



RACHEL PARK

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Hello! My name is Rachel and my dream is to become a designer for the people-centered world. In my journey to find my own style and voice, I am finding ways to output my creativity and ultimately manifest it into a true career. Many of my interests include music, photography, and comics. However, instead of just liking them for the pretty sounds, pictures, and drawings, I take the time to really appreciate and understand the creative minds and talents that come together to develop works of art. I find that hobbies can be ways of learning in addition to just being things that we may like and have set myself goals to be able to explore these different opportunities throughout my career.

EDUCATION

Carnegie Mellon University

Bachelor of Architecture
(5-year Accredited degree)
Major: Architecture
Minor: Design
Dec 2019 QPA: 3.80

Expected
Graduation:
May 2020

Marriotts Ridge High School

High school diploma, with honors
Involvement:
National Honors Society, Tri-M Honors Society,
National Arts Honors Society

2011 - 2015

EXPERIENCE

POPULOUS; Pittsburgh, PA

Student Intern
First hand assistance with research and design work for Campus 2050 initiative, produced digital and hand-sketched graphics and 3D models for projects, facilitated supplemental material to support project functions

Sept 2018 -
Aug 2019

Bignell Watkins Hasser; Annapolis, MD

Summer Intern
Assisted with project presentations, organized files, tasked with taking project site photos, worked in AutoCAD on project plans, attended firm meetings

July 2018

Desk Service Assistant; Pittsburgh, PA

CMU On-Campus Employee
Directed customer services, kept the security of front desks for on-campus dormitories, maintained organizational responsibilities

Fall 2016 -
Fall 2018

Art At Large; Annapolis, MD

Summer Intern
Recorded and organized written documents, scanned and retouched old photographs and created wall design templates for the Kernan Hospital project

June 2015

RELEVANT COURSEWORK

[ARCHITECTURE] Building Physics, Materials and Assembly, Digital Media I/II, Analog Media I/II, Generative Modeling, Fundamentals of Computational Design, Structures/Statistics, Environment I: Climate and Energy, Real Estate Design and Development, Ethics and Practice, Architecture Lighting Design, Environment II: Design Integration of Active Building Systems, Urban Design Thesis Studio

[DESIGN] Design Fundamentals: IxD for Communications, Design Fundamentals: Design for Interactions for Products, How Things are Made (Product Design Manufacturing Processes)

[USER EXPERIENCE] Human Factors in Architecture, Design Ethos and Action, Design Center: Human Experience in Design

[CODING] Introduction to Computational Creative Practices (Javascript p5.js)

SKILLS

[DIGITAL]

Photoshop
Illustrator
InDesign
After Effects

Javascript (p5.js)

Rhino 3D
Grasshopper (Rhino Plug-in)
VRay (Rhino Plug-in)
AutoCAD 2D & 3D
SketchUp
Revit (learning)
Lumion
Enscape
3DS Max

Microsoft Word, Powerpoint,
Excel

[ANALOG]

Hand Sketching (Pen, Pencil, Charcoal)
Painting
Model Making
Woodworking
Drafting
Lasercutting
CNC
Sewing (hand and machine)

[LANGUAGES]

English (fluent)
Korean (fluent)
Spanish (basic)

ACTIVITIES

Lunar Gala

Student Fashion Designer
Designed and created six total clothing designs for an independent fashion line to be showcased in the CMU annual fashion show in late February

Fall 2019 -
Spring 2020

Booth designs for Alpha Phi Omega Kappa Chapter

Booth Design Chair
Produced panel designs for four 8'x4' walls full scale booth structure during schoolwide Carnival. Facilitated and organized painting sessions with other members

Fall 2018 -
Spring 2020

Graphics design for Alpha Phi Omega Kappa Chapter

Fall Rush Designs
Created multiple designs for t-shirts and the rush calendar based on selected themes for the APO chapter at CMU.

Fall 2017 -
Fall 2018