

CHANNING CURTIS

CURRICULUM VITAE

cpcurtis.com | 865.356.2300 | channing@cpcurtis.com

EDUCATION

2020-2023
Knoxville, TN

August 2018
Knoxville, TN

Master of Architecture

University of Tennessee, Knoxville
College of Architecture and Design

Bachelor of Science, Journalism & Electronic Media

University of Tennessee, Knoxville
College of Communication

PROFESSIONAL EXPERIENCE

October 2021-Present

Workshop Creative Studio

Creative Direction for Architectural, Environmental, Graphic Design

Duties, Accomplishments, and Related Skills:

- Collaborated with brand partners on start-to-finish design solutions via art direction and development.
- Digital design package production for social, web, and print platforms.
- Developed Brand Identity and guidelines for strategic use through collaboration with partners and their internal team(s).
- Motion design packages for in-venue use in sports arenas and stadiums; collaborated with design and marketing teams to ensure cohesive brand representation.
- Developed and collaborated on environmental graphics and architectural design.

June 2023-September 2024
Charleston, SC

McMillan Pazdan Smith Architecture **Architectural Designer**

Duties, Accomplishments, and Related Skills:

- Prepared conceptual, schematic, and construction documents for complex healthcare projects with oversight of project manager and studio principal.
- Collaborated with and coordinated work of consultants to ensure alignment of project goals and finalized deliverables.
- Championed the use of Unreal Engine and Revit Datasmith Link as a visualization and representation tool for client relations and presentations.
- Led augmented and virtual reality project model coordination as presentation and design tools for client presentations.
- Prepared detail drawings of project-specific interior elevations and details, including millwork, feature walls, wayfinding and signage.
- Researched new and emerging technologies as a design tool and as a disciplinary research initiative for firm practice use.
- Assisted firm-wide Practice Areas with Architectural Visualization at various phases.
- Specialized in Construction Details and Design Implementation at construction document levels in projects.
- Assisted with coordinating project documents, sheet set organization, detail drawings, dimensions and coordination within practice area.
- Oversaw and led coordination of medical equipment with client and user groups for medical office building and emergency department typologies.

August 2019-June 2023
Knoxville, TN

Tennessee Athletics **Graphic Designer**

Duties, Accomplishments, and Related Skills:

- Prepared still, motion graphic packages, and environmental graphics (wayfinding, large-scale interiors) for Tennessee sports.
- Collaborated with design team to ensure design direction for sports properties adhered to brand standards.
- Partnered with Sports Information Directors to prepare specific/unique graphics and visuals as needed.
- Developed and managed art direction for a minimum of five sports per year, resulting in hundreds of visuals, motion graphics, and media.

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Design Roles, Typologies, and Cross-Collaborative Coordination

Major Roles:

- Schematic and conceptual drawings - massing, program layout, design direction
- Preparation of construction documents with oversight of project manager
- Coordination of consultant drawings, project layout, and sheet compilation
- Primary Medical Equipment coordinator with client and consultants
- Exterior design direction and iteration with client and project team

Design Specialization:

- Architectural visualization via Unreal Engine as a client presentation tool to produce both still visuals and virtual reality tours/walk-through
- Drawings of exterior conditions - typical, coordination at atypical conditions
- Architectural visualization as a client presentation tool to produce conceptual drawings and visuals
- Coordination/collaboration re: interior finishes, design direction, and layout
- Interior finish design coordination/collaboration and schedule
- Drawings of exterior conditions - typical, coordination at atypical conditions
- Drawings of interior details - millwork, ceiling features, and atypical casework details, wall conditions

Role Responsibilities:

- Layout and coordination of typical spaces (exam room, care team, registration and check-in/out) in healthcare typologies
- Coordination of consultant drawings, project layout, and sheet compilation
- Coordination/collaboration re: interior finishes, design direction, and layout
- Interior finish design coordination/collaboration and schedule
- Presentation Drawings and documents for project pursuit and client discussion
- Project management and coordination as required
- Construction administration, site documentation

Project Typologies and Pursuits:

- Medical Office Buildings
- Emergency Departments + Expansions
- Tenant Upfits
- Interior Upfits/Renovations
- Higher Education Centers
- Stadiums
- Recreational and Entertainment Facilities

**University of Tennessee College of Architecture and Design
Research, Graduate Teaching, Coursework**

RESEARCH:

Interdisciplinary and practice-driven research that investigated the many intersections of architecture, engineering, and themed entertainment design under the umbrella of "world building." Topics included the coordination of structural design, parametric design, show-set design, and utilized various production and fabrication methodologies. Work was represented as models, research documents, 3D representation, and augmented/virtual reality presentations. The work heavily involved experimentation through iterative design as process - coordinating with thesis advisors and design professionals at each stage. This research incorporated coursework, individual pursuit, and graduate-level thesis work.

