

# TATIANA ESTRINA

*phone:* 857-285-8498

*mail:* testrina@mit.edu

*portfolio website:* testrina.com

## EDUCATION

- Sept 2021 - Present **Massachusetts Institute of Technology | Cambridge, Massachusetts**  
***Pursuing Dual Degree: Master of Architecture (MArch) + Master of Science in Computer Science (MS EECS)***  
+ Graduate Fellowship and Stipend  
+ GPA: 5.0
- Sept 2016 - Apr 2021 **Toronto Metropolitan University (formerly Ryerson University) | Toronto, Ontario**  
***Bachelor of Architectural Science, Co-Op, with Distinction (BArchSci)***  
+ Dean's List: 2016-2017 + 2018-2019 + 2020-2021 (GPA of 3.5 or higher)  
+ Entrance Scholarship  
+ Academic work displayed in the annual Year End Show of exceptional work in 2017 + 2018 + 2019 + 2021  
+ GPA: 3.7

## PROFESSIONAL EMPLOYMENT

- Jun 2022 - Sept 2022 **Tesla | Fremont + Palo Alto, California | Architecture & Design Intern**  
+ Worked on design, visualization, and coordination for confidential design projects  
+ Presented iterations and design ideas to company leadership
- Jun 2021 **PARTISANS | Toronto, Ontario | Architectural Designer (Summer Intensive)**  
+ Collaborated on a competition proposal for the Canadian court house extension  
+ Used AutoCAD, Illustrator, and Photoshop to produce presentation plans and elevations
- Sept 2019 - Aug 2020 **PARTISANS | Toronto, Ontario | Architectural Designer (Co-Op)**  
+ Collaborated on the design and modeling in Rhino and Grasshopper for schematic and final digital modeling  
+ Participated in client meetings, consultant meetings and construction site visits  
+ Used Revit to complete construction drawings and details and coordinated drawings with different consultants  
+ Generated scripts and Python code to optimize fabrication and reduce cost for the project by \$ 20,000  
+ Created standardized assets and instructional tutorials for the office about the use of Python in Grasshopper
- May 2019 - Aug 2019 **Agathom Co. | Toronto, Ontario | Student Intern (Co-Op)**  
+ Collaborated on the iterative schematic design of residential projects  
+ Fabricated iterative physical foam models  
+ Created visualizations for clients using Revit, Rhino, SketchUp, V-Ray and Photoshop
- May 2018 - Aug 2018 **Strasman Architects | Toronto, Ontario | Student Intern**  
+ Collaborated on the BIM model for transportation project using Revit  
+ Created presentation imagery using AutoCad, SketchUp and the Adobe Suite  
+ Modeled and rendered perspectives using 3Ds Max and Photoshop

## ACADEMIC EMPLOYMENT

- Jun 2023 - Aug 2023 **Research Assistant at the MIT Game Lab | Cambridge, Massachusetts | MIT SA+P**  
+ Designed game mechanics for educational information game  
+ Conducted playtests with students and teachers

