

# Kristen Gandy

Taubman College  
M. Arch - 2016

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## about

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My work has been a balance between the foundational elements of architecture, and experimentation of physical materials at all scales. The projects are neither strictly avant-garde or systematically driven by research. My creative approach addresses an all encompassing scale, while simultaneously working on the details.

I have experiences not outlined in this shortened recent work including: development and production of design installations for grant supported research in architecture, social media roles, marketing and presentation design, architectural specification and selections for a custom home builder, on site existing building evaluation and drawing for an engineering firm.

## education

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M.Arch 2016  
UNIVERSITY OF MICHIGAN  
Major: Architecture

BA. Architecture 2014  
UNIVERSITY OF NEW MEXICO  
Major: Architecture  
Second Concentration: Construction Management

HONORS AND AWARDS:  
Dean's List – Fall Semester 2011, Spring Semester 2012, Fall Semester 2012, Spring Semester 2013, Fall Semester 2013, Spring Semester 2014, Graduated with Honors May 2014

## skills

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Rhino 3D, Grasshopper, Rendering, Vray, Hand Drawing, **Adobe:** InDesign, Illustrator, Photoshop, Premier Pro, Lightbox, After Effects, **Autodesk:** Maya, AutoCad, Revit, Meshmixer, Mudbox, Meshlab, Ecotech, Tsplines, 123DCatch, 3ds Max, Physical Fabrication

## recent work experience

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### RESEARCH THROUGH MAKING

March 2017  
Ann Arbor, MI  
Research Grant Project Assistant  
Worked in a visiting position with the research team for production of the exhibition and design support of the mold and concrete casting process for the project "Thermo Plastic Concrete Casting" in Ann Arbor Michigan.

### T+E+A+M – RAGDALE THEATER SUBMISSION

February 2017 – March 2017  
Ann Arbor, MI  
Project Lead  
Invited to contribute to the submission for the Ragdale Theater 2017, which has since won the first place and will be built May 2017. My role included collaborative design with the 4 principals, organizing workflow across several deliverables, production of the supporting submission information including: digital animation, Rhino 3D model, Vray and Rhino Rendering, Photoshop editing, layout production in InDesign, and the final submission to the Ragdale Foundation.

### THE ARCHITECTURAL IMAGINATION

January 2017  
Detroit, MI  
Re-install Direction at MOCAD  
Recognized by the curators as an expert on the exhibition material, installation of models, and ability to repair after shipping from Venice. Worked in Detroit for the travelling show re-installation for exhibition at the Museum of Contemporary Design in Detroit Michigan.

### NHDM ARCHITECTS

November 2016  
New York, NY  
Intern Architect for Submission Deadline  
Prepared a design scheme of a large scale museum project for initial client presentation. Produced digital models with consideration to pre-determined constraints for accuracy of representation to the client of the design possibilities on their site. Delivered schematic diagrams of spatial use, design scheme representation, renderings, rhino models, physical models, and initial report preparation.

### THE ARCHITECTURAL IMAGINATION

Summer 2016 + November 2016  
Venice, Italy  
Taubman College Fellow  
Contributed to the delivery and installation of the U.S. Pavilion for the 2016 Venice Architecture Biennale headed by curators Monica Ponce de Leon and Cynthia Davidson. Handled twelve unique architectural projects and their installation at the pavilion.

### T+E+A+M 2016

Ann Arbor, Michigan  
Venice Biennale Project Assistant  
Prepared the site model and section rendering with leads Ellie Abrons, Meredith Miller, Thom Moran, and Adam Fure of T+E+A+M for the 2016 Venice Biennale. Modeled the 6-Block Site in Rhino 3D, produced between Maya and Vray to provide the base renderings for the drawing, edited and detailed layers in Photoshop. Delivered early, and thus worked on the final work for three of the large perspective design representations. Prior to project delivery, also assisted the physical model team with details and organized the project for shipping to Venice.

### QUARRA STONE COMPANY

Summer 2015  
Madison, Wisconsin  
Intern Stone Designer  
Produced digital models of designs for client specified designs. Organized and led teams for potential client projects from initial contact to final fabricated mock-up. Produced fabrication specifications for all of my designed elements. Completed models for digitally fabricating architectural stone elements. Participated in client meetings for future and current projects within the company. Communicated with architects regarding desired design outcomes and translated them into production methods for fabrication of stone elements. Designed and produced project presentations for clients and associated representations of designed stone elements for sales.