



ANDY MUND

HIGHLIGHTS

Skilled 3D and architectural designer with strong visual communication skills

Experienced in parametric and computational design workflows

EDUCATION

Georgia Tech School of Architecture — Master of Architecture, 2023–2025

Georgia Institute of Technology — Bachelor of Science in Architecture, 2019–2023

EXPERIENCE

Gulf Coast Building Supply & Hardware Inc. (Robertsdale, AL) — Summer 2021

Analyzed inventory for organizational efficiency and implemented cantilever rack labeling strategy

Formulated warehouse expansion plan utilizing LiDAR scanning to reconstruct the site in 3D

Redesigned public website for clarity and user experience

Habitat for Humanity (Baldwin County, AL) — Summer 2018

Aided in drywall installation, carpentry, and painting

Habitat for Humanity ReStore (Summerdale, AL) — Summer 2018

Processed donations, stocked inventory, and provided customer service

SKILLS

3D Software

3D Studio Max

AutoCAD

Blender

Grasshopper (5 years)

Maya

Revit (2 years)

Rhinoceros (7 years)

Sketchup

Visualization

Adobe Illustrator

Adobe InDesign

Adobe Photoshop

Adobe Substance 3D Painter

Lumion

Twinmotion

Unreal Engine

V-Ray

Other

3D Printing

Ableton Live

Adobe Premiere Pro

Gaea

HTML + CSS

Microsoft Office Suite

SpeedTree

ZBrush

LEADERSHIP

Principal Violin II, Alabama All-State Festival Orchestra, 2018

Worship Team, Bayshore Christian School, 2015-2019

Treasurer, National Honor Society, BCS Chapter, 2018–2019

COMPETITIONS AND WORKSHOPS

Buildner Museum of Emotions #4, 2024

Virginia Tech Inside Architecture + Design, 2016

NSLC Medicine & Health Care (HEAL) Program, 2018