- Feb 2023 - May 2023 **Teaching Assistant for 4.021: How to Design | Cambridge, Massachusetts | MIT SA+P**  
 + Organized presentations and workshops to introduce students to software, including Illustrator, Rhino, and Photoshop  
 + Participated in desk critiques and final reviews, providing constructive feedback to students
- Sept 2022 - Dec 2022 **Teaching Assistant for 4.500: Design Computation: Art/Object/Space | Cambridge, Massachusetts | MIT SA+P**  
 + Guided students in their design and understanding of product design  
 + Organized presentations and workshops to introduce students to drawing, modeling, and fabrication  
 + Aided students with their learning in-class and in office hours
- Jan 2022 **Teaching Assistant for 4.02A: How to Design Intensive | Cambridge, Massachusetts | MIT SA+P**  
 + Organized presentations and workshops to introduce students to software, including Illustrator, Rhino, and Photoshop  
 + Participated in desk critiques and final reviews, providing constructive feedback to students
- May 2021 - Aug 2021 **Research Assistant | Toronto, Ontario | Natural Sciences and Engineering Research Council of Canada**  
 + Led researched into mixed reality and its integration into the undergraduate curriculum  
 + Researched intersectionalities between architecture and video games  
 + Collaborated on the writing of two grant applications  
 + Created a 4D architectural video game to examine how games can aid students in their understanding of space
- Sept 2020 - May 2021 **Research Assistant to Professor Terri Peters | Toronto, Ontario | Ryerson DAS**  
 + Further developed a Grasshopper script for design of multi-unit residential buildings taking environmental factors into account  
 + Collaborated with supervisor on a paper about the new typology for solar design  
 + Implemented additional facets of environmental design into the workflow, including energy use and ventilation  
 + Examined and created guides for future students about emerging parametric software platforms
- Jun 2020 - May 2021 **Research Assistant to Professor Vincent Hui | Toronto, Ontario | Ryerson DAS**  
 + Developed models and software comparisons for implementation of VR in architectural pedagogy  
 + Collaborated on the writing and presentation of several papers regarding digital architectural education  
 + Researched and collaborated on data collection of architecture within the video gaming environment in the context of both architectural pedagogy and historical reconstruction
- Jan 2020 - Jun 2020 **Research Assistant to Professor Terri Peters | Toronto, Ontario | Ryerson DAS**  
 + Developed a Grasshopper script for design of multi-unit residential buildings taking environmental factors into account  
 + Analyzed the spatial daylight factor in high-rise multi-unit residential buildings in Toronto
- Sept 2018 - Apr 2019 **Research Assistant to Professor Vincent Hui | Toronto, Ontario | Ryerson DAS**  
 + Developed instructional videos and workflows for virtual reality and digital fabrication software  
 + Created a design proposal for an enclosure for the viewing of VR of indigenous architecture in museums  
 + Aided supervisor with the imagery, interview transcription and general typesetting layouts for his book  
 + Participated in a comparison of VR generating software based on their applications in the pedagogical realm

## ACADEMIC SERVICE

- Feb 2022 - May 2022 **Social Media Facilitator | Cambridge, Massachusetts | MIT SA+P**  
 + Maintained MIT Architecture's Facebook and Twitter accounts  
 + Provided support to set up and organization of lecture series
- Oct 2021 - Dec 2022 **Admissions Mentor | Cambridge, Massachusetts | MIT SA+P**  
 + Provided constructive feedback on student's portfolios and application materials
- Feb 2022 **Portfolio Reviewer for AIAS Event | Virtual | Ryerson DAS**  
 + Provided constructive feedback on student's portfolios

- Nov 2021 **Panelist for Masters Abroad Event | Virtual | Ryerson DAS**  
+ Introduced students to the benefits and drawbacks of a masters degree abroad through a presentation and Q&A session
- Dec 2021 **Admissions Mentor | Cambridge, Massachusetts | MIT SA+P**  
+ Aided assigned students with their graduate school application
- Aug 2020 - Oct 2020 **Co-Op Peer Advisor | Toronto, Ontario | Ryerson DAS**  
+ Created a series of presentations in order guide lower-year students with the development of their portfolios  
+ Provided individual feedback for all of the students on their portfolios for Co-Op job applications
- Feb 2019 **Accreditation Assistant | Toronto, Ontario | Ryerson DAS**  
+ Complied program's assets and initiatives in order to respond to accreditation criteria  
+ Curated the newly added "program performance criteria" portion of the exhibit by collecting, creating and displaying posters
- Feb 2018 **Admissions Invigilator | Toronto, Ontario | Ryerson DAS**  
+ Organized and monitored perspective architecture students as they were assessed for admission

