



# Clark Cheng

<https://clarkcheng.design/>

As a highly motivated and experienced fabricator, I possess a natural aptitude for digital fabrication techniques and a deep passion for creativity. My programming skills, proficiency in 3D modeling and VFX using 3DS Max and V-Ray, and expertise with NURBs and polygonal modeling enable me to visualize complex designs with ease. Additionally, my familiarity with Unreal Engine allows me to bring these designs to life in immersive environments.



## Education and Certificates

### *DesignMorphine's MSc in Computational & Advanced Design*

University of Architecture, Civil Engineering and Geodesy in Sofia, Bulgaria  
2022-2023

### *Masters in Architecture*

University of Michigan- Taubman College of Architecture  
2019-2021

### *Bachelor's of Arts in Architecture*

UNC Charlotte School of Architecture  
2015-2019



## Work Experiences

### *Designer at UAP (Urban Arts Project)*

Computational Designer

1/2024-2/2025

Rock Tavern, NY, USA

#### Tasks

A Designer is responsible for developing creative solutions that meet the client's creative intent and considers constructability and budget requirements.  
The role will also focus on advanced manufacturing technologies, specialized machinery, and fabrication, while drawing on mainstream engineering principles and practices.



### *Design Engineer at QuarraStone*

Computational Designer and Subtractive Manufacturing Specialist

6/2021 - 12/2023

Madison, WI, USA

#### Tasks

Using computational skills to create and solve common issues that arise with stone fabrication and organization.

Model details and designs for clients using Rhino, GH, ZBrush, etc.

Research new methods of stone fabrication using KUKA robots

### *Parametric Designer at ShapeDiver*

Parametric Modeler and Technical Consultant

8/2021 - 8/2022

Vienna, Austria [Remote]

#### Tasks

Parametric Modeler:  
Design and create parametric models according to specifications provided by the Company and its clients.

Technical Consultant:

Advise the company with advantages and disadvantages of different design options for each project, and propose improvements whenever possible.

+1 803-220-8006



cchengg@clarkcheng.design



Newburgh, NY, USA



youtube.com/c/KineticArchitecture



## Technical Skills



### *NURBs Modeling*

Rhinoceros 7  
Grasshopper  
Fusion 360

### *CAM*

MasterCAM  
Powermill

### *Polygonal & Procedural Modeling*

3ds Max  
Maya  
C4D  
Houdini FX  
ZBrush

### *Rendering*

Vray  
Keyshot  
Redshift  
Unreal Engine 5

### *3D Scanning*

Polyworks|Inspector/Modeler  
Artec

### *Compositing*

Photoshop  
Illustrator  
Substance Painter  
InDesign  
After Effects

### *Coding*

//C#  
#Python  
<!--/html-->

## Interests



Rubik's Cube Speedsolving VFX

Longboarding 3D Printing Design

3D Modeling Physical Training Youtube

Digital Fabrication Parametric Design