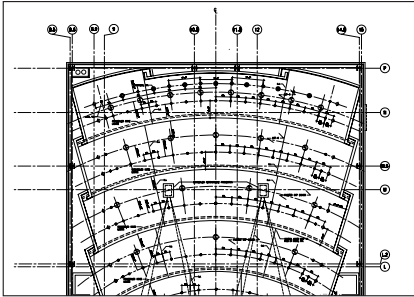


NOAA HEADQUARTERS

(2005-2007) HoK

PROJECT: a national headquarters for NOAA designed to mimic a wave with sloping, curving curtainwalls

ROLE: drafting of schematic and construction drawings, designed furniture plans for interior department

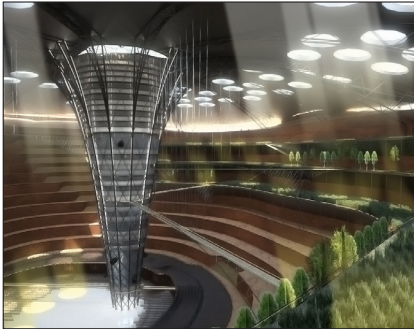


WEST VIRGINIA UNIVERSITY GEOLOGY/GEOGRAPHY DEPT.

(2005-2006) HoK

PROJECT: renovation and addition to WVU's existing building, built into a steeply sloping hill, with auditorium and "digital cave" classroom

ROLE: drafting of schematic, construction and demolition drawings, supervised and trained summer intern



LAVENDER PIT MINE RECLAMATION

Individual entry in the 2010 Evolo Skyscraper Competition

Featured in print and internet publications including Maxim magazine
PROJECT: skyscraper built downwards into an existing strip-mine, structurally supporting a giant green roof and terraforming the mine sides

ROLE: project included site research, creating plans, sections, and renderings using autoCAD, Rhinoceros 3D and Maxwell render



THEVERYMANY INSTALLATION, by MARC FORNES

(2011)

PROJECT: Art installation in Pompidou Center, Paris by artist Marc Fornes a twisting, perforated aluminum sculpture approx. 30' x 10' x 15'

ROLE: with two colleagues, production of 8000 unique parts using CNC mill, production included programming mill using Mastercam software, mill maintenance, database management and assembling prototypes

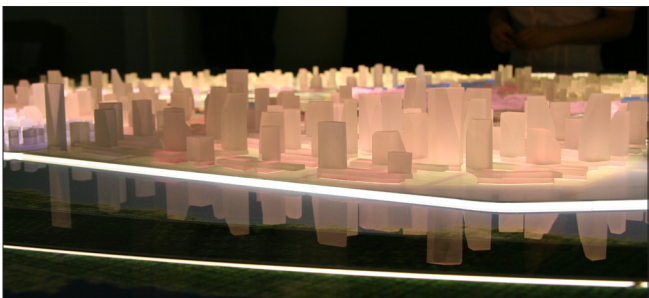


STALAC TILE

(2010) studio project at Washington University in St. Louis

PROJECT: Art installation in Washington University, involving digital design, with professor Marcelo Spina of P-A-T-T-E-R-N-S

ROLE: as studio group, collaborative design, part fabrication and construction, individual duties included designing prototypes and part design/fabrication



COMPETITON MODEL

(2011) HoK

PROJECT: Competition model for overseas project, approx. 14' x 14' in 6 parts, with plexiglass buildings, printed plex base, and lighting

ROLE: design of physical components from digital architectural file, lasercutting and hand-modeling, and photography