



Dan Edleson

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Objective

Obtain a position leveraging virtual design on innovative construction projects.

Skills

- Coordinating and Creating BIMs
- Translating Digital Design into Fabrication
- Producing Intuitive Design Tools for Users
- Assessing Interoperability Pain Points
- Collaborating with Interdisciplinary Teams

Software

- Revit (*Expert*)
- Dynamo (*Expert*)
- Grasshopper (*Expert*)
- Rhino (*Expert*)
- Revit API (*Intermediate*)
- C# (*Intermediate*)
- Python (*Intermediate*)
- Java (*Intermediate*)
- CSS (*Intermediate*)
- Navisworks (*Intermediate*)
- Unity (*Intermediate*)
- CNC-CAD Cam (*Intermediate*)

Education

MIT,
Certificate in VR and AR, 2022
MIMO,
Certificate in Full-Stack Development, 2022
University of Oregon,
Master of Architecture, 2011
Evergreen State College
Bachelor of Arts, 2006

Professional Experience

Principal, DE Consulting,

Berkeley/San Diego, CA 7/2014 - Present

Delivered computational designs regarding form, energy efficiency, fabrication and lifecycle analysis for multiple complex built and unbuilt projects. Leveraged visual scripting to automate fabrication methods and design-build processes. Produced LOD 300 to 400 Building Information Models for Uber, Apple and other fortune 500 companies.

Computational Designer, Martin Bros. Const.

Los Angeles, CA 3/2020 - 3/2022

Designed parametric processes for development of tertiary and secondary structure of GFRP Panels for the Lucas Museum of Narrative Art. Developed full scale mockups of systems in coordination with construction team. Routinely resolved clashes for over 1000 assemblies with multiple disciplines including, Structural, Envelope, MEP and Panel Fabricators. Produced documents for fabrication of custom assemblies.

Principal, STEREO BIM

Berkeley, CA 1/2018- 3/2022

Produced as-built LOD 300 models for single-family homes destroyed in the Tubbs Fire. Referencing pointclouds, assembled as-built LOD 350 models for large existing structures undergoing major renovations.

Senior Architectural Technician, Populous,

Kansas City, MO, 11/2011 -7/2014

Utilized computational design for facade design, daylight optimization and CFD studies. Assisted in facilitating parametric processes and implementation for entire 500 person firm. Managed Building Information Models for professional stadiums, collegiate training facilities and convention centers.

Volunteer

Tiny House Prototype Designer,

Youth Spirit Artworks, Berkeley CA, 2018

Prototype was constructed by contractor and youth residents. Twenty-two similar houses were built to house homeless youth in YSA program.

References Available Upon Request