidmore Owings and Merrell (SOM) Traveling Fellowship
2003 Honors Award for Design Excellence, Pratt Institute
2003 SARA Design Award for 40 Lynch St. Yeshiva, Brooklyn, NY
1998 Studio Art Honors Award, The Hill School

COMMUNITY ACTIVITIES

1999-2000 2 Monkeys: Free Concerts + Events
Co-Director and founder

SOFTWARE

3D Modeling: 3D Studio Max +Brazil r/s and Maxwell, Rhinoceros, Generative Components
Drafting: Autocad
Graphics: Photoshop, Illustrator, In-Design, Premiere, Final Cut Pro, Flash, AfterEffects
Programming: Processing, Java,OpenFrameworks, C, C++, OpenGL, Generative Components, Rhinoscript, HTML, PHP, Javascript
CNC: Deskproto, Visualmill, Supercam
Audio: Sonic Foundry, Live, Acid

HARDWARE

Electronics, Laser cutting, Machining, TIG & MIG Welding, Woodworking