

Education

*University of Illinois at Chicago
School of Architecture
Chicago, IL
2014-2017* M.Arch, May 2017 (Anticipated)

*Knox College
Galesburg, IL
2006-2010* Bachelor of Arts in Fine Arts (Sculpture), June 2010
Minor in Art History; Dean's List

Professional Experience

*BairBalliet
Chicago, IL
December 2015–February 2016* **Production Manager**
Managed team of UIC Graduate and Undergraduate students to build a model for the 2016 Venice Biennale. Coordinated construction methods and tolerances between CNC, 3D Printed, Lasercut and hand-built components. Photographed and post-processed photographs for publication in *Log 37*.

*Norman Kelly
Chicago, IL
February 2015–Present* **Designer/Project Manager**
Contribute to residential and commercial projects as well as our contribution to the 2015 Chicago Architecture Biennial—a supergraphic covering the 65 windows on the Michigan Avenue facade of the Chicago Cultural Center. Assisted with execution of drawing, *Alice's Door*, part of the submission to *Treatise: Why Write Alone? at the Graham Foundation*. Experience includes project management, construction drawings, digital and physical modeling, concept design, exhibition design.

*Studio Santalla, Inc.
Washington, DC
(Now Ernesto Santalla, PLLC)
August 2010–August 2014* **Designer**
Contributed in all aspects of architecture and interior design from conceptual design to design development through construction management. Responsibilities included site survey and as-built drawings, working closely with principle architect to develop design concepts; Draft design drawings from concept sketches; Develop custom furnishing and millwork designs; Construction management, client and vendor relations. Graphic design projects ranging from branding and logo design, advertising and corporate materials, to exhibition and user experience design. Responsible for day-to-day management of office operations, including website, basic SEO & social media management.

Competitions & Exhibitions

*Brick by Brick
Museum of Science and Industry
Chicago, IL
Spring 2016* **Lego 601**
Co-coordinated team to develop and submit UIC's entry to MCI's 2016-2017 Lego exhibit, Brick by Brick. *Lego 601* broadly considers the cultural and institutional norms and standards that ultimately influence the conditions of our collective future. Rather than suggest a specific technology or artifact as the way forward towards a vibrant and "sustainable" future, the form simply proposes the attitude that such a future can only be achieved through optimistic and unapologetic rule breaking.

*MOS Workshop
UIC Greenwald Visiting Critic
Chicago, IL
Spring 2016* **Spring Break Forever (Proposal for an above ground pool)**
Proposal for an above ground pool that explores the aesthetic of indifference. Design assumes use of an "off the shelf" pool, and investigates the system of accessory objects and pool facade, all of which exist within the boundaries of the pool, and float on the water. The objects were also mapped in patterns indifferent to their shape or function.

Teaching Experience

*UIC School of Architecture
Chicago, IL
Spring 2017* **Teaching Assistant, ARCH 471, Professor Robert Magruder SE PE**
Structures II; Introduction to material properties; strength characteristics of building materials and material assemblies; stress and strain; rigidity and deformation; temperature effects; torsion effects; combined loading of elements and systems.

*UIC School of Architecture
Chicago, IL
Fall 2016* **Teaching Assistant, ARCH 574, Professor Gene Mojekwu PhD, PE, SE**
Structures II; Design of structural elements and systems in steel, concrete and wood

*UIC School of Architecture
Chicago, IL
Fall 2015* **Teaching Assistant, ARCH 359, Professor Christopher Frye**
Introduction to building construction processes, terminology, principles, conventions, standards, applications, restrictions and communications pertaining to construction materials and assemblies.

*Knox College Art Department
Galesburg, IL
Fall 2009 & Spring 2010* **Teaching Assistant**
Taught skills in Ceramics, Sculpture, and Woodworking to ensure proficiency of all students in available tools and fabrication methods.

