

education

2017-2024 southern california institute of architecture
b.arch (transfer) '24

2016-2017 california institute of the arts
bfa

publication

2022 "rug" vol. 1
journalist , graphic designer , interviewer

2020 bustler online publication
competition , exhibition

2020 sciarc online publication
competition , exhibition

exhibition

2024 nyc open data week (upcoming)
*team member of 4 to create accessibility in cultural facilities for visually impaired.
drawing up CD sets and model making.*

2020 aia los angeles 2x8 exhibition
team member of 2. represented sciarc for student exhibition for aia 2x8 housing competition.

work experience

november 2024 - current
*suzumori architecture new york , new york
team member of baltimore housing project under the supervision of principal Shuji Suzumori.
responsible for CAD mill work drawings, rendering, and modelling exterior and interior images.*

march 2022 - september 2023
*republic of korea army daegu , south korea
18 months mandatory military service . discharged as sergeant of 188th military police company.
digital training management system operation specialist / team leader / soldier counselor*

may 2020 - april 2021
*archi@mosphere seoul , south korea
team member of AMD Aval Office project and Hana VIP Lounge project.
responsible for CD deliverables and 3D modelling and model fabrication.
learned revit skills, autocad skills, site administration skills, and cnc fabrication skills.*

competition

2020 aia los angeles 2x8 housing competition
1st prize winner

ao

**andrew oh*

My name is Andrew Jong Ho Oh. I was born in Manhattan, New York but lived most my life in Seoul, Korea. I started my college education in California Institute of the Arts as a fine arts major and switched my career path to architecture in 2017 (sci-arc). My work experience includes archi@mosphere and Suzumori Architecture in New York. Through my work experience and architectural education, I gained knowledge in both technical and conceptual aspects of design.

skill

*rhino (6 years)
adobe creative suite (5 years)
vray , blender , cinema4d , keyshot (4 years)
materials fabrication (4 years)
photography (3 years)
autocad (2 years)
cnc milling (2 years)
revit (1 year)
set design (3 months)*

reference

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