

# SIMON HOFFIZ

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[simonhoffiz.com](http://simonhoffiz.com)

## EXPERIENCE

**2022 - PRESENT**

**SENIOR ARCHITECT**, NELSON WORLDWIDE – ALPHARETTA, GA

Involved in leading and developing multi-family and mixed used projects.

**2020 - PRESENT**

**ADJUNCT PROFESSOR OF ARCH**, KENNESAW STATE UNIVERSITY - MARIETTA, GA

Teaching design studio courses for first, second, and research focused fourth-year students.

**2018 - 2022**

**ARCHITECT & IT**, C+TC DESIGN STUDIO – ATLANTA, GA

Responsible for documenting the **Omni Tempe Hotel** project throughout its SD to CD phases, to start construction 2021. Currently leading documentation effort for another **300+ key hotel project**, involved in other projects as well. Overall responsibilities range from leading and planning documentation efforts, project detailing, designing components, managing internal team, engineer/consultant coordination, as well as client relations. Also serve a partial IT role, managing communication with IT providers and in-office IT efforts.

**2015 - 2018**

**ARCHITECT & IT**, BLUR WORKSHOP – ATLANTA, GA

Involved in various big projects such as an indoor and exterior **waterpark extension** to the Opryland Hotel, being involved throughout its DD to CA phases. Was also involved in the proposal of a **resort masterplan** in a Caribbean Island, as well as participating in a **hotel proposal** competition for Atlanta. Was responsible for maintaining office IT efforts up to date and communication with IT providers.

**2015 - 2015**

**ARCHITECT & PROJECT MANAGER**, IDI INC. – ATLANTA, GA

Managed various **commercial projects**, ensuring effective engineer/consultant communication, generating architectural construction drawing set and maintaining brand standards.

## EDUCATION

**2012 - 2014**

**MS ARCHITECTURE**, UNIVERSITY OF PR

4.00 GPA, graduated with Suma Cum Laude and was in Dean's Honor List.

**2008 - 2012**

**BS ENVIRONMENTAL DESIGN**, UNIVERSITY OF PR

3.7 GPA

## SOFTWARES & CODING

### 3D MODELING

Revit, AutoCad, Rhino, SketchUp, Blender

### GRAPHIC DESIGN

Photoshop, Illustrator, InDesign

### OFFICE

Word, Excel, Outlook, One Note

### OTHER

Unity, HTML, CSS, JS

## SKILLS/ATTRIBUTES

Responsible  
Problem Solver  
Self-Motivated  
Fast Learner  
Dedicated  
Highly Organized  
Punctual  
Creative  
Leadership  
Decision Making  
Tech-Oriented  
Team Player  
Communication

## EXTRA-CURRICULARS

### 2017 - PRESENT

#### Home Team Game Dev

Active member of a community that designs freeware video games. I have composed music, designed levels, programmed, created assets, and have designed and led two projects.

### 2020 - PRESENT

#### Numinous Cry Project

Compose orchestral music for video games and other media.

## LANGUAGES

**English** | Professional

**Spanish** | Professional

**Japanese** | Basic

## REFERENCES

**Sean Key** | Associate at C+TC Design Studio  
Supervisor / sean.key@seankeydesign.com

**Jonathan Massie** | Architect at Blur Workshop  
Supervisor / jmassie81@gmail.com

**Humberto Cavallín** | Professor at University of PR  
Thesis Mentor / humberto.cavallin1@upr.edu

I encourage you to visit my portfolio at [simonhoffiz.com](http://simonhoffiz.com), where you will be able to see the quality of my work in greater detail. I appreciate the time you have taken to read through my resume and hope I can present myself in person and discuss with you the unique value I will add to the company.