

KB

KARLA BLACK

DESIGNER | LEED GREEN ASSOCIATE

CONTACT

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SKILLS

- Detail-oriented
- Fast Learner
- Team Player
- Adaptable
- Problem Solver

INTERESTS

- Digital Sketching & Rendering
- 3D Modeling
- Themed Entertainment
- Architectural Drafting
- Concept Development
- Human-centered Design
- Accessible & Universal Design
- Evidence-based Design Research
- Quality Assurance & Quality Control
- Photography & Videography
- Watercolor and Digital Painting

SOFTWARE

- Autodesk Revit
- Autodesk AutoCad
- Sketchup
- Adobe Photoshop
- Adobe Lightroom
- Adobe Indesign
- Adobe Illustrator
- Microsoft Office Suite

LANGUAGE

- Intermediate Spanish
- Beginner Portuguese

WORK EXPERIENCE

INTERIOR DESIGNER II | BRPH | Dec. 2021 - Present

Involved in all stages of design from concept to completion on a multitude of projects. Designed hospitality interiors for new build hotels, both prototypical and boutique, and vacation ownership properties. Worked in multidisciplinary teams including architects, engineers, owners, and PMs. Drafted ID construction documents in Revit, including floor plans, elevations, details, and schedules. Researched and presented design concepts and story for projects to senior design staff. Created digital concept boards and presentations using Adobe Photoshop and InDesign. Participated in selecting artwork, furniture, and finishes selections. Wrote FF&E and architectural specifications through SpecSources. Performed quality assurance and quality control checks using Bluebeam. Supported senior staff in performing construction administration by reviewing shop drawings, RFI's and approvals.

INTERIOR DESIGN INTERN | Walt Disney Imagineering | Spring 2020

Assisted in production of presentations and conceptual plans for Disney Cruise Line. Researched and created digital sketches for new ideas and details. Developed finish lists and specifications for hospitality projects. Worked closely with team lead to select FF&E.

CREATIVE STUDIO INTERN | Universal Creative | Fall 2019

Assisted team with development of Universal's Epic Universe. Reviewed and interpreted plans, detail sheets, and specifications. Maintained document management to record project performance.

GRADUATE RESEARCH ASSISTANT | University of Florida | 2018

Focused on Healthcare Environment & Behavior. Assisted with literature review, starting with over 300 journal articles. Developed and pilot tested data collection tools - Survey, Interviews, and Behavior Observation Protocol. Conducted in-person interviews with healthcare professionals.

GRADUATE INTERN | Studio MJG | Summer 2018

Worked on construction documents and created details in Revit. Evaluated and documented existing workplace and educational environments.

PROJECT DESIGNER | Ai Collaborative | Aug. 2014 - July 2017

Worked as a Project Manager for several smaller commercial projects. Worked as the materials librarian in charge of library and meeting with vendors. Performed site verifications and field measurements. Developed projects from schematic design to construction documents in AutoCad. Built and rendered 3D models in Revit. Completed Adobe Photoshop Renderings. Conducted Contract Administration for projects. Performed punch walks on constructed projects.

EDUCATION

IN PURSUIT: NCIDQ CERTIFICATION - Passed IDFX, plan to sit for rest of exams Fall 2023
WELL AP

MASTER OF INTERIOR DESIGN | University of Florida | Fall 2019
Design, Construction, & Planning Master's Recruiting Scholarship
Thesis Focus: Redesigning the Environment of Care: Environments to Support Healthcare Providers' Coping Behaviors in the Free-Standing ED

BACHELOR OF DESIGN, MAJOR IN INTERIOR DESIGN | University of Florida | Spring 2014
Independent Study: Rinker School of Building Construction
Graduated Summa Cum Laude in 2014