

Colin Deckner

ARCHITECTURE STUDENT & STAGEHAND

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OBJECTIVE

I am a highly motivated and independent worker with a strong interest in architecture, 3d modelling and animation. I'm currently seeking an internship where I can utilize my skills, tackle new challenges, and learn the ways of the professional environment.

EDUCATION

Bachelor of Architecture

California College of the Arts, San Francisco

Anticipated graduation in December 2012

Associate degree in Architecture

Orange Coast College, Costa Mesa

2005 - 2009

RECOGNITION

3rd place, Annual AIA Competition

American Institute of Architects, Orange County chapter

May 2008

Featured Animated Narrative

Lecture on "Landscape and New Media" by Wilson Martin.

Harvard University, November 2011

Featured Project, Drylands Design Exhibition

Drylands Design Exhibition

Architecture and Design Museum Los Angeles, March 2012

SKILL SETS

SOFTWARE Highly proficient in Maya (incl. programming with MEL Scripting), Revit, 3ds-Max, Rhino, Grasshopper, AutoCAD, InDesign, Photoshop, Illustrator, Sketch-Up and After Effects. Comfortable with both Windows and Mac OS X.

ARCHITECTURE Excellent physical model making skills with various materials. Solid conceptual thinking skills. Strong familiarity with passive strategies and environmentally-focused design.

SHOP I have experience using LaserCamm™ lasercutters and CNC mills. I am also a trained carpenter with experience in woodworking and joinery, in addition to tig, mig and acetylene welding.

PROFESSIONAL THEATRICAL QUALIFICATIONS

10 years of experience in staging and theatre industry. Skills include stage management, follow-spot operation, lighting, audio, staging, set carpentry, video, backline and logistics.

References and printed portfolio book available upon request.
