Hiram Boujaoude

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Work Experience

2017 – present // Hariri Pontarini Architects // Interior Designer - Unreal Engine Specialist

⇢ Designer specializing in hospitality, residential, and institutional projects.
⇢ Developed custom furniture designs, which are carried through to fabrication and delivery.
⇢ Developing and implementing the new viz pipeline for the firm, to include cross-platform functionality from Datasmith/V-Ray/3ds-max/Maya/CityEngine to Unreal Engine.
⇢ Created a series of workshops to train team on new Unreal Engine pipeline integration.
⇢ Designed new tools for quick project building in Unreal Engine.

2013 – 2017   // Superbyte Games // Co-Founder and Game Designer

⇢ Developed the game Lemons Must Die in Unreal Engine 4, producing everything from concept, to final design, including: geometry and texturing, world and tools building, character design and animations, special fx, cinematics, UI, HUD, branding and marketing.
⇢ Established the company's business plan, branding, promotion and public relations.

2012 – 2016 // CHD Design // Senior Architect

⇢ Led design on hospitality, single and multi-family housing, and large commercial projects.
⇢ Established a new project cost estimation and risk assessment system, while improving the design pipeline from static tools to real-time tools using Unreal Engine 4.
⇢ Introducing new company initiatives for project development such as LEAN design (for Construction), and Agile development (for Software development).

2011 – 2012 // NBBJ // Architectural Designer

⇢ Designer focusing on large interior spaces, as well as urban planning projects; on healthcare and commercial office space projects for the US and China markets.
⇢ Programmed custom cross-platform tools (Building Information Modeling) to improve Concept to Delivery workflow for Architects and Interior Designers, then conducted a series of in-house workshops to establish the new standard in simulating designs.

2010 – 2011 // Avila Design // Junior Architectural Designer

⇢ Mainly involved in small commercial and single family residential projects.
⇢ Specialized in construction drawings and introducing new tech-based fabrication techniques.
⇢ Completely re-branded the company's identity, and developed their new promotional set.

Education

2011 // California College of the Arts, San Francisco, CA // B. Architecture
2007 // IKNS High, Bahrain // International Baccalaureate (IB)
2007 // Cité Internationale Universitaire De Paris // Pre-College Summer Program (Francophone)
Languages: Fluent in English and French.

Skills

⇢ Design skills: Concept sketch and painting (Photoshop/Painter/Illustrator), character and world building (Photoshop/Painter/Zbrush/Maya/3ds Max), storyboarding, 3D animation and modeling (Maya/3ds Max/Zbrush/Vue Infinite), material selection and studies, building planning and design (AutoCAD/Revit), video editing and compositing (After Effects/NUKE).
⇢ Project Management: Develop and maintain project timeline (Microsoft Project/Primavera/Slack/Trello), follow/participate/maintain team project using Agile development (including Scrum).
⇢ Development: Unreal Engine 4 (Blueprints).
⇢ Other media: Clay and wood sculpting, model making, 3D printing, painting, and music recording (mainly guitar and piano).