

HONGFEI LI

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EDUCATION

University of Washington, Seattle | PhD Student in College of Built Environment | 2022 - Now
(with Nellis Fellowship + Top Scholar Award)

Rhode Island School of Design (RISD), Providence | Master of Landscape Architecture (with scholarship) | 2016-2018
Certificate in Collegiate Teaching in Art and Design | 2016-2018

South China University of Technology, Guangzhou, China | Bachelors of Landscape Architecture (with honors) | 2011-2016

ACADEMIC EXPERIENCE

APPLIED RESEARCH CONSORTIUM FELLOWSHIP | UW x NBBJ 2023 Summer - Now

Work as a designer and research assistant to explore how the design of workplace environments elevates healing and brain activity for optimizing perceptual experiences. Explore materials and techniques that will be tested in both a laboratory and real-world setting.

Advisors: Lynne Manzo, Ryan Mullenix

TEACHING ASSISTANT | Course L353 + L 553 History Of Modern Landscape Architecture | UW 2023 Winter Quarter

Assist professors with organization and coordination of classes. Serve as reader, grader, and lead weekly discussion session on landscape sites, systems, and symbols from the early 19th century until the present moment, stressing the intersections and entanglements of history with current politics, experiences, and ecologies.

CONSULTANT | Embodied Landscape Experience for research, design, and educational programming | RISD + CC4ES | 2022 Jan - June

Collaborate with Coalition Center for Environmental Sustainability/CC4ES and students at RISD for Nathanael Greene Middle School garden and landscape project, with focuses on embodied educational landscape design and educational programming.

INSTRUCTOR | Landscape Design Seminar & Studio: A Garden as Meditation | RISD Winter Session 2018

Investigate deeply in East Asian aesthetics (particularly in Chinese and Japanese spatial theories in gardens) and Yin Yang philosophy to present contents for landscape design at collegiate teaching level. Collaborated with a co-teaching partner to develop syllabus, lectures, and class projects. Guided students to produce landscape design via speculative methods interdisciplinarily.

TEACHING ASSISTANT | Graduate Courses | RISD 2017-2018

Landscape Theory; Landscape Studio: Cemetery Design; Landscape Professional Practice, Library Material Collection.

Conduct learning workshop, assisted professors with organization and coordination of classes.

THESIS | Embody "Phenomenal Transparency" in Landscape Architecture

Revisit Colin Rowe's 1960s theory "phenomenal transparency" and expanded its application to landscape architecture. This thesis sought to demonstrate how "phenomenal transparency" can act as an experimental design tool to create intentional ambiguity with overlapping yet clarified spatial structures in current collage-like urban context and activate fluctuating spatial readings via the succession of landscape phenomenon in time and thinking-body of space.

OTHER RESEARCHES | Cultural Ecology Corridors in Pearl River Delta; Campus Waterfront Evaluation; Social Care for Homeless in Urban park; Yin-yang Philosophy in East-Asian gardens

Obtain proficiency in mapping, analyzing, and structuring complex topics; acquire the ability to employ various methods (Post-Occupancy Evaluation, Space Annotation, Factor Analysis, Abstractive Interpreting, Modeling) to evaluate and reflect upon built-environment.

WORKSHOP | Delft Technology University, Netherlands | summer 2015

Waterfront resilient research and design for flooding area in Hague, Netherlands.

WORKSHOP | Royal Melbourne Institute of Technology University | October 2015

Industrial restoration, Joint workshop with SCUT, Guangzhou, China

INSTALLATION | Tokyo Institute of Technology | October 2016

Responsive installation to capture light phenomenon and incorporate bodily experience, Joint workshop at Tillinghast Farm at RISD

EXHIBITION CURATOR | "POST-NATURE", RISD Grad show | 2017-2018

Initiate exhibition concept, manage the contents of show, collaborated in team to design, install the exhibition space and create promotional booklet. More than 1,500 viewers including students, faculties and the public attended the exhibition.

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PROFESSIONAL EXPERIENCE

LANDSCAPE DESIGNER | STOSS Landscape Urbanism | Boston, March 2020 - May 2022

Collaborate as lead designer in dynamic phases of projects to foster resilient, livable, and equitable communities. In charge of generating research, drawings and models. Initiated research and workshop for representing experiential quality of projects, involving VR rendering and innovative diagrams. Assisted in project management, construction administration, marketing proposal, library management and oversea collaboration.

Projects (Served as lead or main designer):

Public:

Boston Moakley Park (2022 ASLA Honor Award in Analysis and Planning), Cambridge Triangle Urban forestry Park, East Boston Resiliency Plan, Suffolk Downs Outdoor Theater

International Competition:

Shenzhen Xili Train Station (Top 6 with 800,000 RMB financial compensation for the team)
Shenzhen Reform Exhibition hall (Top 9 with 800,000 RMB financial compensation for the team)
Taipei Art Museum (Shortlisted and hired by the architect to proceed design-build phase)

LANDSCAPE DESIGNER | Reed Hilderbrand | June 2018 - March 2020

Engage in various processes of projects: Site Analysis, Research, Schematic Design, Design Development, Visualization, Client Meeting/ Public Engagement, Construction Document; and Construction Administration. Collaborate as lead designer in several projects featuring landscape experience and atmosphere, including art residency design adjacent to national park and meditation garden for Yale University.

Projects:

Public: Mill River Trail Framework

Institutional: Williams College Campus Framework; Yale Health Center; Storm King Art Center; Georgia O'Keeffe Museum; Yale STM Golden Center; Yale Sustainable Transportation Plan; Dumbarton Oaks Museum Restoration

Residential: Various projects in CT, NY, ME, MA and OH, US

INTERNSHIP | FCHA Architecture Design Firm 坊城建筑 | Shenzhen, China | Summer 2017

Collaborate with architect and interior architect to generate design, models, and visualizations.

Projects:

Vanke City Campus for Education & Commercial Complex, Guangdong, China | Client: Vanke

City Waterfront Park, Hunan, China | Client: Vanke & Changsha City Government

SKILLS AND HOBBIES

Software Skill: Rhino, Sketch up, Auto CAD, Vectorworks, V-ray, Lumion, Adobe (PS, AI, ID, PR, AF), Arduino, PureData, GIS, Grasshopper
Language: Mandarin (Native), Cantonese (Fluent), English (Fluent)

Hobbies: Sketching, Oil-painting, Writing, Wool Felting, Dancing (Jazz, Contemporary, Tango), Woodworking, Gardening

OTHERS

UW 2023 BE + UDP Annual Symposium Organizer, 2023

UW BE PhD Community Conversation Organizer, 2022 Fall - Now

Founder of Felted By Fei, fiber artist, 2022 - Now

Voluntary teaching RISD & BROWN art workshop for children at Jewish community, 2016

Voluntary teaching at Guangzhou Library, 2013

Student Journalist Society, 2012

Students' Association Union, 2011-2013

Dance Team Leader, 2011-2014