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Alumni of the Rice School of Architecture in Houston, TX currently residing in Brooklyn, NY. Enthusiastic about the fine arts, digital fabrication, kinetics, and sustainability. Currently providing forward-looking design consultation.

EDUCATION	2010-16	ANDERSON SCHOOL OF ARCHITECTURE, RICE UNIVERSITY Bachelor of Arts in Architecture, class of 2014 Bachelor of Architecture, class of 2016 Cumulative GPA: 3.4	HOUSTON, TX
	2015	RICE SCHOOL OF ARCHITECTURE IN PARIS Oualalou + Choi, Totalization Studio	PARIS, FR
WORK	2018-20	FOLDING ENTERPRISES / SARAH OPPENHEIMER STUDIO DIRECTOR Designer & manager overseeing all sculptures through concept, fabrication, and installation. Worked on various scales of kinetic artworks for private collections, gallery openings, civic display, and museum exhibitions.	LONG ISLAND CITY, NY
	2016-17	WW ARCHITECTURE JUNIOR DESIGNER Lead designer on several Houston-based master-planning and architectural design projects for municipal, private, and non-profit clients.	HOUSTON, TX
	2016-17	INDEPENDENT CONTRACTOR DESIGNER, DRAFTSMAN, RENDERER Freelance-agent providing design services to various Houston-based artists at all stages of artwork conception, fundraising, fabrication, and installation.	HOUSTON, TX
	2014-15	NADAAA PRECEPTOR / INTERN Designer assigned to a variety of project teams including residential, education, institutional, municipal, furniture design and fabrication.	BOSTON, MA
	2014	RESEARCH ASSISTANT, ALBERT POPE DESIGNER AND RESEARCHER Designer and researcher under a grant from the Shell Center for Sustainability. Developed design and furthered research on a carbon-neutral 50-year urban plan for Houston's 5th Ward.	HOUSTON, TX
COMMUNITY	2016-17	TXRX LABS, INC. Designer, instructor, and volunteer at non-profit makerspace. Assisted with grant writing, design & planning for satellite locations, instructing Youth Program classes, and maintaining shop space & equipment.	HOUSTON, TX
	2014	ASR MINI-CHARRETTE HOST Coordinator of the spring Mini-Charrette Design Competition held by the Architecture Society @ Rice. Facilitated fabrication of the winning proposal, Soundworm.	HOUSTON, TX
SKILLS	SOFTWARE	CAD: Rhino 3D: Grasshopper, RhinoScript, RhinoCAM / AutoCad / Revit / Solidworks Rendering: V-Ray / 3DS Max / Maxwell Render / Blender Graphics: Adobe CC: Photoshop, Illustrator, InDesign, After Effects, Premiere Pro Miscellaneous: ArcGIS / HTML / CSS / JavaScript	HARDWARE 3D Printing: Ultimaker (FDM) / MakerBot (FDM) / Prusa (FDM) / Formlabs (SLA) / Z-Corp (SLS) 3-axis CNC milling: Hornet HD / Powerhawk Shop: MIG welding / metalworking / woodworking / lost-PLA casting / art handling / production QC Studio: Hand-drafting / oil & acrylic painting / glass-etching

PROFESSIONAL REFERENCES:

Sarah Oppenheimer (sarah.oppenheimer@gmail.com) Folding Enterprises
Ron Witte (ron@wwarchitecture.com) WW Architecture