Harshvardhan Kedia Architect of buildings, full-stack developer of code.

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https://github.com/Harshkedia

Education

Carnegie Mellon University

B.A. in Architecture, 2019

Specialization in Computational Design

Architectural Design Software Engineering **Creative Robotics** Service Design Interactive Art Interactive Computing **Architecture Theory**

Skills

Code

C# (.NET) RhinoCommon / Revit API **Javascript** NPM / Node Express / GraphQL Vue.js / HTML / CSS P5.js Java Python Git / Github

Software

Revit Rhinoceros3D RhinoInside Grasshopper Dynamo Photoshop Indesign Illustrator

Experience

Design Computation Team Leader, NBBJ, 2020 - Present

- Led the 15 person firmwide design computation team on strategic direction, long-term software initiatives, and training and recruiting.
- Worked with firm leadership and the director of design innovation to set firmwide technology strategy and roadmaps.
- Worked as a computation specialist and architect on project teams.

Studio Design Computation Leader, NBBJ, 2019 - 2020

- Developed full-stack web and desktop applications for the firm
- Developed detailed design concepts and documentation on project teams.
- Created parametric models for design iteration and geometric rationalization.
- Worked with the studio leadership to set the studio technology strategy.

Co-Founder and Head of Product, Aecosystems, 2020-Present

- Led the strategic direction and positioning of the startup.
- Led product development on software consulting projects.
- Worked as a full-stack developer on internal and external initiatives.

Architectural Designer, Bohlin Cywinski Jackson, Summer 2018

Worked in a highly collaborative environment with project teams on institutional design projects and competition drawings.

Computational Designer, Nudes, Summer 2017

- Led competition winning entries for multiple design awards.
- Designed innovative parametric retail storefront.
- Streamlined and automated internal design computing workflows.

Developer, Archeology of CAD, 2018 - 2019

Worked with faculty for research and reconstruction of early CAD systems.

Teaching Assistant, Carnegie Mellon, 2017-2019

- Modern Architecture: Prof Kai Gutschow
- Architecture and the Arts: Prof Kai Gutschow
- Digital Fabrication Lab: Terry Hritz
- Grow Collective Design Studio: Prof Jonathan Kline