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SPATIAL DESIGNER
DEVIN WU

Education

ArtCenter College of Design

2024.1 - Anticipated 2026.8

Spatial Design | Bachelor of Science

Santa Monica College

2022.1 - 2023.12

Architecture major | AA of Liberal Arts

Experiences

Architecture Visualizer -

NOLLISTUDIO ARCHITECTURE LTD.

Vancouver, British Columbia, Canada

2025.11 - Present

- Support Dami Lee's architecture/media studio by creating visual narratives, 3D environments, and design assets for an audience of over 2 million across YouTube and social platforms.
- Deliver renderings, animations, and material-lighting workflows that enhance video production and architectural storytelling.

Teacher Assistant - ARTCENTER COLLEGE OF DESIGN

Pasadena, California, United States

2025.9 - Present

- Guide students in mastering 3D design and real-time visualization using Unreal Engine and Rhino, providing support in parametric modeling, lighting, materials, and scene optimization.
- Help translate conceptual design ideas into immersive digital environments, ensuring students develop both creative and professional-level proficiency in spatial visualization workflows.

DesignStorm Participant – Pacific Edge Hotel

Pasadena, California, United States

2025.10

- Collaborate with Product, Spatial, and Graphics teams in a fast-paced three-day design sprint, developing concepts for luxury hospitality, guest experience, exterior/interior architecture, and brand storytelling.
- Deliver high-fidelity spatial design solutions focused on user flow, hospitality experience, and narrative-driven concept development for a real hotel client.

Architectural Design - IINAIINAPROJECT

Freelance (Remote), Japan. 2025

2024.9 - 2025.3

- Collaborated remotely with a Japanese architect on spatial layout development, lighting strategies, and material selection.
- Produced real-time visualizations in Unreal Engine to support design storytelling and client presentations.

Ambassador - Santa Monica College

Santa Monica, California, United States

2023.2 - 2023.10

- Represented the college at events and supported outreach initiatives.

Skills

Design

Prototyping, sketching, rendering, user-centered storytelling

Research & Development

Sustainability, inclusive design, cultural and historical analysis, participatory research

Technical Skills

Digital Tools:

Photoshop, Illustrator, Indesign, After Effect, Rhinoceros 3D, SolidWorks, AutoCAD, Unreal Engine, TouchDesigner, Keyshot.

Analog Tools:

3D printing, laser cutting, CNC, architectural modeling, automotive maintenance and repair.

Languages

English (Fluent)

Spanish (Native)

Mandarin (Native)

Cantonese (Native)

Recognition

Built Design Awards (BLT)

2025 - Winner in Architectural Design - Landscape (MODUX)

International Design Awards (IDA)

2024 - Snow Peak Retail Store

2024 - Aston Martin Boutique Hotel

Kenji Ekuan/GK Design Group Scholarship

2025.09 - 2025.12

Artcenter Provolist

2024 - Present

Artcenter UG scholarship

2024 - Present

ArtCenter Student Gallery

2024 - Snow Peak Retail Store

2024 - Aston Martin Boutique Hotel

2025 - MODUX