

Hello, I am

Austin Wade Smith

Architect
Technologist
Activist

Objective

Austin Wade Smith is a an architect, fabricator, creative technologist and activist building open socio-technical systems for empowerment, inclusion and play. Find me through my personal work, research, and my professional studio - helloeverything.

Education

- **Massachusetts Institute of Technology** 2012 - 2016
M.Arch (Masters in Architecture)
Full Merit Scholarship
- **Institute of Architecture + Urban Studies** 2010 Jan - May
Semester Long Research Program
- **Colorado College** 2005 - 2009
BA (Bachelors of Arts) - Majors Biology + Japanese
Presidential Fellowship
- **Barstow School** 2000 - 2005
High School Graduate
Merit Scholarship

Skills

Fabrication

2 / 3 / 4 / 6 Axis CNC Machining
MasterCAM / RhinoCAM
Kuka Robot Language
Composite Resin Casting
Plastic Casting
Thermoforming
PCB Design / Fabrication

Personal

3D Design
Interaction / Interface Design
Technical Coordination
Project Management
Written / Oral Communication
Urgency
Enthusiasm
Wit

Computation

Python 2
C#
Grasshopper
Dynamo 1.2.1
Rhino 5
Unity 5.5
Revit 2017
SolidWorks
AutoCAD
ArcGIS
Arduino
Processing

Graphics

Illustrator
Indesign
Photoshop

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W www.helloeverything.xyz

G https://github.com/newcubes

Work Experience

- **Design Consultant** 2014 -Ongoing
Fabrication / Design Computation
Advising on digital fabrication, shop design, and computation for Powerhouse Arts, Matter Design, njirik arhitekti, and URBZ Mumbai.
- **Alice Aycock Studio** 2017 Jan -Ongoing
Computational Geometry / 3D Design
- **HELLOEVERYTHING** 2014 -Ongoing
Cofounder / Partner
International architecture office focusing on novel computational tools for affordable architecture and social engagement.
- **Infrastructure Architecture Lab** 2016 June- Sep
MIT IAL
Project Manager / Software Development
Data analysis and visualization for urban systems.
- **SelgasCano Architects** 2014 June- Sep
2016 Jan- May
Mardri, SP
Designer
Second Home, Serpentine Pavilion
- **THEVERYMANY** Sep 2011 - Sep 2012
Jun - Sep 2013
Project Manager / Designer
Overseeing 3 projects from schematic to production, design modeling, python scripting.

Academic Experience

- **Cooper Union - Architecture Dept** 2018 Feb -Ongoing
Digital Fabrication Consultant, Adjunct Professor (Fall 18')
- **MIT Media Lab** 2015 Sep-Dec
Assistant Teacher
Techniques of rapid prototyping
How to Make Almost Anything - (4.652 - G)
Coordinating sections on CNC, Casting, PCB design, bioplastic composites.
- **MIT Architecture Dept** 2013 Sep-2015 Dec
Assistant Teacher
Computation / Geometry / Core Studio
Intro to Design Computation - (4.500 - U/G)
Advanced Design Computation - (4.507 - U)
Core 1 Design Studio - (4.151 - G)
- **MIT Fabrication Lab** 2013 Sep - 2015 Dec
Supervisor / Monitor
Overseeing rapid prototyping lab, and large format machining for architecture department weekly.

Lectures / Workshops

- **Lecture + Workshop - Scaffolding Exhibition** Oct 2017
Center for Architecture - NYC
Helloeverything presentation + 40 person workshop
- **Lecture + Workshop , SemiAuto Architecture** July 2016
Tsinghua University, Beijing
Lecture followed by Workshop co-instructor on grasshopper iphone integration with Dan Taeyoung.
- **Lecture + Workshop Proto- Interaction** Feb 2016
University of Nairobi
Lecture + Workshop on prototyping micro social spaces.
- **"Candyland" Workshop** Aug 2016
Storefront for Art and Architecture
Public workshop on the urban sharing economy with Dan Taeyoung.
- **Sandbox Workshop** Aug 2015
Highline NYC / Olafur Eliasson
A workshop series on speculative lego cities on the Highline with Dan Taeyoung.

Exhibitions

- **Chicago Architecture Biennale** Oct 2015
Helloeverything + SelgasCano
Casa A is a modular prefabricated housing prototype
- **African Architecture Pavilion** June 2015
Louisiana Museum, Denmark
Helloeverything + SelgasCano pavilion built in Denmark.
- **Accelerated Urbanism Exhibition** March 2016
Tel Aviv Museum of Art
Kibera Hamlets / Konokono Center
- **Round Room** Aug 2014
Keller Gallery, MIT
Design scripting / Project Installation in collaboration with Matter Design.
- **Installation - "Mark"** Nov 2017
Cybernetics Conference 17' - NYC
Realtime CNC drawing machine installation
- **Office US** Jan - Apr 2014
Venice Biennale
Original research / writing for US pavilion
- **Volumetric Robotics Exhibition** March 2014
Boston Society of Architects
Polymer Installation

Professional Publications

- Project Journal** Dec 2014
Mumbai Plastic
In collaboration with Dan Taeyoung
- ACADIA 2013** Oct 2012
"Responsive Expansion"
In collaboration with Sixto Cordero
- Press**
- Architectural Record** Aug 2016
Kibera Hamlet - Helloeverything + SelgasCano
Cover photo / Interview
- MARK Magazine** Aug 2016
Kibera Hamlet - Helloeverything + SelgasCano
Cover photo / Interview
- SITE Magazine** Dec 2016
Kibera Hamlet
Original writing
- GA Houses - 146** Mar 2016
Casa A - Helloeverything + SelgasCano
- Chicago Architecture Biennale Catalog** Oct 2015
Casa A
- El Croquis 181** Aug 2015
Kibera Hamlets
- AFRICA Architecture Culture Identity** Jun 2015
Louisiana Museum of Art
Kibera Hamlets
- Architecture Record** June 2015
Konokono Center
Cover photo - MIT
- MARK Magazine** Feb 2015
Konokono Center
- Awards / Grants**
- Council for the Arts Grant** 2012/2013/2014
MIT
- Graduate Student Life MIT** 2013
MIT
- Full Merit Scholarship** 2013
MIT
- Honorable Mention** 2011
Studio X NYC
- Presidential Fellowship** 2008