AYA 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
- vearbook.
- Assisted in teaching Architecture History (Pre-18th Century).

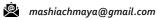
Design Intern // Montalba Architects

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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Theodore Spyropoulos spyropoulos_th@aaschool.ac.uk Doua lackson dojackso@calpoly.edu



🗶 Skills

Tools and Softwares:

f	Revit	•	AutoCAD
ł	Unity •	•	Autodesk May
ł	3DSMax •		Cinema4D
ł	Rhino3D •		Grasshopper
ł	Sketchup		Unreal Engine

oCAD odesk Maya ema4D sshopper

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:



Model Making Metal Working Wood Working Microsoft Office Design Research

Hobbies and Interests:

Painting Camping Star Wars

3D Digital Art Computation Photography

Q 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