

Ron Suverkrop

986 Saint Francis Blvd. Daly City, CA 94015

Registration in progress

Education **New School of Architecture and Design, San Diego, California**
Master of Architecture, M.Arch 2006

Introduction I have 2 years experience in the architecture profession along with 3 years experience in BIM and 3D modeling as design technology. While at Skidmore Owings & Merrill, I used Revit to perform architectural production consisting of full project modeling, parametric family creation and rendering for large scale commercial projects. Additionally, I performed research to determine best practices of Revit implementation strategies advise and instruct architectural staff on procedures.

Professional Experience

(selected)

Skidmore Owings & Merrill, LLP – Junior Architect (2007 – 2008)
San Francisco, CA.

Palace Condominium Tower, San Francisco, CA.

60 story 775,000 SF condominium tower

Responsibilities: Perform modeling of schematic through design development level Revit model. Coordinate with MEP, interior designers, and structural consultant's Revit structure model. Perform renderings with Accurender, Revit 2009 + 3DS MAX 2009.

350 Mission Street, San Francisco, CA.

30 story 350,000 SF office tower

Responsibilities: Perform modeling of parametric families representing curtain walls and Nana door systems. Perform modeling, and problem solving support of Café area, and elevator lobbies. Perform Revit 2009 Mental Ray renderings.

Century Plaza, Shanghai China

30 story 2.3 million SF Retail, office and residential complexes

Responsibilities: Perform modeling of Podium levels to support design development phase. Created renderings of lobby interiors with 3DS Max.

Tower-8, Salt Lake City, Utah

22 story office and retail tower with 3 levels of parking.

Responsibilities: Perform modeling of building stair systems.

Pioneer Park, Gurgaon, India

Office, Retail, and Residential Tower complexes consisting of: 10 high rise(12 – 20 story) residential towers, 6 high rise(14 to 20 floor) office building towers, and 4 retail complexes.

Responsibilities: Perform site modeling to create cut + fill schedules for 800 million cubic meters of earth.

Medical Education Center, University of California, San Diego, CA.
3 story 250,000 SF Medical School education building
Responsibilities: Perform modeling of schematic level stair systems. Assist in problem solving with architectural staff. Provide critical milestone support.

Smith Consulting Architects – Designer (2006)
Del Mar Heights, CA.

Hunter Industries, San Marcos, CA
100,000 SF distribution facility, and 3 story office building wing.
Responsibilities: Perform schematic layout of rooftop photo-voltaic system, and create project presentation graphics.

Indio Market Place, Indio, California
42,000 SF Retail center and food court
Responsibilities: Perform modeling of project from autocad drawings and perform schematic level design modeling of roof truss system under direction of project architect, Create Accurender renderings, create floor plan and section drawings.

Callaway Golf Ball Facility Parking Structure, Carlsbad, California
Single story parking structure
Responsibilities: Perform Sketchup modeling of project from autocad drawings to create design options of landscape forms for city of Carlsbad Planning Department.

Creative Engineering – Visual Basic Programming - (2000 - present)
Bakersfield, CA.

Perform Visual Basic VB05 programming of visualization software for a procedural architectural and project financial analysis program(WINDBUILDIT). Perform Visual Basic Programming for a aggregate industry belt conveyor analysis program(WINDBELT).

Free Lance – Private Residence(2002 - 2004)
San Diego, CA.

3,500 square foot 3 story residence – Point Loma, CA.
Responsibilities: Perform Design of dormer and deck additions with Revit, Architectural Desktop, and Form – Z.

Rockstar San Diego – 3D Artist(2003 - 2006)
Carsbad, CA.

Rockstar San Diego – Carlsbad, CA
Perform space calculations to assist architect in the tenant Improvement design of Rockstar San Diego's new 42,000 SF office suite.
Responsibilities: Perform modeling with both Architectural desktop, and Maya to provide problem solving visualization.

Midnight Club I – IV Video Games – Los Angeles, CA
Urban racing video game that uses the city Los Angeles, Ca. as a race course.
Responsibilities: Perform design and modeling with Maya of 3D buildings and building complexes.

Software

Revit 2009, 3DS MAX 2009, Architectural Desktop 2006, Form-Z, Maya, Rhino, Illustrator, Photoshop, Power-Point, Visual Basic .NET, and Office Suite