

# XIAOLU WU

www.xiaoluwu.cc

xiaoluwu5@gmail.com

+852 9072 0619

I am a spatial designer specializing in spatial and material relationships.

My fascination with design began with seat making. Seats are a form or surface that are able to support bodies in various environments that involve sound, sight, temperature and perception of safety. Through practice I am able to integrate material details and abstract concepts to bring forth a coherent experience in a space. With years of exploring, I have honed a unique system of approach to spatial design and becoming proficient in the set of tools required to bring ideas into reality.

Conducting my professional practice with the same hands-on mindset, I have learned fast in each team I have been a part of. From being self-taught in new modeling and rendering tools like Google Sketchup, Rhinocero 5 and Lumion 5.0, to sorting annual planting charts for plantation engineers, whatever the challenge I have been able to create and build high quality design products.

## Industry Exposure

Evergrande Real Estate Group China

**Children's World Indoor theme park**

**Ocean module**

Lead concept generation based on wide range design research, developed landscape plan within requirements upon public park regulations; embedded a standardized module system into client's chain theme park plan statewide.

**Confidential**

**Luxurious Residential Mansions**

Sourced contemporary artwork for investment; developed landscape plans; designed outdoor furnitures in craftsmanship level details; prepared package for presentations and government inspection; 3d modeled and rendered for visualization.

China VANKE Co., LTD.

**VANKE CITY Residential Compound**

Participated in site survey and developed concept with site's topography feature; designed two series of outdoor furniture and signages with 3d modeling tools.

Greenland Holdings Corp., Ltd.

**K Block Residential**

Designed schematic plan incorporating programmes for all-age residents, prepared presentation package.

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## Work Experience

August 2018 to present

### URBIS Limited

#### Architectural Graphic Designer

materializing urban and architectural designs from plan to spatial details with 3D rendering tools;  
creating visually compelling artworks for landscape design down to planting scheme precision.  
Hong Kong

October 2016 to June 2018

### KMCM

#### In-house Industrial Designer; Assistant Landscape Designer

developed urban design schemes with landscape architectural knowledge and city regulations;  
pavilions and public furniture design; design research  
Guangzhou Guangdong, China

July 2015- January 2016

### Cortex Design Inc

#### Production Technologist

performed quality assurance and product assembly  
assisted in quality assurance and process improvement through my knowledge of human factors and mass manufacturing. Was part of a QA improvement effort that saw defective rates reduced significantly.

#### Industrial Design Intern

Worked with company principal to help realize studio aesthetic and work-flow goals. Managed Cortex social media images and visibility.  
Toronto ON, Canada

October 2012 - March 2014

### Lee's Electronic Component Ltd.

#### Industrial designer / Sales Associate

designed an interactive installation piece for company marketing at Mini Maker Faire Vancouver 2013;  
helped customers with their self-made inventions and electronic arts  
Vancouver BC, Canada

## Education

### Emily Carr University Art and Design

Bachelor of Design, Industrial Design  
Vancouver BC, Canada.

### Ontario College of Art and Design University

Art, Architecture and Public Space  
Continuing study course.  
Toronto ON, Canada.

## Freelance

### Joy Von Tiedemann Photography Inc.

Photographer Assistant  
Toronto ON, Canada

### Organoise Design So Late So Soon Art Exhibition:

#### Production Coordinator

aided in fabrication, installation, graphic design and event preparation  
Toronto ON, Canada

## Technical Proficiency

- 3DSolidwork, Rhinocero 6, AutoCad, Sketchup
- Adobe Photoshop, Illustrator, InDesign, Acrobat Pro.
- Experience in operating CNC / laser cutting machines
- Experience in woodworking
- Ceramic wheel throwing, mould making and casting
- Industrial softshop machines and pattern drafting
- Production level soldering skills and electronic debugging

## Language

Fluent (verbal and written) in  
English, Chinese Mandarin and Cantonese

Reference can be provided upon request