

Daniel Backman

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Education	University of California, Berkeley College of Environmental Design Master of Architecture <ul style="list-style-type: none">• 3.73 GPA• Completed Master's thesis entitled "Making Space for Young Urban Artists"• Student leader for the introduction of CAD/CAM technology to M.Arch curriculum• Team Leader and Construction Manager on the Life Bean project, a design-build emergency shelter that won AIA California Student Competition	2004-2007
	University of Pennsylvania, Philadelphia, PA Bachelor of Arts in Architecture; Minor in Art History <ul style="list-style-type: none">• Magna Cum Laude, Dean's List 2001-2004• Benjamin Franklin Scholars Honors Program• 6 Design Studios in Architecture and Landscape Architecture	2000-2004
Work Experience	VBN Architects, Oakland, CA Junior Designer <ul style="list-style-type: none">• Design and documentation of numerous Civic and Education projects using Revit• Develop office standards and templates for Revit• Serve as champion of the firm's Design Advocacy Initiative	2007-Present
	UC Berkeley, College of Environmental Design CAD/CAM Lab Manager and Technician <ul style="list-style-type: none">• Hiring and management of lab staff• Operation and maintenance of X-660 Laser Cutter, Z-Corp 3D Printer and Stratasys FDM Printer• Train fellow students for safe and appropriate use of lab equipment• Assist with student and faculty projects	2005-2006
	Pro Arts Gallery, Oakland, CA Curatorial Intern <ul style="list-style-type: none">• Assist with selection and installation of New Visions 2007 exhibition• Design of postcards, flyers and print ads for various summer exhibitions• Research of Pro Arts' exhibition and programming history for grant proposals	Summer 2006
	Turnbull Griffin Haesloop Architecture, Berkeley, CA Architectural Intern <ul style="list-style-type: none">• Production of working and presentation models• Preparation of presentation drawings	Summer 2005
	Artists for Humanity, Boston, MA Painter and Painting Instructor <ul style="list-style-type: none">• Mentor high school students on painting and drawing projects (Summer 2001 & 2002)• Paid position as a creative artist, creating works for sale and exhibition, and on commission• Exhibition and sale of artwork in public and private galleries and institutions throughout Boston, including Hynes Convention Center, Harbor Gallery, South Boston Courthouse, 100 State St, Nielson Gallery	1995-2002
Technical Skills	Digital: Revit 2009 AutoCAD 2008, MAYA 7, 3D Studio Max 8, Adobe Creative Suite, Microsoft Office Modeling: Expert model maker with experience making precise framing models, professional presentation models and advanced rapid prototyping techniques using laser cutter and 3D Printers Drawing: Hand drafting and rendering, sketching, painting in acrylic, watercolor and gouache	