## ACADEMIC AWARDS

- Apr 2021 **Dennis Mock Leadership Award**  
Recognizes a graduating student who made outstanding voluntary extracurricular contributions to their school or academic program department, their faculty, or to Ryerson University as a whole.
- Apr 2021 **Innovation & Problem Solving Award**  
Recognizes a student university-wide whose new thinking and approaches have had a positive impact on their employer, team and /or broader community (\$100)
- Nov 2020 **Sepp Hannikainen Memorial Award**  
Highest achievement in construction management (\$1000)
- Nov 2020 **Minto Sustainability Award**  
High achievement in design incorporating sustainable practices (\$1000)
- Nov 2020 **Frank Leva Memorial Award**  
For image making for an outstanding final design (\$500)
- Nov 2020 **Fiberglas Canada Inc. Award**  
For achievements in academics and extra-curricular activities (\$957.28)
- Nov 2019 **Craig Race Model Award**  
Most creativity and best technique in physical model construction (\$1000)
- Nov 2018 **Norm Li Award**  
Highest performance in 3D architectural visualization (\$1500)
- Nov 2018 **CISC Ontario Region Award**  
Highest overall performance in steel design (\$3000)
- Nov 2017 **Alumni Award**  
Highest overall performance in 1st year studio courses

## GRANTS

- Apr 2022 **The Harold Horowitz (1951) Student Research Fund**  
To develop "The Polysapien" project (\$1000)

- Mar 2022 **Council for the Arts at MIT Seed Grant**  
To develop "The Polysapien" project (\$500)
- Jul 2020 **NFRF New Frontiers Grant**  
Written with Vincent Hui and Alvin Huang (\$4,000,000)
- Oct 2020 **NSERC Discovery Grant**  
Written with Vincent Hui (\$250,000)
- Jul 2021 **BEHER Grant**  
Written with Vincent Hui, Yahweh Wong, Lena Ma, Tapenga Paert (\$250,000)
- Aug 2021 **NSERC Promo Science Grant**  
Written with Vincent Hui, Yahweh Wong, Lena Ma, Tapenga Paert (\$250,000)

## COMPETITION HONORS

- Sep 2022 **Samsung x MIT Media Lab Project the Future Hackathon** | 1st Place, WJM Design Award (*\$3000 equivalent*)  
Awarded for "Feltmate" Prototype and Proposal
- Aug 2021 **ACSA/AISC Steel Student Design Competition** | Honorable Mention, Category II: Open  
Awarded for "Marche du Pont" Project
- Aug 2020 **ACSA/AISC Steel Student Design Competition** | 2nd Place, Category II: Open (*\$1500*)  
Awarded for "Hart Island Ossurary" Project
- Aug 2019 **ACSA/AISC Steel Student Design Competition** | 2nd Place, Category I: Transportation Hub (*\$1500*)  
Awarded from "Trans-Pier" Project
- Aug 2018 **ACSA/AISC Steel Student Design Competition** | 1st Place, Category II: Open (*\$2000*)  
Awarded from "Uproot" Project
- Aug 2018 **Archasm Tokyo Anti - Library Competition** | Honourable Mention  
Awarded for "Library of Spaces" Project
- Aug 2018 **CTBUH International Student Tall Buildings Design Competition** | Semi-Finalist (*Top 25*)  
Awarded for "Uproot" Project
- Jun 2017 **CISC Student Steel Design Competition** | Award of Merit (*\$2000*)  
Awarded for "Pier 365" Project

## JOURNAL ARTICLES

- Sep 2022 **"Applications of Extended Reality Technologies within Design Pedagogy: A Case Study in Architectural Science"**  
International Journal of Digital Society (IJDS), Volume 12, Issue 2, 2021  
Co-Authored with V. Hui, A. Huang, G. Zhou

## BOOKS + CHAPTERS

- Forthcoming **Routledge: "Videogames + Architecture" (working title)**  
Co-editor and chapter author  
Co-Edited with V. Hui, R. Scavnicky
- Dec 2021 **Infonomics Society: "Learning and Teaching Methodologies"**  
Chapter: Extended Realities to Extending Realities in Architectural Pedagogy  
Co-Authored with V. Hui, A. Huang, G. Zhou

