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COVER LETTER

AS AN EXPERIENCED DESIGNER WITH INTERNATIONALLY RENOWN FIRMS AND GRADUATE OF THE SOUTHERN CALIFORNIA INSTITUTE OF ARCHITECTURE MARCH II PROGRAM, I STRIVE FOR PERFECTION IN DESIGN AND TO BE PART OF AN OFFICE COMMITTED TO ADVANCING THE FIELD OF ARCHITECTURE THROUGH INNOVATION IN DESIGN, THEORY, TECHNOLOGY AND PROCESS. PARALLELING INNOVATION, I AIM TO BE PART OF AN OFFICE THAT POSSES THE GUMPTION AND TALENT TO PRODUCE ARCHITECTURE FUNCTIONAL VISUALLY PROVOCATIVE ARCHITECTURE.

TO ANY TASK AND STUDIO I WOULD BRING AN EXTENSIVE PORTFOLIO OF FORMAL, SPATIAL STUDY, UNDERSTANDING OF CONTEMPORARY DESIGN AND ABILITY TO EXECUTE WITH HIGH FEROCITY AND CONTROL. MY PRIOR EXPERIENCE AT INTERNATIONAL FIRMS, WHERE MY DUTIES INCLUDED BUT WERE NOT LIMITED TO DESIGN, ANIMATION, AND RENDERING, AND GRADUATE SCHOOLING, HAS HOMED MY ABILITY TO VISUALIZE AND PRODUCE ADVANCED DESIGN SCENARIOS AS WELL AS RAPIDLY REVISE AND ITERATE DESIGN CHANGES AS DICTATED BY SUPERIORS AND MY OWN SENSIBILITIES. WITH AN ADVANCED UNDERSTANDING OF FORMAL DESIGN, DETAIL, AND ERGONOMICS, I AM WELL SUITED TO TACKLE A WIDE SPECTRUM OF EXTERIOR, INTERIOR, PRODUCT, FURNITURE, GRAPHIC, AND URBAN DESIGN ACROSS MULTIPLE SCALES. FURTHERMORE MY DESIGN TALENTS, ADAPTABILITY TO OFFICE LANGUAGES WITH PROFICIENCY, WORK ETHIC AND TEAM PLAYER ATTITUDE WOULD BE A VALUABLE ASSET TO ANY PROJECT AND TEAM.

IN MY PROFESSIONAL CAREER I AIM TO CONTINUE TO PURSUE THE CORE OF MY STUDIES AT SCI-ARC AND PUSH THE FORMAL ENVELOPE AND COMPOSITIONAL NATURE OF ARCHITECTURE WHILE REMAINING SCULPTURALLY AND AESTHETICALLY BOLD WITH CULTURAL RELEVANCE. WHILE CONDUCTING MY GRADUATE STUDIES AT SCI-ARC I WAS ABLE TO REFINE MY ABILITY TO RAPIDLY DEVELOP, TEST, ITERATE NEW FORM AND SPACE, WHILE DEVELOPING LEADERSHIP SKILLS. FIRST AND FOREMOST IT WAS MY PREROGATIVE TO TEST AND PRODUCE ARCHITECTURE OF THE HIGHEST DESIGN CALIBER THAT CHALLENGES THE LINE, COINCIDES AND IS RELEVANT BOTH IN ART AND ARCHITECTURE. PRIOR TO COMPLETING MY DEGREE AT SCI-ARC, I RECEIVED MY BACHELOR'S DEGREE IN ARCHITECTURE FROM BALL STATE UNIVERSITY. WHILE AT BALL STATE I WAS AWARDED A RESEARCH FELLOWSHIP TO IMPLEMENT A PARAMETRIC PROCESS TO RE-PURPOSE DISPERSED BUILDING MATERIALS LEFT BY HURRICANE KATRINA IN BILOXI MISSISSIPPI.

MY DESIGN ABILITIES ARE EQUALLY MATCH TECHNICAL, RENDERING, FABRICATION, AND SOFTWARE EXPERIENCE I HAVE ACQUIRED. HIGHLY PROFICIENT IN MAYA, POLYGON, NURBS, SUB-D MODELING, RHINO, AUTO CAD AND EXPERIENCE IN 3DS AND MICROSTATION, I AM EQUALLY ABLE TO PRODUCE PROFESSIONAL PRESENTATIONS MATERIALS USING MAYA MENTAL RAY, VRAY, AND MAXWELL RENDERING PACKAGES. MY EXPERIENCE IN FABRICATION UTILIZING CNC MILLS, CNC LASER, VACUUM FORM, AND 3D PRINTING EQUIPMENT IS ALSO EXTENSIVE AS WELL AS CARPENTRY AND DESIGN BUILD EXPERIENCE.

MY QUALIFICATIONS SKILLS AND EXPERIENCE WOULD MAKE ME AN EXCELLENT ADDITION TO ANY OFFICE. MY STUDIES AT BALL STATE UNIVERSITY AND SCI-ARC AS WELL AS TIME SPENT AT INTERNATIONALLY RENOWN FIRMS HAVE EQUIPPED ME WITH NECESSARY DRIVE AND WORK ETHIC TO REQUIRED TO PRODUCE THE QUALITY OF WORK DEMANDED BY THE HIGHEST CALIBER OF FIRM. FOR REVIEW OF MY TALENTS AND ACCOMPLISHMENTS, MY WEB PORTFOLIO CAN BE FOUND AT WWW.MADFORM.NET AS WELL AS COMPLETE PDF DOWNLOAD.

THANK YOU FOR YOUR CONSIDERATION.

