

# MEAGHAN M. STETZIK

Contact: m.stetzik@gmail.com  
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## TECHNICAL SKILLS:

Mac/Windows; Adobe Creative Suite: InDesign, Illustrator, Photoshop, Acrobat, Dreamweaver; CoralDRAW; Microsoft Office: standard office suite, Microsoft Project, and Microsoft Access; basic level AutoCAD; Trimble SketchUP; basic level HTML, CSS3, and JQuery; hand drawing/drafting, model making

## VOLUNTEER AND OTHER WORK:

Rebuilding Center [2006]: organized databases, expanded knowledge of salvaging building materials during deconstruction

Community Cycling Center [2007]: developed mechanical skill set in piecing together materials and components

Financed college while working at a local restaurant: successfully juggled schedules, managed a tight budget and learned perseverance

## OTHER INTERESTS:

Bike building and riding  
Gardening/Urban Farming  
Writing, reading, crafting, and travel

References upon request

## OBJECTIVE:

Looking to join an interdisciplinary design team where I can use my five+ years of foundational experience in project management to contribute to the implementation of sustainable architecture and design solutions as well as build on my understanding of the architectural process and green building systems.

## PROFESSIONAL EXPERIENCE:

### Confluence Project: 5+ years, Project Manager [2008-Present]

Started as a volunteer [2008] to develop/design Access database to help track articles and press. Took over as a part time project manager [2009] to oversee the completion of the "Story Circles" public art installation project at Sacajawea State Park in Pasco, WA, and continue work on two final sites, one near Clarkston, WA, and at Celilo Park, outside The Dalles, OR. Participated cooperatively with the team to write grants bringing in more than \$1.6M in State funds, and more than \$2M in federal funding to Celilo Park to work on the project with Western Federal Highways, and Army Corps of Engineers. [2013] Moved into a full time position to include additional responsibility collaborating with Interactive design group Second Story to develop concept and framework for a digital storytelling project.

Primary duties include coordinating with federal and state agencies, designers, artists (including internationally known artist, Maya Lin), contractors, engineers, tribes, and community constituents to move the projects forward. This requires significant organizational and communication skills, and the ability to track budgets and schedules.

As a member of a small team, have contributed to several aspects of the organization, including the design of marketing/outreach materials; written copy for newsletter, website, and grant requests; Exhibit planning and installation; maintenance and stewardship of the sites; and administrative assistance.

### MERGE Studio Lab: Architectural designer [2009-2010]

Contributed to architectural design concept development, consultation and business marketing. Attended client meetings and participated in charrettes.

### Tropical Salvage ([www.tropicalsalvage.com](http://www.tropicalsalvage.com)): Freelance Designer [2010]

Produced sketch up renderings for furniture designs and concepts for an updated production catalog. Designed 36 page indexed print inventory catalog for retail and wholesale marketing purposes.

## EDUCATION: BA in Architecture, Portland State University [2002-Dec 2007]

## RESEARCH AND TEACHING:

Grant Writing Assistant, under contract to Sara T. Berhman [2010]

Presentation Assistant, directed by William Tripp [2007]

Teaching Assistant, Architectural Theory, Portland State University, directed by Clive Knights [2007]

Research internship with Spokane City Planning Department [2000-2001]

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## ARCHITECTURAL DESIGN COMPETITION TEAMS/SELECTED WORKS:



### **Team of 2 competition, PARKITECTURE: hosted by Dwell [2009]**

Sustainable parking solutions for modern living

Focused on community living, sustainability, and rethinking how we share resources

Collaborated on concept development, research, layout, and wrote the background language.



### **Team of 3 competition, Portland Courtyard Housing Design Competition: hosted by City of Portland Bureau of Planning [2007]**

High density, community oriented, sustainable housing unit block in outer SE Portland

Focused on sustainability, affordability, and community development

Involved in all stages of design development: provided rendering, designed board layout, and developed graphic presentation materials



### **Team of 5 competition, New Orleans House Prototype Competition: hosted by Architectural Record [2006]**

Flow House: an energy efficient and site-specific residential multi-family housing unit

Collaborated on a design of an environmentally and socially conscious housing response to the devastating effects of Hurricane Katrina

Contributed to the final presentation by providing renderings, researching materials, writing/editing copy, design of process materials and layout design for final presentation