

CFA Resume Example Packet

Architecture - Art - BXA - Design

Updated August 2025

Standardized Resume Examples for the College of Fine Arts

Introduction:

The resume examples in this document are designed to be starting points, not final drafts. They offer a clear, consistent structure across majors and degree levels to help you compare how different kinds of experiences—academic projects, internships, campus involvement, and more—can be framed for various career paths.

Most examples follow formatting that works well with *Applicant Tracking Systems (ATS)*, which is why they may look visually simple. This format prioritizes keyword visibility, clarity, and readability by AI resume-scanning software, which is common in many online job applications.

These examples are not focused on visual design or layout, so if you're creating a resume for networking, showcasing design skills, or applying to highly visual fields, you should supplement these with feedback from your career counselor, faculty, peers, professionals, and online examples.

Importantly, *these examples were created using a customized version of ChatGPT-4, trained on CMU-specific materials*: program descriptions, industry data, de-identified student resumes, and career counseling insights. This allowed for a large number of examples to be generated with targeted relevance to your department and degree program. That said, there's no such thing as a "perfect" resume—because your resume should sound like you. These examples are not templates to copy word-for-word, but tools to help you express your own experience with greater clarity. Large language models (LLMs) like ChatGPT can be incredibly useful, but they can also dilute your voice if overused. *Use these examples to guide your writing, not to replace it!*

How to use this document:

This document is a library of realistic and varied examples that highlight how different kinds of roles, skills, and outcomes can be framed effectively. Pay close attention to how bullet points are written—the language is intentional, and often specific to the field or industry being targeted.

- Explore how different types of experiences (*projects, jobs, volunteer roles, on-campus activities*) can be framed in your resume.
- See how students in your major—and related majors—might present similar skills or outcomes.
- Discover career directions within and adjacent to your program by reviewing resumes *across multiple departments and degree levels*.
- Avoid replicating any one resume exactly—draw from many examples and make the language your own.
- Locations are omitted from title lines in several documents, *this encourages you to embed location into the bullet points themselves* to provide better context to your experience and to save precious room in your document (optional, but helpful).

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Notes on the BXA Program

The nature of the BXA degree is that it combines a STEM discipline with existing career options, skillsets, and experiences found within Architecture, Art, Design, Drama, and Music. Using the models from the programs listed in this resume packet in combination with your other degree will allow you to customize your career documents. Seek out additional career materials on the CPDC website, or, see your CPDC career counselors in their specific target area to help with this process.

The nature of the BXA program is that its options are significantly expanded than traditional career paths. In this way, *no set example will truly articulate the customization require in crafting a resume for this program*. Instead, use combinations of examples from both of your degree paths to synthesize something that works for your specific goals and interests. Some students may have different ratios / divisions within their career documents to focus on one pathway more than the other, and some may all together omit areas of the BXA program in order to be hyperfocused on a particular job they are applying for.

Because of this, *we stress the importance of working with the CPDC to gain clarity on what sort of resume you would like to build* — and why!

Casey Smith

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www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Emerging architectural designer with experience in public architecture, education, and hands-on community projects, passionate about using design to support communities, share stories, and make everyday spaces more welcoming and functional. Seeking Summer opportunities for 20##.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Architecture, Minor in Environment and Sustainable Studies

##/20##

WORK EXPERIENCE

Architectural Intern, *JD Burns Architects LLC*

##/20## - ##/20##

- Supported construction documentation for education institution infrastructure projects from schematic design through project closeout.
- Gained and expanded fluency in Revit, AutoCAD, and MicroStation by producing technical drawings and assisting in quality control for a team of four designers.
- Shadowed project leads to understand public architecture workflows and consultant coordination.

Art Instructor, *Cordovan Art School*

##/20## - ##/20##

- Built the educational curriculum and led weekly art classes for children aged 6–12, cultivating student creativity through custom structured lesson plans and final project exhibitions.
- Maintained a safe studio environment by teaching proper sanitation practices and classroom protocols.
- Developed communication and mentorship skills by tailoring feedback to various learning styles.

PROJECT EXPERIENCE

Materials Researcher, *Peace Garden Pergola for Community Center*

##/20## - ##/20##

- Collaborated with four peers to design, prototype, and construct a full-scale outdoor pergola for a community peace garden in the cross section of three diverse neighborhoods in the Eastern region of Allegheny county.
- Researched and sourced locally produced sustainable construction materials to implement onsite.
- Led materials procurement, fabrication, and site assembly, translating construction documents into built form.

ADDITIONAL EXPERIENCE

Project Manager, *Freedom By Design*

##/20## - ##/20##

- Directed a student-led team of three through the design-build of Little Free Libraries in partnership with Reading Ready Pittsburgh, successfully distributing 75+ weatherization kits to support thermal efficiency in local housing.
- Coordinated stakeholder outreach and led site-specific planning, fabrication, and installation processes.

Community Outreach Volunteer, *FreshStart Pantry Collective*

##/20## - ##/20##

- Supported weekend produce distributions at mobile food pantry sites, helping serve over 150 families per week in under-resourced neighborhoods.
- Collaborated with organizers to develop a reusable materials station, reducing single-use waste and supporting the pantry's sustainability goals.

SKILLS

Technical Design & Drafting: Revit, AutoCAD, Rhino 3D, Rhino 7, Grasshopper, SketchUp, Enscape, D5 Render, V-Ray, Climate Studio, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Bluebeam.

Fabrication & Physical Modeling: Model making, hand drafting, woodworking, CNC milling, laser cutting, 3D printing, digital fabrication tools, physical computing, full-scale prototyping.

Collaboration & Communication: Team leadership, design critiques, community engagement, design-build coordination, bilingual workshop facilitation (English/Spanish), visual storytelling, verbal presentation skills.

Casey Smith

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Creative designer and researcher with a background in architecture and a passion for visual storytelling, cross-disciplinary publication, and public-facing design. Experienced in translating research and narrative into visual systems, with a strong foundation in collaborative production, digital media, and strategic communication.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Architecture

##/20##

WORK EXPERIENCE

Design & Research Intern, *New Design Trust Inc.*

##/20## - ##/20##

- Conducted in-depth research into local summer programming at three public-parks, synthesizing findings from over 30 interviews into a visual report and presentation for community stakeholders.
- Created infographics, timelines, and geographic maps using Illustrator and InDesign for publication content.
- Supported design documentation of initiatives blending landscape, cultural heritage, and public activation.

Teaching Assistant, *Architecture Department at Carnegie Mellon University*

##/20## - ##/20##

- Provided educational support in a multidisciplinary elective on architecture and visual storytelling, assisting students with projects integrating drawing, collage, and digital media for the purposes of general publication.
- Held weekly office hours to guide students on concept development, portfolio refinement, and Adobe Suite usage (Illustrator, Photoshop, InDesign).
- Collaborated with the course instructor to develop assignment briefs, build visual lecture materials, and maintain a shared Miro board for group feedback and discussion.

Communications Intern, *History Department at Carnegie Mellon University*

##/20## - ##/20##

- Researched archival materials to storyboard and produce a video content for academic publication, Strengthening storytelling and visual communication skills through scripting and editing final media deliverables.
- Collaborated with faculty and staff across five academic departments over an eight month timeframe to align messaging and gather content for video assets in preparation for a national conference.

ADDITIONAL EXPERIENCE

Co-Head of Production & Stage Design, *Lunar Gala Fashion Show*

##/20## - ##/20##

- Managed all production logistics and design for Pittsburgh's largest student-run fashion event, coordinating vendors and creative teams.
- Created a cohesive spatial narrative through digital renderings and physical mockups of the show environment.
- Assisted with the branding and marketing team to develop content for event advertisement.
- Balanced project timelines and team workflows, leading to a sold-out event with high visual impact.

Editorial Design Contributor, *Lemon Publication*

##/20## - ##/20##

- Designed visual layouts and infographic spreads for a student-run publication showcasing student work, aligning content across interviews, artwork, and cross-disciplinary student features.
- Facilitated team planning through Miro boards and collaborative editorial sessions, contributing to content ideation and issue theming.
- Revamped Lemon's online platform by optimizing web assets and coordinating with digital design lead.

SKILLS

Visual & Interaction Design: Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects), Framer, Webflow, Bezi, Sketch, Canva, hand sketching, layout systems, motion graphics, branding systems.

Research & Strategy: User research, design strategy, interviewing methods, data visualization, user surveys, storyboarding, speculative design, journalism and publication, placemaking research, information architecture.

Prototyping & Emerging Tech: HTML, CSS, Rhino 3D, V-Ray, AR/VR exploration, XR design, LLM platforms and applications (ChatGPT, Gemini, Copilot), AI image and video generation tools (Stable diffusion, DALL-E, RunwayML).

Casey Smith

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Design-driven architecture student with a passion for community engagement, storytelling, and inclusive design. Experienced in event planning, creating marketing materials, and supporting collaborative projects and initiatives.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor Arts of Architecture, Minor in Sociology

##/20##

WORK EXPERIENCE

Community Engagement Intern, *Health & Meditation Center of Philadelphia*

##/20## - ##/20##

- Coordinated logistics and vendor outreach for a mental health awareness event series held in a public park, including scheduling, materials planning, and on-site coordination for over 300 attendees.
- Designed event-day maps and vendor layouts using Illustrator and InDesign, ensuring clear circulation and access to all activity zones, wellness booths, and meditation sessions.
- Conducted outreach to local businesses, nonprofits, and neighborhood partners to promote the events through flyers, email campaigns, and social media graphics, contributing to a 40% increase in public attendance compared to the prior year.

Assistant Stage Manager, *Alice Wilkins Performing Arts Center*

##/20## - ##/20##

- Managed a 12-person student tech crew for five theatrical productions, overseeing stage layout and staff safety.
- Directed set design and backstage coordination with performers, set fabrication, and technicians.
- Collaborated with external vendors and contractors to install rigging, lighting, and build sets under tight timelines and budgets.

ADDITIONAL EXPERIENCE

Assistant Booth Director, *Spring Carnival Committee*

##/20## - ##/20##

- Reviewed construction documents for student-built display booths to ensure alignment with structural safety regulations and CMU carnival guidelines.
- Supervised on-site build activities, coordinating student teams and volunteers to resolve material, timeline, and safety challenges in real time.
- Supported orientation of first-time booth builders, offering mentorship in teamwork, technical skills, and community-centered design.

Cultural Diversity Chair, *Phi Sigma Pi*

##/20## - ##/20##

- Organized co-hosted events with other cultural student groups to foster inclusivity and campus-wide learning around identity and space for a nationally recognized gender non-specific greek life organization.
- Helped fundraise for initiatives supporting underrepresented creatives and designers within the CMU community.

Volunteer, *Greater Pittsburgh Community Food Bank*

##/20## - ##/20##

- Assisted with weekly food distribution events, supporting check-in, line organization, and inventory restocking for up to 100 households per shift.
- Independently developed a new circulation map using Adobe Illustrator to improve visitor flow and accessibility, resulting in clearer wayfinding and reduced wait times for clients with mobility challenges.
- Participated in outreach efforts with local organizations to expand awareness and volunteer recruitment.

SKILLS

Software & Tools: Rhino 3D, Adobe Illustrator, Adobe InDesign, AutoCAD, SketchUp, Figma, Enscape, Climate Studio, Laser Cutting, CNC Milling

Methods & Practices: Community Engagement, Visual Storytelling, Public Presentation, Interview Facilitation, Event Planning, Collaborative Teamwork, Design Communication

Relevant Coursework: Design for the Common Good, Visualizing Place & Community, Storytelling & Space, Digital Workflows for Public Design, Human-Centered Research Methods, Participatory Practices & the Built Environment

Casey Smith

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Architecturally trained designer blending spatial storytelling with game design, UI/UX, and creative technology. Experienced in Unity, Figma, and Blender with a strong foundation in environmental design and interactive media seeking game design opportunities for Summer 20XX.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor Arts of Architecture, Minor in Game Design

##/20##

WORK EXPERIENCE

UX & Environments Intern, *Pixel Powers Inc.*

##/20## - ##/20##

- Created wireframes and in-game interfaces for an indie puzzle game developed by a mobile gaming startup company, focusing on menu design and intuitive player feedback systems.
- Used Figma and Adobe XD to build clickable prototypes in collaboration with Unity devs.
- Tested environment lighting and navigation flows for spatial legibility and visual hierarchy across game levels.