SINCERELY,

RYAN T KUKURAITIS

CURRICULUM VITAE

EDUCATION GRADUATE : SOUTHERN CALIFORNIA INSTITUTE OF ARCHITECTURE MARCH 2 "X PROGRAM". MASTER OF ARCHITECTURE. (GRADUATION FALL 2009)

UNDERGRADUATE : BALL STATE UNIVERSITY, MUNCIE, IN. BACHELOR OF SCIENCE, ARCHITECTURE (GRADUATION 2007)

EMPLOYMENT ASYMPOTE ARCHITECTURE, LONG ISLAND CITY, NY. (9/2010-1/2011)

//KAOHSIUNG CITY PORT TERMINAL (STAGE II)
EXTERIOR DESIGN, EXTERIOR FENESTRATION DESIGN, INTERIOR DESIGN, ANIMATION, DIAGRAMS, PHYSICAL MODEL PREP, RENDERING

//DUBAI PEARL MASTER PLAN
EXTERIOR DESIGN, MASTER PLANNING, FORM FINDING, DIAGRAMS, PHYSICAL MODELS, RENDERING

//TAIWAN TOWER COMPETITION
DIAGRAMS, SITE RESEARCH

//BERGAMO MASTER PLAN (VERSION II)
FACADE STUDIES, SITE ANALYSIS, RENDERING

XEFIROTARCH, LOS ANGELES, CA. (11/2008-3/2009)

//DUBAI TOWER COMPETITION
LANDSCAPE DESIGN, MASSING, DETAIL DESIGN, RENDERING

//PATAGONIA ART MUSEUM
EXTERIOR DETAILS, INTERIOR DESIGN

HOWARD LAKS ARCHITECTS, SANTA MONICA, CA. (5/2008-8/2008)

//BEVERLY AND FAIRFAX DEVELOPMENT
DESIGN, MODEL BUILDER, 3D FABRICATOR

MINUS ARCHITECTURE, MUNCIE, IN. (5/2006-8/2006)

//BILOXI HOUSE
GENERATIVE COMPONENTS MATERIAL SYSTEMS DESIGN. SOLIDWORKS MATERIALS ORGANIZATION. MAYA-3DMAX-RHINO RESIDENTIAL DESIGN. MENTAL RAY RENDERING. PHOTOSHOP-ILLUSTRATOR RENDERING, GRAPHICS.

TARGET CORPORATION, WOODRIDGE, IL. PRESENTATION SPECIALIST. (1/2010-8/2010)

//GRAPHIC PRESENTATION ASSEMBLY, MANAGEMENT

AWARDS SOUTHERN CALIFORNIA ALUMNI SCHOLARSHIP RECIPIENT (2008-2009)

SCI-ARC YEAR END SHOW FOR THE SHORT FILM EXPONENTIAL CITY (2009)

SCI-ARC YEAR END SHOW FOR "ZOMBIE HOUSE" (2009)

INSTITUTE FOR DIGITAL FABRICATION STUDENT FELLOW WORK ON "PARAMETRIC SYSTEM MATERIAL REPURPOSING" (2007)

GLUE LIGHT DESIGN COMPETITION AWARD WINNER DESIGN FOR LOW BUDGET LUMINARIES (2/2005)

INDIANA CONCRETE MASONRY ASSOCIATION HONOR AWARD WINNER DESIGN FOR THE BROAD RIPPLE ART MUSEUM (4/2004)

PUBLISHED XYZ APATHETIC, LIVING BOX COMPETITION ENTRY, THE ARCHITECTURE STUDENT JOURNAL, BALL STATE UNIVERSITY, VOLUME 07, (2006)

BSU MIXED USE PROJECT, THE ARCHITECTURE STUDENT JOURNAL, BALL STATE UNIVERSITY, VOLUME 06, (2005)

CAMP INDY PROJECT, THE ARCHITECTURE STUDENT JOURNAL, BALL STATE UNIVERSITY, VOLUME 06 (2005)

ABILITIES

DESIGN RESIDENTIAL, MASTER PLANNING, COMMERCIAL, INSTITUTIONAL, EXHIBITION, MIXED USE, CIVIC, PRODUCT DESIGN

RENDERING MAXWELL RENDERING, MAYA MENTAL RAY, WEB SITE DESIGN, VIDEO EDITING, ADVANCE PHOTOSHOP, DIAGRAMS, MODEL MAKING

SOFTWARE AUTODESK MAYA
//DESIGN, ANIMATION, TEXTURING, MENTAL RAY

AUTO CAD
//DESIGN, CONSTRUCTION DOCUMENTS, PRESENTATION FABRICATION
PREP

RHINOCEROS
//DESIGN, CONSTRUCTION DOCUMENTS, PRESENTATION, FABRICATION PREP,
VRAY

MAXWELL

MAGICS
//FILE PREP, GEOMETRY ERROR CORRECTION

SURFCAM
//FABRICATION

3DMAX
//DESIGN, ANIMATION

MICROSTATION

SKETCH UP

ADOBE CS 5-3
//ILLUSTRATOR, PHOTOSHOP, INDESIGN, PREMIER, AFTER EFFECTS, FLASH,
DREAMWEAVER

FABRICATION CNC MILL
//HIGH DENSITY FOAM, OSB, WOOD

CNC LASER CUTTER

VACUUM FORM

3D PRINT
//SLS, SLA, POWDER, ABS, POLY JET

CASTING
//RESIN, PLASTICS, WAX, PLASTER, FOAM

CARPENTRY
//STICK CONSTRUCTION, RENOVATIONS, INTERIOR DETAILING, ROOFING