

Austen Cabret

Architecture Programmer

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Projects

Neural Network

JUL 2023

- A python algorithm for data preprocessing, training and the generation of 3D models using a feed forward neural network.

Building Code Consultant

JUN 2023

- Government database parser that evaluates building models for compliance with local building codes. The tool streamlines the code review process, enhancing efficiency and accuracy.

austencabret.com

MAY 2023

- A website made for self-promotion and to practice web development.

Generlate

SEP 2022 – PRESENT

- A YouTube channel dedicated to vlogging building architecture software and discussing related topics.

ShellHacks Hackathon

SEP 2021

- In a team of four, connected html, css, python, flask and a cdc database to develop a website. The site provided real-time updates on COVID-19 data.

Visual Scripting

AUG 2018 – JUL 2020

- Built parametric geometry models using visual scripting in a 3D design tool, Grasshopper. The program is written in C++ and allows for custom python scripts.

Relevant Experience

Designer @ Insite Studio, West Palm Beach, FL

NOV 2021 – JAN 2023

- Served as a Tech Lead, guiding the design process for both residential and commercial architecture projects. Contributed to the development of innovative design solutions that met client needs and regulatory requirements.

Renderer @ Nievera Williams, West Palm Beach, FL

OCT 2020 – APR 2021

- Specialized in rendering design proposals to enhance presentation materials. Employed advanced rendering techniques to visualize architectural concepts effectively, contributing to the company's client communication and project success.

Assistant Park Planner @ Palm Beach County, West Palm Beach, FL

MAY 2017 – SEP 2019

- Played a key role in park design projects, actively contributing to the conceptualization and development of park layouts. Additionally, created compelling graphics and drafted comprehensive construction documents to facilitate project execution.

GIS Intern @ The Village of Wellington, Wellington, FL

MAY 2015 – JUL 2015

- Compiled and managed data essential for GIS mapping. This experience provided a foundation in data management and geospatial analysis.

Skills

Programming Languages

HTML, CSS, Typescript + Python

Libraries + Frameworks

React, Three.js, Pytorch, Numpy, Matplotlib + Pygame

Tools + Platforms

Git, Github, Azure, Node.js + PostgreSQL

Design

Adobe Creative Cloud, Davinci Resolve, Rhino, Unreal Engine, Grasshopper, Autocad, Sketchup, Figma, Midjourney + Lumion

Other

Sketching, building computers, rendering, 3D modeling + GIS

Education

Web Development

JUN 2023 – AUG 2023

FrontendExpert

Computer Science + Engineering

JUL 2022 – JUL 2023

MIT Open Courseware

Master of Landscape Architecture

AUG 2014 – JUL 2020

Florida International University

Interests

Anime, video games, weightlifting + reading

