

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 Intern for Integrated Design Solutions (IDS)

January 2020 - Present

- 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.

Architectural Intern for Freund and Associates Construction Management

April 2017 - June 2017

- Worked closely with a licensed architect to create and fix all kinds of construction drawings as well as create quick, conceptual renderings for clients.
- Utilized Revit, AutoCAD, Lumion, 3DS Max and PhotoShop to produce documentation, 3D models and renderings.

Sales Associate at People Skate and Snowboard

August 2017 - Present

- Managed the shop and utilized knowledge to sell high-quality snowboard and skateboard equipment and goods to customers.
- Tasks performed on a regular basis include performing inventory, selling goods to customers, performing skilled labor on customer's equipment (snowboard/ski wax and sharpen and snowboard and skateboard repair), listing product online via different sales channels, assisting with ordering and purchasing future product for the store.
- Was tasked with creating a product line for the store, including all marketing and promotional material, product design and selection and selling of product in-store and online.
- Utilized programs and online services such as Lightspeed Merchant OS, Shopify, and other sales and selling channels. Adobe Suite was also used for product and graphic development and for editing promotional material.

Park Crew Technician at Mount Holly Ski Resort

January 2017 - Present (Seasonal)

- Helped build and design resort's terrain park features which includes setting and resetting rails and jumps for people of all ages and skill levels to enjoy.