



OBJECTIVE: Seeking a full time position to continue growing as a professional architect at a progressive firm practicing design using BIM systems and 3D visualizations. Interested in opportunities to expand my skills in architectural rendering combining hand-drawn and digital techniques.

EDUCATION: **Master of Architecture**
• Louisiana Tech University 2011 - May 2012
Bachelor of Science in Architectural Studies
• Louisiana Tech University 2007 - 2011

EXPERIENCE: **Block 16 Architects & Urbanists** *Austin, TX 2012 - Present*
• Architectural Designer & Network Manager.
www.snarkpit.net *2008 - Present*
• Site Owner and Administrator. Popular level design resource and community.
Louisiana Tech University *Ruston, LA August 2011 - May 2012*
• Graduate Assistant. Digital fabrication monitor.
Vincent & Shows Architect *Sulphur, LA Summer 2009, Summer 2010*
• Intern Architect & Intern Surveyor.
Lewis Architecture *Welsh, LA Summer 2008*
• Intern Architect, Intern Surveyor & Web Designer.

ACTIVITIES:

- American Institute of Architecture Students - Member.
- Tau Sigma Delta - Honor society in architecture.
- Study Abroad in Berlin, Germany - Month-long study of architecture and history.
- SnarkPit "Map from Base" Competition - Designed and organized group maps into a unified level.

SKILLS:

Software:

• Adobe Photoshop	• Autodesk Autocad	• HTML, CSS, PHP
• Adobe Illustrator	• Autodesk 3ds Max	• McNeel Rhino
• Adobe InDesign	• Autodesk Softimage	• Sony Sound Forge
• Adobe Dreamweaver	• Autodesk Revit	• Sony Acid
• Adobe Fireworks	• Bentley Microstation	• Sony Vegas
• Adobe Flash	• Google Sketchup	• Valve Source Engine

Rapid Prototyping:

- Epilog Lasers
- Z Corp 3D Printers
- Roland Picza LPS-600 Laser Scanner
- Techno-isel 4896LC CNC Router
- MultiCam 1000series Plasma Cutter

Design:

- Architectural Design
- Sketching & 3D Rendering
- Web Design
- Game Level Design
- Video Editing

REFERENCES: Available Upon Request

VIEW MY PORTFOLIO:



www.genecy.net