

GRAHAM FELTON

MSCD, B.Arch
Machine Learning, Computational Design, Architecture

gtf@andrew.cmu.edu
+1 (925) 451-6711

ABOUT

ML & Architecture

I am a computational designer and student at Carnegie Mellon with big questions about how machines learn, and how we can come to better know ourselves by pursuing these questions. I am a lover of design tools and the ways they change our perspective. I seek to make things that invite creativity, generate discourse, and respond to context.

EDUCATION

Carnegie Mellon University

Pittsburgh, USA

Master of Science in Computational Design

August 2024 - May 2026

2 years

- A research focused program for advanced study of computational design practices.
- Awards
 - Academic Merit Scholarship

University of Utah

Salt Lake City, USA

Bachelor of Science in Architecture

August 2018 - May 2023

5 years

- A 4 year pre-professional architecture degree
- Awards
 - Academic Dean's List

PROFESSIONAL EXPERIENCE

Carnegie Mellon University

Pittsburgh, USA

Graduate Research Assistant

August 2024 - December 2024

4 months

- Responsible for research and documentation related to bioclimatic research on architectural ceramics using Rhino 3D and Grasshopper.
- Position reports directly to Carnegie Mellon University's School of Architecture Program Head, Omar Khan.

Think, AEC

Salt Lake City, USA

Architect in Training

June 2023 - July 2024

1 year

- Spearheaded construction administration of a 120 unit condo residency by assembling project documentation associated with RFIs, submittals, etc; using Procore, BIM 360, and Bluebeam Revu.
- Initiated meetings with project team, both onsite and remotely to assist during the Construction phase of a 40+ unit apartment complex.
- Designed and assisted in the creation of a Revit-based design pipeline for conceptualizing a 500+ unit hotel layout.
- Created Dynamo scripts to assist drafting teams by automating repetitive tasks using Python, Revit, and Dynamo.

University of Utah

Salt Lake City, USA

Intern, Information Technology

May 2021 - August 2021

3 months

- Analyzed critical IT issues for a healthcare facility of over two thousand employees, provided support, and troubleshooting specifically for VoIP services.
- Provided focused customer service support for various stakeholders within the facility.
- Assisted in network system migration which expanded the capabilities of voice services.

Park City Ski & Snowboard, LLC

Park City, USA

Skills Development Coach

December 2021 - April 2023

1.25 years

- Instructed youth athletes ages 8-16 on fundamental skiing techniques necessary to progress from intermediate to advanced skill level.
- Motivated youth athletes to lead healthy lifestyles.

Stein Eriksen Lodge Corp.

Park City, USA

Restaurant Support Staff

May 2019 - August 2019

3 months

- Supported the front-of-house staff at a Forbes 5-Star restaurant by providing an enhanced guest experience through exceptional customer service.
- Worked nimbly in a fast-paced, constantly changing environment.

RYZIN

Atlanta, USA

Hard Surface Artist

May 2018 - July 2018

2 months

- Oversaw design and digital modeling of props for Call of Duty: Modern Warfare (2019) using 3DS Max, Adobe Substance Painter and ZBrush.

TECHNICAL SKILLS

Coding Languages

Python, JavaScript, HTML

Libraries & Frameworks

NumPy, CV2, Mediapipe, Pandas, Gensim

3D/Parametric Modeling

Rhino 3D, Grasshopper, 3DS Max, nTop, ZBrush, Cinema 4D

BIM/CAD

Revit, Auto CAD

Project Management

ProCore, Bluebeam Revu, BIM 360, Office 365

Creative/Visual

Adobe Photoshop, Illustrator, InDesign, Substance Painter

Fabrication

Laser cutting, CNC, 3D Printing