Software + Skills

Rhino 3D; Adobe Creative Suite (CC); AutoCad; Cinema 4D; Sketchup; Maxwell Render; [Working on Revit + Grasshopper]; Model Making; Sketching; Drafting; Detailing; Construction Drawings; Construction Management; Interior Design; Color & Material Selection; Graphic Design; User Experience Design; Woodworking; Cement; Plaster; Ceramics; Metalworking; Photography

Departmental Awards

Jury Prize for 2014-2016 Academic Portfolio at **UIC Portfolio Day, 2017** [UIC]
Fall 2015 + Spring 2016 Studio Projects selected for **UIC 2015-2016 Year End Show** [UIC]
2014-2015 Academic Portfolio exhibited at **UIC Portfolio Day Redux, 2016** [UIC]
Fall 2014 + Spring 2015 Studio Projects selected for **UIC 2014-2015 Year End Show** [UIC]
2014 Academic Portfolio exhibited at **UIC Portfolio Day, 2015** [UIC]
First Place-Bender Prize in Sculpture, 2010 [Knox College]
Albert G. Young Best of Show Award, 2009 [Knox College]
Brand Identity chosen to represent 2008 + 2010 **AI Young Exhibition and Competition** [Knox College]

Extracurricular

FM Journal Production Editor, September 2014-May 2017
Knox College Baseball (NCAA DIII), 2006-2010; Baseball Team Captain, 2009-2010
Knox College Football (NCAA DIII), 2006-2009

References

Thomas Kelley, Norman Kelley, LLC; Chicago + New York
tk@normankelley.us, 312.374.1039

Ernesto M Santalla, AIA LEED AP; Ernesto Santalla, PLLC; Washington, DC
ernesto@ernestosantalla.com, 202.965.1284

Kelly Bair, Central Standard Office + BairBalliet; Chicago
kbair@uic.edu

Grant Gibson, CAMESgibson, Inc; Chicago
grant@comesgibson.com, 773.412.2732

To whom it may concern, I am passionate, driven, and relentlessly curious. I am eager to join an office that actively engenders a studio culture and produces work that not only addresses programmatic and social concerns, but advances a larger project and line of inquiry. I look forward to collaborating with a team that engages in an open exchange of ideas and affords me consistent opportunities to build upon my education.

My experience at UIC has cultivated in me an intense optimism about a given project, as well as a healthy dose of skepticism of preconception and the status quo. I am excited to start working on projects that allow me to apply what I have learned in graduate school on real-world projects. Additionally, UIC has intensified my belief in the power of collaboration to generate bold, unexpected, and refreshing results that are only possible when inquisitive and enthusiastic individuals engage in a productive dialogue.

My work experience, both with Studio Santalla, and with Norman Kelley, has been in small offices, which has afforded me invaluable experience in all aspects of a project. I have worked at multiple scales, from objects and furniture to retail and residential to large installations, and I look forward to expanding that experience with work on larger projects. I'm excited to work with a larger team, and to leverage my experience on smaller scale work productively.

I've been fortunate to accumulate experience designing custom furniture and millwork,^{1,2,3} where I worked closely with fabricators to develop key details. I have worked on event design which included everything from name tags and napkins, to environmental graphics and advertising. I've participated in a number of commercial projects, including test fits, and office and retail interiors.² With Norman Kelley, I collaborated on a variety of installations, from wall drawings, to murals, to supergraphics.⁴ The series of studios in my program at UIC has engaged multiple scales, from residential⁵ to urban,⁶ even a mausoleum, and demanded thoughtful exploration of formal, programmatic, social, and representational concerns. The program's emphasis on theory and history, in conjunction with technology, has grounded my work, while at the same time imparting a strong motivation not to take precedent for granted, but to use a strong theoretical position to develop new strategies. UIC has taught me that architecture should be funny and rigorous.^{7,8} UIC has taught me to break the rules.⁹

I believe that I can join a team and contribute promptly and productively. I'm a quick study, and I love to work. I believe that I can prove quickly that I will be an asset, and I'm eager to start.

With best regards,

spencer@mcneil

*M.Arch Candidate, UIC SOA
Production Manager, FM Journal*