# **KEATON NEMES**

#### SUMMARY

Chicago-based Computational and Turf Designer with a Master of Architecture from the University of California, Berkeley and a background in Mathematics and Design. I thrive at the intersection of design and technology, leveraging analytical and creative thinking to solve diverse design challenges and efficiently manage multiple projects. My passion lies in exploring the unique collaborations and artistic endeavors that emerge from the creative process, and I am particularly drawn to projects that push boundaries and foster innovative solutions. I am eager to contribute my skills and experience to collaborative, artistically driven projects.

## **EXPERIENCE**

# Computational Designer, Turf Design

- Used Python, C#, Rhinoceros 3D extensively to generate automate manufacturing and product design
- Built and shipped from the ground up an Object-Oriented API in python for use by designers and AI tools
- Optimized the entire workflow from design to construction with collected data from API
- Supported highly complex custom projects requiring parametric methodologies
- Worked horizontally across teams to effectively provide suport to the various department
- Begin to integrate API with our own Javascript WebApp for increased functionality

# **Computational Designer Internship**, OMRT Deep Tech Real Estate

- Used Grasshopper+ and Rhinoceros 3D extensively to generate 3D mass variations for SAAS product
- Conducted Finite Element Analyses of building structures developed by the deep tech design algorithm in GH
- Supported engineers in developing the SAAS product and optimizing the architectural design engine
- Consulted designers and engineers in the office on structural engineering practices
- Presented research and analysis finding in biweekly sprints
- Used Visual Studio to write custom GH components in C# and Python in a developer environment

Design Technologist/Data Scientist, Cornforth Consultants Inc. Geotechnical Engineering July 2018 - 2020, Portland, OR

- Utilized AutoCAD Civil 3D, Rhino 3D and Adobe Suite to model design work and to prepare construction documents
- Processed large FEM analysis data files using Python, Javascript, SQL, and other libraries to generate figures
- Formatted large point cloud files from LiDAR and Photogrammetric Surveys
- Simultaneously balanced multi year projects with varying deadlines
- Optimized workflows between engineers, designers, and myself

## EDUCATION

University of California, Berkeley - 2023 Master of Architecture College of Environmental Design

# University of Minnesota, Twin Cities - 2018 Bachelor of Arts in Mathematics Bachelor of Design in Architecture College of Liberal Arts, College of Design

#### SKILLS

	Scripting			CAD			Graphic		Rendering		Geoinformatics
••••0	Python	••		Rhinod	ceros 3D	•••••	Illustrator	••••0	V-Ray	••000	ArcGIS
••000	Java	••	•00	Revit		••••0	Photoshop	••000	3DS Max	•••00	CloudCompare
•••00	Javascript	••	•••	Civil 3D		••••0	InDesign	•••00	Enscape	•••00	Photoscan
•••00	C#	••		AutoC	AD	••000	Adobe Firefly	••000	Midjourney		
••000	SQL	ſ	Karamba Human UI			TT Toolbox					
•••00	Git		Ladybug Pufferfish		BIM Geometry Gym						
••••0	Grasshopper +	ł	Hor	neybee	Alpaca4D						

October 2023 - Current, Chicago, IL

June 2022 - May 2023, Amsterdam, NL