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PATRICK JACKSON

SENIOR DESIGNER/ PROJECT MANAGER

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516 IRVINE AVE.

NEWPORT BEACH, CA 92663

OVERVIEW

Senior Designer/Project Manager with variety of experience in creating and developing design concepts and solutions. Possess design sensibilities to strategize, initiate, develop, research and create architectural and spatial answers in a collaborative and imaginative environment at diverse phases. Self-driven with strong communication skills to articulate design -narratives in graphic and written forms. Ease of personality to work well in different workplace environments.

EDUCATION

California Polytechnic State University, San Luis Obispo, CA

Bachelor of Architecture: 2004

Denmark International Studies, Copenhagen - Architectural Program: 2003

Actively pursuing architectural licensure

SUMMARY OF QUALIFICATIONS

Proven and relevant experience in architecture and design with exposure to multiple building typologies of varying scales. Accumulated sharpened design skills with logistical and technical knowledge in conceptual, drawing coordination, modeling, and approval phases. Ability to work proficiently across various software, drafting, modeling, hand-drawn, and rendering platforms while leading and communicating effectively to project teams and consultants.

SOFTWARE SKILLS:

AutoCAD, Sketch Up, Revit, V-Ray, Photoshop, Illustrator, In-Design, Rhino, Power Point, Excel, Microsoft Office

EXPERIENCE

SOUTH COAST ARCHITECTS, Newport Beach, CA

Senior Designer/Project Manager [August 2020 –]

Managed several residential projects of various scales and stylistic approaches while giving continuous design input to guide creative process. Maintained close connection to firm principal for thorough exposure of needs to run a small firm as related to developing client relations, balancing/maintaining budgets, marketing, resource allocation, and contract negotiations.

- Maintained superb design standards in creating concise and thorough drawing packages from concept to construction phases
- Created elegant exterior and interior 3D digital models and renderings essential to overall design direction
- Possessed interpersonal and communication skills to lead and connect design team along same path for project success
- Compiled interior drawing sets that included appliance/plumbing packages, detailed material and manufacturer specifications, and interior renderings matched with meticulous enlarged elevations/floor plans
- Managed communication with clients, general contractor, consultants, tradespeople, material suppliers, and various design professionals
- Applied zoning and code standards into viable architectural solutions
- Displayed arbitration talents in managing exchanges with planners and governing officials to attain agency approval procedures
- Honed comfortability and ease with interfacing and presenting to clients
- Conducted product and material research while coordinating with vendors for most appropriate solutions to reinforce design intent
- Implemented new digital and physical platforms for increased marketability/exposure to attract new clients
- Directed digital drawing hub for information exchange within design team
- Played key role in selecting, refining and synthesizing various contractual proposals in assembling of construction /consultant teams

HORST ARCHITECTS, Laguna Beach, CA

Senior Designer/Project Manager [February 2016 – March 2020]

Worked directly under principal in self-directed role as Project Manager of high-end custom contemporary residences up to 10,000 square feet in size.

- Assembled drawing packages throughout all phases
- Produced convincing presentation renderings
- Led information exchange between trade experts and manufacturers
- Created renderings, exhibits, diagrams and 3D models through extensive use of SketchUp and Maxwell to generate understanding and support essential to project development and approval

(EXPERIENCE CONTINUED)

- Developed conceptual design sketches into detailed drawing submittals
- Played pivotal role in organizing consultant team while managing schedules, budgets, and industry standards
- Created design presentations with proficiency in multiple Adobe Creative Suite platforms
- Facilitated key decisions between construction team and ownership
- Prepared and reviewed proposals, contracts, and consultant agreements
- Performed site analysis investigation and coordinated survey information
- Interpreted code and zoning standards
- Maintained and coordinated client relations.

P+R ARCHITECTS (currently **DESIGN RETAIL COLLABORATIVE**), Long Beach, CA

Job Captain/Designer III [September 2015 – February 2016]

Developed design strategies to harmonize an architectural office, coffee shop, sushi restaurant, and retail space of a city block in downtown Long Beach.

Compiled and coordinated architectural BIM model with other disciplines while managing small drafting team to assemble drawing packages.

- Developed large scale design strategies within intricate programs
- Managed REVIT files
- Compiled thorough set of design development and construction packages
- Created cost-saving analysis aimed to re-purpose existing features
- Led coordination efforts of BIM documents across consultant disciplines
- Performed on-site investigations of existing conditions

VISIONEERING STUDIOS, Irvine, CA

Designer II/Intermediate Architect/Job Captain

[September 2010 – July 2015]

Worked in close contact with Senior Design Principal to create designs, concept exhibits, and drawing packages for large churches composed of campuses with diverse programs. Managed Revit file BIM exchanges across various disciplines while leading junior team members.

- Created Revit drawing packages for worship facilities up to 52,000 square feet/ 3,000-seat capacity
- Conducted extensive design charrettes and interview process with end users to collect and synthesize information that directed architectural and spatial language while informing complex programmatic schemes
- Garnered skills in master planning design
- Assembled material boards
- Conducted pre-design due-diligence research

BAUER AND WILEY ARCHITECTS, Newport Beach, CA

Designer I, Designer II [October 2005-July 2009]

- Drew main rendering and BIM design packages
- Organized communication with project architect/consultants
- Conducted product research and maintained contact with vendors
- Created 3D digital models to developing building envelope/massing
- Incorporated corporate standards into customized design solutions

LPA INC. ARCHITECTS, Irvine, CA

Technical Designer, Designer I [July 2004-October 2005]

- Demonstrated strong CAD competency
- Fostered team atmosphere within collaborative environment
- Conducted analysis of building code requirements and concepts as relating to accessibility, occupant loads, exit widths, and fire protection
- Performed drafting duties for working drawings of major civic buildings
- Researched sustainable building materials to achieve LEED ratings

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