

Scott Philipp

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Summary

Proficient with current tools used in the industry; including AutoCAD, Revit, SketchUp, Photoshop and 3D Studio Max.

Experience with coordinating and developing design documentation for permitting and construction of a variety of project types.

Thorough understanding of conveying design concepts using presentation graphics

Ability to create design, permit, and construction documents autonomously

Works well independently and in multidisciplinary team environments

Extensive training and knowledge in 3D modeling programs, graphic design software, CAD tools, and rendering systems

Effective at communicating with the client, consultants and jurisdictions to advance project completion.

Work Experience

Project Manager / Job Captain

2014- Present

Dynamik Space

Handled coordination, design, and administration for all aspects of project development from beginning to end. Includes initial design proposal, client discussions and design development, handling construction drawing creation, code research, permitting, construction administration and all related activities and responsibilities in-between.

Architectural Designer

2011- 2014

Architectural Werks, Inc.

Manage the creation of construction and design documents for veterinary, medical, retail and commercial projects utilizing AutoCAD, Revit and SketchUp design software.

Organization of required documentation and form work as necessary by local building departments and code jurisdictions to meet project requirements.

Assist Lead Architect throughout the entire design process of multiple projects, from schematic design through construction administration.

Retail Architectural Designer

2010 - 2011

Callison

Assisted project lead with coordination and completion of project; including note taking at meetings, communicating with other disciplines, coordinating code research and handling interactions with jurisdictions.

Worked on all aspects and stages of design and document production for retail facilities. Including code research, jurisdiction requirements and submittal checking and documentation.

Utilized Microstation and Photoshop software to produce construction drawings and graphic renderings.

Education

Master of Architecture

2008

University of Idaho, Moscow, ID

Studied the architecture in a variety of contexts and explored topics related to design and human interaction within a built environment

Expanded investigations into design theory and solving problems through superior design methods

Thesis proposal on housing solution for third-world countries, utilizing shipping containers as modular living units to provide effective housing solutions for the burgeoning world population

Bachelor of Science in Architectural Studies

2007

Washington State University, Pullman, WA

Worked in a variety of multidiscipline design teams to complete a variety of design projects.

Developed design skills and produced projects from the conceptual phase to the final phases of construction.

Completed coursework in a variety of related disciplines; including fine arts, computer science, landscape architecture and construction management.

Completed course on LEED certification requirements and the LEED building design process.

Associates Degree

2003

Fresno City College, Fresno, CA

Completed core curriculum of undergraduate studies in mathematics, literature, foreign languages, and the sciences.

Additional focus on design, computer drafting, computer graphics, and rendering courses.

Technical Skills

- AutoCAD
- Revit Architecture
- SketchUp
- Adobe Photoshop
- Adobe Creative Suite
- MicroStation
- 3D Studio Max
- MS Office Suite