

SKILLS

Software Microsoft Office, Adobe Creative Suite, Adobe Premiere, AutoCAD, Rhino, Grasshopper, 3DS Max, Google Sketch-Up, V-ray, Unreal Engine

Design Visualization, Rendering, Architectural Drawing, Laser Cutting, CNC Milling, Model Making, Wood Construction, Metal Working, MIG Welding, Hand Drafting

EDUCATION

California College of the Arts

San Francisco, CA
Masters of Architecture
September 2013 - May 2016

Studio: Studio 1, 2, 3, IBD: Arctic Lab, Adv. Studio: Other Places: Subaqueous
Elective: Tensile Membrane Structures, Eye Robot, Advanced BIM,
Interactive Surfaces, Future Matter

University of Minnesota: Twin Cities

Minneapolis, MN
Bachelors of Design of Architecture
Design Minor
September 2009 - May 2013

Design Workshops: Digital Provocations, Design/Build, Modular Variations
Elective: Furniture Design, Art Now, Phenomenon of Everyday Design,
Arch. Theory: The Aesthetic in an Anti-Aesthetic Culture,
Historic Preservation, Street Life, MN Arch. and Landscapes

Study Abroad

Architecture in Oaxaca, Mexico
Spring 2012

Courses: Topics in Arch., Theory in Design Use, Arch. Design Workshop

INTERNSHIPS

Faulders Studio

Oakland, CA
Architectural Intern
June 2015 - October 2015

Worked during the design development phase on a panelized aluminum facade
for a parking garage located in Miami, FL
Built 3-d digital and physical models to explore different construction details
Produced renderings to relay information to the client

Gradient Matter

San Francisco, CA
Architectural Intern
May 2014 - August 2014

Assisted in a variety of projects through a wide range of mediums such as 3-d
digital modeling, scripting using Grasshopper for Rhino, wood
construction, and post production images for clients

Studio-LD

San Francisco, CA
Tensile Membrane Structure Intern
May 2014 - August 2014

Developed a full set of construction drawings for a tensile membrane structure for
the entrance courtyard of CCA SF campus

TEACHING ASSISTANTSHIPS

Integrated Technical Systems (M.Arch)

California College of the Arts
Krista Raines
Spring 2016

Guided students in analyzing case study buildings to understand their structural
and construction methods as well as their performative qualities

Studio 1 (B.Arch)

California College of the Arts
Mark Donahue & Thomas Ryan
Fall 2015

Actively participated in project critiques to create an architectural dialogue within
the studio course

Met one-on-one with students weekly to offer guidance in design and concept,
model making, and drawing and representation

Digital Media 2 (M.Arch)

California College of the Arts
Andrei Hakhovich & Clayton Williams
Spring 2015

Provided support in lecture classes and desk critiques with students to teach
skills in parametric modeling using the program Grasshopper in Rhino
as well as visualization techniques