JIHO SEJUNG SONG

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Cambridge, MA, US
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Eduation

Harvard University Graduate School of Design, Cambridge, MA
Master in Architecture II + Master in Design Studies, Technology '19
A Concurrent Degree in Harvard GSD focusing on developing use cases and user interfaces of AR/VR, quantitative design, and digital fabrication

Cornell University College of Architecture, Art, and Planning, Ithaca, NY
Bachelor of Architecture '15

Awards/Exhibitions

The Mixology Table, Material Systems: Digital Design and Fabrication at Harvard Ceramics Studio
Robotically Engineered Porous Ceramics Exhibited Among Other Digitally Fabricated Materials

Passeggino Beluga, Harvard Thing Thank Exhibition 2019
Concept Product, Passeggio Veluga as an Individual Project Exhibited at Thing Thank Directed by Harvard MetaLAB Director Prof. Jeffrey Schanapp

The Beach, 40 Kirkland Exhibition 2017
Collaborative VR project Creating Immersive Experience to Show Rising Sea Levels in the Audience's Present Location (Harvard University)

The Seipp Prize 2013, 1st Place
Architecture Competition Designing a Gateway to the North End of Boston (Cornell University)

George How Traveling Award 2013
Summer Traveling Scholarship Awarded to the Student with the Highest Academic Performance (Cornell University)

Publications

HouseZero AR / The Mixology Table, Platform 11 2018
Visualizing Building Energy Performance in AR / Controlling Porosity in Ceramic from Nano-Porous to Micro-Porous

The Beach, Platform 10 2017
Demonstrating environmental data in tangible, visceral ways through Virtual Reality

Bodily Space. ACM SIGGRAPH Macao 2016 with Arrowstreet Inc.
Research paper regarding AR/VR exprience from an architectural point of view - Accepted and Invited by ACM SIGGRAPH Macao 2016

Work Experience

Hyperreal, Boston, MA / Director of Computational Design / Feb 2020 - June 2022
In charge of technical development of solar technologies such as indoor daylight robotics and solar sintering 3d print

Sosolimited, San Diego, CA & Boston, MA / Computational Design Fellow / Aug 2019 - Jan 2020
Development of interactive architectural parametric design and installation, AR Use-case study, Unity software development for various simulations

Safdie Architects, Cambridge, MA / Architectural Intern / May 2018 - Aug 2018
Worked on schematic design for Habitat Qinhuangdao Villas and design proposals for Raffles City Chongqing Gallery Displays and its Promenade

Harvard GSD Fabrication Lab, Cambridge, MA / 3D Scanning Teaching Assistant / Aug 2016 - May 2018
Research and technical assistance in 3D scanning equipment

Harvard Center for Green Buildings and Cities, Cambridge, MA / Augmented Reality Research Associate /July 2017 - May 2018
Collaboratively created interactive environment to visualize the near real-time building performance of HouseZero in augmented reality

Arrowstreet. Inc, Boston, MA / Summer Research Fellowship on Augmented Reality and Virtual Reality / April 2016 - July 2016
Conducted research on the future workspace with augmented reality and initiated virtual reality platform

SOM NEW YORK, New York, NY / Architectural Intern in Conjunction with Cornell AAP in NYC / July 2014 - December 2014
Worked on schematic design drawings for various projects, Designed an entrance canopy of an office building in Philippines

Skills

Design Software
Adobe Creative Suite, Rhino3D Grasshopper, V-Ray, Rumion, PTC MathCAD

Programming
C# (Unity3D / Rhino3D Grasshopper / .Net on Azure Websocket), C++ (Linux embedded / Arduino)

XR (AR/VR) Software Development Kit
Unity 3D on HoloLens, Vive, Oculus, iOS, Android