

JOHN HUNTER GUINN

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SKILLS

Languages

PYTHON || pandas, numpy, scikitlearn, matplotlib, seaborn, gensim, statsmodels, PDAL
SQL

Cloud

Google Cloud Platform

Design

Adobe || Photoshop, InDesign, Illustrator

CAD

Autodesk: Revit, AutoCAD
Rhinoceros3D

EXPERIENCE

METIS, DATA SCIENCE BOOTCAMP, SUMMER 2020

Data Scientist

- *Architectural Form Generation Using LiDAR Scans of Building Interiors.* Adapted a point cloud generation model for use with LiDAR data, with the aim towards generating novel Architectural form.
- *The Language of Architecture.* Using NLP (word2vec) to map the migration of architectural language over a 60 year period.
- *Predicting Sales Volume using Crime Data & Construction Activity in NYC.*

STAYNER PROPERTIES, INC. STAYNER ARCHITECTS, 2015 - 2020

Technical Director, Project Manager, Project Designer

Project/Construction Management

- Managed the construction activities of nearly every aspect of a 10,000SF extensive structural retrofit of an existing un-reinforced masonry warehouse constructed in 1928. Design lead on interiors, fixtures and furnishings.
- Navigated complex construction tasks for a project that necessitated exacting construction tolerances, subcontractor coordination, and building systems integration generated by a design that took advantage of all available entitlements and utilized every inch to maximize development value. Lead on building close and meaningful relationships with building with city officials that was necessary to coordinate and successfully navigate project completion.
- Point-of-contact for contract negotiations, scope determination, and scheduling with various subcontractors and in-house construction team. Facilitated payments and release.
- Participated in spatial planning, determining best use, design development, and coordination between consultants. Delivered documentation for permitting.
- Design lead on a 15,000 SF mixed-use ground-up development, and 3500SF new single-family-residence located on a complex lot.

Business Development

- Participated in the development and implementation of quality standards for the expectations of both document production and built work.

- Promoted office growth and development by implementing BIM technology, developing workflows and standards for project delivery.

Technology

- Managed the office migration/implementation of Autodesk Revit BIM software.
- Consulted on office technology asset purchases. Implemented officewide network/server solutions and aided in the development of time-tracking/payroll processes for a growing firm.
- Spearheaded the construction, build-out, management, and implementation of an in-house fabrication studio utilizing CNC technology and developed proprietary techniques to provide cost-effective, custom client tailored finishes and furnishings.
- Developed a proprietary method for designing and fabricating terrazzo furniture. Managed the production, delivery and installation of custom fixtures for an award winning restaurant in San Clemente, CA. This design-to-production pipeline was utilized for FFE/casework/finishes in other in-office projects.

BALL - NOGUES STUDIO, 2015

Designer, Fabricator, Technologist

PLY + ARCHITECTURE, 2013 - 2014

Designer, Fabricator

EDUCATION

Master of Architecture with distinction, 2013

University of Michigan

Bachelor of Design in Architecture, 2010

University of Florida