

# Kaiji Luo

Spatial Experience Designer

## About

I enjoy documenting architecture and landscapes worldwide with cameras and drones, creating mesmerizing videos. The videos showcase the unique beauty of each city, capturing the blend of cultures and architectural charm.

"It doesn't matter which path you go down; as long as you go down, the path has been consequential in the process."

<https://www.linkedin.com/in/kaiji-luo/>  
kaijiluo@gmail.com  
323-471-5463

Website: [kaiji.design](http://kaiji.design)

YouTube Channel: [KAIJILUO](https://www.youtube.com/channel/KAIJILUO)

## Skills

### Software

Rhino  
Grasshopper  
Sketchup  
Solidworks  
Unreal Engine  
VR  
Enscape  
Twinmotion  
KeyShot  
Modo  
Photoshop  
Illustrator  
InDesign  
Premiere  
AfterEffects  
AutoCAD  
Lumion  
D5

### Hardware

Laser cutting  
3D printing  
Cnc

### Language

English  
Mandarin  
Cantonese

## Education

**University of Southern California** (on-going) 2023 Fall-Present  
Los Angeles, California  
Master of Architecture

**ArtCenter College of Design** 2018 Fall-2022 Fall  
*Pasadena, California*  
Spatial Experience Design Department  
Bachelor of Science in Environmental Design (with honors)

## Experience

**USC School of Architecture** *Los Angeles, CA* 2024 Spring

### • 2024 Blueprint Exhibition

Helped set up the 3rd annual exhibition that the work of our graduate architecture, landscape architecture, heritage conservation and building science students.

**Aecom** *Shenzhen, China* 2023 Summer

### Assistant Architecture Designer (Internship)

- During my internship, I participated in some competition projects. I was responsible for the design of buildings, such as pavilions, office buildings, convention centers, etc. I was also in charge of designing architectural diagrams.

**aolab** *Shanghai, China* 2022 Spring

### Spatial Design (Internship)

- Budweiser pop-up store design: Designed a pop-up store co-branded by Budweiser and Hema to promote Budweiser's market awareness. I am mainly responsible for modeling and rendering.
- Fotile Brocci exhibition space design: Integrated with the design style of Fotile Brocci 's furniture, I designed an exhibition space of Fangtai, including a cloakroom, kitchen, and office.
- Unilever exhibition space design: I designed a virtual exhibition space that allows customers to visit the exhibition on WeChat. The exhibition includes product descriptions from all Unilever-partnered merchants.

**New Land Tool Planning & Architecture Design Company** *Shenzhen, China* 2021 Fall

### Landscape Design Department

### Environmental Designer (Internship)

- Rural revitalization: Helped urban villages improve the facades of old buildings and design some public facilities for the area.

**NIO sponsored project** 2021 Spring

Team project by the students from transportation design, interaction design, product design and spatial experience design. Final project was reviewed by NIO' s leaderships including Design president and CEO.

- User Journey Map: I went to NIO store (NIO House) and created a user journey map based on my experience in NIO House. This map indicates NIO's current disadvantages and opportunities.
- NIO Future Mobility Scenario: I worked on concept design, designed automotive interiors, and created concept promotional videos, interior renderings, and car animations.

**Jiang & Associates** *Shenzhen, China* 2020 Fall

### Office Space Design Department

### Interior Designer

- OCT office building competition: Assisted in the project of designing the interiors of Overseas Chinese Town Holdings Company (OCTs) office building that shares 40,000 square meters through modeling, rendering, and editing videos.  
Took charge of editing the videos and designing the interior space, and helped the department win the competition valued at 5 million RMB.