Fabrication Assistant, *CMU IDeATe Fabrication Lab*

##/20## - ##/20##

- Provided peer support in digital fabrication labs, assisting students with laser cutting, CNC milling, and 3D printing for interactive installation projects.
- Maintained fabrication equipment and hosted safety orientations for first-time users.
- Created digital and physical models of AR-enabled prototypes for class exhibitions.

PROJECT EXPERIENCE

Team Contributor, *Group Project: Echo Drift – Environmental Puzzle Game*

##/20## - ##/20##

- Helped build three explorable environments in Unity for a surrealist puzzle game based on sound and spatial clues, focusing on mid-level areas that linked narrative transitions alongside a team of four students.
- Collaborated with the technical artist to implement dynamic lighting states and scripted environmental triggers using Unity's Timeline and basic C#.
- Participated in weekly design reviews to refine atmosphere, accessibility, and wayfinding strategies across levels based on peer and mentor feedback.

Game Developer, *Personal Project: Environmental Game Design*

##/20## - ##/20##

- Created a procedurally generated forest exploration game using Unity and C#, with dynamic lighting and narrative prompts triggered by spatial navigation.
- Focused on environmental storytelling and immersive sound design using FMOD.

ADDITIONAL EXPERIENCE

Level Design Lead, *Game Creation Society*

##/20## - ##/20##

- Directed the design and development of a 2.5D puzzle-platformer from concept to final demo, building all game environments in Unity and Blender.
- Organized playtesting sessions and iterated level mechanics based on player feedback.

SKILLS

Creative Software & Visualization Tools: Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects, Premiere, Lightroom), Rhino 3D, Sketch, Framer, Webflow, Cinema 4D, Blender, Unity, V-Ray, Enscape, Keyshot, Climate Studio, D5 Render, Revit, AutoCAD, Procreate.

Interactive Media & Coding: HTML, CSS, JavaScript, P5.js, Arduino, Processing, Python (basic), Bezi, Responsive Design, XR Design, AR/VR, Motion Graphics, Information Architecture.

Design Methods & Prototyping: Design Systems, Wireframing, UI/UX Prototyping, User Research, Interaction Design, Product Strategy, Animation, Spatial Narratives, Data Visualization, 3D Rendering.

Casey Smith

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Architecture professional with hands-on experience in schematic design, BIM workflows, and construction documentation for mixed-use and affordable housing projects. Skilled in collaborating across disciplines and phases of design, with a focus on technical precision, envelope detailing, and real-world implementation.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Architecture

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Junior Architect, *NextGrid Studio*

##/20## - ##/20##

- Produced schematic design packages and 3D visualizations for residential and commercial mixed-use projects, contributing to client approvals and early stakeholder engagement.
- Assisted with construction documentation and coordinated with structural engineers and MEP consultants to ensure consistency across drawing sets.
- Conducted site visits during construction phases to review progress, document field conditions, and resolve design conflicts with contractors on-site.

Architectural Intern, *NextGrid Studio*

##/20## - ##/20##

- Participated in concept design and planning studies for three mid-rise housing developments, aligning design proposals with zoning and FAR requirements.
- Created over 50 detailed Revit models across four major projects and contributed to a BIM execution plan, improving drawing consistency across disciplines.

Architectural Design Intern, *Build Equity Collaborative*

##/20## - ##/20##

- Collaborated on data evaluation for early-stage feasibility studies reviewing affordable housing sites, including site massing and sun/shadow analysis.
- Used Rhino and Grasshopper to produce density studies for real estate and community planning decisions.

PROJECT EXPERIENCE

Group Contributor, *Project: Library of Light*

##/20## - ##/20##

- Focused on advanced detailing and tectonic design of a historic public library.
- Produced wall sections, material studies, and energy-informed envelope details using Revit and AutoCAD.
- Developed a narrative around daylighting, acoustic zoning, and inclusive design for community users.

ADDITIONAL EXPERIENCE

Writer and Editor, *ArchiTech Now!*

##/20## - ##/20##

- Served as primary editor for a city-wide publication that highlighted emerging tech in architecture.
- Led layout design and interactive content experiments for a cross-disciplinary arts magazine.
- Contributed writing and graphics for online and print publications for a local periodical, collaborating with all levels of the students and faculty in the architecture program and the writing department.

Conference Presenter, *National Organization of Emerging Architects*

##/20## - ##/20##

- Presented thesis work on publication and writing in the Architecture industry.

SKILLS

Technical: Rhino, Grasshopper, Revit, AutoCAD, SketchUp, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Enscape, V-Ray, Twinmotion, Lumion, Keyshot.

Methods: Construction Documentation, Wall Sections, Envelope Design, MEP Coordination, Egress & Accessibility Codes, BIM Execution Plans, Schematic Design, Design Development, Construction Administration.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio
www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Architect and CMU master's student with a passion for spatial justice, systems-level thinking, and interdisciplinary design. Experienced in leading community-engaged projects, managing intern teams, and translating complex research into visual and strategic frameworks for built and speculative outcomes.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Architecture

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Research Assistant, *Architecture Department of Carnegie Mellon University*

##/20## - ##/20##

- Supported studio-wide investigation on collective land use practices and participatory spatial design.
- Analyzed field research from two internal urban case studies, synthesizing lessons into speculative proposals.
- Designed research visuals and coordinated a public exhibition of student work featured in a national journal of architectural practices in academia.

Architect, *Axis Form Studio*

##/20## - ##/20##

- Conducted site analysis and stakeholder interviews for a cultural center in Chicago comprising four separate structures, synthesizing survey findings of over 200 residents and four community meetings into a spatial brief that addressed historic preservation and social inclusion.
- Collaborated on schematic design and public space strategies for three mixed-use housing projects prioritizing accessibility, creating diagrams and narratives for international design competition submissions.
- Trained and managed multiple seasonal interns, instructing customized workflows for file construction via Revit and project presentations utilizing Adobe InDesign.

Urban Strategy Fellow, *EquiBuilt Collaborative*

##/20## - ##/20##

- Mapped housing vulnerability indicators using demographic datasets, zoning overlays, and transit access to present to the city transit system in collaboration with two non-profit community centers, ultimately raising over \$100,000 for project funding over the course of two years.
- Executed a scenario planning exercise to envision affordable housing models across three municipalities.
- Developed a storytelling framework to communicate urban strategies through interactive visual platforms.

PROJECT EXPERIENCE

Individual Researcher, *Project: Speculative Futures for the Monongahela Riverfront*

##/20## - ##/20##

- Proposed a multiscalar urban design intervention addressing flood resilience and deindustrialization through commons-based development.
- Integrated environmental justice metrics and community narratives into a phased regeneration strategy.
- Delivered project outputs as interactive maps, spatial storytelling boards, and a speculative design policy draft.

ADDITIONAL EXPERIENCE

Lead Mentor, *Harks Foundation for Student Mentorship*

##/20## - ##/20##

- Pioneered the first Architecture-focused career guidance program for a national non-profit organization, targeting high school students in disenfranchised communities looking to pursue degrees in Architecture.
- Mentored 14 students over four years in their transition into higher education.

SKILLS

Technical: Rhino, AutoCAD, Revit, SketchUp, Adobe Creative Suite (Photoshop, Illustrator, InDesign), ArcGIS Pro, QGIS, Miro, Figma, Tableau, Grasshopper (basic), Twinmotion, Enscape.

Methods & Research: Policy brief development, workshop facilitation, community engagement planning, urban strategy synthesis, public presentation, qualitative analysis, speculative design writing, diagrammatic communication, research synthesis, grant proposal & academic writing, visual ethnography, cross-disciplinary collaboration.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio
www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Emerging AECM professional with a strong foundation in BIM coordination, digital construction technologies, and sustainable design workflows. Experienced in using tools like Revit, Navisworks, and BIM 360 to reduce project risk, drive cost savings, and support interdisciplinary collaboration across architecture and construction phases.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Science in Architecture Engineering Construction Management

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

BIM & VDC Intern, J&M Walker Construction

##/20## - ##/20##

- Developed 3D clash detection models in Navisworks, resolving 95+ design conflicts before construction, leading to \$750K in cost savings.
- Assisted in the implementation of BIM-based safety monitoring systems, incorporating machine learning models for real-time risk analysis in the development of a high rise commercial property of 50K square feet.
- Integrated cloud-based collaboration tools (BIM 360, ACC Build), improving coordination between field teams and office-based designers.

Teaching Assistant, Architecture Department of CMU

##/20## - ##/20##

- Facilitated group critique sessions and provided one-on-one feedback on construction systems, Revit modeling, and BIM coordination exercises for an undergraduate architecture course.
- Assisted with curriculum planning and lab instruction, helping revise assignments to better align with industry standards in structural systems and digital documentation.

Junior Architect, Integral Design Partners

##/20## - ##/20##

- Created detailed construction documentation and coordination sets for mid-rise residential developments, ensuring alignment between architectural and structural systems.
- Supported BIM execution using Revit and Navisworks, detecting and resolving conflicts between MEP layouts and architectural plans during weekly coordination meetings.
- Conducted site inspections during the construction phase to verify compliance with design intent and assisted in updating as-built drawings based on field conditions.

PROJECT EXPERIENCE

Individual Researcher, Project: AI-Driven Risk Assessment for Construction

##/20## - ##/20##

- Developed a machine learning model to predict cost overruns and schedule delays, using historical project data and real-time tracking inputs, integrated the AI model with BIM 360 & ERP systems in order to create an early-warning dashboard for project managers.
- Tested models on three active construction sites, improving risk assessment accuracy by 22%.

Team Lead, Project: Carbon Tracking in BIM for Sustainable Construction

##/20## - ##/20##

- Collaborated with a team of three to design a parametric BIM workflow to analyze embodied carbon in building materials, aligning with LEED and net-zero carbon standards.
- Used Grasshopper and Revit plug-ins to create a real-time carbon impact dashboard within the early design phase, reducing predicted lifecycle emissions by 35%.

SKILLS

3D Modeling & Rendering: Rhino, Grasshopper, SketchUp, Twinmotion, Enscape, V-Ray, Lumion..

BIM & Digital Construction: Autodesk Revit, Navisworks, ArchiCAD, BIM 360, ACC, Clash detection & coordination workflows, Digital Twin applications.

Analysis & Analytics: Primavera P6, Procore, Smartsheet, RS Means, Power BI, Python, SQL for cost estimation & risk modeling, Esri-ArcGIS, Climate Consultant, RemRate.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio
www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Architecture professional exploring real estate financial modeling, feasibility analysis, and mixed-use development strategy to leverage a design foundation with data-driven insights to support cost-effective, community-focused projects.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA ##/20##
Master of Science in Architecture Engineering Construction Management

College/University, Location ##/20##
[Undergraduate Degree]

WORK EXPERIENCE

Real Estate Development Intern, TerraForma Development Group ##/20## - ##/20##

- Conducted financial modeling and risk assessments for potential acquisitions, evaluating return on investment for properties ranging from \$5M to \$30M.
- Assisted in due diligence research, analyzing zoning, environmental impact, and entitlements for mixed-use projects, developing pro formas and underwriting reports, presenting findings to senior executives.
- Collaborated with construction managers to track budget variances and cost escalations, ensuring projects stayed within financial targets.

Research Assistant, Architecture Department at Carnegie Mellon University ##/20## - ##/20##

- Conducted feasibility studies for adaptive reuse and mixed-use development projects at the Real Estate Development Studio, analyzing zoning regulations, FAR, and market comps across three urban districts.
- Developed Excel-based financial pro formas and cost-benefit models factoring in TIF, tax credits, and community benefit agreements to assess viability of proposed developments.

Junior Architect, NextGrid Studio ##/20## - ##/20##

- Produced schematic design packages and 3D visualizations for residential and commercial mixed-use projects, contributing to client approvals and early stakeholder engagement.
- Assisted with construction documentation and coordinated with structural engineers and MEP consultants to ensure consistency across drawing sets.
- Conducted site visits during construction phases to review progress, document field conditions, and resolve design conflicts with contractors on-site.

