



portfolio webpage
www.warren-curry.com

WARREN CURRY

architecture + design professional



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Professional Profile

- + **Design professional** with proven ability to develop and implement design ideas into fully realized-design presentations
- + **Recent mArch graduate** complete with cutting edge technological skills, contemporary design ideas, and team oriented attitude

Education

Final GPA - 3.592

+ **Masters of Architecture 2012**
University of Nebraska - Lincoln, NE

+ **B.S. in Design 2010**
University of Nebraska - Lincoln, NE

Relevant Courses include: UNL/HDR Healthcare Studio, Urbanism, Tectonics, Scripting, Grasshopper and Parametric Design, Classical Architecture Theory, Architectural Theory, Programming, Advanced Architectural Drawing, Advanced Lighting Design, History of Furniture

Academic Honors include: giving Revit seminars for AIAS quad conference 2009 and Alpha Rho Chi, Haiti relief housing design selected for presentation to funding agency

Professional Skills

	fair	proficient	expert		fair	proficient	expert
3d Rendering	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Mudbox	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3ds Max	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Photoshop	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
After Effects	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Premiere	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
AutoCAD	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Processing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Concept Sketching	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Revit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Grasshopper	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Rhino 3d	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Hand Rendering	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Sketchup	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Illustrator	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Udk	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
InDesign	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unity 3d	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Java Script	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Vray	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Maya	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	World Machine	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mental Ray	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Zbrush	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Professional Experience

- + **Temporary Position as Professional Model Builder**
HDR - Omaha, NE
March 2011 to April 2011
Assisted in the completion of a physical model of the Humber River Hospital-competition entry.
- + **Temporary Position creating Architectural Visualization**
Design Basics - Omaha, NE
February 2013
Created 3d render and animated walkthrough of residential design under a strict deadline.