

# RESUMÉ

DUSTIN WICKHAM  
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## EDUCATION

**Master of Science in Interior Design** Utah State University, Logan, Utah - 2009

The topic of my graduate thesis was, "The Creation of a Lounge Chair Design that Integrates Principles of the Modern Movement in Furniture Design and Carries it Forward into the 21st Century". This project documented the creation of a lounge chair that integrated the principles of knock-down furniture, compound curves, cantilevered structure, and single-piece construction.

**Bachelor of Science in Architectural Illustration** Utah State University, Logan, Utah - 2005

I received my Bachelor's degree from the HASS Department in Interdisciplinary Studies. My emphasis was a combination of drafting and architectural design with an emphasis on 3D working drawings and architectural renderings.

## EXPERIENCE

**Instructor** Utah State University, Logan, UT - 2006 to 2009

I developed curriculum for and taught courses that deal with the practical functionality of Adobe Photoshop and Adobe Illustrator as it pertains specifically to Interior Design. In addition, I instructed a course that covered advanced 3D rendering using 3DS MAX. I participated in weekly staff meetings and served as a reviewer for both first-year and second-year student matriculation reviews.

**Webmaster** Utah State University, Logan, UT - 2006 to 2009

I created and maintained the USU Interior Design program website. This duty included the handling of all function for the site from initial conception and branding throughout the creation period and into routine maintenance and updates. I also worked with network administrators on various levels to ensure accessibility.

**Interior Design Internship** Drake Design Associates, New York, NY - 2007

I was selected as a full-time intern working in the company's main office. I worked with architects and interior designers on various components of the design process. I produced detailed drawings and renderings for client presentations. I shopped for materials in product showrooms and accompanied lead designers to client meetings.

**Architectural Renderer** Bowen Studios, Salt Lake City, UT - 2005 to 2006

I used VIZ, 3DS Max and AutoCAD in conjunction with Adobe Photoshop to produce both photo-realistic and stylized renderings. I also built accurate 3D models using Autodesk applications. I used my knowledge of architectural drafting standards to decipher design elements from construction documents and sketches. I also arranged and conducted meetings with clients to discuss projects.

**Computer Lab Assistant** Utah State University, Logan, UT - 2003 to 2005

I managed the USU Drafting Computer Lab. I watched over users and oversaw access to the equipment. I offered my expertise in computer applications including but not limited to Windows XP operating system, AutoCAD, Photoshop, VIZ, and Microsoft Office Suite. I also conducted server administration, hardware updates, and data back-up procedures.

## RECOGNITION

- I was awarded First Place for my design in the 2008 GE Monogram Dream Kitchen design competition. This award included a \$5000.00 cash prize.
- I co-authored an academic paper that was selected and subsequently presented at the 2009 Interior Design Educator's Council (IDEC) Annual Conference held in St. Louis, MO.
- I directed and produced a creative film that was accepted to the 2007 New York International Independent Film & Video Festival. The film screened at Village East Cinemas in New York City.

## SKILLS

Drafting standards for detailing & construction documents  
Architectural rendering by hand (interior & exterior)  
Architectural rendering using CGI (interior & exterior)  
Experience instructing university level courses

## TOOLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Autodesk AutoCAD
- Autodesk 3DS MAX
- Google SketchUp
- Microsoft Office Suite
- HTML web language
- CSS web styles language
- FTP web utilities
- ActionScript programming language

\*Please inquire to dwickham@gmail.com for a list of personal references.