PROJECT EXPERIENCE

Project Leader, Project: Affordable Housing & Public-Private Partnerships ##/20## - ##/20##

- Researched the effectiveness of public-private partnerships (PPPs) in delivering affordable housing solutions; conducted a comparative study of land-use policies, examining incentives such as tax credits, inclusionary zoning, and density bonuses in high-cost urban markets.

Group Contributor, Project: Risk Management in Large-Scale Developments ##/20## - ##/20##

- Drafted and prototyped a risk assessment matrix for high-budget, multi-phase construction projects, integrating cost overruns, labor shortages, and regulatory challenges; Implemented AI-driven predictive modeling for risk forecasting, identifying early warning signs in budget deviations and project delays.

SKILLS

Project Management & Construction Analytics: Primavera P6, Procore, MS Project, Smartsheet, RS Means, Power BI, budgeting, cost estimation, risk assessment, RFI processing, permitting & compliance, lifecycle cost analysis.

Real Estate Development & Financial Modeling: Real estate underwriting, discounted cash flow (DCF) modeling, feasibility studies, entitlements, zoning analysis, tax credits & incentives, public-private partnerships (PPPs), adaptive reuse strategies, market research, site selection.

Digital Tools & BIM for Construction: Autodesk Revit, BIM 360, Navisworks, SketchUp, Twinmotion, Rhino, Enscape, V-Ray, Esri-ArcGIS, CoStar, Argus Enterprise, Digital Twin integration, energy modeling, carbon tracking.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio
www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Building performance specialist with experience in simulation-based design, sustainability analysis, and data-driven diagnostics for high-performance buildings. Skilled in tools such as EnergyPlus, ClimateStudio, and Python for energy modeling, thermal comfort evaluation, and post-occupancy analytics.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Science in Building Performance Diagnostics

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Environmental Design Analyst Intern, *EcoFrontier Consulting*

##/20## - ##/20##

- Developed custom Python scripts to automate batch simulations for building envelopes in various orientations.
- Used DesignBuilder to assess and optimize window-to-wall ratios, achieving up to 18% energy savings in proposed designs for a large scale commercial building.
- Collaborated with a team of five software engineers to test interoperability between simulation engines and internal dashboards, presenting findings to three other divisions of the firm to use in other site locations.

Architectural Designer, *Urban Nest Architects*

##/20## - ##/20##

- Produced more than 40 construction drawings and environmental compliance assessments for public school retrofits under a city-wide energy upgrade initiative, meeting the demands of newly implemented legislation in a timeframe of less than three months.
- Supported daylight and glare analysis using DIALux and Ecotect to meet municipal sustainability benchmarks.
- Led eight internal workshops on BIM-integrated sustainability workflows, improving team-wide efficiency by 20% on new client projects over the course of the following eight months. .

Intern Architect, *TerraForma Studio*

##/20## - ##/20##

- Assisted in the design and detailing of a healthcare facility targeting local green building certification.
- Generated Rhino-based 3D models and used Ladybug Tools to assess solar radiation and optimize shading devices.
- Created client-facing presentations that visualized comparative energy savings across HVAC scenarios.

PROJECT EXPERIENCE

Group Researcher, *Project: Urban Microclimate Performance Dashboard*

##/20## - ##/20##

- Created a GIS-integrated simulation dashboard analyzing urban heat island mitigation strategies in dense neighborhoods.
- Aggregated tree canopy, reflectivity, and surface temperature data across four Pittsburgh census tracts.
- Used ArcGIS Pro, Python, and Tableau to visualize microclimate intervention effectiveness for public-sector decision-making.

SKILLS

Simulation & Environmental Analysis: EnergyPlus, DesignBuilder, IESVE, eQuest, OpenStudio, ClimateStudio, Honeybee, Ladybug Tools, Radiance, DIALux, Sefaira, Post-Occupancy Evaluation (POE), Life Cycle Assessment (LCA), Thermal Comfort Modeling, HVAC Load Analysis, Passive Design Strategies, Energy Benchmarking, Climate Data Interpretation, LEED & WELL Familiarity, ASHRAE Standards.

Data, Scripting & Visualization: Python (Pandas, NumPy, Matplotlib), R, SQL, RhinoScript, Grasshopper (GH Python), Tableau, Jupyter Notebooks, Excel (advanced), ArcGIS Pro, QGIS.

Design Tools & Communication: Rhino 3D, Revit, AutoCAD, SketchUp, Adobe Illustrator, InDesign, Photoshop, Microsoft Office Suite, PowerPoint, Figma.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio
www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Emerging sustainability professional with experience in performance analytics, building simulation, and climate adaptation strategy. Combines technical skills in ArcGIS, Ladybug Tools, and Revit with a communication-oriented approach to support city-scale resilience planning, scenario mapping, and public-sector engagement.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Science in Building Performance Diagnostics

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Research Assistant, *Architecture Department of Carnegie Mellon University*

##/20## - ##/20##

- Sole architecture student for an Urban Climate Futures Initiative created in collaboration between the College of Fine Arts & Heinz College Joint Research Lab at Carnegie Mellon University.
- Contributed to a research effort on regional climate resilience by assisting with field data collection on heat exposure indicators and compiling satellite and vegetation data for analysis in ArcGIS Pro.
- Assisted in developing draft visualizations and strategy recommendations for heat mitigation at multiple urban scales, using Ladybug Tools and R to support environmental analysis and scenario mapping.
- Organized and documented transdisciplinary workshops with stakeholders, supporting the presentation of environmental data and community-informed strategies through data visualizations of research.

Architectural Intern, *NextGrid Studio*

##/20## - ##/20##

- Participated in concept design and planning studies for three mid-rise housing developments, aligning design proposals with zoning and FAR requirements.
- Created over 50 detailed Revit models across four major projects and contributed to a BIM execution plan, improving drawing consistency across disciplines.

PROJECT EXPERIENCE

Project Contributor, *Project: Urban Heat Resilience Toolkit*

##/20## - ##/20##

- Assisted in a graduate-led initiative to assess heat vulnerability across Pittsburgh's most affected neighborhoods using GIS and satellite-derived temperature data.
- Contributed to the development of design scenarios for passive cooling strategies such as tree canopy expansion and reflective surface treatments.
- Supported the creation of a communication toolkit for community workshops, including simplified maps, infographics, and draft visualizations to guide future pilot interventions, coordinating a city-wide community event for public presentation.

ADDITIONAL EXPERIENCE

Conference Presenter, *ReadyBuilt National Planning Conference*

##/20##

- Shared thesis research on potential solutions of urban heat impact via reflective surfaces and green corridors, focusing on data-driven urban environmental strategies

SKILLS

Environmental Performance & Building Analytics: EnergyPlus, DesignBuilder, Climate Studio, IESVE, OpenLCA, Ladybug/Honeybee, Therm, Sefaira, Environmental Impact Assessment, Post-Occupancy Evaluation, Urban Resilience Metrics, Health Impact Analysis.

GIS & Urban Data Analysis: ArcGIS Pro, QGIS, Python (NumPy, Pandas, Matplotlib), R (ggplot2), Tableau, Remote Sensing, Spatial Equity Analysis, Census Data Integration, Policy Mapping.

Design & Strategic Communication: Rhino, Revit, AutoCAD, Adobe Illustrator, InDesign, Photoshop, Data Storytelling, Visual Policy Briefs, Stakeholder Engagement, Interdisciplinary Facilitation, Climate Adaptation Planning.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio
www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Creative technologist exploring the intersection of architecture, machine learning, and interactive media. Passionate about building experimental tools and immersive experiences that expand possibilities across digital and physical space.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Science in Computational Design

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Immersive Technology Intern, *Creator XR Lab*

##/20## - ##/20##

- Engineered an interactive, VR-based spatial simulation using Unity and Pico V4 for analyzing user engagement in speculative built environments.
- Integrated environmental audio and Gaussian splatting for immersive realism in VR-based design scenarios.
- Conducted user testing with 20+ participants, implementing findings to improve spatial navigation and perception metrics for a prototype product that received an award at an international AR/VR conference.

Research Assistant, *Architecture Department of Carnegie Mellon University*

##/20## - ##/20##

- Supported a faculty-led project alongside the HCI Institute on spatial logic and machine learning, training StyleGAN models on architecture typologies and integrating outputs into Rhino-based modeling environments.
- Co-authored a research paper presented at ACADIA, focusing on real-time design adaptation using GPT-based feedback systems embedded in 3D modeling platforms.
- Developed Grasshopper scripts and Python plugins to automate design iteration workflows.

Computational Design Consultant, *Self-Employment*

##/20## - ##/20##

- Developed custom Grasshopper plugins tailored to firm-specific design workflows with generative massing tools, improving iteration speed and precision across multiple project teams.
- Managed all aspects of client relations, contract scoping, and version control via GitHub and Trello, maintaining delivery timelines and post-launch support.

PROJECT EXPERIENCE

Researcher, *Immersive Environmental Analytics Tool*

##/20## - ##/20##

- Prototyped a VR platform in Unity for visualizing multi-parameter indoor environmental data.
- Developed a custom UI for user interaction and data layering, tested through NASA-TLX assessments.

ADDITIONAL EXPERIENCE

Presenter, *Brighter Built Annual Conference*

##/20## - ##/20##

- Delivered a talk at a national emerging tech conference, presenting a Unity-based platform that simulates user behavior patterns that compares interactions between organic and inorganic environments and materials.

Project Manager, *HackCo Champions*

##/20## - ##/20##

- Organized national competitions for hackathon competitions, targeting high school students and early educational opportunities for those pursuing interested in coding and computer science degrees.
- Planned and executed over fifteen competitions with over 200+ students participants.

SKILLS

Creative Coding & Prototyping: Python (NumPy, Pandas, Matplotlib), JavaScript, C#, Svelte, D3, HTML/CSS, Unity, Unreal Engine, Arduino IDE, RhinoPython, Git, GitHub.

Generative Design & AI Tools: Stable Diffusion, Comfy-UI, GANs, Reinforcement Learning, Machine Learning (TensorFlow, PyTorch), Gaussian Splatting, 3D Style Transfer, Parametric Systems.

Immersive Technologies & Visualization: Figma, Adobe XD, Rhino + Grasshopper, Blender, Cinema 4D, Enscape, V-Ray, Lumion, Pico V4, HoloLens, Fologram, 3D Scene Generation.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio
www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Designer and researcher trained in computational workflows for architecture, with a background in parametric modeling, creative coding, and AI-based design tools. Demonstrated strength in translating technical systems into architectural outcomes, with applied experience in Grasshopper, Python, and immersive visualization platforms.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Science in Computational Design

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Teaching Assistant, *Architecture Department of Carnegie Mellon University*

##/20## - ##/20##

- Supported instruction in Rhino and Grasshopper for 5th year undergraduate students in a Parametric Design Fundamentals course, guiding weekly lab sessions on data trees, attractor logic, and geometric manipulation.
- Provided feedback on student assignments and iterative design models, emphasizing parametric thinking and clean script development.
- Assisted with refining course content, developing example scripts, and troubleshooting modeling issues.

Junior Architect, *Rexus Design Collaborative*

##/20## - ##/20##

- Produced detailed architectural drawings for multi-family residential developments using AutoCAD and Rhino.
- Introduced parametric scripting to streamline facade system variations using Grasshopper, reducing design iteration time by 30% and allowing for an expansion that led to three new client acquisitions.
- Participated in site visits to translate conceptual proposals into technical documentation.

Design Intern, *Rexus Design Collaborative*

##/20## - ##/20##

- Assisted project teams in preparing schematic drawings and early concept models using Rhino and AutoCAD for multi-family housing proposals.
- Supported the development of parametric study diagrams for façade systems using Grasshopper, contributing to internal design presentations and client-facing concept reviews.
- Helped coordinate drawing packages by documenting redlines, formatting presentation boards, and shadowing coordination meetings with consultants and contractors.

PROJECT EXPERIENCE

Researcher, *Project: Automated Weaving Structures for Architectural Installations*

##/20## - ##/20##

- Developed Python-based optimization algorithms to automate layout and fabrication paths for architectural-scale weaving systems, focusing on material efficiency and modularity.
- Constructed a robotic labeling machine from scratch using C++, Arduino, and serial communication for fabrication accuracy and spatial pattern calibration.
- Reduced installation time by over 33% during prototype testing for a pavilion project.

