**Sabiq Ali Karuvally Pathikkal**

**BIM Architect | Computational Designer | Urban XR Researcher**  
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**Professional Summary**

Innovative computational designer with a strong foundation in parametric design, immersive technologies, and digital fabrication. Proficient in advanced tools like Grasshopper, Rhino, Unity 3D, and Python scripting to deliver data-driven, sustainable, and community-focused design solutions. Experienced in creating accessible public projects and immersive VR experiences to address urban and social challenges.

**Key Skills**

* **Computational Design:** Grasshopper, Rhino, Dynamo, Python, C#, Blender.
* **Digital Fabrication:** 3D printing, CNC machining, parametric workflows.
* **Visualization:** Unity 3D, Unreal Engine, Lumion, Adobe Creative Suite (Photoshop, Illustrator, InDesign).
* **Data-Driven Design:** Ladybug, Honeybee, GIS tools, Power BI.
* **Interactive Storytelling:** VR/AR workflows, gamification (Unity), AI tools (Runway ML, MidJourney).

**Professional Experience**

**BIM Architect | Palavara Architecture**  
*Jan 2019 – Oct 2024*

* Designed parametric models to optimize layouts for projects like **Buds Rehabilitation Centre**, focusing on accessibility and sustainability.
* Conducted environmental simulations using Grasshopper plugins (Ladybug, Honeybee) for site-responsive designs.
* Developed immersive VR walkthroughs for client engagement using Unity 3D.
* Collaborated on **The Dharavi Project**, creating generative workflows for community-focused urban planning, shortlisted in the top 50 globally.

**BIM Mentor | Atrium School of Design**  
*June 2020 – July 2021*

* Introduced students to parametric design and digital fabrication through Grasshopper and Dynamo workshops.
* Guided student projects focusing on computational design for community-oriented architecture.

**Architectural Intern | Vault and Walls**  
*Feb 2017 – Mar 2018*

* Led the redevelopment of a local government school, applying parametric workflows to optimize ventilation and daylight.
* Designed 3D models and walkthroughs using Rhino and Lumion to support client presentations.

**Education**

**MA in Advanced Architecture** | University of Liverpool (*Sept 2022 – Sept 2023*)

* **Thesis:** Empathy through Immersive Storytelling (VR/AR using Unity and AI).
* **Specialization:** Parametric Design and Digital Fabrication.

**B. Arch in Architecture** | University of Calicut (*June 2014 – July 2019*)

* **Thesis:** Shelter for Urban Homelessness (Mumbai).
* **Focus Area:** Urban design and community-driven spaces.

**Certifications and Workshops**

* **Decoding Parametric Architecture** | Rhino + Grasshopper (2022)
* **Beyond Vernacular Travel Workshop** | Studio Adda (2021)
* **Rammed Earth Hands-On Workshop** | Co-earth (2021)

**Achievements**

* Shortlisted in the top 50 for **The Dharavi Project** (2021), juried by Foster + Partners and Bandra Collective.
* **Best Thesis Jury Award** | Shelter for Urban Homelessness (2020).
* Recipient of the **Vice-Chancellor’s International Attainment Scholarship**, University of Liverpool (2022).