MAHRUF KABIR

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WORK EXPERIENCE

(July 2023 – Present)

Lecturer

Department of Interior Design, Texas State University San Marcos, Texas

At Texas State University, I teach undergraduate level courses and design studios.

Summer 23

- ID 3320: Design Graphics II
- ID 3327: Building Construction in Interior Architecture

Fall 23

- ID 3322: Residential Interior Design Studio I
- ID 3327: Building Construction in Interior Architecture
- ID 2323: Design Development Studio

(October 2022 – April 2023)

Architectural Designer (Arch I)

SmithGroup Dallas, Texas

As an Architectural Designer at SmithGroup, my primary responsibility was to utilize research, data, and advanced technologies to design interior spaces and buildings that are efficient, user centric, sustainable, and future-focused. For my role, I was required to:

- Create and develop planning and design concepts.
- Prepare and coordinate architectural drawings, renderings, specifications, and design assignments to meet project requirements.
- Relate design concepts to building codes, zoning ordinances, and other external issues.
- Consult with manufacturers; research and propose materials and products.
- Prepare, coordinate, communicate and deliver presentations, drawings and graphics.
- Engage with clients and professionals in a multi-disciplinary environment.
- **Mentor** and **train** junior architects and interior designers during their onboarding process.

(October 2020 – October 2022)

Staff Architect

Burns and McDonnell Dallas, Texas

As a staff architect, I worked in the design and development of confidential mission critical building projects for multinational companies, which required me to execute highly technical aspects of planning, programming, and design.

- Conducted research on building regulations and analyzed the site to study the feasibility of the design.
- Produced design options and architectural visualizations through a combination of cad programs and rendering software. I created project presentations for client approval.
- Collaborated with team members of other disciplines in the building information modeling (BIM) software to produce construction drawings.
- Managed and supervised junior members of the team, helped team members by teaching software skills, and also worked as a mentor for new hires.

(May 2020 - October 2020)

Architectural Research Assistant

Michael Grogan Architect Manhattan, KS

Conducted **research and analysis** for adaptive re-use architectural projects, and produced diagrams, renderings, and presentation boards. I used several design and **rendering softwares** to complete these tasks. I also lead a team of 4 architects to participate in an international architectural **competition project**.

(August 2017 - Dec 2019)

Graduate Teaching Assistant

Kansas State University Manhattan, KS

Worked as a graduate teaching assistant on several courses, **supervised** and **coordinated** more than **200 students**, and prepared **class lectures** and **presentations**.

(January 2012 – May 2016)

Associate Architect

Tanya Karim NR Khan and Associates Dhaka, Bangladesh

Designed, developed and managed more than 30 **interior** and **exterior** building projects. Prepared as-built drawings, BOQ's, presentations and 3D animations. Supervised **construction** works on different cities. **Trained** the Interns 3D software like **Lumion**, **Sketchup Pro**, and **V-ray**.

TECHNICAL SKILLS



Virtual Reality in Architecture

Created 3D models and converted them into 'virtual reality environments' for an interactive and immersive experience. Softwares and hardwares used for this process are: Sketchup, 3D Max, Unreal Engine, and HTC-Vibe or Oculus.

3D Building Modeling

Worked with several modeling softwares like **Rhino**, **Sketchup**, **and Revit** to create 3D models from design concepts and ideas.

Building Information Modeling (BIM)

Worked in **REVIT** to produce construction drawings and collaborated across multiple disciplines through **BIM 360**.

Architectural Visualization and Animation

Worked with multiple programs to create architectural **visualizations** and **animations** for several projects. I have proficiency in rendering softwares like **V-Ray, Enscape, Lumion, Twinmotion**, and **Unreal Engine**.

EDUCATION

2020 Master of Science in Architecture (M.Sc)

Kansas State University, Manhattan, Kansas.

2012 Bachelor of Science in Architecture (B.Arch)

Ahsanullah University of Science and Technology, Dhaka, Bangladesh.

AWARDS AND RECOGNITION

2020 The John F. Helm Award

Kansas State University, Manhattan, Kansas.

(The John F. Helm award is given annually by the Department of Architecture at Kansas State University to a graduate student who has demonstrated outstanding performance in coursework, leadership, and service, and has completed an outstanding Master's thesis project)

2017 Teaching Assistantship

Kansas State University, Manhattan, Kansas.

(Received teaching assistantship and a full tuition waiver for three consecutive years)

SCHOLARY EXPERIENCE

2020 Illustrations and Diagrams

"Texas Two Step: Ludwig Mies van der Rohe's Addition(s) to the Museum of Fine

Arts Houston", Michael Grogan Published in Arris 31 (2020).

2018 Formatting and Manuscript Management

"The Routledge companion to architecture and social engagement" New York:

Routledge, 2018. Edited by Farhan Karim

PROFESSIONAL MEMBERSHIP

2022 American Institute of Architects (AIA)

Associate Member, AIA # 40716632

2014 Institute of Architects Bangladesh

Associate Member, Membership # CK-152

WORKSHOPS

2023 Autodesk Revit, Enscape, and Twinmotion

Texas State University

Conducted two workshops for undergraduate students to demonstrate the use and implementation of various design softwares like Revit, Enscape, and Twinmotion.

GRANTS

2023 - 2024 Undergraduate Research Learning Communities Grant, College of Applied Arts,

Texas State University

Tyne, Intisar Ameen (Principal), Kabir, Md Mahruf (Co-Principal), Ahn, Mira (Co-

Principal)