Dec 2019 **Routledge: "The Architecture Portfolio Guidebook" By Professor Vincent Hui**  
Assembled and generated imagery, wrote text in appendix, transcribed interviews, worked on typesetting and cover design  
*Projects Featured: "Uproot", "Trans-Pier", "OCAD U Design School", "Tripix"*  
ISBN: 978-04-15-78704-8

## CONFERENCE PROCEEDINGS PUBLICATIONS

- Jan 2023 **"Genesis of Ecologies in the Post-Anthropocene - A Non-Human Studio"**  
*Hawaii University Conference for Arts, Humanities, Sciences and Education*  
Co-Authored with V. Hui, L. Ma, A. Huang | ISSN: 2162-917X
- Sep 2021 **"Architecture of Monumentality: A Critical Analysis of In-Game Representations of Washington D.C."**  
*SPACE International Conference 2022 on Architectural Culture and Society*  
Co-Authored with V. Hui and Y.W. Wong | Paper presented virtually
- Sep 2021 **"A New Player has Entered the Game: Video Games in Architectural Education"**  
*eCAADe 2021: Towards a new, configurable architecture*  
Co-Authored with V. Hui and A. Huang | Presented virtually in Novi Sad
- Jul 2021 **"Analyzing Indigeneity in Academic and Architectural Frameworks"**  
*International Conference on Education and New Developments 2021*  
Co-Authored with G. Zhou, L. Werdina, V. Kinuthia, S. Gao, S. Twarog | Paper presented virtually
- Jul 2021 **"Transitioning Architectural Pedagogy into the Virtual Era using Digital Learning Methods"**  
*International Conference on Education and New Developments 2021*  
Co-Authored with V. Hui, A. Huang, K. Sarmiento | Paper presented virtually
- Jun 2021 **"Implementation of Virtual Reality into Design Pedagogy: A Case Study in Architectural Science"**  
*Canada International Conference on Education*  
Co-Authored with V. Hui, A. Huang, G. Zhou | Paper presented virtually in Mississauga, Canada
- Apr 2021 **"Zoom Off but Zoom In | The integration of video game technologies in architectural pedagogy in a physically distanced classroom"**  
*Architecture, Media, Politics Society: Teaching-Learning-Research: Teaching in a Time of Change*  
Co-Authored with V. Hui, A. Huang, S. Gao | Paper presented virtually in New York, USA
- Apr 2021 **"Multi-Objective Optimization in MUBS: Developing and Testing a New Design Workflow"**  
*simAUD*  
Lead-Authored with T. Peters | Paper presented virtually
- Apr 2021 **"Pedagogical Potential of Video Games in Architectural Education "**  
*International Online Architectural Design Conference*  
Co-Authored with V. Hui, A. Huang, L. Werdina | Paper to be presented virtually in Calgary, Canada
- Mar 2021 **"The Digital Design Build: Modes of Experiential Learning in the Pandemic Era"**  
*International Conference of the Association for Computer-Aided Architectural Design Research in Asia (CAADRIA 2021): Projections*  
Lead-Authored with V. Hui and L. Ma | Paper presented virtually in Hong Kong
- Jan 2021 **"Extended Realities as Methods of Representation within Architectural Pedagogy"**  
*International Conference on Education of Social Sciences*  
Lead-Authored with V. Hui

