

# Samuel Losi

## Work Experience

campus jobs:

### TA - Digital Media

Pittsburgh, Pennsylvania

Aug 2018 - May 2019

### TA - Generative Modeling

Pittsburgh, Pennsylvania

Aug 2019 - Dec 2020

### TA - Intro to Architectural Robotics

Pittsburgh, Pennsylvania

Aug 2020 - Present

### Monitor - Digital Fabrication Lab

Pittsburgh, Pennsylvania

Aug 2019 - Present

### Carnegie Mellon Athletic Department - Mascot

Pittsburgh, Pennsylvania

Aug 2017 - May 2018

Served as the Carnegie Mellon University costume mascot, the Scotty Dog, at service events, campus activities, and school sporting events.

summer work:

### Perspectus Architecture - Intern

Shaker Heights, Ohio

Summer of 2018

Drafted floorplans, sections, elevations and put together presentation drawings for a variety healthcare and senior living projects.

### Cuyahoga County Dept of Public Works - Intern

Cleveland, Ohio

Summers of 2019 and 2020

Drafted floorplans, sections, elevations. Assembled documentation of county-owned assets. Created proposed bridge renders for presentation.

### 2020 EX-CHANGE Assist - Web Development Team

Remote

Summer of 2020

Created the <https://exchange.soa.cmu.edu/> from html scratch with the use of a github repository.

## Education

### Carnegie Mellon University - College of Fine Arts

Pittsburgh, Pennsylvania- Expected Graduation May 2022`

Bachelor of Architecture

with an expected Minor of Computational Design  
and an expected Minor of Computer Science

### Brecksville-Broadview Heights High School

Broadview Heights, Ohio

Honors Diploma - Graduated May 2017

## Leadership

### Eagle Scout - Boy Scouts of America

Greater Cleveland Council, Ohio

Awarded October 18th, 2016

Instructed younger scouts in exercises concerning scout skills, life lessons, and moral choices. Planned, arranged and led a 100+ hour service project, raising money then installing directional signs for the Brecksville-Broadview Heights High School campus.

## About

Hello! I'm a current 4th-year student with strong interests in computer science and computational design.

My interests stem from the satisfaction of creating a working artifact, whether it be a building, coded script, or DIY object.

## Contact

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## Coursework

Fundamentals of Programming  
Principles of Imperative Computing  
Concepts of Mathematics  
Fund. of Computational Design  
Intro to Architectural Robotics  
Generative Modeling  
Design for Social Justice Studio  
Materials & Assembly  
Design Fabrication  
Building Physics

## Skills

V-Ray  
Rhino  
Python  
InDesign  
Illustrator  
AutoCAD  
Photoshop  
html5/CSS  
Grasshopper  
Glass Blowing