

Elliott Andrew MAA

ABOUT

I am a technically-minded and detail-conscious architect, I work intuitively and systematically in the design process and seek to progress from concept to completion while noting observations that can improve the efficiency of my work as a whole.

I appreciate the value of a positive and challenging work environment, I enjoy being a part of a team that respects individuality, requires independence but works effectively as a whole to become more than the sum of its parts.

Some of my notable strengths are my high energy and engagement in my work, I am personable and like to develop a good connection with my colleagues, after all the best work is made when we collaborate effectively. I appreciate working with team members who's skills compliment but also challenge my own, I welcome the opportunity to learn from others and to build on my own established knowledge and skillset.

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Software

- Blender 3D
- Rhino 3D & Grasshopper
- Adobe Design Suite
- Reality Capture
- GIS

Interests

- 3D modelling
- Fabrication
- Graphics/Rendering
- Interactive design
- Emerging technologies

Languages

- English (native)
- German (professional)

Programming

- HTML & CSS
- Javascript (learning)
- Python (learning)

Other

- Project presentations
- Multi-disciplinary
- Teamwork

STUDY

Master of Architecture: Architecture & Extreme Environments

Copenhagen, DK

Royal Danish Academy

09.2019 - 09.2021

Bachelor of Architecture

Sheffield, UK

Sheffield School of Architecture

09.2012 - 09.2016

WORK

Architectural Visualist (co-founder)

Copenhagen, DK

Mixed Nuts I/S

10.2021 - Present

A joint collaborarion creating architectural visuals and environments, with a focus on using new technologies such as photogrammetry and procedural workflows to improve the efficiency of our visualization pipeline

Industrial Designer

Berlin, DE

Goodbye Earth GmbH

05.2018 - 08.2019

Design and fabrication of lamps and lighting installations: 3D parametric modelling, prototyping, 3D-printing, metalwork and electrical engineering

CNC Designer & Technician

Berlin, DE

Chop Shop GmbH

09.2017 - 04.2018

Design and construction of CNC furniture and installations at small and medium scale. The work involved a mix of hands on fabrication and digital design. It gave me an excellent understanding of a rapid prototyping workflow.

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WORK

Freelance Architect

Berlin, DE

Make City Festival

08.2017 - 09.2017

Concept proposal to HOWOGE (social housing developer) to re-imagine Theater Karlshorst as a multi-use public space. I worked in a small team to develop the general concept. I was solely responsible for the 3D design, booklet design and the project's graphic identity.

Architecture Intern

Berlin, DE

Atelier Fanelsa

02.2017 - 07.2017

A community-architecture design studio. I enjoyed the academic engagement and educational outreach programs run by the Atelier. I worked primarily as an architect, illustrator and conceptual designer.

Volunteer

Berlin, DE

TAMAJA GmbH

08.2016 - 12.2016

Occasional volunteer at NUK Tempelhof, refugee housing in airport hangar. Having written my Bachelor Thesis on the ex-Tempelhof Airport, I felt it was important to see the repurposed space from the gaze of its new residents. I helped organize and distribute clothing.



RESEARCH

REMO: AI Segmented Landscapes

Copenhagen, DK

09.2021

A report looking at the potential for the GauGAN (StyleGAN) machine learning model to identify terrains based on input images from hiking tourists

Virtual Worlds: inside Google Streetview

Copenhagen, DK

01.2020

A reconstruction of 3-dimensional data collected with 3D cameras by Google. The data is highly compressed and hidden within Google Streetview