ADDITIONAL EXPERIENCE

Researcher and Editor, *UTech Periodical*

##/20## - ##/20##

- Fact checked and curated over 15 articles for publication in a nationally recognized journal.
- Review over 1000 article submissions from undergraduate and graduate students.

SKILLS

Creative Coding & Prototyping: Python (NumPy, Pandas, Matplotlib), JavaScript, C#, Svelte, D3, HTML/CSS, Unity, Unreal Engine, Arduino IDE, RhinoPython, Git, GitHub.

Generative Design & AI Tools: Stable Diffusion, Comfy-UI, GANs, Reinforcement Learning, Machine Learning (TensorFlow, PyTorch), Gaussian Splatting, 3D Style Transfer, Parametric Systems.

Immersive Technologies & Visualization: Figma, Adobe XD, Rhino + Grasshopper, Blender, Cinema 4D, Enscape, V-Ray, Lumion, Pico V4, HoloLens, Fologram, 3D Scene Generation.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio
www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Architectural designer passionate about translating environmental research into sustainable building solutions, with experience spanning passive design analysis, computational modeling, and interdisciplinary collaboration. Combines technical proficiency in simulation tools with a systems-thinking mindset to support resilient, low-carbon architecture.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Science in Sustainable Design

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Junior Architect, *Vertaform Architects*

##/20## - ##/20##

- Designed high-performance residential and commercial buildings, incorporating passive design strategies such as thermal massing, natural ventilation, and optimized building orientation.
- Created detailed construction drawings and 3D visualizations in AutoCAD, Revit, Rhino, and V-Ray to communicate sustainable design solutions to clients.
- Conducted early-stage energy performance assessments using Climate Consultant and Sefaira, optimizing building envelope insulation and shading devices.
- Coordinated with MEP engineers to integrate energy-efficient HVAC systems and renewable energy solutions, ensuring compliance with local energy codes.

Intern Architect, *Vertaform Architects*

##/20## - ##/20##

- Assisted project teams with research on passive design strategies, gathering precedent studies and compiling early massing diagrams to support concept development.
- Created basic 3D models and draft floor plans using Rhino and AutoCAD for internal reviews, focusing on layout efficiency and solar orientation.
- Supported the sustainability team by collecting material data and assisting in preliminary shading and insulation studies using Climate Consultant and manual climate zone analysis.
- Observed coordination meetings with MEP consultants and helped document notes for integration into schematic design revisions.

PROJECT EXPERIENCE

Researcher, *Project: Parametric Facade Optimization for Energy Efficiency*

##/20## - ##/20##

- Developed a generative algorithm in Rhino + Grasshopper to optimize shading devices for solar radiation control, reducing cooling loads by 40%.
- Integrated Ladybug and Honeybee simulations to test facade configurations to optimize energy savings.
- Conducted thermal comfort analysis using ASHRAE adaptive comfort models, ensuring year-round occupant satisfaction without excessive HVAC reliance.
- Used Climate Studio and THERM to validate the performance of proposed envelope solutions under various climatic conditions.

SKILLS

Performance Analysis & Energy Modeling: EnergyPlus, IES-VE, Climate Studio, Sefaira, Radiance, THERM, OpenLCA, OneClick LCA, Tally, daylighting analysis, embodied carbon assessment, thermal comfort evaluation, early-stage HVAC and envelope studies.

Parametric & Computational Design: Rhino + Grasshopper, Ladybug/Honeybee, RhinoPython (basic), solar radiation mapping, facade optimization workflows, passive design simulation, urban wind and shading studies.

BIM, Visualization & Sustainability Communication: Revit, AutoCAD, SketchUp, ArcGIS Pro, Adobe Illustrator, InDesign, Enscape, Twinmotion, Bluebeam; LEED/WELL familiarity, sustainable design reporting, cross-disciplinary collaboration, technical diagramming.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio - www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Urban designer with a strong foundation in participatory design, spatial equity analysis, and climate-responsive planning. Experienced in translating community-driven insights into inclusive design strategies through interdisciplinary collaboration, GIS mapping, and user-centered urban interventions.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

##/20##

Master of Urban Design

College/University, Location

##/20##

[Undergraduate Degree]

WORK EXPERIENCE

Junior Architect, Urban Frame Collaborative

##/20## - ##/20##

- Conducted participatory site walks and spatial surveys in low-income neighborhoods for over 200 residents to inform design proposals for inclusive public space interventions.
- Supported a design-build pavilion project that addressed women's mobility needs, developing user-centered design iterations through seven community charrettes.
- Coordinated with three local NGOs to ensure compliance with zoning and accessibility codes, while advocating for more inclusive design interpretations in weekly review meetings.
- Led the development of schematic designs for a social housing competition submission, integrating community feedback gathered from interviews with residents.
- Utilized Rhino and GIS to visualize environmental vulnerability layers in the site's floodplain zone and proposed resilient design strategies.

Intern Architect, People+Place Studio

##/20## - ##/20##

- Prepared neighborhood-scale site plans and open space studies, incorporating demographic data 7 regions of and transportation overlays.
- Drafted stakeholder presentation materials using InDesign and Illustrator to communicate complex zoning changes to a non-technical audience.
- Contributed to the design of a mixed-use development plan that integrated affordable housing, green corridors, and walkable infrastructure.

PROJECT EXPERIENCE

Group Project Lead, *GIS Mapping for Urban Equity*

##/20## - ##/20##

- Mapped patterns of green space access, health outcomes, and housing density to analyze spatial equity in Pittsburgh's hilltop neighborhoods; integrated EPA environmental justice data and local community survey results to propose targeted interventions for climate-resilient open spaces.

Individual Project Researcher, *Participatory Design & Informal Settlements*

##/20## - ##/20##

- Conducted a comparative study of participatory design methods used in informal settlement upgrading in India, Brazil, and South Africa; interviewed planners and community leaders remotely; analyzed case studies through the lens of design ethics and governance structures.

SKILLS

Tools: GIS Mapping (ArcGIS Pro, QGIS), Spatial Data Visualization (Tableau, Mapbox), Urban Policy Analysis, Environmental Justice Frameworks, Community Needs Assessment, Zoning & Land Use Strategy.

Software: Rhino 3D, AutoCAD, SketchUp, Adobe Illustrator, InDesign, Photoshop, Lumion, Enscape, Revit, Form-Z, MicroStation, Miro, Microsoft Office Suite, Google Workspace.

Communication, Research & Facilitation: Community Workshops, Stakeholder Mapping, Survey Design, Interview & Field Research, Qualitative & Quantitative Analysis, Storytelling & Advocacy.

Methods & Mindsets: Human-Centered Urbanism, Anti-Displacement Strategy, Systems Thinking, Climate-Responsive Design, Equity-Driven Planning, Collaborative Leadership, Ethical Design Engagement.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmitharchitecture.studio - www.linkedin.com/in/Casey-Smith-CMUArchitecture/

Urban designer with a studio-forward approach, combining architectural craft, systems thinking, and urban-scale storytelling to shape resilient and inclusive environments. Skilled in translating complex site dynamics into compelling visual narratives, with expertise in public space design, circular systems, and cross-disciplinary collaboration.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

##/20##

Master of Urban Design

College/University, Location

##/20##

[Undergraduate Degree]

WORK EXPERIENCE

Junior Architect, Urban Frame Collaborative

##/20## - ##/20##

- Collaborated on a multi-block mixed-use development in a Tier 2 city, assisting with early massing studies, concept diagrams, and facade articulation to reflect neighborhood character.
- Produced presentation drawings, renderings, and diagrams for client reviews and planning approval using AutoCAD, Rhino, and Adobe Creative Suite.
- Integrated green infrastructure elements into early design proposals in collaboration with the sustainability lead.
- Assisted with SD and DD documentation for a public plaza renovation in a dense urban neighborhood, documenting case studies to help inform design decisions around inclusive public space strategies.

Design Intern, Public Realm Studio

##/20## - ##/20##

- Supported the redesign of streetscapes for a downtown corridor revitalization initiative.
- Created exploded axonometric diagrams showing materials, infrastructure layering, and design strategy at multiple scales.
- Contributed to community-facing presentations with interactive physical models and annotated plan diagrams for open house events.

PROJECT EXPERIENCE

Group Project Lead, *Circular Urban Systems for Neighborhood Scale*

##/20## - ##/20##

- Designed a zero-waste urban infill project based on circular economy principles, including reuse depots, anaerobic digestion zones, and decentralized water management systems.
- Modeled systems performance through diagrammatic flow maps and lifecycle analysis tools.
- Collaborated with engineering and computational design students to test passive cooling strategies and materials reuse potential at block scale.

Individual Project, *Tactical Urbanism for Climate Resilience*

##/20## - ##/20##

- Developed a phased intervention strategy for a heat-vulnerable neighborhood using low-cost, high-impact public space upgrades.
- Produced physical prototypes and digital simulations of modular shade structures and cooling surface materials.
- Coordinated community feedback through “build-a-block” modeling activities and interactive design charrettes.

SKILLS

Software: Rhino, Grasshopper, AutoCAD, Revit, SketchUp, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, ArcGIS, QGIS, Enscape, Lumion, Twinmotion, Figma, PowerPoint, Excel, Miro, Microsoft Office, Form-Z, Maya.

Research Methods: Participatory design, stakeholder facilitation, community engagement, GIS mapping, spatial analysis, environmental and policy analysis, LEED & community rating frameworks, post-occupancy evaluation.

Urban Design & Representation: Urban modeling, master planning, architectural design, physical model building, diagramming, conceptual design, perspective rendering, plan and section development, typology studies, zoning overlays, scenario planning, speculative design, systems thinking.

Casey Smith

Csmith@andrew.cmu.edu - caseysmithworks.portfolio
www.linkedin.com/in/Casey-Smith-FineArt/

Interdisciplinary artist and researcher whose practice investigates visual culture, critical theory, and the politics of representation through archival inquiry and collaborative pedagogy. Experienced in merging creative practice with academic writing, this student engages methods such as zine publishing, oral history workshops, and decolonial visual analysis to explore intersections of identity, power, and image-making. With a background in exhibition-making, teaching, and public scholarship, they are committed to socially engaged work across institutional, independent, and community-driven contexts.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA ##/20##
Bachelor of Fine Art, Minor in Film And Media Studies

EXHIBITIONS

Text/Image: *Reconstructed*, Pierson's Institute of Visual Studies ##/20##
Group Exhibition — Installation, Sculpture, Digital Projection

Margins & Centers, *Critical Spaces Summer Residency Exhibition* ##/20##
Group Exhibition — [2-3 primary Mediums]

Text/Image: *Reconstructed*, School of Art at CMU ##/20##
Solo Exhibition — [2-3 primary Mediums]

Counter-Narratives, *Visual Inquiry Community Art Space* ##/20##
Group Exhibition — [2-3 primary Mediums]

RELEVANT EXPERIENCE

Research Assistant, [Department of ***** at CMU] ##/20## - ##/20##

- Conducted archival research on visual documentation and postcolonial media theory.
- Assisted in the research and writing of an article on transnational exhibition practices for *Visual Research Quarterly*.
- Designed visual aids and presentation graphics for public colloquiums and faculty.

Workshop Facilitator, *Visual Inquiry Community Art Space* ##/20## - ##/20##

- Led a multi-week zine-making and oral history workshop series exploring family archives in marginalized communities.
- Developed curriculum integrating autoethnographic methods and DIY publishing strategies.
- Organized public showcase and moderated a closing roundtable with local cultural organizers.

Teaching Assistant, [Department of ***** at CMU] ##/20## - ##/20##

- Supported instruction in "Critical Histories of Art," leading weekly discussion sections and facilitating close readings and discussions with a class of 16 students.
- Provided feedback on student essays and visual analysis papers
- Adjusted course materials and managed classroom logistics using Canvas and Google Workspace.

