

# CECILIA SZE YUE POON

spatial design & research | steam pedagogy

## CONTACT

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## LANGUAGE

Chinese (Mandarin & Cantonese)  
Native  
English  
Proficiency  
German  
Basic (A2)

## SKILLS

Spatial design (exhibition, installation, restaurant & bar, co-working space and workspace), co-design workshop, design mentorship and educational projects

## DESIGN SOFTWARE/ TOOLS

AutoCAD, SketchUp, KeyShot, Photoshop, InDesign, Figma, Miro

## RESEARCH SOFTWARE/ TOOLS

Zotero, Qualtrics, Spss, Graph commons

## RESEARCH INTEREST

design philosophy, design cognition, STS, design theory and method, unlearning, social practice, participatory design, community design, socio-materiality, STEAM, trans-disciplinary, geoscience

## EXHIBITION/ CURATION/ VOLUNTEER

2025 Art Mentor Education Foundation, Hong Kong  
Bauhaus Architectural Experimental Design  
Workshop design and mentor  
2022 Ocean Future Lab, Germany  
Float generator /participant  
2022 Vantage Collabo Nigeria  
volunteer creative designer  
2022 Kunstinitiative Im Frieze  
Erd(reich) – rich(Soil) „Unser aller Mutterboden“ /photography  
2021 Bauhausfest Festival Dessau  
Silent Guide /curator  
2020 Home Modification for Low-Income Families  
volunteer Project designer  
2010 Earth Sciences Student  
/ 2007 Association's Annual Exhibition  
Oceanography group  
exhibition design curation

## EDUCATION

### M.Sc. bauhaus COOP Design Research

Oct 2020 - Nov 2021 / Hochschule Anhalt - Stiftung Bauhaus Dessau, Germany

Thesis: Co-worlding - an ontological design initiative for social innovation

Mixed method - triangulation and exploratory sequential research approach

Supervised by Dr. Angelika Seppi (Humboldt-Universität zu Berlin) and Dr. Michael Hohl

**New Media Ecology Elective literature review:** The complexity between technology development and science fiction: concerning their influence on human agency

**Design theory and method literature review:** The theory of worlds: understanding the possibility of a positive transition towards a utopian future

### M.A. Interior Design

Oct 2017 - Sep 2019 / University of Hertfordshire & Interactive Design Institute, UK

Final: block BETA for micro-community - a mixed-use daycare centre with social laboratory hub

### Master Programme in Interior Design

Oct 2014 - Jul 2015 / Scuola Politecnica di Design SPD, Italy

Final Project: Art Adventure Palazzo Impellizzeri in Sicily | Supervised by Paolo Cesaretti

### B.Sc. Earth Sciences

Sep 2006 - Jul 2011 / National Cheng Kung University, Taiwan

### Professional Certificate Space Architecture & Design

April 2022 / School of Disruption

## EXPERIENCE

### Design Foundation Program coordinator (2022-2023) & leader

Dec 2022 - Jan 2025 / CreativeKids studio, Hong Kong

STEM, Design and architectural project design for regular course and Parent-child workshop

### Creative designer & design tutor

Feb 2022 - Nov 2022 / NOVAturient, Germany & Remote

spatial design consultant (residential and co-working space), design philosophy workshop

### Interior Designer

Jun 2019 - Sep 2020 / Jones Lang LaSalle, Hong Kong & Seoul

Workplace design solutions, space planning, design concept and project implementation

### Innenarchitektin

Nov 2018 - Jun 2019 / scoutbee GmbH, Germany

Develop startup Headquarter workplace design and incubator workplace solution

### Interior Designer

Nov 2017 - Jul 2018 / DIADEM Pty Ltd, Hong Kong

Commercial digital space branding, dutyfree store, supermarket, exhibition & lounge design

### Assistant Interior Designer

Oct 2016 - Oct 2017 / Paring Onions Design, Hong Kong

Restaurant & Bar, airport lounge, hospitality, product design and workplace design

### Graduate geologist

Feb 2012 - Sep 2014 / Hyder Consulting & MTR, Hong Kong

## SELECTED PROJECTS

### TierraLuna Space Station by AstraLoop - Space Architecture workshop

May 2022 / International Space University, France

As an expert participant in re-design and re-brand the Voyager Space Station

### Nutria Food system & Future kitchen lab - speculative design for Synthetic food 2050

Jul 2021 / University of Ljubljana, Slovenia

Design+Science Summer School project - new synthetic foods distribution to create system change

### Interactive experience installation for SDG goal 14 "Life below water"

Aug 2018 / Copenhagen Institute of Interaction Design & United Nations City, Denmark

Design interactive space and setup prototype to raise awareness of the SDG goal