Selected Projects:

- Master of Architecture Thesis: World Building and the Intersection of Architecture and Entertainment Design
- Helix Tower: a Nonorthogonal Skyscraper
- Knoxville Botanical Garden and Arboretum: Communal Canopy Observation and Play Structure
- Building Worlds: M(ART)KETPLACES

GRADUATE TEACHING:

ARCHITECTURE 363: Design Implementation III: Structural Principles

- Under leadership of course director, led class section in production of structural systems and parametric design.
- Practiced and assisted in teaching generative, algorithm based design through parametric design softwares.
- Research and practice of architectural design and the overlap of structural sciences
- Calculated physics, stresses, load, and integrity of alternative design methodologies through computational analysis (Grasshopper, Karamba, Kangaroo, as part of Rhinoceros).

ARCHITECTURE 213: Modernism in Architectural Design

- Under leadership of course director, led class section through discussion, lesson structure, and literature review.
- Prepared lessons, discussion frameworks, and presentations.
- Assisted students with integration of course material into studio-related work.

SELECTED COURSEWORK, APPLICABLE SKILLS:

M.ARCH THESIS:

Exploration of intersection of themed entertainment and architectural practice through visualization charrettes, scale model mock-ups, and digitally recreating the Tennessee College of Architecture and Design at a 1:1 scale in Unreal Engine for VR.

ARCHITECTURAL INTEGRATIONS:

Through a mass timber Type-IV typology, partnered with a peer group to fully flesh out a mixed-use development in downtown Atlanta. Practice included MEP coordination, structural design, scale models, and creating construction-level documents.

EXTRAORDINARY METHODS: SUPER TWISTS!:

Parametrically designing skyscrapers while coordinating structure, building skin, and floor plan coordination for major portions of the building. Additional design decisions were to create a "coaster" track parametrically, with various controllable parameters to allow for streamlined iteration.

M(ART)KETPLACES:

Typology driven design that explored alternative building methods through material exploration. Projection mapping and distortion through light became a final theme for this project at scale.

August 2018-August 2019
Orlando, FL

UCF Athletic Association **Assistant Director of Graphic Design, #Content**

Duties, Accomplishments, and Related Skills:

- Prepared still, motion graphic packages, and environmental graphics (wayfinding, large-scale interiors) for UCF sports.
- Collaborated with fellow designer to ensure design direction for sports properties adhered to brand standards.
- Partnered with Sports Information Directors to prepare specific/unique graphics and visuals as needed.
- Motion designer for all UCF Knights sport and athletic accounts.
- Developed and implemented branding, wordmarks, and environmental signage across athletic village
- Designed "Knights Script" mark, which has been adopted as a secondary mark and is used across most programs.
- Collaborated on short-form videos for FOX Sports, College Gameday, and other properties
- Assisted in design and roll-out of #UCFinSpace campaign and specialty football uniforms in 2018 and 2019.

May 2017-August 2019
Lake Buena Vista, FL

The Walt Disney Company **Internal Communications, Disney's Hollywood Studios**

Duties, Accomplishments, and Related Skills:

- Designed strategic communication collateral for Cast Member and internal purposes.
- Developed design for signage and in-park announcements.
- Photographed Cast-related events, guest interactions, and Park-based promotions.
- Worked closely with teams that oversaw opening of *Star Wars: Galaxy's Edge* and Mickey and Minnie's Runaway Railway to communicate to Cast.

Disney Photo Imaging

- Worked as a photographer for ESPN and runDisney events across Walt Disney World property in marketing, action, and portrait photography roles.
- Engaged Walt Disney World guests in front-facing roles through the PhotoPass service
- Held ESPN status throughout time at UCF and in Internal Communications

SKILLS & PROFICIENCIES

McNeel

Rhinoceros | Grasshopper | Karamba | Kangaroo | Paneling Tools | Structural Optimization

Autodesk

Revit | AutoCAD | Dynamo

Rendering Software

V-Ray | Enscape | Blender + 3D Animation | TwinMotion | Unreal Engine | Lumion

Modeling/Scale Design

3D Printing | Laser Cutting | CNC Milling | Show Set Design | Environmental Design

Epic Games

Unreal Engine | TwinMotion

Adobe Creative Suite

Photoshop | Illustrator | InDesign | After Effects | Premiere | Lightroom

Other

Microsoft Office Suite | Bluebeam | AR/VR Practices | Automation Practices | SketchUp