

SIRA FABELHAFT

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EDUCATION	<p>Master of Architecture (M.Arch) 2011-2015 / Academy of Art University; San Francisco, CA</p> <p>M.Arch Candidate 2008-2010 / Syracuse University; Syracuse, NY</p> <p>Visual Design for the Web 2004 / The Evergreen State College; Olympia, WA</p> <p>Bachelor of Arts, Studio Arts (BA) 1999-2003 / University of Puget Sound; Tacoma, WA (concentration: black & white film photography and steel metal welding)</p>
EXPERIENCE	<p>3D Modeling & Product Visualization 2013 / Independent contract work; San Francisco, CA Prepared product visualizations for Metro Label, allowing them to finalize a production contract.</p> <p>Replenishment Worker 2011-2013 / IKEA; Emeryville, CA Upheld IKEA visual merchandising standards, while stocking in store and logistics warehouse.</p> <p>Graduate Assistant 2009 / Syracuse University School of Architecture; Syracuse, NY Research and design work for the Dean of the School of Architecture.</p> <p>Replenishment Worker 2007-2008 / IKEA; Costa Mesa, CA Maintained IKEA visual standards during stocking and forklift operation on logistics graveyard shift.</p> <p>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.</p> <p>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.</p> <p>Exhibits Production Intern 2001-2003 / Washington State History Museum; Tacoma, WA Assisted in researching, building, producing, and lighting exhibits at regional non-profit organization.</p>
COMPUTER/ DIGITAL SKILLS	<p>Photoshop, InDesign, Illustrator Adobe Creative Suite / Expert (12+ years experience)</p> <p>HTML & CSS, Dreamweaver, FTP / Advanced (front-end UI hand-coded from scratch)</p> <p>Rhino 5, Revit 2016, 3DS Max, Vray / Advanced (5+ years using Rhino; beta tested Mac Rhino 5)</p> <p>Autodesk Maya, Autocad; Javascript / Proficient Mac OS X (10.11 El Capitan) & Windows (10)</p> <p>Skilled at photorealistic rendering, including lighting, and creating custom rendering materials</p>
FABRICATION/ MECHANICAL SKILLS	<p>Digital & Film Photography / Expert (B&W darkroom, video & editing, digital & film SLRs)</p> <p>Digital Fabrication & Prototyping / Advanced (laser cutting, CNC, 3D Printing, eggcrate models)</p> <p>Wood & Metal shop/power tools / Advanced (MIG welding experience)</p>
ADDITIONAL SKILLS	<p>Sewing machines, sergers, and hand-sewing</p> <p>Volvo B230F automotive engine & body repair</p> <p>Prior power pallet jack forklift certification</p> <p>Proficient French; basic Spanish</p>