

NATHAN WILLIAM SMITH

CURRICULUM VITAE

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ACADEMIC

columbia university graduate school of architecture planning and preservation: new york, ny
_graduated may 2011: master's of science in advanced architectural design [with honors] 2010:2011
critics: keith kaseman, david benjamin, joshua prince-ramus

california polytechnic state university: san luis obispo, ca
_graduated june 2008: professional degree in architecture [deans list: 2004 - 2008] 2003:2008
[abroad] **washington alexandria architectural consortium:** alexandria, va 2006:2007

awards and achievements:

_honor award for excellence in design, with distinction, gsapp 2011
_lucille smyser lowenfish memorial prize: tedxbox, joshua prince ramus studio, gsapp 2011
_acadi@any presenter: presenting 2 semester projects from GSAPP 2010
_writer/editor/photographer: 1st cal poly architectural publication 2008
_graphic designer: all 5th-year final architecture thesis show committee [chumash show] 2008
_technology award winner: adobe flash architecture department, waac, alexandria 2007
_stephen o. anderson memorial scholarship architecture department, caed, cal poly 2006
_smvca scholarship santa maria valley contractors association, santa maria 2003

PROFESSIONAL

atelier hitoshi abe, los angeles, ca 2011:current
_designer and assistant project manager. tasks include: physical + digital model fabrication, rendering, design, multiple project phase work (sd, dd, cd, shop drawings), graphic design, installation work.

projects: 3m project community (minneapolis), multiproyectos showroom (bogota), little tokyo design week (los angeles)

the living, new york, ny 2011:current
_designer. tasks include: digital model fabrication, rendering, design, multiple project phase work (sd, dd, cd, shop drawings).

arkitektonic, los angeles, ca 2007:current
_personal spatial and graphic design studio. tasks include: digital model fabrication, rendering, design, multiple project phase work (sd, dd, cd) and graphic design.

leong leong architecture, new york, ny 2010
_junior designer collaborating with lead designers on various projects with tasks ranging from physical model making, digital model creation, rendering, design, construction documentation, and project management.

projects: 3.1 phillip lim showroom (new york), 3.1 phillip lim flagship (soho), 3.1 phillip lim flagship (singapore)

competitions: aia new york new practices 2010 (won), low-income housing project (los angeles)

installations: turning pink with leong leong at the w gallery space, featured in ArchDaily, core.form-ula, and suckerpunch(new york)

robert siegel architects, new york, ny 2009:2010
_model shop internship, creating final physical models for future lecture/exhibition series of pre-existing projects designed by the firm. Other tasks include arrangement of new model shop tools and materials.

asymptote architecture, new york, ny 2008:2009
_model shop assistant manager and digital model creator performing numerous tasks including physical model making, product design and creation, installation implementation, digital model creation, and diagramming. Also acted as facilities manager during office relocation.

competitions: yonsang ibd, horsaalzentrum rwth aachen, muzeum historii polski (warsaw), obb (austria)

models created: yonsang ibd, wing house (guggenheim), azerbaijan masterplan (baku), horsaalzentrum rwth aachen,

muzeum historii polski (warsaw), obb (austria)

halsell builders, santa maria, ca 2004:2008
_lead draftsman, estimator, production assistant for lead carpenter and lead designer/estimator. tasks included: creating construction documents, obtaining building permits, creating rendered sketches, starting per job materials blog, and graphics.

amestudio, alexandria, va 2006:2007
_architectural intern performing various tasks including drafting, digital model-making, physical model making, preparing construction documents, design development, and initial project specifications.

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SKILLS

computer programs: *dessault systems catia [digital project], rhinoceros [vray renderer], grasshopper, 3d studio max/viz, autodesk maya, google sketchup, adobe suite [illustrator, photoshop, flash, in design, dreamweaver, premiere], autodesk architectural desktop [autocad], chief architect, microsoft office*

artistry: *model making [3d fabrication, advanced shop experience/knowledge, casting, various material application], hand-drawing, painting [acrylic, oil, airbrush], photography [digital and 35mm]*

language: *english, conversational spanish*

PUBLISHED

- _Azure Magazine** - david benjamin and the future of architecture [www.azuremagazine.com] 2011
- _Abstract** [Columbia University GSAPP] - super model city 2010, proof 6, TEDxB0x 2010:2011
- _ADD_09** [architectural design discourse: cal poly san luis obispo] - bifurcation of the conscious realm [thesis] 2009
- _ADD_08** [architectural design discourse: cal poly san luis obispo] - wrap group plastic web installation 2008

REFERENCES

available upon request