

Overview:

I function in the intersection of architecture, urban design, and technology. My focus is on design's ability to meld empathic necessities, democratic networks, and social equity. Hereby I intend for my work to support the future of public and their spaces through the service of innovation and ingenuity towards networked environments.

Education:**Massachusetts Institute of Technology, Cambridge MA**

Expected May 2025

Masters in Architecture (M.ARCH) w/ Certificate in Urban Design

Professional Experience:**Freelance Design Consultant**

August 2022-Feb 2023

Our Generation Speaks [O.G.S.], Haifa

Consulting 3 companies within the OGS accelerator program in collaboration with MIT Design X. Assisted in R&D for fundraising and now guiding in the design and unit economy of their different ventures.

Interior Designer

May 2022-October 2022

Seviva Design, Tel Aviv

Functioned as project designer for multiple buildings ranging from private residency to education facilities in both Boston and Tel Aviv. Main responsibilities were designing, construction documentation, and FF&E.

Regenerative Neighbored Development Researcher

November 2021-January 2022

Sweet Water Foundation, Chicago

Worked with the neighbourhood network in helping develop a grassroots elementary curriculum on urban agriculture to be used by schools and organizations serving marginalized and low-income communities.

Guest Lecturer

August 2021-December 2021

University of Virginia, City of Charlottesville

Lectured for undergraduate engagement courses with the focus on public space, infrastructure, smart environments, and city experiences. Such course were "Aesthetics of Infrastructure", "The Public", and "Queerness in the City".

Program Coordinator and Design Educator

June 2021-August 2021

Equity Center, City of Charlottesville

Co-coordinating and instructing Project Pipeline for Burley Middle School: instructing 6th to 8th graders on design justice and community-oriented design for a redevelopment of their school's baseballs fields and local park.

Architectural Intern

December 2020-January 2021

Iwamoto Scott Architects, San Francisco

Worked on planning and design development of facade and landscaping for a mixed-use headquarters in Beijing for the real estate company in Hopson

Applied Computational Design Intern

May 2020-August 2020

Ennead Architects, New York City

Acted as the UI/UX designer for a data processing and visualizer platform to enhance the programming phase of a series of hospitals to be designed for INOVA in the Virginia region. Developed a multi connected database to keep transparent/accessible communication between the client, programmers, and designers in the development of the three new hospitals.

Skills:**Adobe Creative Suite (specifically Photoshop and Illustrator; InDesign)**

Expert: 7 years exp

Rhino 7 + V-Ray

Expert: 5 years exp

Arduino + Processing

Advanced: 4 years exp

Arc GIS + Mapbox

Proficient: 3 years exp

Grasshopper (Elk & Karamba)

Proficient: 2 years exp

Climate Studio + Urban Modeling Interface

Intermediate: 1 years exp

Research Experience:

Erwin Ramsey Fellow

August 2021-September 2021

BRW Architects, Charlottesville

Explored the ways that we as a community feel ownership over public spaces. Focusing on common public spaces such as alleys, streets, or under trees, developing into a 'catalogue' of everyday, or even guerrilla, interventions using common objects to create this sense of ownership.

Head Researcher and Visualizer on Digital Gentrification

September 2020-February 2021

School of Architecture, UVa

I headed the investigation on how social media and online ranking platforms agglomerate already-inherited biases, and manifest them in the built environment by transforming neighbourhoods. My team focused on the geospatial power of these digital network platforms in how they shape the perception of neighbourhoods.

Designer on Ostenda Illuminata

September 2018-December 2020

Smart Environments, UVa

Worked on prototyping, designing, coding, and fabricating smart prototypes. The infrastructure serve as entries to a developed family of urban companions that help citizens detect forces within their communal spaces invisible to their own eye. Said forces are spatially impact and communicated via light performance (i.e. Co2, sound, proximity).

UI Designer and Community Liaison on We Are Martinsville (W.A.M.)

May 2018-November 2020

TeleHealth, Martinsville

I worked on developing the UI of an app-based intervention in Martinsville, Virginia developed through community work shopping. The project was a gaming app targeted towards the youth of Martinsville to facilitate connections with their space and community via the fully establish P.O.Is (points of interest) that defined their town.

Assistant on Community Centered Urban Sensing (C.C.U.S.)

September 2017-December 2019

School of Architecture, UVa

Collected and visualized light data for the development of a spatial lighting tool that records public lighting standards. The project is an endeavour for social equity for lesser served minority based communities to have the tools to defend their claims against the City Planning and Public Works for the many issues with lighting that they have ignored.

Instructor Experience:

Blood Swear and Labor

Winter 2022

Instructed a seminar on the negative ramifications that architecture has on the bodies of construction workers.

ARCH 1030 Foundation Studio 1 by Anselmo Confora

Spring 2021

Co-instructed twice a week classes with students entering their first year of architecture. Co-lead lectures and reviews.

ARCH 1010 Lessons of the Lawn by Peter Waldman

Fall 2020

Held weekly class sections to assist students in learning architectural theory and developing their essays.

ARCH 5424 Direct Cinema Media Fabrication by Earl Mark

Spring 2020

Assisted in office hours and classes on technical/coding practices in order to assist students in project development.

ARCH 1020 Lessons in Making by Sanda Illiescu

Fall 2019

Ran weekly class sections to support students in learning design skills and developing their projects.

Awards and Memberships:

Scholarship

QuestBridge Scholar	Full Tuition
Rian Taylor Bachman	2020-21
Blue Ridge Scholar	2017-21

Fellow

MIT Architecture Graduate Fellow	2021
UVa Lawn Resident	2020
National Organization of Minority Architecture Fellow	2020
Undergraduate Student in Academic Research	2017