

Vera Shur

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925.202.3837

Experience

VITAL environments San Francisco, CA

Environments Designer, January 2014 - present

- › Design lead and project manager on co-working and exhibition space in Honolulu, Hawaii.
- › Projects: Energy Excelsator Space, Smithsonian Visitor Center, Wikimedia Offices

Autodesk San Francisco, CA

Artist-in-Residence, May 2014 - present

- › Custom furniture fabrication and experimentation.

Mark Cavagnero Associates Architects San Francisco, CA

Project designer, January 2012 - January 2014

- › Project architect on 10,000-seat outdoor amphitheater. Responsibilities include coordination with consultants and production of all drawings and 3D models.
- › Designer on cultural projects from conceptual design to construction documents.
- › Projects: San Francisco Opera, Sonoma State University Pavilion, Bishop Ranch Master Plan

Lón Design Boston, MA

Designer, part-time 2010-2011

- › Solely responsible for permit set for free-standing residential studio.

Snøhetta New York, NY

Architectural intern, Summer 2010

- › Collaborated on drawings and models for SFMOMA competition, winning entry.
- › Contributed to design development set for university performing arts center.

Moshe Safdie and Associates, Inc. Somerville, MA

Architectural intern, Summer 2009

- › Solely responsible for presentation drawings, renderings, and model for cultural center in India.
- › Collaborated on drawings and models for housing competition in China, winning entry.

William Rawn Associates Architects Boston, MA

Architectural intern, Summer 2008

- › Contributed to construction drawing set for high school science center.

Imrey Culbert Atelier, Exhibition Design New York, NY

Designer and project manager, 2005-2007

- › Project manager and designer on several art exhibitions at New York City museums.
- › Design team member on competitions, exhibitions, residences, and museums, from concept design to construction documents.
- › Projects: Morgan Library & Museum Opening Exhibition, Kuwait National Museum

Education

Harvard University Graduate School of Design

Master of Architecture, Class of 2011

GSD Platform 2008-2011

Penny White Travel Grant, 2010

Columbia University

Bachelor of Arts in Architecture, Class of 2005

Magna Cum Laude

Phi Beta Kappa

Langmuir Environmental Scholars Program

Academic

Guest Critic and Jury Member

Academy of Art University - San Francisco, CA

California College of the Arts - San Francisco, CA

Barnard + Columbia Undergraduate Architecture - New York, NY

Harvard Graduate School of Design - Cambridge, MA

Center for the Built Environment UC Berkeley

Researcher, Summer 2004

› Contributed to building materials research and building occupant satisfaction survey tools.

Publications

Architectural Design (AD), Eco Redux, November/December 2010

Solid States: Concrete in Transition, editors Michael Bell and Craig Buckley

Digital Media Symposium, Harvard Landscape Architecture Department 2010

GSD Platform 2, 3 & 4, Harvard exhibition and publication of student work, 2009-2011

Abstract, Columbia GSAPP publication of student work, 2004 & 2005

Skills

Autocad, Rhinoceros, Sketchup, Vray, Maxwell, Grasshopper basics, Revit basics, Photoshop, Illustrator, InDesign, After Effects, Bridge, model making, furniture fabrication, hand drafting, Microsoft Office, Open Office

Fluent in Russian