

Adam Burke

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Education

School of Architecture + Design | Virginia Tech | Blacksburg, VA
Bachelor of Architecture Honors Scholar | Summer II 2016
Undergraduate Thesis: *Surface, Ambiguity, and the Creation of Virtual Space*

Honors

2017 ACCelerate: ACC Smithsonian Creativity and Innovation Festival
- *Dense Space II/Mobile* installation at the National Museum of American History in Washington D.C. | October 13-15, 2017
- Inaugural festival for creative research and exploration in the ACC
- In collaboration with Professor Paola Zellner Bassett

At The Nexus Award at ICAT Day 2016
- For *Dense Space* installation at the Moss Center for the Arts
- Exemplifies work "At the nexus of engineering, arts, and design."
- In collaboration with Professor Paola Zellner Bassett

2016 Student Initiated Research Grant | Virginia Tech | Blacksburg, VA
- For *Transient People* installation
- In collaboration with Alex Bala and Chris Pritchett

2014 Lucy & Olivio Ferrari Annual Scholarship
- Virginia Polytechnic Institute and State University

2011 Pamplin Leadership Award
- Virginia Polytechnic Institute and State University

Professional Experience

Project Manager and Designer | Studio Echelman | Boston, MA
October 2020 - Present
- Work with artist Janet Echelman to develop sculptures at the urban scale
- Coordinate with clients, engineers, and fabricators on all project phases from concept design to installation
- Write detailed software specifications to improve the UI and JSON sculpture description file format of a custom sculpture design and drape simulation tool
- Develop GhPython tools to significantly reduce design iteration cycle time
- Develop grasshopper definitions that interface with the sculpture design tool to extend its functionality and enable exploration of new sculptural forms
- Create workflows that allow designers to quickly sketch complex cable net systems on minimal surfaces and tension them to establish initial conditions for further engineering evaluation

Designer | Machado Silvetti | Boston, MA
September 2019 - October 2020
- Produced drawings, digital and physical models, and renders for academic and institutional clients in a highly collaborative working environment
- Provided ad-hoc technical support for software and remote work transition

Studio Technical Assistant | MIT Museum Studio + Compton Gallery | Cambridge, MA
October 2017 - August 2019, September 2020 - Present (occasional)
- Managed studio and workshop environment
- Developed technical workshops on interactive lighting and digital media
- Assisted in graphic design and installation of work in attached gallery
- Tracked expenses and coordinated with external contractors
- Helped students realize project work for elective course *Vision in Art and Neuroscience*

Professional Experience Cont.

Adjunct Instructor | Virginia Tech | Blacksburg, VA

Fall 2016 - Summer Session II 2017

- Co-taught courses for undergraduate students studying architecture, landscape architecture, interior design, and industrial design
- Co-led students in independent research project

Summer Academy Teaching Assistant | Virginia Tech | Blacksburg, VA

Summer Session II 2016

- Critiqued the conceptual development of student work
- Presented tutorials and assisted students with printing, photography, and Photoshop
- Compiled an exhibition of student work

Inside Architecture Instructor | Virginia Tech | Blacksburg, VA

June 27 - July 1, 2016

- Worked with a group of high school students to assist in their development of a series of projects that explored ordering principles at a variety of scales
- Assembled an exhibition consisting of student work and photographic documentation of process work

John S. LaMonica, AIA Architect | Marshall, VA

2010 - 2012, 2014, 2015 | Summer and Winter Breaks

- Assisted in preliminary design, site documentation, estimation, and CD production for residential additions, renovations, and farm structures

Teaching Experience

Qualifying Design Lab (ARCH 1116) | Virginia Tech

Summer Session II 2017

- Foundation Design Lab for students transferring into architecture, landscape architecture, interior design, or industrial design

Foundation Design Lab (ARCH 1015, 1016) | Virginia Tech

Fall 2016, Spring 2017

- An immersive, interactive learning environment focused on inquiry, experimentation, discovery, and synthesis for students studying architecture, landscape architecture, interior design, and industrial design
- The design lab develops self-reliance and self-critique, opens intellectual horizons, and challenges students to continually expand and deepen their aesthetic judgment and critical understanding
- Studies are undertaken in two and three dimensions across multiple scales

Textile Space: Design Related Media (ARCH 3514/5116) | Virginia Tech

Spring 2017

- Focused on intense exploration and discovery through fabrication with emphasis placed on the generation and manipulation of space, form, and experience with textile materials
- The material is investigated through prototyping and the production of constructs at multiple scales

Service

Digital Mentorship Collaborative (DMCO) | Virginia Tech | Blacksburg, VA

Fall 2015 - Spring 2016

- Student led digital technology workshops

Proficiencies

Auto CAD	Analog Model Building	Adobe Suite
Rhino 7 / Grasshopper	Wood / Metal Shop	Hand Drafting
Revit	Large Format Printing	Photography
Max/MSP	Python	Arduino/Sensor Control
Hot Air Reflow Soldering	Tool Fabrication	Fiberglass Lay Up
DMX Lighting Control	Dynamic Motor Control	High Output LED Control