- Nov 2020 **"Revitalizing Architectural Studio Culture in a Digital Learning Era"**  
*Architecture, Media, Politics Society: Teaching-Learning-Research: Design and Environments*  
 Co-Authored with V. Hui and Alvin Huang | Paper presented virtually in Manchester, United Kingdom
- Nov 2020 **"Creative Connections: Maintaining studio culture in an age of physical separation"**  
*International Conference for Research, Education, and Innovation*  
 Co-Authored with V. Hui, A. Huang | ISBN: 978-84-09-24232-0, Paper presented virtually in Seville, Spain
- Nov 2020 **"Online Design Education: Uncovering the Pedagogical Digital Divide in the Pandemic Era"**  
*International Conference for Research, Education, and Innovation*  
 Co-Authored with V. Hui, A. Huang | ISBN: 978-84-09-24232-0, Paper presented virtually in Seville, Spain
- Oct 2020 **"Virtual Reality as a Response to Emergent Challenges in Architectural Education"**  
*International Conference on Advances in Education*  
 Co-Authored with V. Hui, A. Huang, S. Ağma | ISBN: 978-605-06286-0-9
- Jan 2020 **"Integrating Indigenous Archaeology into Contemporary Architectural Pedagogy"**  
*Hawaii University Conference for Arts, Humanities, Sciences and Education*  
 Co-Authored with V. Hui, G. Zhou, S. Lee | ISSN: 2162-917X, Paper presented in Honolulu, USA
- Jan 2020 **"Architectural Accessibility and Pedagogy Via Virtual Reality Integration"**  
*Hawaii University Conference for Arts, Humanities, Sciences and Education*  
 Co-Authored with V. Hui, G. Zhou, S. Lee, V. Kinuthia | ISSN: 2162-917X, Paper presented in Honolulu, USA
- Nov 2019 **"Integrating Indigenous Archaeology into Contemporary Architectural Pedagogy"**  
*International Conference for Research, Education, and Innovation*  
 Co-Authored with V. Hui, K. Sarmiento, S. Lee | ISBN: 978-84-09-14755-7
- Nov 2018 **"Experiential, Experimental and Entrepreneurial Pedagogy: Creating an Infrastructure for Safe Failure"**  
*International Conference for Research, Education, and Innovation*  
 Co-Authored with V. Hui, S. Mahbub, Y. Koroteyeva | ISBN: 978-84-09-05948-5, Paper presented in Seville

## CONFERENCE PRESENTATIONS + WORKSHOPS

- May 2021 **Augmented Historical Pedagogies: Tiergarten's Hidden Urban Narratives**  
 Cambridge, USA + Berlin, Germany | MIT Student Involved in workshop
- Jun 2021 **Smart Geometry**  
 Pittsburgh, USA | Contributor to the planning of the Mixed Reality Craftsmanship Cluster
- Jun 2021 **DigitalFutures**  
 Virtual | Attendee of New Veils: Couture and Architecture
- Apr 2021 **Architecture, Media, Politics Society: Teaching-Learning-Research: Teaching in a Time of Change**  
 New York, USA | Co-Presenter with A. Huang, S. Gao  
*"Zoom Off but Zoom In | The integration of video game technologies in architectural pedagogy in a physically distanced classroom"*
- Apr 2021 **simAUD**  
 Online | Presenter  
*"Multi-Objective Optimization in MUBS: Developing and Testing a New Design Workflow"*

