

NASIRA FABELHAFT

www.eyefriction.com

1347 Jackson St. no. 303
San Francisco, CA 94109

760.985.6649
nasira.fabelhaft@gmail.com

EDUCATION

Master of Architecture (M.Arch) 2011-2015 / Academy of Art University; San Francisco, CA

M.Arch Candidate 2008-2010 / Syracuse University; Syracuse, NY

Visual Design for the Web 2004 / The Evergreen State College; Olympia, WA

Bachelor of Arts, Studio Arts (BA) 1999-2003 / University of Puget Sound; Tacoma, WA
(concentration: black & white film photography and steel metal welding)

EXPERIENCE

3D Technical Artist 2016-current / Mody; San Francisco, CA

Led creation and development of architectural specifications for digital implementation at interior design tech startup. Specialized in streamlining assets necessary for development of proprietary software. Excelled at creating solutions and improving roombuilding pipeline while meeting demanding deadlines and SLAs

3D Modeling & Product Visualization 2013 / Independent contract work; San Francisco, CA

Prepared product visualizations for Metro Label, allowing them to finalize a production contract.

Replenishment Worker 2011-2013 / IKEA; Emeryville, CA

Upheld IKEA visual merchandising standards, while stocking in store and logistics warehouse.

Graduate Assistant 2009 / Syracuse University School of Architecture; Syracuse, NY

Research and design work for the Dean of the School of Architecture.

Start-up Graphics Lead Designer 2005-2006 / Bad Gene Pool Productions; Seattle, WA

Defined cohesive visual identity for action sports start-up. Designed skateboard decks, decals, tees, banners.

Marketing Design Specialist 2003-2006 / Pierce Transit Public Transportation; Tacoma, WA

Collaboratively produced multimedia at nonprofit government agency. Responsible for prepress layout, direct mail, billboard graphics, signage and transit info serving metropolitan county of +900,000 residents.

COMPUTER/ DIGITAL SKILLS

Photoshop, InDesign, Illustrator Adobe Creative Suite / Expert (12+ years experience)

HTML & CSS, Dreamweaver, FTP / Advanced (front-end UI hand-coded from scratch)

Rhino 5, Revit 2016, 3DS Max, Vray / Advanced (5+ years using Rhino; beta tested Mac Rhino 5)

Autodesk Maya, Autocad; Javascript / Proficient **Mac OS & Windows**

Skilled at photorealistic rendering, including lighting, and creating custom rendering materials

FABRICATION/ MECHANICAL SKILLS

Digital & Film Photography / Expert (B&W darkroom, video & editing, digital & film SLRs)

Digital Fabrication & Prototyping / Advanced (laser cutting, CNC, 3D Printing, eggcrate models)

Wood & Metal shop/power tools / Advanced (MIG welding experience)

ADDITIONAL SKILLS

Sewing machines, sergers, and hand-sewing

Volvo B230F automotive engine & body repair

Prior power pallet jack forklift certification

Proficient French; basic Spanish