

INFO

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 916.770.0740

PROFILE

Anthony Lee Mull is an architecture professional with experience and interests in a vast range of project types including: residential, commercial, mix use, civic, and real estate development.

EDUCATION**Pratt Institute_Graduate Architecture and Urban Design (GAUD)**

Master of Architecture_Advanced Placement 2017.08 - 2019.06
 + Studio of Experiments Traveling Studio_Hong Kong_David Erdman and Hart Marlow
 + Graduate Assistant_Urban Design_Jonas Coersmeier
 + Graduate Assistant_Consortium for Research and Robotics
 + Scholarship Recipient_Graduate Scholarship, Junge Memorial Scholarship

Newschool of Architecture and Design

Bachelor of Arts in Architecture 2014.09 - 2017.05

EXPERIENCE**Morphosis Architects**

Designer 2019.06 - 2020.06
 + *Korean American Museum_LA*. 3D modeling, facade design
 + *Undisclosed Large Scale Urban Planning*. Urban planning, 3D modeling, concept design, 2D drawing, model making
 + *Nanjing Conference Center_China*. 3D modeling, facade design and panelization, 2D drawing documentation
 + *Acadia 2020 Exhibit*. Concept design, video editing, video production, exhibition design
 + *Formula 1 Hotel_Saudi Arabia*. Facade design, 3D modeling, model making, 2D drawing documentation
 + *Lulu Lemon Headquarters_Canada*. Model making, concept design
 + *8850 Sunste BLVD_LA*. 3D printing, model making

Studio Daniel Libeskind

Junior Designer/ Intern 2018.06 - 2018.09
 + *University Future Campus_Dublin*. Schematic design, 3D modeling, diagrams, drawings, video production.
 + *Swaroski Kiosk_Rockefeller Center*. Design details with a focus on fabrication and completion of drawing set.
 + *Tampere Central Deck and Arena*. Visualization and lighting studies.
 + *Jewish Traveling Pavilion*. Design, 3D modeling, diagrams, drawings, renders.

Thom Mayne Young Architects Program

Teaching Fellowship 2018.09 - 2019.06
 + Leading and formatting a year long design course with young students
 + Emphasis on architectural concepts, vocabulary, drawing, 3d modeling
 + Teaching independently but in quarterly review with Thom Mayne

Tecture Inc. Studio

Designer 2016.06 - 2017.06
 + Roles included: Design, 3D modeling, advanced custom fabrication (wood, metal, cnc), job site construction

SKILLS

Digital_Rhino, Grasshopper3D, Maya, 3DS Max, AutoCad, Revit, SketchUP, Illustrator, Photoshop, After Effects, Premiere Pro, InDesign, Keyshot, V-Ray, Lumion, GIS, Microsoft Office, Web Design
 Physical_Model Making, CNC, 3D Printing, Robotics, Wood, Metal, Job Site Construction
 Office_Teamwork, Multi-tasking, Punctual, Conceptual and Analytical Thinking, Presentation, Professionalism

REFERENCES

David Erdman, Chair, Pratt Graduate Architecture and Urban Planning - derdman@pratt.edu
 Yama Karim, Partner, Studio Daniel Libeskind - yama@libeskind.com
 Johan van Lierop, Principal, Studio Daniel Libeskind - jvanlierop@libeskind.com
 Eric Meyer, Project Designer/ Manager, Morphosis Architects - e.meyer@morphosis.net