

Ivan Kudlik

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- Profile** Self-sufficient architectural designer who is able to develop and materialize any project idea in every possible manner, whether it is a hand sketch or realistic 3d visualization; Skilled at various project types and highly adaptive through work in numerous offices across Russia and China.
- Summary** Won several commissions through competitions, that led projects into further development and construction;
Successfully resolved deadlocks on projects and moved them forward;
Scripted, supervised, rendered and post-processed architectural animations and still images in-house, reducing project production costs for the office;
Led and supervised small design teams for architectural competitions;
Regularly organized and conducted group and one-on-one training for staff;
Played a key role in collaborative, team design projects;
Implemented 3D-printing into project design workflow.
- Experience** Architect / Woods Bagot; Beijing, China (2014–present time);
Architect / Zeybekogly Nayman Associates; Beijing, China (2011–2014);
Architect / German Engineering Technology, Ltd; Beijing, China (2010–2011);
Architect / Harbin Institute of Technology; Harbin, China (2009–2010);
Architect / Argus-Art Co. Ltd; Vladivostok, Russia (2006–2009);
Assistant Professor / Far Eastern Technical University; Vladivostok, Russia (2006–2008);
Intern Architect / Far Eastern Marine Research Institute; Vladivostok, Russia (2003–2006).
- Education** Specialist's Degree in Design of Architectural Environment; Far Eastern Technical University, Vladivostok, Russia (2006);
Completed a six-year course with Honours Degree, focused on design disciplines of architecture, urbanism, landscape and interior design. Thesis: "Design Concept of Recreational Urban Space".
Architectural Rendering in 3D Max and V-Ray; Real-Time School, Moscow, Russia (2007);
Developed skills in complex architectural modeling techniques, animation, rendering with V-Ray rendering engine, post-production of static images and video in eyeon Fusion.
Autodesk AutoCAD Architecture 2009 Training course; C-Soft, Moscow, Russia (2009).
- Personal Projects** London Public Library by Archmedium.com, Honorable mention (2015);
Amsterdam Floating Toys Museum by Arquitectum.com, Honorable mention (2015);
Winter Stations in Toronto, Canada by winterstations.com (2016);
Lighthouse Sea Hotel by Young Architects Competitions (2016);
Suncheon Art Platform by Daegu Architectural Culture Confederation (2016).

Skills

Knowledge of graphic design software: Autodesk 3D Max, Chaos Group V-Ray, Autodesk AutoCAD Architecture, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Corel Draw, eyeon Fusion, SketchUp, Autodesk Revit, Rhinoceros, Grasshopper, Bluebeam Revu;

Able to render and utilize 360-degree panoramic images;

Knowledge of office computer software – Microsoft Word, Microsoft Excel or equivalent.

Drawing and painting with traditional materials and digital media (Wacom tablet);

Physical modeling and 3D-printing (FDM);

Language proficiency: English (IELTS 8.0), Russian (native), Chinese (conversational).

Goals

Acquire LEED Green Associate credentials;

Learn and implement Virtual Reality tools into design workflow;

Professional immigration to Canada;

Professional registration in Canada.