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_about me

I am a New Zealander of Malaysian ethnicity.

I am interested in the relation between design, craft, and digital media. This is relfected in my architectural thesis which explores the relation between designer and fabricator through the actualisation of custom digital fabrication machines. I am also experienced at architectural visualisation, parametric tools such as Grasshopper, and BIM. Recently I have worked at Stephenson and Turner working on Architectural Drawings for various commercial projects.

I believe the role of the Architect should be to design spaces which are unexpected and stimulating to the senses, and all tools should be a means to this end.

_uni:

University of Auckland School of Architecture:
2013: BAS, MArch(prof) First Class Honours

_awards
2010: Evolo 2010 Honorable Mention (White Cloud Skyscraper)
2011: Oistat Competition: 3rd place
2011: 1st place Brick Manufacturer's Award

_work experience
2008-2009: Young + Richards Architects: intern - 3 working weeks
2010: Jasmax: intern: 2 working weeks
2011: Stevenson & Turner: intern: 2 working weeks
2012: Arrascopaz Architecture: Renderer 1 week
2013: Stephenson & Turner: 9 months under contract

_competencies
NB: software underlined indicate items which I have had considerable experience working in:

Adobe Suite - Photoshop, Indesign, Illustrator, Dreamweaver, After Effects
Autodesk 3ds Max - Rendering, Modelling, VRay Rendering
Autodesk Revit: Architectural Drawing, Rendering, Modelling
Rhino: Modelling, Grasshopper (scripting)
Sketchup: Modelling, Exporting
Scripting: HTML, CSS, PHP, Processing (Java)
Digital Fabrication: 3d printing, Laser Cutting