

ELLIE KOEPPEN

BArch Graduate
University of Miami School of Architecture

540-830-0323
mtek419@gmail.com
<https://www.linkedin.com/in/ellie-koeppen-47ek/>

PROFESSIONAL SUMMARY

Detail-oriented and innovative BArch graduate with a strong foundation in architectural design and emerging technologies. Committed to applying technical expertise and a passion for design to contribute to a dynamic architectural firm.

KEY SKILLS

- AutoCAD
- Rhino
- Revit
- Sketchup
- Lumion
- Unity
- Engage VR
- Unreal Engine
- Stable Diffusion
- Adobe InDesign
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere Pro
- Microsoft Excel CTE Certified
- Microsoft Word CTE Certified

EDUCATION

Bachelor of Architecture,
University of Miami SoA

August 2020 – May 2025
Dean's List 2020 - 2025
GPA: 3.7

WORK EXPERIENCE

JAS Group Architects

Architectural Designer | Miami, FL

June 2025 – Current / Interned May 2023 – August 2023

- Used AutoCAD to create construction drawings from the architect's sketches and specifications.
 - CDs: Site plan, demo plan, prop. floor plan, roof plan, ceiling plan, elevations, sections, schedules, details, & interior elevations
- Analyzed building codes and regulations to determine how they would affect building design.
- Visited jobsites to gather data needed to complete designs.
- Communicated with clients and engineers to coordinate the design process.

RAD Lab, University of Miami SoA

Architecture Research Assistant | Miami, FL

May 2024 – August 2024, January 2025 – May 2025

- Conducted research under the direction of Dean Rodolphe El-Khoury and Indrit Alushani, exploring how emerging technologies like AR/VR, AI, and Digital Twins can transform architecture and urban design.
- Worked on a VR project in Unreal Engine to showcase various seawall designs and assess their resilience to sea level rise in Miami.
- Assisted in developing a Digital Twin for the ZenCiti project, enhancing urban spaces through interactive technologies.
- Developed an immersive app for the Apple Vision Pro using Unity, exploring the potential of Augmented and Virtual Reality.
- Designed a stage set for the LA Dance Project using Photoshop + AI.

Gaines Group Architects

Architecture Intern | Harrisonburg, VA

May 2022 – August 2022

- Worked on an independent design project under the guidance of the architect, gaining hands-on experience in the design process.
- Created detailed 3D models of designs using SketchUp.
- Developed precise technical drawings in AutoCAD.
- Collaborated with the architect to generate accurate project cost estimates.