

Ahzin Nam

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Education

MIT, Cambridge - SMArchS Design
Full-tuition Scholarship (2024-)

Cooper Union, New York - Bachelor of Architecture
Half-tuition Scholarship (2017-2021)
Full-tuition Scholarship (2021-2022)

Skills

Language: English, Korean

Software: Adobe Suite, Rhino, KiCad, Fusion 360, Auto CAD, Sketch-up, Blender, Unreal Engine, Twinmotion, Revit

Hardware: Laser cutting, 3D Printing, Photogrammetry, Vacuum press, Wood shop, Plaster, Concrete casting, Wax Casting, Glassblowing

Wetware: Sterelizer, PCR, Fungal Gene sequencing for identification

Awards

Snarkitecture Commencement Prize, 2022
Project: Hypercontaminated Home

IDC Foundation Innovation Fellowship, 2022
Project: Hypercontaminated Home

The William Cooper Mack Thesis Fellowship, 2022
Project: Hypercontaminated Home

The Diane Lewis Memorial Travel Fellowship, 2021
Project: Cross-country train trip around the United States

Benjamin Menschel Fellowship, 2021-2022
Project: Street furniture prototypes for food couriers

Exhibition/Publications

Digestion, E-flux, 2022

Tallinn Architecture Biennale, 2022
Future Food Deal (publication/installation)
Everything is on the Table (installation)

NYC x Design, Pratt Institute, 2022

Benjamin Menschel Exhibition, Cooper Union, 2022

End of the Year Show, Cooper Union, 2018-2020

Festival des Architecture Vives, 2019

References

Ana Miljacki Professor, MIT
miljacki (at) mit.edu

Lydia Kallipoliti Professor, Columbia
lydia.kallipoliti (at) columbia.edu

Nader Tehrani Professor, Cooper Union
nader.tehrani (at) cooper.edu

Dong Ping Wong Director, Food New York
dpw (at) food-newyork.com

Experiences

NOVEMBER 2022 - JUNE 2024

Food Architects, New York, NY - Architectural Designer

Les Benjamins Flagship Store Manual

Developed a flagship store strategy manual for Les Benjamins, ensuring consistent brand identity across different scales of sites. [The Dubai Mall flagship](#) served as the first application, featuring fixture designs, layouts, and material palettes from the manual.

Brownsville Community Justice Center

Participated in a community driven design project to create solar powered lighting designs for Dr. Green Playground in Brownsville.

***** Flagship Store

Participated in schematic design, value engineering, and design development phases for a digital wallet tech company's flagship store in SoHo to create a new banking experience as a cultural hub for Gen Z consumers.

Creative Time Headquarter

Participated in schematic studies and furniture designing for a partial renovation of Creative Time headquarter to a flexible community space for hosting events, lectures, dinners, and workshops.

88Nightmarket, 88RISING

Participated in full project phases, including concept development, material sourcing, preparing fabrication-ready files, and assisting construction administration for 88Nightmarket's first night market themed merch booth.

JULY 2022 - AUGUST 2022

Cooper Union, New York, NY - Instructor

Taught an introductory architecture course on architectural designing and digital modeling to high school and college students.

MAY 2022 - JUNE 2022

Lightcone Infrastructure, Berkeley - VR Model Maker

Created a 3D model of the existing condition of the site in Berkeley to be used as a VR design tool for interior renovation of a campus.

SEPTEMBER 2021 - DECEMBER 2021

Cooper Union, New York, NY - ML Dataset Researcher

Created a proposal and mock-ups for collecting audio data around the city to create a machine learning dataset. Conducted interviews among game developers and audio visual artists

JUNE 2020 - JULY 2020

NADAAA, Boston, MA - Architectural Design Intern

Created a sectional wood model for a CLT residential project in Sharon, Massachusetts and a model for MIT Kendall Station Headhouse

MAY 2019 - JULY 2019

Junya Ishigami + Associates, Tokyo, Japan - Intern

"Junya Ishigami: Freeing Architecture," Shanghai

Assisted exhibition layout design and created 1:10 Exhibition model for 2019 Serpentine Pavilion

Bottega Veneta Flagship Store Competition, Tokyo

Participated in concept development, creating physical models, and renderings for a flagship store competition entry for Ginza, Tokyo