

Professional Skills

Design Development

Conceive design solutions, create design sketches, build three-dimensional digital models. Prepare presentations and convey ideas to client.

Project Planning & Management

Ability to organize activities in-house and coordinate tasks among consultants. Bidding coordination among contractors. Experience with sub-contractor scheduling and supply chain management.

Document Creation

Construction document development of residential and commercial projects. Produce floor plans, sections, details, keynoting and schedules. As-builting for renovation projects.

Implementation & Organization

Creation of office-wide standards and technical step-by-step manuals for efficient task completion. Administration of training sessions to ensure productive software usage.

Higher Education

Masters of Architecture (M.Arch), Core Program

Paul L. Cejas School of Architecture, Florida International University Completed May 2010
GPA - 3.24

Bachelor of Business Administration, Marketing

Eli Broad College of Business, Michigan State University Completed May 2004
GPA - 3.56 Major / 3.27 Cumulative

Employment History

Project Manager

Wayne Development Corporation, Fort Lauderdale, Florida Aug 2007 – Present
Managing residential and light-commercial builds. Client interaction from bidding phase to punch out.
Implementation of web-based project management system.

Design Intern

Design Poole, Melbourne, Florida May 2007 – Aug 2007
Interior design document creation for international hospitality clients.

Architectural Intern

Holeman-Suman Architects, Melbourne, Florida Sept 2006 – May 2007
Document creation for local residential and commercial projects. CAD system design and employee training.

Project Manager

Pillar Development Group, Indian Harbour Beach, Florida Nov 2004 – Sept 2006
Managing residential and light-commercial builds in the greater Melbourne area. Marketing and sales management (model home system planning, creation of marketing materials).

Digital Skills

Advanced

Autodesk 3ds Max 2010 (and prior to 3ds Max 9)
Chaos Group V-ray Rendering Engine 1.50SP4 (and prior to 1.5RC3 for 3ds Max 9)
Adobe Creative Suite 4 (and prior versions to 7): Photoshop, Illustrator, InDesign, Acrobat Pro
Autodesk AutoCAD Architecture 2010 (and prior to Architectural Desktop 2006)
Photography: Creation of panoramics and HDRI

Intermediate

Profile-based, digital color management workflows
HTML, CSS, PHP coding
Autodesk Revit 2010 (and prior to 2008)
The Foundry Nuke 5.1v5 (node-based compositing)

Beginner

Gehry Technologies Digital Project V1R4