



AUSTIN 360A 9th St. #2
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Alumn 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 seeking new opportunities in forward-looking design practices.

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

2016-17	DESIGN CONSULTANT & CONTRACTOR DESIGNING, DETAILING, PROJECT MANAGEMENT Freelance-agent providing design services to various artist clients at all stages of conception, development, and realization. Specialized in parametric design-optimization.	BROOKLYN, NY
2018-21	FOLDING ENTERPRISES (SARAH OPPENHEIMER STUDIO) 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 DESIGNER Designer on several Houston-based master-planning and architectural design projects for municipal, private, and non-profit clients.	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	ALBERT POPE RESEARCH ASSISTANT 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: VRay / 3DS Max / Maxwell Render / Blender
Graphics: Adobe CC: Photoshop, Illustrator, InDesign, After Effects, Premiere Pro
Miscellaneous: ArcGIS / HTML / CSS / JavaScript

HARDWARE

3D Printing: FDM (Ultimaker, MakerBot, Prusa, Creality), SLA (Formlabs), and SLS (Z-Corp) printing
3-axis CNC milling: Hornet HD / Powerhawk
Shop: Wood working & carpentry / MIG welding / metalworking / lost-PLA casting / art handling / fabrication QC
Studio: Hand-drafting / oil & acrylic painting / glass-etching

PROFESSIONAL REFERENCES:

Sarah Oppenheimer (sarah.oppenheimer@gmail.com) Folding Enterprises Founder
Christopher Harrison (charriso@hamilton.edu) Wellin Museum Building Manager & Preparator