

# MATTHEW BUSSCHER RESUME

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**SUMMARY** Architectural Professional with work experience in a wide range of roles in the architecture, engineering, and construction industry including design, instruction, fabrication, and construction documentation and administration

## SKILLS

### Software

3D Modeling (Rhinoceros, Maya, Grasshopper, SketchUp), Construction Documentation and Review (Revit, AutoCAD, Bluebeam), Presentation Graphics (Adobe Illustrator, InDesign, Photoshop), Basic Programming Knowledge (VB, Python, C++, HTML/CSS)

### Conceptual

Digital Fabrication (3D Printing, Lasercutting, Model Construction), Engineering (Structural analysis and design, Statics, Material Mechanics), Strategy and program planning, Proficient with learning new software, Proficient with adapting feedback into workflow or teaching methods, Proficient with team coordination

## WORK

**Presentation Studios International (PSI)** Chicago, IL 03/2018 - Current

*Architectural Model Maker*

- + Communicate with architects to translate designs into representative scale models
- + Collaborate with a team of machinists and model makers to create an accurate and precise product
- + Prepare 2D and 3D files for machine fabrication: lasercutting, 3D printing, CNC milling

**UrbanLab** Chicago, IL 01/2017 - 01/2018

*Project Designer*

- + Lead project coordination and documentation for a new restaurant buildout in a unique existing space
- + Developed new company BIM template and infrastructure for future transition from CAD to BIM
- + Designed, produced documents, and coordinated engineering for new single-family residences in Chicago

*Architectural Designer*

- + Created design development documents, digital model, and renders for new Ancona School Playground
- + Produced physical model, 3D model, diagrams, and renders for SAIC plaza re-design
- + Edited, diagrammed, and furthered design of multiple projects for new book *Bowling*

**FitzGerald Associates Architects** Chicago, IL 05/2016 - 01/2017

*Staff Architect/Architectural Designer*

- + Created presentation graphics for planned development meetings with clients and city officials
- + Produced schematic, design development, and presentation documents for a multi-unit residence
- + Aided in construction document production and graphic production for various projects

**Hammersley Architecture** Chicago, IL 11/2015 - 02/2016

*Architectural Designer*

- + Conducted site, zoning, program research, and graphic design for Four House Prototypes project
- + Constructed physical model of Edge Athlete Lounge for Chicago Athenaeum exhibition
- + Led and managed interface design, curation, and content creation for previous company website

**Midtown Educational Foundation** Chicago, IL 06/2013 - 08/2015

*Lead Engineering Instructor*

- + Coordinated launch of Tellabs Engineering Apprenticeship program for high school students
- + Developed lesson plans to accommodate students of varying academic backgrounds
- + Managed program and classroom budgets to create an effective and sustainable program

**University of Illinois at Chicago** Chicago, IL 08/2013 - 05/2015

*Teaching Assistant*

- + Assisted in teaching and grading graduate and undergraduate structures courses
- + Led review sessions covering concepts discussed during classes
- + Covered topics in Statics, Material Mechanics, Steel and Concrete Analysis and Design

## EDUCATION

### Master of Architecture

University of Illinois at Chicago  
GPA: 3.75/4.00

2015

### Bachelor of Science in Civil Engineering cum laude

Rose-Hulman Institute of Technology, Terre Haute, IN  
GPA: 3.42/4.00

2012

### Academic Awards

UIC Image of Research Finalist (2015) and Alumni Jury Participant (2016), AIA Henry Adams Certificate of Merit (2015), WALF Scholarship (2014), UIC Board of Trustees Tuition Award (2013-2015), UIC Portfolio Day Participant (2013-2014), UIC Year End Show Participant (2013-2014), Best Visual Art of INK Art Magazine (2012)

## ASSOCIATIONS

Superfine Studio, Co-founder; Associate, AIA; NCARB; AXP hours complete (+4500 documented hours); Architectural licensure exams in progress (2 of 6 passed); EIT; ASCE (past student member);

PROJECTS

- Wicker Park Fest Installation “Wicker Parklet” with Superfine Studio** Chicago, IL 2018  
+ Produced winning proposal for interactive public art open call in collaboration with Superfine Studio team  
+ Developed design to accommodate the unique physical constraints of a large scale outdoor public event  
+ Designed, fabricated, and assembled installation using digital and traditional fabrication methods
- Dust to Dust Competition** London, England + Concepción, Chile 2018  
+ Collaborated with a multidisciplinary team of architects/engineers including BuroHappold and others  
+ Produced finalist Concepción masterplan proposal to be exhibited in Sainsbury Centre for Visual Arts  
+ Designed masterplan, produced renderings, and provided graphics consultation for proposal
- Yaku Museum Planeta Agua Competition** Quito, Ecuador 2018  
+ Aided in proposal assembly for winning competition entry for a museum exhibit to be constructed early 2019  
+ Worked with an international team of architects/engineers to design exhibit on world water use  
+ Produced renderings, diagrams, and other presentation graphics for proposal documents
- Non Architecture “Training” Competition** Chicago, IL 2017  
+ Developed winning entry for architectural ideas competition in collaboration with Peter Schlosser  
+ Conceptualized urban interventions that integrate active lifestyle activities into daily commute routines  
+ Created graphic aesthetic, 3D models, and renderings of intervention objects
- Chicago Architecture Biennial with UIC’s kiosk “Summer Vault”** Chicago, IL 2015  
+ Chosen to participate as part of student design team for UIC School of Architecture’s kiosk entry  
+ Aided in graphic facade studies and scale model production of initial kiosk design  
+ Final design deployed in Millenium Park for the duration of 2015 Biennial and following year
- Bi-City Biennale of Urbanism\Architecture with A. Eisenschmidt’s “Collective City”** Shenzhen, China 2015  
+ Collaborated with a team of designers to produce a large format drawing for exhibit at Bi-City Biennale  
+ Designed partial layout and exhibit formatting for the final 9’x20’, large format drawing  
+ Developed concepts of key drawing elements by merging existing urban and architectural artifacts
- Possible Mediums Conference** Columbus, OH 2013  
+ Studied the relationship between parametric architectural design, robotics, and programming  
+ Manufactured a small robotic tool using lasercut materials and household electronics  
+ Programmed and digitally modeled animated tool using Rhino, Grasshopper and Firefly plugin
- NSF Assistant** Terre Haute, IN 2012  
+ Evaluated usage of Calibrated Peer Review software through National Science Foundation grant  
+ Integrated digital teaching methods into classrooms to encourage learning through writing  
+ Analyzed student usage statistics using Excel (Visual Basic) programming
- Rose-Hulman Material Engineering Competition (Manager)** Terre Haute, IN 2012  
+ Led a team of civil engineering students to construct a concrete canoe for ASCE competition  
+ Implemented construction management and scheduling methods  
+ Researched and developed experimental concrete construction techniques