- Apr 2021 **Conference on Technology, Knowledge, and Society**  
Virtual in Melbourne, Australia | Co-Presenter with V. Hui and A. Huang  
*"Creative and Collaborative Quarantining"*
- Mar 2021 **International Conference of the Association for Computer-Aided Architectural Design Research in Asia (CAADRIA 21): Projections**  
Virtual in Hong Kong | Co-Presenter with L.Ma, V.Hui + Attendee of Deep Design Workshop  
*"The Digital Design Build: Modes of Experiential Learning in the Pandemic Era"*
- Dec 2020 **Architecture, Media, Politics Society: Teaching-Learning-Research: Design and Environments**  
Manchester, London (Online) | Co-Presenter with A. Huang  
*"Revitalizing Architectural Studio Culture in a Digital Learning Era"*
- Nov 2020 **International Conference for Research, Education, and Innovation**  
Seville, Spain (Online) | Co-Presenter with A. Huang  
*"Online Design Education: Uncovering the Pedagogical Digital Divide in the Pandemic Era"*  
*"Creative Connections: Maintaining studio culture in an age of physical separation"*
- Oct 2020 **eCampus Ontario: Technology and Education Seminar and Showcase**  
Toronto, Canada | Co-Presenter with V. Hui  
*"Immersed and Engaged: The Pedagogical Value of Virtual Reality"*
- Oct 2020 **ACADIA: Distributed Proximities**  
Online | Attendee of conference + Generative Physics workshop
- Feb 2020 **Solemnia Symposium**  
Los Angeles, USA | Attendee of conference + workshop
- Jan 2020 **Hawaii University Conference for Arts, Humanities, Sciences and Education**  
Honolulu, USA | Co-Presenter with V. Hui, G. Zhou, S. Lee, V. Kinuthia  
*"Architectural Accessibility and Pedagogy Via Virtual Reality Integration"*  
*"Integrating Indigenous Archaeology into Contemporary Architectural Pedagogy"*
- Oct 2019 **International Conference on Emerging Technologies in Architectural Design**  
Toronto, Canada | Attendee
- Nov 2018 **International Conference for Research, Education, and Innovation**  
Seville, Spain | Co- Presenter with S. Mahbub, Y. Koroteyeva  
*"Experiential, Experimental and Entrepreneurial Pedagogy: Creating an Infrastructure for Safe Failure"*

## INSTALLATIONS + EXHIBITIONS

- Upcoming **The Metamorphosis of the Polysapien | 77 Massachusetts Ave, Cambridge | Independent Exhibit**
- Jan 2023 **Deep Time Project | MIT Wisner Gallery | Group Exhibit**
- Jan 2021 **DesignTO: "Distorted Projections" | 325 Church Street, Toronto | Independent Project**  
+ Developed a projection-based proposal in order to allow for a digital experiential installation amid the COVID-19 pandemic  
+ Learned new software and coding languages in order to develop interactive proposal  
+ Worked with volunteers to fabricate the physical components of the project

- Jul 2019 **Archeology Alive Exhibit | *Whitchurch-Stouffville Museum, Stouffville* | Design Lead**  
*Awarded the Ontario Museum Association Award of Excellence in Exhibitions*  
 + Worked with the clients through meetings and site visits to develop the design of longhouse enclosure  
 + Researched traditional indigenous and modern construction methods and applied to project's design
- Jan 2019 **Icebreakers: "Tripix" | *HTO Park + Nathan Phillips Square, Toronto* | Design Lead + Fabrication Lead**  
 + Developed a design proposal with a team of five students  
 + Created all parametric iterative digital models of designs  
 + Generated fabrication files using script written in Grasshopper based on as built conditions  
 + Assembled and fabricated final installation both in the dry run and on site
- Apr 2018 **Grow Op: "Stratum" | *Gladstone Hotel, Toronto* | Project Lead**  
*Awarded the Grow-Op Seed Development Award (\$200)*  
 + Worked with a team to create a design proposal and revised proposal to make it feasible  
 + Worked out costing, materials and scheduling and Created test samples with different material choices  
 + Led a team of volunteers to fabricate project in timely fashion
- Jun 2017 **Gem Bijou Store Expansion | *Simone Place, Toronto* | Design Team Member**  
*Design Selected for Construction (\$1000)*  
 + Worked with a team of three students to develop a proposal for the design of the expansion of a jewelry store  
 + Responsible for the design, 3D digital model, VR visualization and diagrams
- Apr 2017 **Vision Conference Signage | Design + Fabrication Team Member**  
 + Worked with a team to design signage for the Vision Conference  
 + Used foam forming, laser cutting and painting to fabricate the signage installation