AWARDS, GRANTS, & RESIDENCIES

Dean's List, <i>[School of ***** at CMU]</i>	##/20## - ##/20##
Academic Scholarship Awardee, <i>Critical Spaces</i>	##/20##
Research Travel Grant, International Visual Studies Association	##/20##

PUBLICATIONS & WRITING

Visual Resistance: Case Studies in Decolonial Curation, <i>Art & Praxis Review</i> Assistant author of a faculty submission, academic research article	##/20##
On Soft Archives, <i>Heavy Matter Editions</i> Author & visual artist, zine publication company	##/20##
Slow Imagery and the Ethics of Looking, <i>Heavy Matter Editions</i> Author & visual artist, zine publication company	##/20##
Interview with Dana B. Miya, <i>Contour: Contemporary</i> Author, online periodical	##/20##
Margins as Method, <i>Lemon</i> Visual artist, campus publication	##/20##

PRESENTATIONS, & WORKSHOPS

Research Presenter, <i>[CMU Course name/title]</i>	##/20##
Artist Talk, <i>Visual Inquiry Community Art Space</i>	##/20##
Artist Talk, <i>Pierson's Institute of Visual Studies</i>	##/20##
Zine-ography! Workshop, Visual Inquiry Community Art Space	##/20##

GROUPS & MEMBERSHIPS

Group Member, <i>The National Zine Guild</i>	##/20## - ##/20##
Student Member, <i>College Art Association (CAA)</i>	##/20## - ##/20##
Member, <i>International Association of Art Critics (AICA), student chapter</i>	##/20## - ##/20##
Editorial Board Member, <i>CMU School of Art Journal</i>	##/20## - ##/20##

SKILLS & TECHNICAL PROFICIENCIES

Digital Tools: Adobe InDesign, Photoshop, Illustrator, Premiere Pro, Zotero, Notion, Figma, Microsoft Office Suite, Google Suite.

Fabrication: Risograph printing, zine layout & production, screen printing, DSLR photography, bookbinding, laser cutting.

Methods & Practice: Archival research, visual analysis, critical theory, curriculum design, writing & editing, peer mentorship, workshop facilitation, public speaking, qualitative research methods, DEI-informed pedagogy.

Casey Smith

Csmith@andrew.cmu.edu - caseysmithworks.portfolio
www.linkedin.com/in/Casey-Smith-FineArt/

A new media artist who explores digital media as a vehicle for conceptual experimentation, site-specific installation, and time-based sensory experience. Their work integrates creative coding, AV technologies, and interactive environments—often combining research in media theory with physical computing to challenge traditional exhibition formats. As a collaborator and technician, they thrive in roles that bridge digital fluency and curatorial sensitivity, contributing to both the technical realization and the critical framing of contemporary new media practices.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Fine Art

##/20##

EXHIBITIONS

Transmissions: New Media Now, *Soft Circuit Gallery*
Group Exhibition — Installation, Digital Media, Sound

##/20##

Latency Drift: Edition 4, *The Experimental Art Annex*
Online Virtual Group Exhibition — VR Simulation, Sound

##/20##

Resonant Feedback, *Glitchspace Artist Lab, Bueller Library*
Group Exhibition — [2-3 primary Mediums]

##/20##

Signal, Noise, Silence, *InterAct Contemporary Community Art Center*
Solo Exhibition — [2-3 primary Mediums]

##/20##

RELEVANT EXPERIENCE

Teaching / Research Assistant, [Department of ***** at CMU]

##/20## - ##/20##

- Assisted in teaching concepts related to interactive installation, physical computing, and responsive environments.
- Provided technical demos in Arduino, TouchDesigner, and Max/MSP for student projects.
- Gave individualized critique and feedback during final reviews, emphasizing experimentation and process.

Exhibition Technician, *Soft Circuit Gallery*

##/20## - ##/20##

- Installed, tested, and maintained over 20 projection- and sensor-based artworks across multiple group exhibitions and solo artist installations.
- Collaborated with curator and artists to adapt work for site-specific technical constraints.
- Troubleshooted interactive installations using hardware inputs and AV routing solutions.

Digital Lab Monitor, *School of Art at Carnegie Mellon University*

##/20## - ##/20##

- Maintained lab equipment including large-format printers and risograph.
- Advised students on output formats and color management on Photoshop, InDesign, Canva, and Figma.

AWARDS, GRANTS, & RESIDENCIES

Dean's List, <i>[School of ***** at CMU]</i>	##/20## - ##/20##
Academic Scholarship Awardee, <i>Critical Spaces</i>	##/20##
Digital Futures Grant, <i>International Visual Studies Association</i>	##/20##
[Name of Award/Title], <i>[Name of Institution, Organization]</i>	##/20##
[Name of Award/Title], <i>[Name of Institution, Organization]</i>	##/20##

PRESENTATIONS, & WORKSHOPS

Research Presenter, <i>[CMU Course name/title]</i>	##/20##
Artist Talk / Presenter, <i>The Experimental Art Annex</i>	##/20##
Workshop Leader, <i>InterAct Contemporary Community Art Center</i>	##/20##

GROUPS & MEMBERSHIPS

Member, <i>CMU XR (Extended Reality) Club</i>	##/20## - ##/20##
Student Member, <i>Eyebeam Assembly</i>	##/20## - ##/20##
Member, <i>Rhizome.org Member Network</i>	##/20## - ##/20##

SKILLS & TECHNICAL PROFICIENCIES

Creative Software & Coding: TouchDesigner, Max/MSP, Unity, Unreal Engine, Adobe After Effects, Premiere Pro, Photoshop, Illustrator, Processing, p5.js, HTML/CSS, Notion.

Fabrication & AV Technologies: Arduino, Raspberry Pi, projection mapping, DMX lighting, AV routing, soldering, 3D printing, CNC routing.

Research & Conceptual Methods: Creative coding, time-based media theory, participatory systems, curatorial writing, installation design, workshop facilitation.

Casey Smith

Csmith@andrew.cmu.edu - caseysmithworks.portfolio
www.linkedin.com/in/Casey-Smith-FineArt/

Digital artist and creative coder with a focus on interactive experiences, animation, and real-time systems. Combines hands-on technical fluency with a collaborative, community-driven approach to design and digital storytelling.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Fine Art, Minor in Animation and Special Effects

##/20##

PROFESSIONAL EXPERIENCE

Digital Lab Monitor, *School of Art at Carnegie Mellon University*

##/20## - ##/20##

- Maintained lab equipment including large-format printers and risograph.
- Advised students on output formats and color management on Photoshop, InDesign, Canva, and Figma.
- Updated training signage and materials on lab safety and workflows.

Retail Associate, *The Maker's Hub*

##/20## - ##/20##

- Oversaw storefront showcasing local digital art, zines, and custom merch.
- Helped edit and maintain an online storefront by photographing work, editing product listings, packing and shipping over 60 orders a month, answering customer service messages, and streamlining fulfillment.
- Promoted monthly artist features via social media and in-store display design.

PROJECT EXPERIENCE

Led Technical Artist, *Project: Tangle*

##/20## - ##/20##

- Led creative direction for a collaborative interactive installation featuring a suspended web of reactive fibers.
- Developed motion-triggered sound and light responses using Arduino and capacitive sensors.
- Installed during Open Studios; received departmental recognition for innovation in materials.

Digital Media Artist, *Project: Digital Persona*

##/20## - ##/20##

- Designed and animated a looping narrative short about online identity using Adobe After Effects.
- Created original illustrations and sound design, synced to narrative timing and thematic cues.
- Selected for regional student animation showcase and streamed on student media platform.

ADDITIONAL EXPERIENCE

Conference Participant, *SIGGRAPH Student Volunteers Program*

##/20##

- Attended panels and networking events focused on real-time rendering and human-computer interaction.
- Documented keynotes and breakout sessions for peers unable to attend.

Member, *Game Creation Society*

##/20## - ##/20##

- Contributed 3D assets and lighting design for semester-long game development sprints.
- Participated in weekly critique and documentation updates.
- Helped onboard new members with tutorials on Blender and Unity.

SKILLS

Software & Programming: Unity, Unreal Engine, Blender, TouchDesigner, p5.js, C#, JavaScript, Adobe Creative Suite (After Effects, Illustrator, Photoshop, Premiere Pro), Figma, GitHub, Notion, Rhino.

Fabrication & Digital Media: 3D modeling, rigging & animation, projection mapping, video editing, AR/VR development, motion capture, sound editing (Audacity, Reaper), interactive installation.

Methods & Soft Skills: Creative problem-solving, cross-disciplinary collaboration, version control, prototyping, storytelling for interaction, user experience considerations, public presentation, iterative development.

Casey Smith

Csmith@andrew.cmu.edu - caseysmithillustrator.co
www.linkedin.com/in/Casey-Smith-Illustration/

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Fine Art, Minor in Design

##/20##

WORK EXPERIENCE

Illustration Intern, *Pink Pebble Publications*

##/20## - ##/20##

- Designed original editorial illustrations for a bi-monthly print magazine and companion blog, balancing visual storytelling with article themes and audience tone.
- Translated concepts into assets for digital and print contexts—contributing to issue spreads, promotional merchandise, and seasonal social media campaigns.
- Maintained brand consistency while evolving a personal illustrative voice across multiple formats.
- Prepared production-ready artwork using Procreate and Adobe InDesign, optimizing resolution, color profiles, and layout alignment to meet publisher specifications.

Freelance Illustrator, *Glimmer Eyes Studio*

##/20## - ##/20##

- Produced custom illustrations for digital campaigns, small press publications, and branded social media content for independent clients in publishing, wellness, and arts communities.
- Designed full spreads and spot illustrations for online and print zines, aligning with editorial themes and audience aesthetics.
- Built and maintained an online portfolio and storefront to share and sell personal and client work, driving audience growth across Instagram and Etsy.
- Managed the full project lifecycle—including concept development, client communication, invoicing, and digital file preparation—using Procreate, Photoshop, and InDesign.

Retail Associate, *Verdant & Co. Plant Shop*

##/20## - ##/20##

- Advised customers on product selection, display design, and care tips for in-store merchandise.
- Organized visual product displays to highlight brand aesthetics and seasonal promotions.
- Provided customer service and assisted with managing point-of-sale transactions and inventory.

ADDITIONAL EXPERIENCE

Design Lead, *Lemon Publication*

##/20## - ##/20##

- Designed publication layouts and promotional graphics for themed issues.
- Collaborated with editors to align visual identity with tone and subject matter.
- Managed file preparation for risograph and digital print editions.

AWARDS & COMPETITIONS

Emerging Illustrator Prize, *Pittsburgh Independent Press Expo*

##/20##

Excellence in Visual Narrative, *Organization*

##/20##

Honorable Mention, *Young Artists Editorial Design Competition*

##/20##

SKILLS

Software & Digital Tools: Procreate, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Clip Studio Paint, Canva, Figma, After Effects, Lightroom, Google Workspace, Notion.

Fabrication & Print Media: Zine layout & production, risograph printing, screen printing, bookbinding, digital prepress, print-ready file setup, merchandise design, hand lettering, sketching & scanning workflows.

Conceptual & Collaborative Skills: Visual storytelling, editorial thinking, color theory, composition, creative ideation, cross-functional collaboration, client communication, deadline management, social media design strategy.

Casey Smith

Csmith@andrew.cmu.edu - thestickermonster.co
www.linkedin.com/in/Casey-Smith-Please-More-Stickers/

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Fine Art, Minor in Innovation And Entrepreneurship

##/20##

RELEVANT EXPERIENCE

Founder & Designer, *Cheeky Monster Sticker Co.*

##/20## - ##/20##

- Designed and produced custom vinyl stickers and signage for over 30 small businesses, musicians, and event organizers, balancing distinct client aesthetics with cohesive branding needs.
- Managed end-to-end business operations including B2B outreach, pricing strategy, packaging, order fulfillment, and vendor communication for both local and national clients.
- Built and maintained an e-commerce presence through Etsy and a self-hosted website, generating recurring income and expanding product visibility through seasonal campaigns and cross-promotions.
- Oversaw digital marketing efforts including Instagram content design, product photography, targeted promotions, and analytics tracking to grow brand following and improve customer retention.

Artist Market Assistant, *The Downtown Creative Exchange*

##/20## - ##/20##

- Managed artist booth intake and vendor support during monthly market events serving 100+ creatives.
- Coordinated payment processing, booth assignments, and on-site problem solving to ensure smooth vendor experiences for a 3 day event in a high-traffic area of downtown Pittsburgh.
- Promoted and collected post-event survey to gain data and feedback from vendors and attendees.

