

Education

Massachusetts Institute of Technology

Masters in Architecture with Certificate in Urban Design; GPA 4.9/5

Expected May 2025

University of Virginia

Bachelor of Science in Architecture with Minor in Architectural History; GPA 3.8/4

Graduated May 2021 with Honors

Professional Experience

New Affiliates, New York City

Interior Architectural Designer

Designing the activist gallery at the Museum of the City of New York, gutting the current wing and reshaping the space to offer a new retelling of NY’s history of activism. Currently developing the project from concept to construction documentation.

May 2023-Present

Seviva Design, Tel Aviv

Interior Designer

Designing interiors for private residences, offices, and education facilities in both Boston and Tel Aviv. Main responsibilities consisted of DD, CD, FF&E, and project planning.

April 2022-October 2022

Sweet Water Foundation, Chicago

Regenerative Neighbored Development Researcher

Develop an elementary curriculum on urban agriculture for local schools and designed an auxiliary education space, repurposing readily available materials with community member masteries in mind for both construction and use.

November 2021-January 2022

Equity Center, Charlottesville

Program Coordinator and Design Educator

Co-coordinated and instructed an architectural summer camp called Project Pipeline for Burley Middle School. Educated 6th to 8th graders on community-oriented design justice for the redevelopment of their school’s baseball field and local park.

June 2021-August 2021

Ennead Architects, New York City

Applied Computational Design Intern

Designed the UI/UX for an data visualizing platform to optimize the architectural programming phase for hospitals to be built for INOVA Health Systems. The platform is a multi-connected database maintaining transparency across project stakeholders.

May 2020-August 2020

RCMA Construction, Newark

Cement Mason Laborer

Assisting on form-work installment, concrete pouring, finishings for exterior/interior for both concrete and plaster based projects, and occasional Spanish translator.

May 2020-August 2020

Design Research Experience

“Digital Gentrification” funded by UVA School of Architecture

Primary Investigator & Website Designer

Studied how online ranking platforms amplify inherited biases and project them into the built environment by economically transforming neighborhoods. Project focused on the geospatial political power of digital network platforms.

September 2020- October 2021

“Ostenda Illuminata” with UVA’s Smart Envrioments Lab

Designer & Fabricator

Prototyped, designed, coded, and fabricated urban infrastructure built to reveal environmental forces affecting communities (i.e. CO2 & sound). The prototypes were developed for communities adjacent to major sources of pollution, like highways.

September 2018- May 2021

Skills

Adobe Creative Suite (esp. Photoshop, Illustrator, InDesign, and Premier)	Expert: 8 years exp.
Rhino 7 + VRay	Expert: 8 years exp.
AutoCad	Advanced: 7 years exp.
Revit	Advanced: 6 years exp.
Arch GIS + Mapbox	Proficient: 5 years exp.