



# 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