

Logan Kaiser

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Education

University of Detroit Mercy

- Master's of Science of Architecture
May 2020
- Bachelor of Science of Architecture
May 2019

Skills

- Works very well and proficiently in very fast-paced, intense environments
- Experienced in working with hands-on techniques such as hand-drafting and physical modeling
- Eager to learn
- Works and meshes very well with group and team dynamics
- Strong communication and social skills
- Self-guided and can visualize end results and future goals
- Takes direction well and can take initiative and can perform proficiently in a leadership role willingly and often
- Strives to work beyond given expectations

Proficiencies

- Revit
- AutoCAD
- SketchUp
- Lumion
- Adobe Suite
 - Illustrator
 - InDesign
 - PhotoShop
 - Premiere Pro
- Microsoft Office Suite
- Bluebeam Revu

General Knowledge

- 3DS Max
- Rhinoceros
- VRay
- Adobe After Effects

Employment History and Duties

Architectural Staff II/Project Architect II for Babcock Design

March 2022 - Current

- Directly supported project managers through all phases of a project, specifically construction documents.
- Prepared and oversaw production of full range of drawings using AutoDesk Revit (plans, sections, elevations, details, schedules, site plans, egress plans, door schedules, etc.).
- Consistently tasked with coordinating with consultants to develop a concise design solution and compile and develop a full drawing package for various drawing submissions.
- Trusted with preparation of ASI drawings and narratives, RFI responses, etc. to answer any questions the contractor has had during bidding and/or construction.
- Participating in weekly client-based discussions via OAC meetings and other forms of discussion and correspondence.
- Project types worked on include professional sports facilities (NHL/NBA), high-end private ski lodges, and various tenant improvement (T.I.) and civic/community-based projects.

Architectural Designer for Carbon Architects

April 2021 - March 2022

- Directly supported the owner of the company through all phases of a project, specifically construction documents and renderings.
- Preparation of a full range of construction drawings using AutoDesk Revit (plans, sections, elevations, details, schedules, site plans, egress plans, door schedules, etc.).
- Creating a graphic standards and Revit modeling template to aid in standardizing how the firm conducts 3D modeling and contract document production.
- Coordination with consultants to compile and develop a functional design and drawing package.
- Participating in client based discussions via OAC meetings and other forms of correspondence.
- Types of projects worked on primarily include high-end residential design and multi-family housing.

Architectural Intern for Integrated Design Solutions (IDS)

January 2020 - April 2021

- Worked with architectural staff on many different projects, with phases ranging from pre-design to construction documents and administration.
- Mainly worked on educational buildings, ranging from individualized private institutions to entire school districts.
- Utilized Revit, Bluebeam, InDesign, Illustrator and Photoshop to produce documents and 3D models.

Architectural Intern for McIntosh Poris Associates

April 2019 - December 2019

- Worked in several facets of the office and on different projects as part of the architectural staff, working on a range of tasks from pre-design to construction documents and administration.
- Was required to meet expectations of very quick, intensive deadlines often for given work and projects.
- Was a part of different kinds of meetings including internal design meetings, design meetings with clients, city council meetings and meetings involving various consultants and construction management.
- Programs of projects worked on include a small coffee shop to large scale new and historic preservation mixed-use projects.
- Utilized Revit, Bluebeam, InDesign, Illustrator and Photoshop to produce documents and 3D models.

Architectural Intern for Auger Klein Aller Architects, INC

July 2017 - April 2019

- Worked with licensed architects and staff to produce drawings and documents, including production of 3D models, digitizing existing drawings sets and translating them into 2D digital files.
- Creating different proposals and presentation style documents for local municipalities.
- Types of projects worked on mainly were churches and religious buildings, but also included small-scale residential, school additions and upgrades to township facilities and buildings.
- Utilized AutoCAD, SketchUP, Bluebeam, InDesign, Illustrator and Photoshop to produce documents and 3D models.