

FIKE

dustin@dustinfike.com

Master of Architecture

Georgia Institute of Technology; Atlanta, Georgia; May 2006

Visual Arts and Design Computing Specialization

Master's Thesis: *Playing the Urban Game: An Experiment with Game Engine Technology and the Public Realm*

M. Arch I Fellowship Award

Design Technologies Gate Design Competition Winner

Co-op Program with local firm Cooper Carry & Assoc.

Graduate Research Assistant on a federally funded research grant from February 2004 to May 2006: *Courtsweb: the Comprehensive Web-based Multimedia Courts Information Database*

Bachelor of Design, Major: Interior Design, cum laude

University of Florida; Gainesville, Florida; May 2003

Taught an elective class on 3d rendering with Lightscape

University of Florida Honors Program

Excellence in Computer Technology and Computer Aided Design Award

education

DUSTIN

4756 Barbados Loop, Clermont, FL 34711

May 2006 to Present; Morris Architects; Orlando, Florida

Senior Associate Architect/Project BIM Coordinator

Team Member on all phases of SD, DD, CD design and documentation, including construction support, within the Morris Hospitality and Entertainment Studios. Serving as BIM lead on multiple projects and developing company standards for the BIM process. Investigating new presentation methods; e.g. 3d animation, sketchy rendering, photorealistic rendering, real-time game engine visualization, 3d photo capture, and web presentation techniques. Current and past projects with Morris include:

current position

Fantasyland Expansion, Magic Kingdom, Orlando, Florida

A complex phased expansion including a new dark ride attraction, **Journey of the Little Mermaid**; a re-skin of the existing **Barnstormer** coaster; an updated/remodeled **Train Station**, and renovated **Storybook Circus** tents with themed character meet and greet stations, retail space, and edible treats service. In April 2009 I was seconded to WDI Creative and temporarily relocated to Glendale, CA for 5 months. I was assigned to WDI's Mermaid Creative team as that attraction evolved from blue sky, through feasibility and schematic design. Upon return to Orlando, was a member of the Hoar/Morris design build team preparing final Mermaid construction drawings. In late 2010, moved to the WDW site in support of all construction of the Hoar/Morris scope. From the beginning, served as Project BIM Coordinator facilitating design coordination meetings and clash detection with the design consultants, design assist sub-contractors and WDI creative. Continued to serve as BIM Coordinator on site in addition to traditional CA duties. Also served as Project BIM Coordinator for Storybook Circus during CA. Handled visual presentations for all of the Fantasyland projects using lighting studies, 3d animation, infographics, and game engine real-time visualization.

Dustin W. Fike

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all things digital

I have grown up with a fondness of all things digital and so it was inevitable that my natural artistic abilities found a way to express themselves beyond the traditional media. I discovered Autocad in high school and naturally gravitated to architecture. Computer aided design is enthralling and seductive. Delving into the media ever deeper offers satisfying play and reveals powerful problem solving and unbounded possibilities. I love challenges and how the media helps meet and conquer them.

Software skills:

| | | |
|----------------------|--------------------|---------------------|
| AutoCAD Architecture | Adobe Photoshop | Adobe Fireworks |
| Autodesk Revit | Adobe InDesign | Adobe Premiere |
| Autodesk Navisworks | Microsoft Office | Adobe Lightroom |
| Autodesk 3ds MAX | Unreal Game Engine | Autodesk 123D Catch |
| Autodesk Impression | Adobe Illustrator | Autodesk Backburner |
| Sketchup | Adobe Dreamweaver | NewForma |

other

Other skills:

| | | |
|-------------|------------------|-----------------|
| Photography | Graphic Design | Manual Drafting |
| Web Design | Freehand Drawing | Model Building |

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earlier experience

Towers at Midtown, Orlando, Florida

A hotel/timeshare with 404 units and 587 keys. Project contains meeting facilities, a health club, restaurant, and night club.

The Sails, Fort Lauderdale, Florida

A 350-key hotel, with restaurants, retail, offices, pool, spa, fitness center, a marina and a dry dock facility which stores 150 boats.

Grand Californian Hotel, Anaheim, California

A 274 key hotel expansion and 50 2-bedroom villas on a 2.5 acre lot. Units include kitchen, dining, and living areas.

Planet Hollywood Towers by Westgate, Las Vegas, Nevada

A phased 50-story 2,802 key hotel/interval ownership resort. Amenities include a 5,000 sf health and fitness spa facility and pool.

May 2005 to August 2005; Chip Knuth Inc.; Atlanta, Georgia

Intern Architect

Worked on all phases of design and documentation for single family homes, field visits for as-built measurements, and presentation renderings, both 3d computer renders and watercolor illustrated plans. Helped develop a CAD block library.

August 2003 to Aug. 2004; Cooper Carry & Assoc.; Atlanta, Georgia

Co-op Intern Architect

Worked on construction documents and presentation material in the commercial office design department. Created constructed pencil perspectives, marker rendered elevations, computer colored plans, and physical models.