

### SKILLSET

### hello.

I am a designer who is passionate about bringing art and

# CURRENT EDUCATION

carnegie mellon university\_pittsburgh, PA deans list 2016-present, academic honors, class of 2020 currently pursuing an accredited Bachelor of Architecture (B.Arch) and a secondary major in Human Computer Interaction Design

## PREVIOUS EDUCATION

central kitsap public high school\_silverdale, WA

high school diploma with honors, may 2015 notable awards: salutatorian, distinguished scholar, ap scholar, gpa: 3.8

### NOTABLE AWARDS

\_U.S. President's Academic

\_University of Washington's

\_Viennese International Piano

Competition\_3rd Place Honor in

Beethoven Music Performance

Search for Young Scholars

Scholar Award

# RELEVANT EXPERIENCE

architecture/design intern\_Fraser and Fogle Architects, Seattle, WA

time, summer 2017

Designed an adaptive seating center with data visualization currently under review under a tech company in Seattle. The design has recently been announced a 2017 GRAY Awards finalist. machine learning in health research assistant\_CMU, Human-Computer Interaction Institute

time, fall 2017-present

Working towards understanding the influence of technology on people. Currently assisting on research towards the development of an application for expanding the health literacy of pregnant women.

digital fabrication lab assistant\_CMU, SoA time, spring 2017

KNOWLEDGE IN THE USE OF...

# 2017 GRAY Awards Finalist for the design "FACET"

# AS A DESIGNER

**3D PRINTING** 

\_LASER CUTTING

CNC ROUTING

**VACUUM FORMING** 

### AS AN ARTIST

\_ACRYLIC \_WATERCOLOR

\_SCULPTING \_PORTRAITS

\_CONTOUR SKETCHES

\_TRADITIONAL WOOD SHOP MACHINERY \_CASTING \_MODEL MAKING

# AS A MUSICIAN

\_[17 YRS] PIANO PERFORMANCE \_[10 YRS] VIOLIN/VIOLA

### AS A COMMUNICATOR

Proficient in English, Understand and can read Spanish, Korean



# CONTACT

(360) 633-0620

ACADEMIC EMAIL

afleck@andrew.cmu.edu OTHER EMAIL

a.inae002@gmail.com

**WEBSITE** 

alessandrafleck.com

### RELEVANT COURSEWORK

ARCHITECTURAL TECHNOLOGY\_building physics, materials and assembly, structures DIGITAL FABRICATION\_making intelligence, digital media (i & ii)

USER EXPERIENCE\_case studies in architecture, human factors

ANALOG\_analog media (i & ii)

COMPUTATION\_fundamentals of computational design, generative modeling

HISTORY\_modern architectural history, history of sustainable architecture