Bowen Zhou

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EDUCATION

Yale University
2024- present (on leave)

Master of Architecture I
Architectural Scholarship

Rhode Island School of Design
2017-2022

Double Major in Industrial Design and Sculpture
Honors
Sculpture Department Representative

SELECTED EXPERIENCES

Akihisa Hirata Architecture
2025, 1 Month
Japan

Architectural Design Intern
Collaborated with a five-member team on the Yamagata Prefacture Music Hall design. Developed the hall's circulation and "cave system" spatial logic, produced formal designs of the primary ticketing route on the second floor as well as the exterior material patterning strategy. Delivered circulation logic on plans, physical models, and pattern studies on elevations.

Alensia XR
2023-2024, 1 Year
U.S.

Mixed Reality UI/UX Design Lead
Led interface design for a medical education platform spanning student learning, faculty lesson authoring, and administrator device management. Designed timeline-based authoring tools that allowed instructors to assemble, sequence, and reuse anatomy animations and interactive spatial scenes for class. Developed collaborative three-dimensional interactions and device-management interfaces, organizing complex operational information for different users.

Kia Motors
2022, 2 months
Korea

Design Innovation Intern
Designed and prototyped pneumatic mechanisms inspired by caterpillar locomotion, investigating relationships between material behavior, component geometry, and movement. Developed and tested physical configurations to explore how individual components could operate together as a responsive system; the work informed the team's seat-design concepts.

Hyundai Motor
2021, 6 Months
Korea + U.S.

Future Mobility Designer (Contract)
Developed a smart-city service proposal connecting urban organization, mobility, and human-centered infrastructure. Researched urban analytical models and use scenario-based planning to translate patterns of daily life into a future mobility strategy.

NASA
2020-2022, 2 years
U.S.

RISD SUITS (AR) Lead, Product Design Lead
Co-led 20 designers and engineers in developing a HoloLens augmented-reality interface for astronaut spatial orientation and task support during lunar surface exploration. Conducted usability testing in a simulated lunar environment at NASA Johnson Space Center.

TOOLS

Architecture
Rhino, Solidworks, Revit, Blender, Enscape, D5, KeyShot
User Interface & Experience
Figma, Adobe CC (Illustrator, Photoshop, AfterEffects, Primere, InDesign), MR
Protoyping and Fabrication
3D Printing, Lazer Cutting, Metal Precision Tools, Wood, Product Prototyping