

# Cody Luke

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## EDUCATION

### B. Interior Architecture, U. Oregon

Arch. & Arch. History minors

*Sept 2009 - June 2014*

## EXPERIENCE

### Lead Designer, **Studio Superette**

*Jan 2021 – Present*

Created thoughtful architectural design packages for various in-store consumer experience projects

Clarified vision and communicated revisions to clients to ensure feasibility of designs and budget

Contributed knowledge of current material trends, retail and furniture influencers

### Brand Designer II, **Nike**

*Nov 2015 – Jan 2021*

Collaborated with cross-functional partners to create innovative bespoke retail environments

Lead store design projects, ideating concepts and creating presentations for leadership

Coordinated design intent with architects, engineers, project managers, and construction teams

Developed fixture design solutions from concept to mockup, production, and installation

### Production Associate, **Chairish**

*Oct 2014 – Oct 2015*

Maintained and curated a broad selection of consignment furniture and accessories

Produced written analysis on the history and design of a variety of products and furniture

### Architectural Designer, **Fieldwork Design**

*Nov 2014 – April 2015*

Collaborated with architects and fabricators on residential, retail, and office environments

Created inspiration boards, concept designs, 3d models renderings, presentations

Developed technical drawing sets in coordination with specialty vendors

### Product Design Intern, **Uliko**

*June 2014 - Sept 2014*

Designed furniture and accessories to showcase uliko's line of textiles

Assisted material specialists in selecting woven and knit textile swatches for companies

Developed innovative material patterns for upcoming seasonal trends

## TOOLS

Sketchup, Autocad, Plangrid, Blubeam, Keynote, Smartsheet, Indesign, Photoshop, Illustrator