# RYAN LEW

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## **ACHIEVEMENTS**

- 2023 Metropolis Future 100 Recipient
- 2023 First Metaverse Architecture and Design Awards Finalist
- People's Choice award at Vellum 2022 for CONSUMED
- Best of show recipient 2021 for E3
- Dean's List (13 quarters)
- President's List (2018–2023)
- Recipient of Emily N. Alstot Scholarship (2021), Michael Shannon Scholarship (2021), Robin L. Rossi Scholarship (2021), and Graham Erskine Scholarship
- National Hispanic Recognition Program Recipient
- Gold Key at the Scholastic Art and Writing awards for 3D design
- Gold Key at the Scholastic Art and Writing awards for font design

## **EXTRA-CURRICULARS**

- NOMAS Design Lead 2020-2023

   (National Organization of Minority Architects)
   Coordinated and worked to design competition winning designs.
- Founding member of the Cal Poly Food Recovery network 2023

We coordinate with farms, students and the school to bring excess food waste from the region to students in need.

• AIAS Treasurer in 2020 and Marketing Coordinator in 2019. Member 2018–2021

(American Institute of Architecture Students) Led events, workshops, and career preparation for architecture students.

Freedom By Design member 2018-2020
 Assisting uplift the community through installations and community service

#### **SKILLS**

#### Software

Revit | Rhinoceros | Sketchup | Adobe Suite | V-Ray | Twinmotion | Climate Consultant | Grasshopper | Ladybug | 3ds Max | Corona Render | Autodesk Maya | Slicer | Cura | Website Design | Chitubox | Blender

#### Abilities

Model Making | 3D Printing (FDM and SLA) | CNC Fabrication | Laser Cutter | Hardware Fixes | Robotics

## **EDUCATION**

#### **BARCH**

California Polytechnic State University - San Luis Obispo

Minor in Sustainable Environments

Minor in Architectural Engineering

#### **EXPERIENCE**

# Designer

Montalba Architects

■ 2023 - Present 👂 Los Angeles, CA

Worked on a variety of phases, my role required a keen eye for detail to ensure the finished product aligned with the original design intent and architectural drawings. I facilitated the review and initiation of shop drawings, collaborating with millworkers, metal fabricators, electricians, and other trades to ensure smooth execution.

#### Architecture Intern

RIOS

Interior Design. Spent 6 months learning how to imagine very typical spaces to be something more inviting, extraordinary, and unique using creative details and focusing on interaction between materials and functional needs.

#### Architecture Intern

FormGrey Studio

Gained hands-on experience in architectural detailing across a variety of project types, including residential, commercial, and custom installations. This role provided the opportunity to practice and refine my skills in detailing and material selection, ensuring precision and quality throughout the design process.

## Instructional Student Assistant

Cal Poly - SLO

■ 2020 - 2023 **♀** San Luis Obispo, CA

# **ABOUT ME**

I am a detail oriented designer that is fascinated with seeing how a design can come to fruition into physical objects and spaces. I am infatuated with fabrication processes and love to learn the craftsmanship as well as ingenuity that goes into everything around us; I believe this understanding can lead to more creative, thoughtful, and efficient designs. This is why in my free time I like to fabricate using different mediums like 3D printing, woodworking, and CNC. I want to make the best of every situation and be part of a collaborative environment that values teamwork, learning, and innovation.