

MATHEW PROPST

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OBJECTIVE

Young and highly motivated, I am eager to transition into the architectural field in a position where I can immediately become a valuable contributor and a team player—while also having the opportunity to learn and grow myself.

SUMMARY OF QUALIFICATIONS

During my architectural education I have acquired and implemented critical thinking and representation skills—building on abstract relationships while understanding the impact of ideas based on research and analysis of multiple theoretical, social, political, economic, cultural and environmental contexts.

Technical skills and knowledge areas include:

- Training in integrated building practices, with the ability to create building designs with well-integrated systems;
- Comprehending constructability, incorporating life-safety systems and accessibility integration;
- Sustainable design principles and practices
- Excellent traditional and visual communication skills, fundamental design skills, applied research, and technical documentation
- Fabrication methods such as laser cutting, 3D printing, CNC routing, welding, woodworking, and model making.
- Proficiency in a wide range of digital modeling and visual design programs including: **Autodesk Revit, AutoCad Rhino3D/Vray plugin, Adobe Photoshop and Illustrator, InDesign**. Other software programs I have experience in include: **Autodesk Ecotect, Autodesk Project Vasari, Google Sketchup, Maya 2009, 3DStudio Max 2009**, and **GIS maps**.

AWARDS / HONORS

In 2011 I was awarded the AIA Design Excellence Award by a jury that selected the top projects at the end of a semester. My project was based on semester-long research regarding local and global water issues. The architectural response was a sustainable building typology for the local production of food and energy. The project was published in *Ground Water: The Art, and Science of a Dry River* by Beth Weinstein, University of Arizona Press, 2012.

EXPERIENCE

Architectural Assistant
SOSH Architects *May 2013 – Current*

Working directly with Project Architects in the development of working set drawings; building physical models and the design and development of graphic advertisements for the firm.

Model Maker

FXFOWLE *March 2013 – April 2013*

Involved in the making of a wide range of models while collaborating with the designers.

Designer

Drachman Institute *September 2010 – February 2011 (6 months)*

Collaborative Legacy of Merce Cunningham Exhibit

Involved in the initial design/concept. Highly involved in the design, development, and fabrication of exhibit to present visual and audio media.

EDUCATION

University of Arizona College of Architecture and Landscape Architecture

Bachelor of Architecture (B.Arch) Architecture, 2007-2012