



**FARAH DAVEAU** | Pittsburgh, PA | +1 412-579-1194 | fdaveau@andrew.cmu.edu | LinkedIn: farah-daveau  
Interest lies in spatial, digital fabrication and technical design focusing on human-computer interaction.

## Education

*Carnegie Mellon University, Pittsburgh PA, Expected Graduation May 2027*

- Bachelor of Architecture and Building Sciences / Technology: Dean's List Fall 2023, Spring 2023
- Additional Major in Human Computer Interaction

**Courses** *Programming:* Introduction to Computing for Creative Practice, Mobile Web Design & Development

*Front-End:* Designing Human-Centered Software, Digital Service Innovation

## Skills

*Software/Programming:* Adobe Suite, Rhino 3D, Grasshopper, Revit, AutoCad, Vray, Javascript, HTML, CSS, Figma

*Fabrication:* Physical prototyping, 3D Printing, Lasercutting, CNC Milling, Woodworking

*Languages:* English and French Bilingual Proficiency, Mandarin Limited Working Proficiency

## Work Experience

*Architecture Intern, Avantpropos Architectes. Lille, France. May 2025 - July 2025*

- Repurpose an existing, 100,000 sq ft office building *Les Arcuriales*. Created plans using Autocad to quantify non-structural elements, partition walls, carpets, suspended ceilings, toilets and sinks.
- Parking Lot - Department Hardware Store *Leroy Merlin*. Organize parking spaces within an inefficient network of parking lots. Annotated plans with Revit ensuring proper signage and parking lot numbers.

*Architecture Intern, Veritas Design Group, Kuala Lumpur Malaysia. June 2024 - July 2024*

- Produced a 3D printed physical model of the KTM Seremban Train Station through digitally modelling in Sketchup, presented at KTM's opening of the station.
- Proposed tensile structure designs using Grasshopper for the landscaping of Monash University Malaysia.

## Project Experience

*Brise Lumiere - A South-End Boston Library, Spring 2025*

- Designed funnelled lighting in a 19,000 sq ft contemporary building embellished with a perforated-steel facade cladding. Created a spatial design funneling light through three vertical "chambers", spanning all three floors. The desired effect was bringing in light from the top-down, realized through punchouts from skylights.
- Achievement: Work with asymmetrical placement of the light "chambers" and integrate a complex grid system of columns, beams and lateral bracing.

*Planer - A Travel Digital Service Concept, Spring 2025*

- Built a shared platform aimed to solve the problem of localised people missing connections while travelling.
- Conducted feasibility study on stakeholders of young travelers, value flow and monetisation through partnerships.
- Achievement: Designed an MVP prototype using Figma and developed a testing methodology for benchmark and standardization.

*Ciphering Materiality, Pittsburgh, Fall 2024, Spring 2024*

- Explored rammed earth as a primary building material through iterative experimentation with composition, fabrication techniques, and modular brick design. Investigated the integration of traditional craft practices with digital and physical prototyping methods.
- Achievement: Developed a sustainable interlocking brick module informed by material behaviour, casting constraints, and fabrication logic.

## Leadership Positions & Extracurriculars

*Alpha Phi Executive Administrator, Carnegie Mellon University, December 2023 - December 2024*

- Organize consultant visits and management of administrative duties.