Devin Wu

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PROFILE

Spatial and architectural designer, BS Spatial Experience Design (ArtCenter, with Distinction), working across hospitality interiors, transit and public-realm infrastructure, and furniture. Takes a scheme from site analysis and space planning through design development to a documented set with wall-section details, plus the renderings, animations and physical models that carry it to a client. Daily in Rhino, Revit, AutoCAD, Blender and Unreal Engine; a year of weekly renderings for a studio reaching 2M+. Winner, Architecture MasterPrize 2026 and BLT Built Design Awards 2025; Gold, MUSE Design Awards 2026.

PROFESSIONAL EXPERIENCE

Nollistudio Architecture Ltd. Vancouver, BC (Remote)
Architectural Visualizer *Nov 2025 – Oct 2026*

- Produced weekly renderings, animations and real-time 3D environments from concept in Rhino, Blender and Unreal Engine for an architecture media studio reaching 2M+ on YouTube and social.
- Built and maintained the material, lighting and geometry workflows shared with the editorial and video teams of a distributed studio.

IINAIINAPROJECT Tokyo, Japan (Remote)
Architectural Designer *Sep 2024 – Mar 2025*

- Produced site and context analysis, 3D models and ~50 renderings for a Tokyo architect's regional planning study; maintained shared model and file standards across a 16-hour time difference.

ArtCenter College of Design Pasadena, CA
Teaching Assistant — Real-Time Visualization *Sep 2025 – Aug 2026*

- Taught and supported 15–20 students, up to 20 hours/week, in Rhino and Unreal Engine: modeling, lighting, materials and scene optimization.
- Supported MADWORKSHOP-sponsored research into seaweed-based biomaterials.

Bernhardt Design — Sponsored Studio, ArtCenter Pasadena, CA
Furniture Designer *Sep 2025 – Dec 2025*

- Selected on portfolio review to design *Cove*, a privacy lounge sofa; carried it from concept through four prototypes to a full-scale build and resolved materials, finishes and buildability directly with the shop and vendors.

Aelo Los Angeles, CA — aelo.design
Co-founder and Designer *Aug 2026 – Present*

- Co-founded a furniture and objects label; designed three of its four collection pieces (Ilium lounge chair, Nudo and Stratum coffee tables), 3D printed in ABS.
- Print and hand-finish each piece in-house in small made-to-order runs; work shown at LA Chair III and featured in the ICFF Emerging Designers Spotlight 08.

SELECTED PROJECTS

VEIL — Hospitality Interior *Melrose Ave, Los Angeles · Fall 2025*

- Carried a 10,500 sq ft hospitality interior from space plan into a fully documented set: floor plans, interior elevations, sections, material and finish selection, and a wall section naming every layer of the assembly.
- **Winner, Architecture MasterPrize — Hospitality Architecture, 2026.**

MODUX — Regenerative Mobility Hub *Little Tokyo, Los Angeles · Spring 2025*

- Transit station designed to quantified targets: ~496,500 L/yr of stored rainwater reuse and a ~588,600 kWh/yr solar skin, with plug-in pods for vendors and community programs. Plans, sections, systems diagrams, axonometric, physical model.
- **Winner, BLT Built Design Awards 2025 — Landscape Architecture.**

PAUSE — Deck Node System (Thesis) *San Diego Creek Trail, Irvine, CA · 2026*

- Field-verified 18 standing bridges along a 23.9-mile corridor, then documented one repeatable deck design fit to each set of real site conditions, taking no new land and never touching the creek bed. Deck plan, three sections, wall-section details, 1:150 model.

AWARDS & PRESS

Winner, Architecture MasterPrize 2026 — Hospitality Architecture (VEIL) *2026*
Gold, MUSE Design Awards 2026 — Furniture (Nudo) *2026*
Featured, ICFF Emerging Designers Spotlight 08; work shown at ArtCenter Gallery and LA Chair III *2026*
Winner, BLT Built Design Awards 2025 — Landscape Architecture (MODUX) *2025*
Bronze ×2, International Design Awards 2024 — Aston Martin Boutique Hotel (Hospitality), Snow Peak Retail Store (Commercial), as Lead Designer *2024*

EDUCATION

ArtCenter College of Design Pasadena, CA
BS, Spatial Experience Design — Graduated with Distinction, GPA 3.9/4.0 *Jan 2024 – Aug 2026*

- Coursework: architecture and interiors studios, construction documentation. Provost's List 2024–2026; Kenji Ekuan / GK Scholarship.

Santa Monica College Santa Monica, CA
AA, Liberal Arts (Architecture) *Jan 2022 – Dec 2023*

SKILLS & LANGUAGES

Design & Documentation: Rhino, Grasshopper, SubD, Revit, AutoCAD, SolidWorks, Bluebeam; SketchUp for quick modeling; space planning, design development and construction documentation, interior elevations, wall-section details, material and finish selection; physical models, 3D printing, laser cutting, CNC.

Visualization & Graphics: Enscape, V-Ray, Lumion, KeyShot, Unreal Engine, Blender; Adobe Creative Cloud (Photoshop, Illustrator, InDesign, After Effects); diagrams, material boards, client presentations. Microsoft Office and Google Workspace.

AI in workflow: Claude, Midjourney, Vizcom and Veras for ideation, iteration and documentation. **Languages:** English, Spanish, Mandarin.