

Natalie Waldram  
Bachelor of Architecture

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An architectural designer from Portland, Oregon, USA, and a recent graduate with a B.Arch. (five-year, professional degree) from Carnegie Mellon University in Pittsburgh, USA, including a year exchange at École Polytechnique Fédérale de Lausanne in Switzerland. Practice experience at Christ & Gantenbein in Basel, Switzerland, Studio Giancarlo Valle in New York, NY, Tinkercraft in Los Angeles, California, and Hennebery Eddy Architects in Portland, Oregon.

#### Research

Currently developing a body of research focused on the rituals of reconstruction and maintenance of spiritual space in East Asia. This work, supported by the Ferguson Jacobs Prize in Architecture, centers on how monuments, as architectural manifestations in a cultural and spiritual narrative, can be preserved through practices and rituals of material renewal. Since May 2023, I have worked with Tinkercraft, a design and research studio that collaborates with non-profit, grassroots and activist organizations and community members to address climate risks and social and environmental vulnerabilities.

#### Teaching

Served as an assistant to various professors including Associate Professor Daniel Cardoso Llach (Chair of Computational Design Graduate Program and director of CODELab at Carnegie Mellon School of Architecture), Professor Eddy Man Kim (Director of the Digital Design and Fabrication Studio and Lecturer at Cornell University Department of Human Centered Design), and Associate Professor Kai Gutschow (Modern Architectural History and Theory at Carnegie Mellon School of Architecture).

#### Education

Carnegie Mellon University ; Bachelor of Architecture  
Pittsburgh, Pennsylvania, USA ; August 2018 to December 2023

École Polytechnique Fédérale de Lausanne ; Exchange Year  
Lausanne, Switzerland ; August 2021 to June 2022

The Taft School ; High School  
Watertown, Connecticut ; August 2015 to June 2018

#### Skills

Adobe Creative Suite, Microsoft Suite, Revit, Rhino and Vray, ArchiCAD, Grasshopper 3D, GIS, AutoCAD, DIVA, Climate Studio ; Woodworking, Casting, Textiles, Digital Fabrication, Model-Making, etc.

#### Language

Native English Speaker, Basic Conversational French

## Experience

Studio Giancarlo Valle

New York, New York, USA ; June 2023 to August 2023 ; Design Intern

Multiple Projects - East Hampton, NY; Toronto, Canada; Saint Barthélemy

Designed and created visualizations, physical models, and details for various custom architectural elements and lighting fixtures ; assisted with studio rebrand - establishing various print and digital documents and templates ; Assisted with installation coordination ; designed and produced hand-formed wax casts for custom fixtures ; modeled 1:1 studies for new light bulb series

Christ & Gantenbein

Basel, Switzerland ; July 2022 to November 2022 ; Architectural Intern

Urban-Scale Housing Development - Kriens Nidfeld, Luzern, Switzerland

Developed materialization studies and visualizations ; worked with IFC files to design and produce visualizations, plans, and details ; fabricated wood 1:1 model elements and 1:200 scaled models for internal and external presentations

Nicole Lambrou - Tinkercraft

Los Angeles, California ; May 2023 to Present ; Architectural Intern ; Part-Time

Multiple Projects - Fire Resilience in Paradise, California and Habitat for Humanity ADU Project in San Bernardino, California

Tinkercraft is a design and research studio that collaborates with non-profit, grassroots and activist organizations and community members to address climate risks and social and environmental vulnerabilities. Worked to develop conceptual proposals for the reconstruction of Paradise's mobile home communities destroyed by the 2018 forest fire at the scale of the home to the territory ; produced drawings and studies to support the final step of design development of the accessory dwelling unit (ADU).

Carnegie Mellon School of Architecture

Pittsburgh, Pennsylvania, USA ; Teaching Assistant

History of Modern Architecture ; January 2023 to June 2023

Facilitated student discussions, guiding and grading research projects and writing work, with Professor Kai Gutschow, in a survey investigation of global history of modern architecture and theory across the 20th century

Fundamentals of Computational Design ; February 2020 to May 2021

Assisted Professor Daniel Cardoso Llach in teaching Grasshopper 3D to 50 architecture students; guided section of ten students as they developed parametric design projects

Digital Media I and II ; August 2019 to May 2020

Assisted Professor Eddy Man Kim in teaching a two-part introductory computational design course for first-year architecture students; assisted a section of ten students with design projects through which they explored Auto CAD, Rhino, and Vray

Hennebery Eddy Architects

Portland, Oregon, USA ; June 2021 to August 2021 ; Architectural Intern

Houselessness and Architecture - Independent Research

Conducted research examining the structural perpetuation of housing insecurity in American cities as part of an office-wide presentation series; accredited as an AIA LU Elective course for continued professional education

Emergency Medical Service Station - Bozeman, Montana, USA

Collaborated with team of four to produce detail documentation, concluding the Design Development phase; produced project renders and publication material for client fundraising; organized presentations and meeting material for client and technical consultant meetings

Ferguson Jacobs Prize in Architecture

Research ; Rituals of Reconstruction and Maintenance of Spiritual Space in East Asia ; January 2024 to Present

Developing a body of research focused on the rituals of reconstruction and reparation of spiritual space in East Asia. This work centers on how monuments, as architectural manifestations in a cultural and spiritual narrative, are maintained through practices and rituals of material renewal.