Event Organizer, *Creative Goods Pop-Up Series*

##/20## - ##/20##

- Co-organized a 3-part pop-up art event in collaboration with student artists and local vendors.
- Managed event promotion, vendor outreach, and budget planning.
- Designed print materials, signage, and social media assets to build community attendance.

Vice President, *Student Business Association*

##/20## - ##/20##

- Led branding and planning for the annual campus Maker Fair, attracting over 300 attendees.
- Managed vendor applications, created promotional assets, and coordinated with campus services.

Conference Attendee, *Indie Arts & Business Network*

##/20##

- Attended workshops on product marketing, creative brand storytelling, and scalable e-commerce strategy for artist-run businesses for an annual conference called the Creative Independents Summit.
- Networked with independent artists, small business consultants, and printmakers to explore vendor partnerships and collaborative promotions.

SKILLS

Digital Tools & Platforms: Adobe Illustrator, Adobe Photoshop, Canva, Procreate, Lightroom, Shopify, Etsy Seller Dashboard, Squarespace, Meta Business Suite, Google Workspace, Microsoft Excel.

Production & Fulfillment: Vinyl cutting, digital printing, sticker production, packaging design, inventory management, order fulfillment, shipping logistics, vendor coordination, event setup & teardown.

Business & Marketing: Branding strategy, B2B communication, social media marketing, e-commerce analytics, budgeting, product photography, event planning, customer service.

Casey Smith

Csmith@andrew.cmu.edu - caseysmithworks.portfolio
www.linkedin.com/in/Casey-Smith-FineArt/

Organized and detail-oriented emerging arts professional with experience in museum education, curatorial administration, and public programming. Skilled in coordinating logistics, designing visitor-focused materials, and connecting contemporary art with communities through inclusive, accessible engagement.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Fine Art

##/20##

RELEVANT EXPERIENCE

Gallery Assistant, *Cochran Museum of Contemporary Art*

##/20## - ##/20##

- Coordinated scheduling, email correspondence, and logistics for public programs, artist talks, and private events across the museum's seasonal calendar.
- Managed digital filing systems for loan agreements, contracts, and curatorial checklists, ensuring compliance with institutional policies and deadlines.
- Collaborated with marketing and visitor services teams to produce print and web materials for exhibitions, maintaining alignment with brand guidelines and accessibility standards.

Education Intern, *Steel City Children's Art Museum*

##/20## - ##/20##

- Assisted with the development and delivery of art-making workshops for K–8 students, integrating age-appropriate art history content with hands-on activities.
- Designed interactive learning guides and family take-home materials for rotating exhibitions, aligned with Pennsylvania learning standards.
- Collected and analyzed visitor feedback to assess engagement and retention, contributing insights to post-program reports and future planning.

Art Ambassador, *Carnegie Mellon University School of Art*

##/20## - ##/20##

- Represented the School of Art during prospective student events, campus tours, and outreach initiatives, providing insights into academic offerings, studio facilities, and student life.
- Collaborated with faculty and staff to organize open studios, exhibition openings, and department-wide events aimed at community engagement and student recruitment.

Camp Program Coordinator, *Creative Futures Summer Camp*

##/20## - ##/20##

- Coordinated scheduling, supplies, and facilitator communication across 6 art-based youth programs.
- Designed welcome packets, program signage, and feedback forms for families and students.
- Collected and compiled impact data and testimonials to support future funding applications.

SKILLS

Software & Tools: Adobe Illustrator, Photoshop, InDesign, Canva, Google Suite, Microsoft Office, Notion, Trello, Airtable, Mailchimp.

Communication & Organization: Grant writing, social media management, CRM platforms (e.g., Salesforce), newsletter production, visitor engagement, data organization.

Project & Event Coordination: Budget tracking, community partnerships, public programming, volunteer management, visual storytelling, donor relations.

Casey Smith

Csmith@andrew.cmu.edu - caseysmithworks.portfolio
www.linkedin.com/in/Casey-Smith-FineArt/

A CV can begin with a 3–5 sentence artist statement that introduces how you approach your work, your ongoing questions or themes, and the context in which your practice operates. It can directly outline the central materials, methods, and techniques. Consider mentioning how your work fits into contemporary dialogue—whether cultural, political, or disciplinary—and how you intend for viewers to interact with or interpret your work. This text helps curators, collaborators, or funders understand your perspective before diving into exhibitions and experience.

EXHIBITIONS

[Name of Exhibition or Show], Gallery, Organization, Institution Group Exhibition — Installation, Sculpture, Digital Projection [Brief Exhibition Description (can be omitted)]	##/20## location
[Name of Exhibition or Show], Gallery, Organization, Institution Online Exhibition — [2-3 primary Mediums]	##/20## location
[Name of Exhibition or Show], Gallery, Organization, Institution Solo Exhibition — [2-3 primary Mediums]	##/20## location
[Name of Exhibition or Show], Gallery, Organization, Institution Exhibition — [2-3 primary Mediums]	##/20## location
[Name of Exhibition or Show], Gallery, Organization, Institution Exhibition — [2-3 primary Mediums]	##/20## location
[Name of Exhibition or Show], Gallery, Organization, Institution Exhibition — [2-3 primary Mediums]	##/20## location
[Name of Exhibition or Show], Gallery, Organization, Institution Exhibition — [2-3 primary Mediums]	##/20## location
[Name of Exhibition or Show], Gallery, Organization, Institution Exhibition — [2-3 primary Mediums]	##/20## location
[Name of Exhibition or Show], Gallery, Organization, Institution Exhibition — [2-3 primary Mediums]	##/20## location

EDUCATION [Listed second for MFA or (potentially) first for BFA with 8-10 exhibitions]

Carnegie Mellon University, Pittsburgh, PA Master of Fine Art	##/20##
[Institution Name], Location Bachelor of Fine Art	##/20##
[Study Abroad/Alternative Education Program], Location [Secondary Program Name/Title/omit additional info]	##/20##

RELEVANT EXPERIENCE

Teaching Assistant

Department of Art at CMU

##/20## - ##/20##

Location

- Supported instruction in a senior-level interdisciplinary studio course focused on exhibition preparation, critique, and concept development; guided students in refining their artist statements, selecting work for exhibition, and preparing documentation portfolios for grant applications and graduate school.
- Led small-group critique sessions emphasizing constructive feedback, material experimentation, and peer dialogue; contributed to assessment by providing individualized notes on process, concept, and presentation quality during midterm and final reviews.

Gallery Assistant

Axis Contemporary Art Space

##/20## - ##/20##

Location

- Supported daily operations of a university-affiliated gallery, including preparing artwork checklists, condition reports, and shipping documentation for rotating exhibitions featuring student, faculty, and visiting artists.
- Assisted with exhibition installation and deinstallation, including framing, wall prep, lighting adjustments, and signage; coordinated with exhibiting artists to ensure proper handling and display of work.

Studio Assistant

Ana Salinas (Installation Artist)

##/20## - ##/20##

Location

- Supported fabrication and preparation of sculptural and time-based components for site-specific installations, assisting with material sourcing, construction, and transportation logistics.
- Maintained project documentation through photo, video, and SketchUp mockups; organized digital files, installation notes, and iteration plans to streamline studio workflow and client communication.

RESIDENCIES & ARTIST FELLOWSHIPS

[Name of Residency/Fellowship],

Gallery, Organization, Institution

##/20## - ##/20##

Location

- [Description of the residency/fellowship requirements, selection process, expectations, teaching requires, outcome expectations, final presentations or exhibitions, your goals]

[Name of Residency/Fellowship],

Gallery, Organization, Institution

##/20## - ##/20##

Location

- [Description of the residency/fellowship requirements, selection process, expectations, teaching requires, outcome expectations, final presentations or exhibitions, your goals]

AWARDS & GRANTS

[Award Name/Grant Name], *Organization, Institution*

[Brief Exhibition Description (can be omitted)]

##/20##

[Award Name/Grant Name], *Organization, Institution*

[Brief Exhibition Description (can be omitted)]

##/20##

[Award Name/Grant Name], *Organization, Institution*

[Brief Exhibition Description (can be omitted)]

##/20##

[Award Name/Grant Name], *Organization, Institution*

[Brief Exhibition Description (can be omitted)]

##/20##

PUBLICATIONS & WRITING

[Name of the Article], <i>Print Publication / Journal (Edition Date, Number)</i> [Brief 1 - 2 line description of article / type of publication]	##/20##
[Name of the Article], <i>Online Publication / Journal (Edition Date, Number)</i> [Brief 1 - 2 line description of article / type of publication]	##/20##
[Name of the Article, Series], <i>Publication / Journal (Edition Date, Number)</i> [Brief 1 - 2 line description of article / type of publication]	##/20##
[Name of the Article, Series], <i>Publication / Journal (Edition Date, Number)</i> [Brief 1 - 2 line description of article / type of publication]	##/20##

PRESENTATIONS, WORKSHOPS, CONFERENCES

Research Presenter, <i>Organization, Institution, Conference</i> [Brief 1 - 2 line description of content, context, location]	##/20##
Artist Talk, <i>Organization, Institution, Conference</i> [Brief 1 - 2 line description of content, context, location]	##/20##
Workshop Leader, <i>Organization, Institution, Conference</i> [Brief 1 - 2 line description of content, context, location]	##/20##
Conference Participant, <i>Visual Inquiry Community Art Space</i> [Brief 1 - 2 line description of content, context, location]	##/20##

GROUPS & MEMBERSHIPS

Group Member, <i>Organization, Institution</i>	##/20## - ##/20##
Student Member, <i>Organization, Institution</i>	##/20## - ##/20##
Member, <i>Organization, Institution</i>	##/20## - ##/20##
Editorial Board Member, <i>Organization, Institution</i>	##/20## - ##/20##

SKILLS & TECHNICAL PROFICIENCIES

Fabrication & Installation: Woodshop tools, metalworking (MIG welding, plasma cutting), mold-making & casting, sewing & soft sculpture, vinyl cutting, CNC routing, laser cutting, exhibition installation, crate building & packing

Mediums & Material Processes: Sculpture, painting, drawing, mixed media, found object assemblage, ceramics, fibers & textiles, printmaking (screenprint, monotype, risograph), encaustic, plaster & armature building

Methods & Practice: Adobe Creative Suite (Photoshop, Illustrator, InDesign), SketchUp, Procreate, DSLR photography, digital archiving, color correction, Google Suite, documentation workflow

References available upon request

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

Versatile communication designer with experience in brand identity, digital content, and layout design, skilled in adapting visual strategies across web, print, and social platforms. Seeking internship opportunities for Summer 20XX.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Design, Minor in Photography

##/20##

WORK EXPERIENCE

Design Intern, *Underscore Collective*

##/20## - ##/20##

- Crafted branded social media content and advertisements for more than 10 local small business clients, tailoring tone and style for multiple social media platforms.
- Created iconography and infographics using Adobe Illustrator and Figma for blog posts, websites, and newsletters, increasing clickthrough by 18% over a three month period.
- Organized and maintained brand asset libraries and assisted in building identity decks for new clients.

Retail Associate, *Big Heart Letterpress LLC*

##/20## - ##/20##

- Consulted with customers to create custom stationery designs, guiding visual decisions around typography, layout, and color schemes, following up meetings to provide accurate price estimates and payment options.
- Supported press operators during high-volume production runs, gaining hands-on knowledge of analog print processes including letterpress and foil stamping.
- Assembled and prepared orders for shipment, maintaining quality control and packaging consistency for nationwide and international clients, handling all aspects of customer service.

Freelance Designer, *Casey Smith Studio*

##/20## - ##/20##

- Independently sourced and secured new clients through direct outreach, referrals, and building a social media profile with over 1000 followers, successfully building consistent acquisition of monthly contract design work.
- Provided end-to-end digital design services including visual consultation, digital asset production via Figma, and website redesigns, meeting the requirements of tight timelines and incorporating iterative feedback cycles.
- Led the redesign of multiple client websites on Squarespace and Wix, incorporating custom icons, color palettes, and copy refinement to elevate brand clarity and boost sales.

