



HAMZA QURESHI

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BIOGRAPHY

Hi! I'm Hamza. I believe that there's an inclination to design within everyone, so I work on spaces and experiences that improve our shared quality of life and incite user input and creativity. On my own time, I'm big on enjoying the cities we inhabit, exploring foodie hotspots, and advocating for human rights and social good. When that's not happening, I'm watching baseball or reading Wikipedia entries, or learning the faults of multitasking - again.

SKILLS

Photoshop
Illustrator
InDesign
After Effects

Sketch
InVision
Balsamiq
p5.js
HTML/CSS
Git

Rhino
SketchUp
AutoCAD
VRay
Grasshopper

Woodworking
Fabrication
Drafting
Prototyping
Modelmaking
Data Visualization

English
Urdu
Japanese
Spanish

EDUCATION

Bachelor of Arts, Carnegie Mellon University

Major: Architecture
Major: Human-Computer Interaction (pending)
Dean's List

2015 - 2019

High School Diploma, High Tech High School

Academy of Architecture and Contemporary Themes
Principal's Commendation in Leadership

2011 - 2015

PROJECTS AND RESEARCH

unTAP, AR-based Urban Interface

Independent Study, advised by Afsaneh Doryab
Will wireframe, prototype, and test mobile app that uses augmented reality to allow users to interface with their cities from an insider's perspective.

Spring 2018

Let's Walk, Community-Based Fitness App

Collaboration with T. Chao, A. Gole, S. Lu, N. Razeq
Creating a high-fidelity prototype of a community-based fitness app for the residents of West Homestead, Pennsylvania paired with a plan for a responsive installation in a bustling town square and a marketing and gamification strategy.

Fall 2017

2268, Unconventional Fashion Line

Collaboration with A. Fan for Lunar Gala 2018
Designing and creating a fashion line that uses greenhouse plastic and live plants to propose how wearable agriculture might be one of just a few options in the face of rapid urbanization and climate change.

Fall 2017 -
Spring 2018

EXPERIENCE

Junior Designer, Mesarch Studio

Design Startup in Bushwick, Brooklyn
Worked in a small team to design the interiors of a large apartment building to achieve immersive yet cost-effective design.

Summer 2017

Teaching Assistant, Carnegie Mellon University

Pre-College Architecture Program
A six-week immersive program for high school to introduce them to design thinking and studio education.
First-Year Architecture Seminar
A year-long seminar to help first-year students adapt to the demands of a rigorous architecture education and a career in design.

Summer 2016 -
present