

MAYA MASHIACH

curriculum vitae

Education

Architectural Association, School of Architecture // Design Research Lab (AADRL)

Master of Architecture, with Distinction

September 2021 - January 2023; London, United Kingdom

California Polytechnic State University, San Luis Obispo // CAED

Bachelor of Architecture

September 2015 - June 2020; San Luis Obispo, California, USA

Professional Experience

3D Designer // Freelance Various

December 2023 - Present; Los Angeles, California, USA

- Provided short-term 3D modeling services for various production and experience design companies.
- Utilized software such as Revit, Rhino, 3DSMax, and Grasshopper for 3D modeling and visualizations.
- Collaborated with teams to fulfill project needs within established timelines.

3D Designer // MYCOTOO Inc. Experience Design

June 2023 - November 2023; Pasadena, California, USA

- Executed and conceptualized art direction packages using Revit and 3DS Max.
- Produced 3D models and CAD drawings for production.
- Participated in the design process of each project through collaborative methods.
- Converted 3DS Max models into BIM Cloud Revit models for integration with mechanical and structural systems.

Student Assistant // Architectural Association, Wood and Metal Workshop

September 2021 - June 2022; London, United Kingdom

- Supervised various machining practices at the Wood and Metal Workshop.
- Advised students on successfully executing their models.

Competition Designer // Social Studies Projects

November 2020 - February 2021; Los Angeles, California, USA

- Iterated field studies in 3D for conceptualizing a commune-style housing project in Los Angeles.
- Executed drawings and renderings for competition submittal.
- Led the team's conceptual formation of the project.

Student Assistant // Architecture Department, Cal Poly San Luis Obispo

January 2019 - June 2020; San Luis Obispo, California, USA

- Organized and facilitated student work showcases and virtual lecture series.
- Collaborated on virtual architecture commencement and edited the final yearbook.
- Assisted in teaching Architecture History (Pre-18th Century).

Design Intern // Montalba Architects

January 2019 - June 2019 (Part Time); Santa Monica, California, USA

- Worked on CAD drafting for various projects.
- Developed SketchUp models for project visualization.
- Created client deck packages using InDesign.

Other //


5th Year Architecture Co-Chair: September 2020 - August 2020


AIAS Historian at Cal Poly SLO: September 2016 - August 2019

Design Intern at Suisman Urban Design: June 2017 - August 2017

Design Intern at Woods+Dangaran: June 2014 - August 2014

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 **References**

Theodore Spyropoulos

spyropoulos_th@aschool.ac.uk

Doug Jackson

dojackso@calpoly.edu

 **Links**



Website



Portfolio



LinkedIn

Skills

Tools and Softwares:

- Revit
- Unity
- 3DSMax
- Rhino3D
- Sketchup
- AutoCAD
- Autodesk Maya
- Cinema4D
- Grasshopper
- Unreal Engine

Technical Skills:

- Full Adobe Suite advanced proficiency.
- BIM 360 and Collaboraton Cloud experience.
- Comprehensive rendering skills: Enscape, Lumion, Octane and Vray.
- Coding language experience with C++, C#, and Python.

Other Skills:

- Painting
- Sketching
- Robotics
- 3D Printing
- Bluebeam
- Model Making
- Metal Working
- Wood Working
- Microsoft Office
- Design Research

Hobbies and Interests:

- Painting
- Camping
- Star Wars
- 3D Digital Art
- Computation
- Photography

Achievements

AADRL Distinction in MArch

High Performance Selection
March 2023

**MIT Media Lab
Beyond Smart Cities**

Special Certificate Course
September 2020 - December 2020

AIA California Central Coast

Design Citation Nominee
June 2020

CAED Thesis Award

Honorable Mention
June 2020