

# CODY JAMES HILDRETH

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## OBJECTIVE

To acquire an internship with a firm that can challenge my abilities, further my education, and develop into a lifelong relationship.

## EDUCATION

- \_ BA of Environmental Design: *Montana State University - School of Architecture* (GPA: 3.31)

### Honors and Awards:

- \_ Graduate with Honors (Min 3.2 GPA)
- \_ Five time Dean's Honor Roll recipient (min. 3.5 GPA)

### Areas of Interest:

- \_ Contemporary Architecture    \_ Experiential Architecture    \_ Architectural Theory
- \_ Minimalism    \_ Detailing/Construction    \_ Sustainable Strategies

## EXPERIENCE

- \_ Mayer Sattler-Smith    June 2012 – Current  
*Architectural Renderer*    Anchorage, AK
  - \_ Used Revit expertise to build digital models
  - \_ Used Photoshop expertise to render models into scenery
  - \_ Designed professional presentation Boards using Adobe Indesign
- \_ Montana State University Community Design Center    January 2012 – May 2012  
*Design Team Leader*    Bozeman, MT
  - \_ Developed a modular display system for Montana's Big Horn County Museum
  - \_ Engaged with the client and with mentors from the Museum of the Rockies
  - \_ Modeled and rendered the exhibit in Revit and Photoshop
- \_ Edward Hildreth    June 2008 – July 2008  
*General Laborer*    Dillon, MT
  - \_ Worked with Plumbing, Wood Framing, and Electrical
  - \_ Added a new extension to an existing building

## SKILLS

- \_ Hand Graphics    \_ Google Sketchup    \_ Model Fabrication
- \_ Wilderness Shelters    \_ Rhinoceros 3d    (Hand/Digital 3d)
- \_ Adobe CS    \_ General Mechanics    \_ Adept Writing
- \_ Revit    \_ Quick Software Acquisition    \_ HTML
- \_ AutoCAD    \_ 6+ Years CAD/TRAD