FANG SHU

PROFILE

Fang Shu is a game designer and real-time 3D artist from Los Angeles. Having a background in architecture, Fang uses his unique design style and spatial narrative skills in his game and film projects. His latest work Dream Menagerie (the Game) is a narrative driven puzzle platformer where the player follows a young girl named Sophie who explores a surreal environment filled with monsters and machines on a journey to restore Khun, the Deity of Harmony.

CONTACT

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SOCIAL MEDIA

Linkedin
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Instagram
@fangshu1215

Education

2023.09-2024.09 — **SCI-Arc, MS, Fiction and Entertainment**
Graduated With Distinction GPA 4.0, Master of Science, Southern California Institute of Architecture, Los Angeles, CA

2021.09-2023.09 — **SCI-Arc, M.Arch 2**
Graduated With Distinction GPA 4.0, Master of Architecture, Southern California Institute of Architecture, Los Angeles, CA

2020.01-2020.03 — **MIT Media Lab Beyond Smart Cities**
Online Course by MIT, Cambridge, MA

2014.09-2019.05 — **Syracuse University School of Architecture**
Graduated with Honors, Bachelor of Architecture, Syracuse NY
Attended Syracuse University's London and Florence Study Abroad Programs in 2017.

Experience

2023.09.-2024.09 — **Game Development, Dream Menagerie**
SCI-Arc, 960 E. Third St Los Angeles CA
Postgraduate project, from concept art, story board, block outs, mechanic designs in Unreal Engine, and environment designs, to a playable vertical slice and game trailer.

2022.08.-2022.12 — **Teacher Assistant**
SCI-Arc, 960 E. Third St Los Angeles CA
Teacher Assistant for Rachael McCall's Summer IDD and Florencia Pita's Visual Study Course, Wild Desert X.

2019.07.-2020.03 — **Junior Designer at Amenta Emma Architects**
Amenta Emma Architects, 242 Trumbull St Hartford CT
Using **Revit** and **Rhino**, worked on multiple projects, helped the firm issue DD Sets, renders, diagrams, **commercial designs** and 3D printing. Took part in the Design and Sustainability Committee.

2018.06.-2018.08 — **Interior Design Intern at Clive Lonstein**
Clive Lonstein, 611 Broadway NY
Worked on multiple projects, helped the firm issue DD Sets, renders, and designs.

2017.09-2017.12 — **Design Intern at Studio Roberto Rubini**
Studio Roberto Rubini, Source, Florence Italy
Participated in the design and construction of a bookshelf facade for the exhibition of various artist's work at Impact Hub, Florence.

2017.07-2017.08 — **Architectural Intern at CAUPD**
CAUPD (China Academy of Urban Planning and Design), Beijing China
Participated in the urban planning of Haikou in Hainan Province and was responsible for the design of the city's Urban Cultural Wall, serving the public as an urban furniture within the Sanjiaochi region.

Awards & Honors

2024.09 — **Hsinming Fung + Craig Hodgetts Postgraduate Thesis Prize**
Awarded for the best postgraduate project of the year, Dream Menagerie

2023.09 — **Architizer Vision Award**
The 2023 Architizer Vision Award Recipient for Artistic Visualization Competition Entry, Bloom - Film Still

2023.02 — **Graduate Research Travel Scholarship**
A scholarship given by UNC Charlotte for students attending the Critical MASS symposium.

2022-2023 — **Continued Student Scholarship**
A scholarship awarded by Southern California Institute of Architecture based on academic merits.

2014-2019 — **Dean's List 2014-2019**
5 Year Dean's List student, graduating with Cum Laude.

2016-2019 — **Scholarship In Action Merit Award**
A scholarship awarded by Syracuse University based on academic merits.

Skills

Digital:

Unreal Engine, Blender, Cinema 4D, ZBrush, Maya, AutoCAD, Revit, Rhinoceros 7.0, Grasshopper, Adobe: Illustrator, Photoshop, Premiere Pro, Indesign, After Effects, 3D-Printing, Lasercutting, Microsoft Office, VR Vive Headset with Unity

Manual:

Hand drafting, oil and acrylic painting, sketching, concrete casting, hand modeling, wood shop fabrication

Languages:

Native in both English and Chinese. Conversational in Italian