

NASIRA M FABELHAFT

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OBJECTIVE To practice my skills and broaden my understanding of contemporary graphic, web, and UI design.

DIGITAL SKILLS 2D: Apple (Mac OSX) & PC (Windows 8). Adobe Creative Suite (CS6) — Photoshop, InDesign, Illustrator, Dreamweaver, Fireworks; Acrobat & Distiller. (X)HTML, CSS, FTP, some javascript.

3D: Rhino. 2013 Autodesk Suite — Revit, 3ds Max, some Maya & Autocad. Vray, materials, rendering.

PHYSICAL SKILLS Photographer — digital & film cameras, black & white darkroom processing, some video work.

Shop tools, wood & metal. Power pallet jack certification (2007-08). Proficient French; basic Spanish.

EDUCATION

M.Arch Candidate 2011—2015
ACADEMY OF ART UNIV. SAN FRANCISCO CA
Continuation of studies for the Master of Architecture degree; current GPA 3.68/4.0

M.Arch Candidate 2008—2010
SYRACUSE UNIVERSITY SYRACUSE NEW YORK
Full-time graduate study at the Syracuse University School of Architecture; GPA 3.25/4.0

Graduate Record Examination (GRE) FALL 2007
Verbal: 720/800 (98th percentile)
Quantitative: 660/800 (52nd percentile)
Analytical Writing: 4.5/6.0 (73rd percentile)

Visual Design for the Web FALL 2004
THE EVERGREEN STATE COLLEGE OLYMPIA WA
Semester course to develop visual and technical web design skills. Focus on manual CSS and HTML coding, and usability in web design.

Bachelor of Arts in Studio Arts 1999—2003
THE UNIVERSITY OF PUGET SOUND TACOMA WA
Puget Sound Trustee Scholar all four years.
Major GPA: 3.50/4.0; Overall GPA: 3.25/4.0

EMPLOYMENT

Replenishment Worker 2011—present
IKEA EMERYVILLE CA
Early-morning stocking, some logistics inventory.

Graduate Assistant Spring 2009
SYRACUSE UNIVERSITY SYRACUSE NEW YORK
Architecture & design related research. Worked directly with the Dean of the Syracuse School of Architecture.

Replenishment Worker 2007—2008
IKEA COSTA MESA CA
Stocking, logistics inventory, forklift operation.

Lead Designer (contract) 2005—2006
BAD GENE POOL PRODUCTIONS ISSAQUAH WA
Established branding identity for Seattle based startup board company. Designed graphics for apparel screens, heat transfer skate decks, decals, posters and banners.

Marketing Design Specialist 2003—2006
PIERCE TRANSIT TACOMA WA
Produced promotional media for nonprofit government agency. Prepress, print ads, catalogues, brochures, billboards, direct mail, graphic and web design.

Exhibits Production Intern 2001—2003
WASHINGTON STATE HISTORY MUSEUM TACOMA WA
Assisted with research, design, production, installation, lighting, promotions of large-scale museum exhibitions.