

P A U L P A V I A

New York • East Hampton, N.Y. • 347-268-4775 • metalhouse2@gmail.com

QUALIFICATIONS

- Knowledge in all aspects in interior and exterior construction drafting
- 3d modeling and rendering
- Hands-on knowledge of new and old building materials and installation processes
- Exceptional understanding of scaling dimensions, text and layouts
- Thorough knowledge of custom metal and wood fabrication
- Skilled graphic designer

WORK EXPERIENCE

Freelance Consultant, New York City, Eastern Long Island | 2018-2021

P/T Remote

- Drafted construction documents - site plans, floor plans, reflected ceiling plans, elevations, details and schedules - for new projects and renovations using AutoCAD
- Created detailed fabrication drawings for built-ins to satisfy custom conditions provided by clients
- 3D Modeling and rendering with 3ds Max and Photoshop
- Provided graphic design services across digital, video, web and print fields

Drafter / Graphic Designer, SUZY-Q PRODUCTIONS, Brooklyn, New York | 2016-2018

- Drafting and designing of movie sets production
- 3D rendering and animation of design projects
- Material research and installation specializations
- Produce detailed construction blueprints using field survey data.

Cad Operator / Designer, LANDSCAPE DETAILS, East Hampton, New York | 2015-2016

- Designer and drafting of all aspects of large scale landscape projects
- Surveying of existing conditions and topography and conversion to Cad site plans
- Drafting of exterior lighting layouts, swimming pools, tennis courts and hardscapes

Architectural Drafter, MITROPOLOUS ARCHITECTS, Dougleston, New York | 2010-2013

- Surveying of sites and conversion of hand drafted plans into AutoCad files
- Use of Xrefs for drafting the demolition, floor, ceiling, lighting and electrical plans
- Use of blocks and dimension and text styles in multiple scaling

Drafter / Designer Assistant Project Manager, BJORNSSON DESIGN, New York, N.Y. | 2007 -2010

- Drafting of full sets of construction documents for interior renovations
- Creating 3D renderings and animated walk-throughs
- Researching and selecting building materials, hardware, furniture and lighting
- Coordination with engineers, architects, contractors and vendors

COMPUTER KNOWLEDGE

- AutoCad 2000–2020 | 3ds Max 2010–2020 | Revit 2018-2020 (Intermediate)
- Adobe Indesign, Photoshop, Illustrator, Dreamweaver, Animate, Flash, After Effects, Acrobat DC

EDUCATION

BINGHAMTON UNIVERSITY, Binghamton, New York, 1998 | Bachelor of Arts, Magna Cum Laude
Major: Philosophy Minor: Architecture

COLUMBIA UNIVERSITY, New York, New York 2003 | Computer Science: Programming Certificate