PROJECT EXPERIENCE

Project Lead, *Rebrand Project for Local Arts Nonprofit*

##/20## - ##/20##

- Redesigned logo and visual identity, focusing on flexibility across screen and print mediums.
- Built an identity system including logo variations, type hierarchy, iconography, and brand guidelines.
- Conducted user research through interviews and visual audits to inform storytelling direction.

ADDITIONAL EXPERIENCE

Volunteer Designer, *Let's Lit! Inc.*

##/20## - ##/20##

- Created event branding, flyers, and posters for annual fundraising event for a 501c3 nonprofit organization focused on literacy workshops for afterschool programs.
- Worked with client team to align messaging and visuals with organizational mission.
- Adapted printed materials into web-optimized versions to expand digital outreach.

SKILLS

Software: Adobe Suite (Illustrator, Photoshop, InDesign), After Effects, Figma, Procreate, Canva, Premiere Pro, Lightroom, Motion Graphics, Animation (2D/3D), HTML/CSS (basic).

Toolkit: Motion Graphics, Animation (2D/3D), Digital Illustration, Layout Design, Traditional Printmaking, Photography.

Design Methods: Social Media Design, Content Creation, Web Design (basic), Project Management, Audience Engagement, Creative Writing, Workshop Facilitation, Client Communication, Visual Narrative, Community Engagement.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

Second-year communications design student seeking Summer 20## internship opportunities, interested in UX, environmental systems, and digital storytelling, bringing experience in research, prototyping, and collaborative design.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Design, Minor in Human-Computer Interaction

##/20##

RELEVANT EXPERIENCE

Group Member, User Experience Association CMU (UXA)

##/20## - ##/20##

- Attended weekly speaker events and portfolio workshops, gaining and implementing feedback from professionals at Adobe and Duolingo in order to improve quality of case studies.
- Participated in a semester-long mentorship program, completing a guided portfolio case study project.
- Helped organize a Design-a-Thon event focused on accessibility in product design.
- Co-developed and assisted distribution of flyers advertising the student organization on campus.

Front Desk Assistant, CMU Student Services

##/20## - ##/20##

- Managed appointment scheduling and resolved technical access issues, improving office-wide response time.
- Created a Figma-based self-service kiosk mockup to suggest process streamlining.
- Helped redesign office flyers and signage for clarity and accessibility.

Outreach Volunteer, See All Trees Initiative

##/20## - ##/20##

- Collaborated with a cross-disciplinary team of environmental scientists and volunteers to expand the visibility and outreach for a 501c3 non-profit focused on mass tree replanting efforts in the Appalachian region.
- Created visual content for social media posts to promote monthly events and ongoing project impact.
- Developed a digital volunteer check-in form using Google Forms and Canva assets to streamline data collection and improve accessibility for non-native English speakers.

PROJECT EXPERIENCE

Research Lead, Group Project: Interactive Sustainability Tracker

##/20## - ##/20##

- Designed a mobile prototype for tracking daily sustainability habits such as water usage, recycling habits, and sourcing online purchases, integrating gamification to improve retention.
- Conducted survey, user interviews, and performed A/B testing to inform and improve interface structure and reward system logic.
- Built interactive mockup in Figma and presented a prototype to seven student organizations on campus, working collaboratively with the Environmental and Sustainable Studies program.
- Received a \$2000 grant to develop the project for broader on-campus use.

Designer, Solo Project: Poster & Animation

##/20## - ##/20##

- Transformed a quote by Saul Bass into a typographic poster using Adobe Illustrator.
- Developed a 30-second kinetic type animation in Adobe After Effects, layering recorded voiceover audio with synchronized motion graphics and applying principles of timing, pacing, and narrative sequencing.
- Refined animation quality using After Effects features like motion blur and keyframe interpolation, using Adobe Media Encoder to optimize exporting for compatibility across digital platforms and gallery projection.

SKILLS

Digital Tools: Figma, Adobe XD, Sketch, Framer, InVision, Adobe Illustrator, Photoshop, Notion, Miro, Maze, FigJam, Webflow, Canva, CMS Platforms, Microsoft Office Suite, Google Workspace, Component Libraries

Design Thinking & Communication: Agile Workflows, Human-Centered Design, User Research, Wireframing, Prototyping, Information Architecture, Accessibility, Iterative Thinking, Stakeholder Communication, Usability Testing, Journey Mapping, Interaction Design, Visual Communication, Strategic Thinking, Affinity Mapping, Time Management.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

Emerging designer blending animation, spatial graphics, and immersive technology to transform temporary environments into dynamic, sensory-driven experiences. Experienced in projection design, AR/VR prototyping, and cross-functional collaboration within experiential and exhibition contexts.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Design, Minor in Animation and Special Effects

##/20##

WORK EXPERIENCE

Experiential Design Intern, *Final Call Events LLC*

##/20## - ##/20##

- Collaborated with a multidisciplinary team of 18 designers, developers, and fabrication specialists to design and install a 600 square foot temporary interactive experience for attendees of an international music festival.
- Designed a looping 45-second motion graphics sequence in After Effects that was projection-mapped across a custom-built wall installation, using reactive lighting and audio synchronization to enhance the spatial experience for nighttime festivalgoers.
- Developed an animated environment in Blender and Unity for an AR/VR installation, creating immersive, audio-responsive visuals accessible via Oculus Quest headsets; collaborated with developers to optimize frame rate and spatial triggers for seamless user navigation.

Gallery Assistant, *Open Call Artspace*

##/20## - ##/20##

- Installed artwork and spatial signage in rotating exhibitions, focusing on traffic flow and visitor experience.
- Helped fabricate foam core exhibition panels and mount vinyl labels using plotter machines.
- Managed digital records of layout plans and organized updates for future shows.

PROJECT EXPERIENCE

Project Lead, *AR/VR-Enhanced Exhibition Experience*

##/20## - ##/20##

- Created a dual physical-digital identity system for a speculative exhibition focused on future cities, combining spatial graphics with a complementary AR interface accessible via smartphone.
- Designed signage and title walls in Illustrator and Figma, then linked select pieces to AR overlays built in Adobe Aero and Unity, offering animations and interviews through embedded markers.
- Conducted on-site user testing for a project mock-up with 9 peer designers to refine graphic readability and AR activation flow, iterating on iconography and scan-point placement for intuitive navigation.

ADDITIONAL EXPERIENCE

Stage Designer, *Lunar Gala*

##/20## - ##/20##

- Led the design and animation of projection-mapped visuals synchronized with music and model choreography for student fashion collections, using After Effects and Resolume to pair motion graphics with stage architecture.

Program Participant, *CTRL+ALT+FAB*

- Scholarship awardee for a study abroad program that toured seven major exhibitions in 4 European countries.

SKILLS

Visual & Experiential Tools: After Effects, Adobe Illustrator, Photoshop, InDesign, Figma, Blender, Unity, Cinema 4D, Rhino, TouchDesigner, Resolume Arena, Procreate, Oculus Quest, laser cutting, CNC routing, vinyl plotting, large-format printing.

Installation Design & Motion Practices: Projection mapping, interactive animation, real-time graphics, AR/VR integration, spatial storytelling, audio-visual synchronization, environmental branding, typographic installation, exhibition layout, motion design for space.

Systems & Methodologies: Human-centered design, wayfinding strategy, visual identity systems, accessibility in public space, information hierarchy, user navigation flow, iterative prototyping, materials and lighting research, design documentation, speculative environments.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

Interdisciplinary designer focused on environmental storytelling, systems thinking, and public engagement in urban spaces. Skilled in crafting accessible visual systems and collaborating across disciplines to support sustainable change.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Design, Minor in Psychology

##/20##

WORK EXPERIENCE

Research Assistant, *Architecture Department at Carnegie Mellon University*

##/20## - ##/20##

- Collaborated on a joint initiative with CMU, University of Pittsburgh & City of Pittsburgh to reimagine public waste and recycling systems through visual audits, pedestrian flow mapping, and material studies at 12 downtown intersections.
- Created low-fidelity wayfinding mockups and revised city signage using Figma and foam-core prototyping to evaluate messaging legibility and placement visibility in real-world environments.
- Synthesized survey feedback and photographic documentation into a 20-page report with actionable recommendations, informing future pilot programs and public space interventions.

Tour Guide, *Admissions Department of Carnegie Mellon University*

##/20## - ##/20##

- Led groups of 20+ prospective students and their parents on guided tours across CMU campus and facilities.
- Adapted messaging to align with prospective student interests in the College of Fine Arts, tailoring walkthroughs and content to interests in Architecture, Art, Design, and the interdisciplinary BXA programs.
- Worked with department staff to redesign and formalize campus tour maps to help future guides to customize campus navigation and highlight targeted areas of interest for different groups.

PROJECT EXPERIENCE

Systems Design Lead, *Project: Design for Circular Systems*

##/20## - ##/20##

- Collaborated on a multidisciplinary team with Environmental Science students to investigate food waste patterns and identify points of confusion in the campus composting system.
- Created icon-based visual systems using Adobe Illustrator and Figma for compost, landfill, and recycling streams to minimize language barriers and promote universal understanding.
- Conducted informal user testing and observations in three campus locations, iterating on design placements to improve sorting behavior and overall cafeteria flow.

ADDITIONAL EXPERIENCE

Writer, *LEMON Publication*

##/20##

- Wrote a feature article for a student-run arts and design publication at Carnegie Mellon, highlighting the interdisciplinary process behind a campus compost signage redesign project.

Volunteer, *GreenPoint Urban Farm*

##/20## - ##/20##

- Helped maintain a small-scale community compost site, tracking incoming organic waste from nearby restaurants and updating signage to reflect seasonal changes in acceptable materials.
- Worked alongside farm staff to redesign an educational board explaining the composting process to visitors, emphasizing closed-loop food systems.

SKILLS

Software: Figma, Adobe Illustrator, Adobe InDesign, Canva, Google Workspace (Docs, Slides, Sheets, Forms), Microsoft Office Suite (Word, PowerPoint, Excel).

Design Methods: Human-Centered Design, Wayfinding Systems, Systems Thinking, Visual Communication, Prototyping, Environmental Graphics, User Observation, Informal User Testing, Survey Analysis, Report Writing, Cross-Disciplinary Collaboration.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

Emerging industrial designer focused on inclusive product development and physical prototyping with hands-on experience in fabrication labs, soft goods safety gear, and sustainable materials, seeking full time roles in May 20##

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Design, Minor in Gender Studies

##/20##

WORK EXPERIENCE

Industrial Design Intern, Medusa Motors LLC

##/20## - ##/20##

- Designed and iterated motorcycle and e-bike safety gear tailored for female riders, including ergonomic adjustments and body-specific sizing.
- Supported a multidisciplinary team in integrating real-time crash-response sensors into wearable gear to reduce injury risk mid-impact, participating in high-performance material and stress testing sessions.
- Assisted in the development of 3D prototypes in Rhino to refine component layout, thermal ventilation, and assembly logic for sensor-embedded gear, and collaborated in a design sprint that focused on rapid iterative testing and evaluation using large format 3D printers and laser cutters.

Fabrication Assistant, Fabrication Lab at CMU

##/20## - ##/20##

- Advised peers on safe and effective use of laser cutters, 3D printers, CNC routers, and hand tools.
- Maintained tool inventory and assisted with minor machine repairs and calibration.
- Led introductory workshop on model-making for new student employees.

Swimming Instructor, Springfield Recreational Center

##/20## - ##/20##

- Taught swim safety and stroke technique to children ages 5–12 in group and private lesson settings during two 6-week intensive summer camp sessions.
- Coordinated with lifeguards to ensure safety standards, obtaining certification in CPR and water rescue.

PROJECT EXPERIENCE

Designer, Solo Project: Sports Protective Equipment

##/20## - ##/20##

- Prototyped modular shoulder pads designed to better accommodate female body geometry using layered foam and adjustable strapping systems; iterated forms based on peer-athlete feedback and fit testing.
- Conducted comparative research of 12 existing products and led structured interviews with over 10 athletes to identify key pain points, integrating findings into ergonomic and safety-focused design improvements.
- Won a “student achievement award” for a state-wide design competition.

