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EXPERIENCE

Tesla, Design Studio, Los Angeles, CA

July 2017 - March 2020

Digital Modeler

- 3D Modeling / Class A Surfacing of numerous interior and exterior parts of the vehicles in fast-paced environment.
- Lead 3D modeler of Model Y overhead systems and Model S cabin trim development.
- Analyzed and reviewed Model S cabin trim data with senior design and vehicle engineering executives to determine steps forward in the design and engineering process.
- Completed Model Y parts that are currently being manufactured and implemented six months ahead of schedule.
- Delivered conceptual 3D models in Maya for next-gen vehicle evolution to Director of Design and design engineers. Utilized ICEM Surf to generate tangible 3D models based off 2D design sketches and technical tooling requirements.
- Leveraged knowledge of manufacturing process and liaised with engineers across the company to ensure 3D models were developed and tooled for mass production at global factory locations.
- Integrated technical tooling feedback and streamlined work flow of the design process. Updated daily changes and coordinated release data of the digital models as the design and engineering criteria progressed.
- One of four individuals selected from ICEM Surf training course to become full-time digital modeler.

Tesla, Fremont, CA

May 2016 - August 2016

Workplace Design Intern

- Test fit drafting of five global office locations to utilize and maximize space efficiently.
- Generated site survey analysis to determine new main office headquarters layout.

Tory Burch, New York, NY

June 2015 - August 2015

Store Design and Construction Intern

- Developed fixtures in AutoCAD that are used in 150 Tory Burch locations.
- Concept design and selected materials for new Tory Sport store and showroom.
- Drafted new fixture layout and maintained Tory Burch brand in Photoshop.

Columbia University School of Engineering and Applied Sciences, New York, NY

Fall 2013

Teaching Assistant for Engineering Graphics and Adv. Computer Modeling and Animation

- Directed 60 students in Civil Engineering program with 3D modeling, renderings, and animation.

EDUCATION

Columbia University Graduate School of Architecture, Planning, and Preservation

May 2017

Master of Architecture

Barnard College, Columbia University, New York, NY

May 2013

Bachelor of Arts in Art History

Semester Abroad in Strasbourg, France (Fall 2012)

SOFTWARE

- 3D Software / CAD : Maya, Rhino, ICEM Surf, SketchUp, Sketch, and AutoCAD.
- Adobe Creative Suite : Photoshop, Illustrator, and InDesign.
- Fabrication : Laser Cutting, 3D Printing, CNC Milling, and Casting.