# Shane Jezowski

## Project Manager + Designer + Design Engineer

shanejezowski.com - shanejez@gmail.com

## Education

#### M.Arch, University of Miami, Miami, FL, 2022

AlA Henry Adam's Medal, graduating student with the highest GPA, 2022

 $Alpha\ Rho\ Chi\ Medal,\ graduating\ student\ whose\ leadership,\ personality\ and\ attitude\ foreshadow\ exceptional\ professional\ worth,\ 2022$ 

AIA Palm Beach Foundation Scholar, 2022

The Villagers Scholar, 2022

Graduate Core Student Design Award, 2020

McLamore Scholar, 2019-2022 Dean's Fellow. 2019-2022

MFA in Sculpture, University of Delaware, Newark, DE, 2013 BFA in Sculpture, Kansas City Arts Institute, Kansas City, MO, 2011

## Work Experience

## Freelance Design + Fabrication, 2013-2022

#### 2D/3D Design

Rocco Ceo AlA, Design Assist Services, Miami, FL

The Ocean Conservancy, Community Action Plan Visualization, Miami, FL

Patrick Reuter Architecture (PR A) + Veruska Vasconez, Design Assist Services, remote

Shulman + Associates AIA, Design Assist Services, remote

The Factory NYC - Design Assist Services, remote

A. Zahner Architectural Sheet Metal, Design Assist Services, remote

P.E.D.G., 3D Set Design Visualization, Lancaster, PA

#### **Fabrication**

A. Zahner Architectural Sheet Metal, New York, NY

Erica Prince, Artist, New York, NY

MIO, Philadelphia, PA

Now Tradition, Philadelphia, PA

University of Delaware, Newark, DE

## Research Assistant. The Littoral Urbanism Lab. Miami, FL. 2019-2021

## Researcher and Designer, All That is Solid: Platforms for Wood, 2019 - 2021

Conducted extensive research to provide meaningful insights into the history, active uses and future possibilities of Mass Timber products in the fields of architecture, construction and development. My skills in Rhino 3d drafting, parametric scripting, Ladybug tools, GIS, and varying design tools allowed me to produce dynamic presentations, maps and supplemental imagery for publication and public presentations.

## Grant Co-Writer and Lead Designer, Fluid Environments: The Space We Live In, 2020

This grant was proposed to Epic Mega Grants and was awarded \$25,000 for research and development of visualization tools for perceiving the effects of sea level rise on neighborhoods. The core idea was to use Epic's Unreal game engine and AR/VR technology to to provide viewers with a visceral experience of sea level rise and to elicit a meaningful and action oriented response.

## Senior Project Manager + Design Engineer, The Factory NYC, Brooklyn, NY, 2015-2019

#### **Senior Level Duties**

Trained staff in the use of project management software (Podio)

Supervised junior to mid level project management staff

Oversaw the CNC department and cut production queue

Managed staffing for junior to mid level project management projects

Designed bespoke project management software

Spearheaded new general management strategies

Oversaw company-wide efficiency in digital and physical production

### **Project Management**

Initiated and cultivated client relationships

Led technical consultations with clients

Calculated estimates and invoicing

Determined material take-offs

Organized material ordering

Corresponded with vendors

Delegated tasks and disseminated information for production

Coordinated shipping logistics

Supervised on-site installation and assembly

Formalized project documentation and archiving

#### Design Engineer

Compiled product measurements

Drafting

CAD-CAM

Designed project build schematics

Oversaw quality and structural control

Designed bespoke Grasshopper scripts

# Assistant Project Manager + Design Engineer + CNC Operator, Erector Sets Inc., Philadelphia, PA, 2013-2015

#### Assistant Project Manager

Initiated and cultivated client relationships

Calculated estimates and invoicing

Determined material take-offs

Organized material ordering Corresponded with vendors

Corresponded with vehicles

Delegated tasks and disseminated information for production

Coordinated shipping logistics

Supervised on-site installation and assembly

Formalized project documentation and archiving

## Design Engineer

Compiled product measurements

Drafting

CAD-CAM

Designed project build schematics

Oversaw quality and structural control

## **CNC Operator**

Configured CNC tool paths

Ensured CNC cut efficiency and machine safety

Managed and conducted general CNC maintenance and troubleshooting

Oversaw quality control of cuts

## Instructor of Record + Shop Monitor, University of Delaware, Newark, DE, 2011-2013

#### Instructor

Introduction to Sculpture

Digital Printmaking (Vector patterns and rendering with Rhino3d)

Design II (Foundations Department)

Design Advisor to senior engineering majors

#### **Shop Monitor**

Monitored proper use of metal and wood machinery

Reinforced shop safety

Provided private metal and woodworking instruction

Tool maintenance

Fabricated custom tools and shop fixtures.

## Designer + Marketing Intern, A. Zahner Architectural Sheet Metal, Kansas City, MO, 2010-2011

#### Designer in the Design Assist Group

Produced and designed assembly packets for Zahner Engineered Profile Paneling System (ZEPPS)

Basra Sports City Stadium in Basra, Iraq, 2011

Sidra Medical Center in Doha, Qatar, 2010

## Marketing Intern in the Design Assist Group

Produced marketing materials to explain Zahner methodologies

Assisted with web marketing strategies

Rendered project proposals

Answered client calls

Assisted with calculating material yields

Prepped and shipped product samples

## Trades and Skills

## Computer

#### Skill Level: Expert

Rhino 3D, Grasshopper 3D, Visual Arq (BIM), Enscape (RENDER), Affinity Design Suite (Designer, Photo, Publisher)

#### Skill Level: Experienced

AutoCAD, Adobe Design Suite (Photoshop, Indesign, Illustrator, Acrobat, After Affects), Twinmotion, Q-GIS, iWork Suite (Keynote, Pages, Numbers), Microsoft Office (Powerpoint, Word, Excel), Nodebox 3. Podio

#### Skill Level: Competent

Revit, Arc-GIS, ARCHICAD, Unity Game Engine, Unreal Game Engine, Davinci Resolve, RhinoCam

#### **Fabrication**

3-axis CNC mill, CNC laser cutter, FFF 3D printing, SLA 3D printing, water-jet cutter, MIG, TIG, torch welding/cutting/manipulating, plasma cutter, tube roller, manual break, vertical/horizontal bandsaw, cold saw, hot saw, table saw, bandsaw, miter saw, drill press, hand tools (pneumatic and electric), iron, bronze, aluminum, ceramic, foam, concrete