



## CONTACT

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## EXPERTISE

Construction document production  
3D Modelling  
Social Networking  
Virtual/Augmented Reality design  
Game & App production

## PROFICIENCIES

Sketchup (Advanced)  
Revit (Novice)  
AutoCAD (Advanced)  
Adobe PS, IL, ID (Intermediate)  
Microsoft Word, Excel (Intermediate)  
Blender (Fundamental)

## EDUCATION

### BCIT

BLDC Construction 1A & 1B  
Jan. 2018 – June 2018

### MASTERS OF DIGITAL MEDIA

University of British Columbia  
Sept. 2015 – June 2017

### BACHELORS OF ARCHITECTURE

University of Oregon  
Sept. 2010 – June 2015

# HUNTER CLEMENT

## Intern Architect AIBC

## PROFILE

I am an Intern Architect AIBC with 3 years of experience in wood-frame and concrete construction. I enjoy solving problems for clients and enriching people's lives through architecture. Designing space and experiences is when I am at my best, and my design process blends human-centric principles with iterative collaboration.

I know my way around drawing sets, various bylaws and the BCBC. I also enjoy networking with clients, and have a pinch of VR experience. In my time off, I hike, host a 300+ member social group for AEC professionals, and enjoy sketching buildings.

## WORK EXPERIENCE

### Intern Architect AIBC

RLA Inc. | Vancouver, BC, Canada | March 2017 – February 2020 (3 years)

I develop drawing sets for various projects and clients, ranging from large mixed-use complexes to smaller multi-family developments. My work ranged from coordinating with our consultants to developing critical drawing sets, developing schematic design sketches to implementing code reports.

- Revise drawing sets per design team, consultant, and client specifications
- Generate 3D models for visualization using Sketchup; currently taking courses to increase Revit proficiency.
- Office and site construction phase work

### Architectural Intern

ADMA Architects | Jerusalem, Israel | July 2014 – August 2014 (2 months)

Worked with ADMA on projects ranging from large residential complexes to small, local restaurant additions. Interacted with clients during meetings, and crafted solutions with my design team. This internship gave me a newfound understanding of architecture over time, across cultures.

- Created renderings for client presentations
- Office contributions during brainstorming included diagrams, drawings, and architectural visualizations for industry professionals.
- Design development in AutoCAD and Sketchup

### UX Designer - Practicum

Work @ Play | Vancouver, BC, Canada | May 2016 – August 2016 (4 months)

Augmented Reality is a wild west of digital and tech innovation. Work @ Play wanted us to explore how professionals could use Microsoft HoloLens to communicate with one another using holographic interfaces.

- Generated functional schemes for multiple interface prototypes
- Facilitated user tests and clarified feedback for design and programming