## MEDIA PUBLICATIONS

- Sep 2022 **Imprint**  
 Project Featured: "The Hostile Caesar Salad"
- Apr 2022 **Thresholds 50: Before // After**  
 Project Featured: "The Metamorphosis of the Polysapien" (as supporting imagery)
- Nov 2021 **Architectural Record: "Vela by PARTISANS"**  
 Project Featured: "Vela" (from professional internship)
- Aug 2021 **Toronto Architectural Guide: A Ryerson Coloring Book**  
 Assembled imagery, typesetting, layout, generated graphics and sketches  
 Sketches Featured: "Casa Loma", "Hockey Hall of Fame", "Old City Hall"
- Jan 2019 **Archdaily: "Ice Breakers Public Art Winter-Wonderland Returns to Toronto"**  
 Project Featured: Icebreakers "Tripix" Installation
- Sep 2018 **Designlines: "A Ryerson Student Reimagines Abandoned Mines as Agricultural Hubs"**  
 Project Featured: "Uproot"
- Apr 2018 **Toronto Life: "Look at the Eco Art taking over Gladstone"**  
 Project Featured: Grow Op "Stratum" Installation



2018, 2019, **325 Magazine**  
2020, 2021, Projects Featured: "Pier 365" + "Trekking Cabin" + "OCAD U Design School" + "Cave House" +  
2022 "Hart Island Ossuary" + "A House for J.S. Bach"

## EXTRA-CURRICULAR INVOLVEMENT

Jun 2023 - Jun 2024 **Ballroom Dance Team Executive Committee | MIT | Costume Coordinator (appointed)**  
+ Organized the dress closet and coordinated the donations and purchases of new items  
+ Participated in monthly executive team meetings

Apr 2023 **MIT Open Ballroom Competition | MIT | Booklet Designer (appointed)**  
+ Designed the cover and interior of the information booklet for the competition

May 2018 - Apr 2019 **Architecture Society (arc.soc) | Ryerson DAS | Projects Executive (elected)**  
+ Attended team meetings to decide on funding for projects  
+ Participated in the Extra-Curricular Committee Meetings to decide which projects would receive departmental resources

Aug 2018 - Sept 2019 **Timber Fever Design Competition | Ryerson DAS | Mentor and Special Guest Coordinator (appointed)**  
+ Contacted professionals and organized their participation in the event

Feb 2017 - May 2019 **Year-End Show Committee | Ryerson DAS | Exhibition Coordinator (appointed)**  
+ Compiled the projects selected for display  
+ Installed and organized the first year, second year and Extra-Curricular displays

2017 - 2019 **Architecture Course Union | Ryerson DAS | Mentor (appointed)**  
+ Provided guidance to several lower year students with their projects and schooling as part of the mentorship program

Oct 2019 **American Institute of Architecture Students | Ryerson DAS | Tutorial Host (elected by committee)**  
+ Planned and led a series of tutorials instructing students on how to use Rhino

## SKILLS

### Computer Languages + Robotics

Java, C#, C++, CSS, OpenFrameworks, JavaScript, Python, GLSL, Arduino

### 3D Modeling

Rhino 3D 5.0/6.0/7.0, Grasshopper (with various plug-ins), SketchUp 2020

### Rendering

3Ds Max 2021, V-Ray 2.0/3.0/4.0/5.0, Enscape, Corona Render

### Drafting

AutoCAD 2021, Revit 2021, Dynamo, Bluebeam

### Simulation

Ladybug, Bumblebee, DIVA, ClimateStudio

### VR / Gaming Engines

Unity3D, Unreal

### Motion Graphics

Maya 2021, TouchDesigner, Processing

### Adobe Suite CC

Photoshop, Illustrator, InDesign, Flash, After Effects, Premiere

**Microsoft Office Suite 2021**

Word, PowerPoint, Excel, OneNote, Outlook

**Digital Fabrication**

CNC Routing with RhinoCAM & MasterCAM, Laser-Cutting, 3D Printing

**Languages**

English (*Native*), Russian (*Fluent*), French (*Proficient*), Spanish (*Beginner*)

**Interests**

VR/AR/MR, Architecture and videogames, Ceramics, Ballroom dance, Dragon boat, Urban sketching