Designer, Solo Project: Multiuse Bamboo Furniture

##/20## - ##/20##

- Designed and fabricated a transformable furniture piece that functions as both a chair and table, prioritizing sustainable materials and flat-pack efficiency, using Rhino for modeling and CNC machining for fabrication.

ADDITIONAL EXPERIENCE

Volunteer, LX Sports

##/20## - ##/20##

- Mentored middle school athletes at a local girls' sports organization, supporting weekly practice sessions and encouraging team-building, sportsmanship, and personal goal-setting.

SKILLS

Software: SolidWorks, Fusion360, Rhino, KeyShot, Adobe Illustrator, Adobe Photoshop, Figma, Blender.

Fabrication: CNC milling, 3D printing, laser cutting, woodworking, metalworking, sketch ideation, physical prototyping.

Methods: User research, ergonomic analysis, usability testing, human factors, design for manufacturing (DFM), stakeholder interviews, iterative critique, sustainability awareness, technical drawing, visual communication.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

Design researcher and emerging UX/UI designer with a background in marketing communications and administrative coordination. Skilled in usability testing, journey mapping, and interface prototyping with a growing focus on inclusive digital experiences.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Arts in Design

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Research Assistant, *Design Department at Carnegie Mellon University*

##/20## - ##/20##

- Led user research and usability testing for a faculty-led study on mobile engagement, supporting survey design, participant recruitment, and moderated sessions.
- Synthesized findings in Excel and Figma to identify navigation pain points, contributing to updates for a departmental UI pattern library.

Digital Marketing Coordinator, *Full Force LLC*

##/20## - ##/20##

- Conducted user segmentation and A/B testing on email campaigns using HubSpot and Mailchimp, optimizing subject lines, content layouts, and send times, which led to a 23% increase in engagement over two quarters.
- Partnered with freelance designers to produce branded visual assets—such as display ads, landing page modules, and event banners—and deployed them across social platforms, email, and microsites.
- Compiled and synthesized analytics dashboards from Google Analytics and Hotjar to identify friction points in a mobile donation platform, delivering UX recommendations improving clarity and reduced abandonment rates.

Administrative Coordinator, *Department of Communication at Emerson College*

##/20## - ##/20##

- Coordinated calendars, room bookings, and events for 20+ faculty and staff.
- Created flyers and newsletters using Canva and InDesign, following brand and accessibility guidelines.
- Managed department records and supported onboarding for new adjuncts.

PROJECT EXPERIENCE

Designer, *Project: Mobile Mindfulness App Redesign*

##/20## - ##/20##

- Executed 10+ user interviews and a competitive feature audit to identify opportunities for improving app usability and accessibility, particularly for neurodiverse users and those with limited tech fluency.
- Wireframed and prototyped a revised navigation structure in Figma, with attention to responsive behavior and content prioritization for low-interruption mindfulness sessions.

Group Lead, *E-Commerce Checkout Optimization Study*

##/20## - ##/20##

- Performed a comparative evaluation of five major e-commerce platforms, capturing interface friction and decision-making delays using cognitive walkthroughs and usability benchmarking.
- Led prototype development in Figma and usability testing with six participants, reducing task completion time by 25% and improving confidence scores in payment steps.

SKILLS

Tools: Figma, Canva, Adobe InDesign, Excel, Google Analytics, Hotjar, HubSpot, Mailchimp, Notion, Miro, Airtable, Maze, Typeform, Trello, Microsoft Office, Google Workspace.

Methods: User Research, Usability Testing, A/B Testing, Information Architecture, Wireframing, Prototyping, Cognitive Walkthroughs, Competitive Analysis, Survey Design, Accessibility Standards, UX Writing, Design Systems, Content Strategy, Data Visualization.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

UX-focused communicator and content designer with a background in strategy, policy translation, writing, and customer-facing messaging for digital platforms and service-based industries.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Arts in Design

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Content Strategy Intern, *ChompCart*

##/20## - ##/20##

- Drafted over 30 knowledge base articles for food delivery app's Help Center, clarifying refund policies, delivery disputes, and account troubleshooting using clear, conversational UX writing principles.
- Collaborated with legal, design, and customer support teams to translate policy language into user-friendly content for in-app FAQs and chat support scripts, reducing ticket escalations by 18% during the pilot rollout.

Client Communications Specialist, *FirstLine Supply Network*

##/20## - ##/20##

- Coordinated updates to digital FAQ sections and policy language across customer-facing platforms, clarifying service guarantees, returns, and delivery timelines for independent restaurant partners.
- Designed branded email templates and announcement banners in Canva and Adobe Illustrator, used during pricing updates, new supplier launches, and food safety recalls.
- Supported account managers in preparing pitch decks and onboarding presentations for major client partnerships, adapting content for franchises, schools, and healthcare institutions.
- Conducted stakeholder interviews with regional managers to identify gaps in internal communication flow, leading to the creation of a shared messaging toolkit and announcement protocol.

Retail Associate, *Weston Market Co.*

##/20## - ##/20##

- Provided in-store customer support, restocked inventory, and assisted with seasonal display setup.
- Piloted a new mobile checkout system using customer feedback and reporting usability issues to managers.

Freelance Communications Designer, *Self-Employed*

##/20## - ##/20##

- Developed branded newsletters, promotional graphics, and web copy for client campaigns.
- Created social and email assets using Canva, Adobe Illustrator, and InDesign; adapted content for use in Meta Ads Manager, Mailchimp, and Google Ads.
- Collaborated directly with clients to align messaging with audience tone, writing copy that supported seasonal promotions and improved engagement.

CERTIFICATION & MEMBERSHIP EXPERIENCE

Certified UX Writing Specialist, *Digital Content Guild*

Conversational AI Content Design Badge, *PromptLab Institute*

Member, *Association for Inclusive Communication Design*

Content Strategy for Platforms Certificate, *Lexa Learning Collective*

Verified Contributor, *Ethical Design Writers Network*

SKILLS

Software & Tools: Figma, Canva, Adobe Illustrator, Adobe InDesign, Google Workspace, Microsoft Office, Mailchimp, Meta Ads Manager, Google Ads.

Writing & Content Strategy: UX writing, microcopy, content design, knowledge base articles, email and ad copywriting, policy translation, brand voice guidelines, content adaptation, user-focused messaging.

Collaboration & Communication: Cross-functional coordination, stakeholder interviews, internal messaging systems, presentation support, client communication, accessibility awareness, customer support insight.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

UX researcher and designer with experience leading end-to-end research, prototyping, and testing for education-focused digital tools. Skilled in synthesizing user data into actionable insights to inform product and service strategy across cross-functional teams.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Design in Design for Interaction

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

UX Researcher, *EduFlex Learning Technologies*

##/20## - ##/20##

- Designed and led end-to-end user research for a personalized learning platform, deploying surveys to 500+ educators and students to uncover behavioral trends, usability gaps, and unmet product needs.
- Used Figma to prototype interactive student dashboards and assessment tools; conducted usability testing with 20+ educators and 40+ students, iterating designs based on feedback and behavioral insights.
- Translated qualitative and quantitative user data into data visualizations and storytelling artifacts—including personas, behavior flow diagrams, and adoption heatmaps—to align stakeholders on user priorities.
- Collaborated cross-functionally with developers, product managers, and educators to integrate user feedback into agile development cycles, streamlining design-to-engineering handoff and reducing rework by 30%.

Marketing Associate, *ParentBridge Platform*

##/20## - ##/20##

- Drafted and edited weekly newsletters and in-app announcements for educators to communicate updates to families, maintaining accessibility standards and voice consistency across all channels.
- Partnered with the design team to develop branded content kits for schools to use during open house nights, including editable templates built in Canva and Adobe Illustrator.

PROJECT EXPERIENCE

Designer, *Solo Project: AI Academic Assistant*

##/20## - ##/20##

- Interviewed 15+ students, parents, and school counselors to identify planning barriers around academics, extracurriculars, and social time, translating findings into user needs and feature priorities using Notion and Miro.
- Designed and iterated a conversational AI prototype in Figma and Framer, enabling dynamic task scheduling, deadline reminders, and conflict alerts; improved feature comprehension by 26%.
- Built data dashboards in Google Sheets and Maze to track usage behavior and trust ratings across three prototype versions, collaborating with a developer in Replit to implement logic for task reprioritization and contextual AI nudges.

TEACHING EXPERIENCE

Teaching Assistant, *Design Department of Carnegie Mellon University*

##/20## - ##/20##

- Supported instruction for an undergraduate Interaction Design course by leading weekly critique sessions, providing feedback on wireframes and prototypes, and mentoring students on research methods, Figma workflows, and presentation skills.

Freelance English Tutor, *Self-Employed*

##/20## - ##/20##

- Tutored high school students in English reading and writing skills, tailoring sessions to individual learning goals and incorporating digital tools like Google Docs and Grammarly for real-time collaboration and feedback.

SKILLS

Tools: Figma, Adobe XD, Miro, InVision, Sketch, Axure RP, Adobe Creative Suite, Notion, Principle, HTML/CSS/JS.

Methods: User Research, Journey Mapping, Usability Testing, Information Architecture, Design Thinking, Systems Thinking, Stakeholder Facilitation, Ethical & Inclusive Design Practices, Cross-functional Collaboration.

Casey Smith

Csmith@andrew.cmu.edu - Caseysmithdesign.co
www.linkedin.com/in/Casey-Smith-CMUDesign/

Interaction designer using research-driven methods and imaginative tools to create inclusive, thought-provoking experiences in cultural and institutional spaces.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Design in Design for Interaction

##/20##

College/University, Location
[Undergraduate Degree]

##/20##

WORK EXPERIENCE

Design Research Intern, *Speculative Studios CO.*

##/20## - ##/20##

- Assisted senior designers to conceptualize and prototype future-themed installations for corporate lobbies, curating interactive exhibit content based on speculative trend research.
- Created internal mood boards, spatial mockups in Figma, and visual concept decks to communicate early-stage design direction to client-facing teams and coordinate with developers for initial testing.

Interaction Designer, *The Horizon Institute for Culture & Technology*

##/20## - ##/20##

- Collaborated with curators, educators, and accessibility consultants to redesign in-gallery touchpoints for a rotating exhibition on urban futures, emphasizing inclusive navigation and multisensory experience design.
- Led audience engagement research through intercept interviews, observation logs, and participatory mapping activities; synthesized insights into a 12-page speculative visitor journey concept document for internal R&D.
- Developed storyboards and analog prototypes for speculative exhibition stations using large-format print, overhead projection, and low-tech interactivity tools like magnetic surfaces and tactile cards.
- Contributed to internal research on a Future Museum Interactions project, proposing a roadmap for engagement models based on trends and visitor feedback, including AI-guided tours and VR experiences.

Gallery Curator & Program Assistant, *Anne White Crystal Gallery*

##/20## - ##/20##

- Organized an exhibition on global ecological repair for national parks in the United States, integrating community responses into the design of interactive exhibits.
- Managed outreach and communication with more than 200 artists and academic contributors.
- Produced and promoted event programming, including speculative fiction readings and design research panels.

PROJECT EXPERIENCE

Project Lead, *Project: "Echoes of the Era" – AI Museum Guide Series*

##/20## - ##/20##

- Designed a prototype system for AI-generated tour guides that embody distinct historical eras, tailoring language models and scripts to match time-specific vernacular and cultural context; Conducted live pilot tests with a local museum to integrate personas into gallery kiosks, using voice synthesis, animated projections, and adaptive conversation trees to guide visitors with era-appropriate commentary.

AWARDS & PUBLICATIONS

Emerging Futures Panelist & Publication Contributor, *Society for Speculative Environments*

Exhibition Innovation Grant, *FutureMuse Labs*, for work on "Living Archives" pilot installation

First Place, *Intersection '24 Design Research Poster Competition*, Carnegie Mellon University

Guest Contributor, "Design as Dialogue: Rethinking Engagement in Museums," *Public Futures Journal*

SKILLS

Type: Figma, Adobe Illustrator, InDesign, After Effects, Rhino, Unity, Notion, Miro, Canva, ChatGPT, RunwayML.

Methods: Speculative Design, Design Fiction, Experience Prototyping, Participatory Research, Narrative Design, Accessibility-Centered Design, Systems Mapping, Visitor Journey Mapping.