

Jordan C. Parsons Resume

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www.jordanparsons.com

Education

2013 | Carnegie Mellon University | B.Arch

2008 | Faith Christian High School

2007 | Carnegie Mellon University | Pre-College Program

Awards

2011 | EPIC Metals Steel Deck Design Competition - 2nd Place

2008 | Green Knight Economic Development Corporation Scholarship

2008 | Faith Christian School | Salutatorian

Experience

2011 - Current | Teaching Assistant | 48-215 Materials and Assembly

Carnegie Mellon University School of Architecture

This course is an introduction to the art and science of building. Students learn the process of construction through creating construction drawing sets. They also learn further about the process of experimentation that is important to design through a full scale group design build project. As a teaching assistant my role is to advise on the design and construction process in addition to helping with the fundamental material of the course.

2009 - Current | Lab Monitor | Digital Fabrication Lab

Carnegie Mellon University School of Architecture

Job duties include monitoring and instructing students in proper use of lab equipment such as: Laser Cutter Rapid Prototyper, 3 Axis CNC Mill & Vacuformer

Projects

2011 | 937 Liberty | Unexpected Materiality

Gallery Exhibit

Hironori Yoshida, Eric Brockmeyer, Michael Jeffers

"A series of interactive table surfaces built with obtainable materials and technologies. Thoughtful integration of material properties and a variety of sensing and actuation mechanisms creates unexpected material experiences." At the invite of Hironori Yoshida and Eric Brockmeyer, Michael Jeffers and myself were invited to help them construct an exhibit for the Pittsburgh Cultural District Gallery Crawl. Additionally Michael and myself added our own piece to the exhibit.

2011 - Current | Interactive Art & Computational Design

Course Work & Interactive Art Projects

This is an advanced studio course in arts computing and new media practice. In which I have worked both by myself and in small groups to design and implement interactive art pieces, using a variety of tools in both programming and digital fabrication.

2010 - Current | SoArch Lounge

Construction Project

Frank Scarola, Aaron Michael Chenault, Freddie Croce (Advisor)

We are designing and building a lounge for the School of Architecture, in addition to designing the lounge we have had to do a full set of construction drawings, detailing work, material ordering, and construction. We are currently preparing the main components of the lounge to be assembled later this semester.

Skills

Digital | Fabrication

7-Axis Industrial Robot, 3-Axis CNC Mill, Rapid Prototyper, Lasercutter & Vacuformer

Digital | Software

Adobe Creative Suite, Microsoft Office, Autodesk 3ds Max, AutoCAD, Rhinoceros, Java, Processing, Grasshopper, HTML, CSS, PHP, MySQL & C++

Digital | Robotics & Electronics

Arduino, Circuit design, PCB Design, soldering & Physical Computing

Analog | Construction

Knowledge of traditional construction methods, wood working, welding & masonry

Analog | Representation

Drafting, drawing & model construction

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