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Creative designer and software developer skilled in Android, web and VR development, 3D visualisation and computational design.

Returned to live in the UK at the end of 2018 after 10 years working in China. I am well experienced with working in a team and with

translating client requirements into a finished product. I have been coding throughout my career and have always enjoyed problem solving and learning new languages and technologies.

Oliver Monk

Design • Coding • Visualisation

Employment

Android Developer, Self-employed, UK

07.2019 - Present • 5 mo

Developed a time-tracking and messaging app for a volunteer community. Native Android app written in Kotlin using MVVM pattern. Backend is a NoSQL database with API written in Node.js Javascript.

Consultant Designer, PLK Design, UK

12.2018 - Present • 1 yr

Office complex interior, Lhasa, China, 26,100m²
Shopping centre facade, Jilin, China, 38,000m²

Senior Designer, PLK Design, Shanghai

08.2017 - 11.2018 • 1 yr 4 mo

Office complex, Lhasa, China, 26,100m²
Eco guest house, Moganshan, China, 165m²
Customs centre interior design, Xinji, China, 6,300m²

Senior Architect, AS+P Architect, Shanghai

09.2016 - 08.2017 • 1 yr

Private school, Shanghai, 45,000m²
Zhangjiabang district centre urban design, Shanghai, 120ha
Shanghai stadium and sports park, Shanghai, 36ha

VR Developer & 3D Artist, Self-employed, Shanghai

04.2015 - 09.2016 • 1 yr 6 mo

Virtual tour installation, Songshan National Park, China
Interior VR scenes for a residential development, Hangzhou, China
Augmented reality bridge installation, Shanghai, China

Architect, PTW Architects, Shanghai

05.2013 - 04.2015 • 2 yrs

Mixed use complex, Qingdao, China, 160,000m²
Theatre and conference centre, Constantine, Algeria, 3600 seats
Exhibition centre, Constantine, Algeria, 52,000m²
Hotel and serviced apartments, Nanjing, China, 435 keys
Age care residences, Yangcheng Lake, Suzhou, China 44ha

Architect, Urban Data, Shanghai

05.2009 - 05.2013 • 4 yrs 1 mo

Vocational school extension, Shanghai, China, 3900m²
Harmony Square urban design, Shandong Province, China, 4.8 ha
Yanzhou Science Museum, Shandong Province, China, 12,000m²

Architectural Assistant, BAU, Shanghai

10.2005 - 08.2006 • 11 mo

Involved in a wide range of projects including urban design projects and design competitions for large municipal buildings.

Tech Skills

Software Dev

Android Studio

Node.js

JQuery

HTML + CSS

C#

Git Version Control

Linux Admin

3D Modelling

Sketchup

3DS Max

Rhino

Grasshopper

Blender

Interactive 3D

Unity

Unreal Engine

Offline Rendering

Vray

Corona

Publishing Tools

Photoshop

Illustrator

InDesign

MS Office

CAD

Autocad

Revit

Qualifications

RIBA Part 2 qualified

Post Graduate Diploma in Architecture

BA(Hons) Architecture Degree

Foundation Diploma in Art and Design

Education

Århus School of Architecture, Denmark

09.2007 - 06.2008

On exchange in the City & Landscape department

Edinburgh College of Art, Scotland

09.2002 - 06.2008

Studied architecture at degree and post-grad level

Portsmouth College of Art, England

09.2001 - 06.2002

Foundation course in art and design

Languages

Native English

Conversational Mandarin Chinese