Nathaniel Gillette
nathaniel.gillette95@gmail.com

Education

Master of Architecture, University of Illinois at Chicago   Graduated May 2024

Awarded Merit Scholarship, Elected to Student Advisory Board

Bachelor of Fine Arts, The School of the Art Institute of Chicago   Graduated May 2018

Awarded Merit Scholarship, Elected to Student Advisory Board

Work Experience

Architecture Intern, Chipman Design Architecture   Summer 2023

Interning at CDA involved 1-3 week rotations with design teams working on code compliance research, communications with clients and municipalities, compiling CD sets, composing proposals, and conducting as-built surveys.

Design Consultant, Freelance   2018 - Present

With clients ranging from international artists to local architecture firms, design and consultation work has covered projects such as home renovations to product design and media production.

Architecture Instructor, Midtown-Metro Achievement Center   Summer 2022

Created a curriculum for and instructed a 6 week high school architecture apprenticeship covering a set of introductory topics to architectural design and research.

Visiting Instructor, The School of the Art Institute of Chicago   Summer 2019

Co-instructed the continuing studies course *Digital Fabrication*, covering the basics of designing 3D printable and laser cuttable sculptures / components.

Skills / Software

Architectural Design and Revision

Design and revision experience working from schematic design through construction documentation.
In order of skill, software proficiencies include: **Rhino, AutoCAD, SketchUp, Grasshopper, Bluebeam, and Revit.**

Project Coordination and Communication

Experience coordinating pipeline processes of design, revision, code compliance, detailing, and client change requests.
Developed written and verbal skills suited to teamwork, presentation, pitching, marketing, and publication.

Rendering and Visualization

Still image and video production workflows ranging from complete asset creation to rendering and post-production.
In order of skill, software proficiencies include: **Adobe Suite, Maya, Cinema4D, Lumion, V-Ray, TwinMotion, and Enscape.**

Additional work and project elaboration can be found at www.nathanielgillette.com