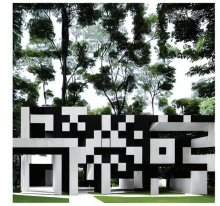


NICK CASSAB



nickcassab.com

ARCHITECT | COMPUTATIONAL DESIGNER

CONTACT

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New York, NY

EDUCATION

MASTER'S OF SCIENCE
COMPUTER GRAPHICS
Cornell University
2014 - 2016

BACHELOR OF ARCHITECTURE
AAP
Cornell University
2009 - 2014

HIGH SCHOOL DIPLOMA
Stuyvesant High School
New York, NY
2005 - 2009

TECHNICAL SKILLS

- 14 years - Rhino
- 9 years - Grasshopper
- 8 years - Ladybug Tools
- 7 years - RhinoCommon API
- 7 years - C#
- 4 years - Unreal Engine 4
- 3 years - Python
- 2 years - Rhino.Inside Revit
- 1 year - Javascript & React

SUMMARY

Licensed Architect with 9+ years of professional experience in Computational Design and Design Technology—building, developing, and deploying custom tools and workflows in a variety of professional settings. Passionate educator and advocate of computational methods in the design profession with numerous publications and experience implementing computational strategies throughout organizations in the architecture and real estate industry.

WORK EXPERIENCE

COMPUTATIONAL DESIGN SPECIALIST - ASSOCIATE

Ennead Architects | 2022 - 2023

- Engaged in research & development for an award winning architecture firm*
- Worked alongside firm leadership to make strategic decisions to grow, develop and launch internal tools for aiding in the design process.
 - Developed a suite of plugins aimed at managing data in the early stage design process, including embodied carbon and cost data.
 - Trained the design studio on computational tools and workflows.

COMPUTATIONAL DESIGN LEAD

HDR | 2019 - 2021

- Member of the Data-Driven Design (D3) team at HDR.*
- Applied computational design tools and methods to the practices of architectural design, architectural planning, urban design, site selection, and real estate assessments.
 - Developed custom tools, methods, and workflows using Grasshopper, Unreal Engine, Python, C#, Javascript and Revit to facilitate design from the master planning of large hospital networks to the environmental impact of a new facade.
 - Used Agile software development practices to create and test new tools quickly and effectively.
 - Participated in presentations to clients, and produced marketing material for over 127 individual projects.

TEACHING ASSOCIATE - VISITING CRITIC

Cornell Tech / AAP | Fall 2021 - 2023

- Teaching Associate for Design & Making Across Disciplines taught by Jenny Sabin, and co-professor for an Option Studio with Pan Michalatos*
- Hosted workshops and taught students Grasshopper, Python, and Digital Fabrication.
 - Assisted project teams comprised of architecture Graduate students and Master's of Science students on ideating design computation projects and product proposals.

DESIGN TECHNOLOGIST

Volley Studio | 2017 - 2019

- Studio Lead for Internal Virtual Reality and Interactive Application development.*
- Developed apps in Unreal Engine for mobile, desktop, and VR.
 - Led UX design and development for clients including Thomas Pfeiffer and the creative ad agency Huge.

PROFESSIONAL SKILLS

Computational Design
Design Strategy
Design Research
UX Design
Front End Design
3D Modeling
Agile Software Development
Open Source Development
Digital Product Development
Sales
Business Development
Fluent in Portuguese
Proficient in French
Elementary Italian

REFERENCES

JENNY SABIN
Sabin Design Lab
Director
jes557@cornell.edu

RUSSELL GALBUT
Crescent Heights
Co-Founder & Principal
rgalbut@crescentheights.com

MATTHEW GOLDSBERRY
Computational Design Principal
D3 - HDR
matthew.goldsberry@hdrinc.com

NICK CASSAB

HDR - Data-Driven Design
Computational Design Lead
ncassab@gmail.com
917.446.9398

WORK EXPERIENCE CONTINUED

SPECIAL PROJECTS

Crescent Heights Real Estate Development | 2017
Owner's Representative for small to medium scale projects.
- Developed workflows and automations to help source, evaluate, and manage potential real-estate developments, test-fits and deals.

GRADUATE RESEARCHER AND TEACHING ASSISTANT

Cornell Program of Computer Graphics | 2014 - 2016
Graduate Student, funded by Microsoft and Autodesk.
- Developed Grasshopper and Rhino plug-ins that extend the 3d modeling environment with sketching to streamline interaction and collaboration.

RESEARCHER AND RAPID PROTOTYPING TECHNICIAN

Sabin Design Lab | 2014 - 2016
Project Lead for PolyBrick.
- Developed algorithms for fabricating 3D printed clay bricks.
- Featured in The Cooper Hewitt, FABRICATE, A+U, and more.

DESIGN INTERN

New York City Housing Authority | 2010
Federally Funded Intern in the Internal Design Office.
- Introduced digital renderings and visualizations in an office that did not initially have 3D modeling capabilities or tools.

DESIGN INTERN

Eisenman Architects | 2007
Project member for a Rugby stadium competition in Paris.
- Mentored and trained by Lead Architect Caroline O'Donnell.
- Participated in Peter Eisenman's private lecture series for his office.

ACTIVITIES

AUTHOR

Caliper - Blog and Repository of tools for the Design Industry

RE-FOUNDER & CO-HOST

Convivium - Series of talks and interviews with Cornell Professors

PRESIDENT

Thumbnail - Student run Pecha Kucha style Lecture series

EDITOR IN CHIEF

Association 7 - Catalog of projects by Cornell alumni, students, and faculty

EDITOR

Cornell Journal of Architecture 9 - Mathematics ft. Mario Carpo

AWARDS & ACCOMPLISHMENTS

CREATOR OF MALLARD

Plugin for Connecting Grasshopper to Airtable

CHARLES GOODWIN SANDS MEMORIAL MEDAL

Open House Thesis - Interactive tool for Designing a home

FRANCES SCHLOSS COMPETITION

AAP Food Truck - Architectural and Interior Design

CORNELL COUNCIL OF THE ARTS GRANT

Hydroponic Bottle Wall

SEIPP PRIZE

Seneca Falls Memorial