

CURRICULUM VITAE

I am an educator and landscapes designer with diverse experience in built environment professional positions including planning, GIS, landscape design, and education. I have worked as a volunteer and as a professional with communities throughout Baltimore City, and have built strong relationships with community leaders, activists, and city officials, and I facilitated collaborations between community partners, local governments, nonprofit organizations, and local design practitioners. I have worked on project types including recreation planning, streetscaping, landscape design, community engagement, and placemaking. I have conducted research at various stages starting in my undergraduate education. I am a consensus builder, an advocate, and I am strongly committed to civic engagement. I make effective use of my professional and personal experience to foster new opportunities for established healthy landscapes and communities. I am proud to bear the banner of "People First." That commitment guides my thinking and demands that I bring this outlook to every project in which I am involved.

EDUCATION

Master of Landscape Architecture, Morgan State University, May 2008
BS in Geography & Environmental Studies, University of Maryland Baltimore County, December 2002

EXPERIENCE

- 2019- Current Lecturer for the Undergraduate Architecture and Urban Design Program, School of Architecture and Planning, Morgan State University, Baltimore, MD
I teach coursework across all four levels of our program. I teach communication skills to our freshman, sophomore design studio, sophomore site design, junior urban design, and senior technology seminars. I coordinate the honors programs and I manage a partnership project with Gensler. I maintain long-term engagement actively in multiple communities in both East and West Baltimore. This engagement allows educational, research, and sustainable design build.
- 2017-2019 Project Coordinator for the Neighborhood Design Center, Baltimore, MD
I performed contractual design & community planning services, working on select projects focused on neighborhood planning, streetscaping, landscape design, sustainable design, community engagement, and placemaking. I coordinated and facilitated community based design and planning projects, creating design documents, and recruiting and managing volunteers from the professional design community.
- 2010-2017 Student Retention Coordinator for the School of Architecture and Planning (SA+P) at Morgan State University.
I coordinated student support and professional development. I taught design select coursework and regularly served as a juror and design advisor to students
- 2009-2010 Substitute Teacher Baltimore Public School System.
I taught high school level students in math and engineering related subjects.
- 2008 Landscape Designer for PELA Design, Inc.
I worked as a staff designer under supervision of registered Landscape Architect. Main duties were related to I performed environmental analysis, site design, planting design, construction documents, and digital rendering.
- 2005-2008 Drafter/ Designer for Human and Rohde, Inc.
Performed environmental fieldwork and FSD/ FCP submissions, commercial planting designs, and assisted senior landscape architects in larger municipal and park design projects.

- 2003-2005 Landscape Designer for the Behnke's Nursery Company, Design and Installation Division.
I worked as a staff designer under supervision of registered Landscape Architect. Residential landscape design projects that included client management, planting and hardscape design, production of design materials, coordinating implementation and building. Also assisted in physical installation and maintenance work.
- 2004 Contractual GIS Analyst for the Maryland Department of Health and Mental Hygiene.
I worked with Health Data in ESRI GIS applications.
- 2001-2002 Contractual Planner Assistant for the Maryland Department of Planning
I assisted senior planner in decennial statewide redistricting. I prepared maps and presentation materials for public hearings across the state. I prepared spatial demographics analysis and thematic maps using ESRI desktop software.

COURSEWORK

- ARCH 103 Communication skills I: This course includes a series of digital and hands-on exercises that introduce basic skills for visual communication. Additional writing, reading, and verbal presentation exercises introduce basic vocabulary and concepts pertinent to the design professions.
- ARCH 104 Communication Skills II: This course continues the development of hand drafting, freehand sketching and model building skills at various scales as well as basic CAD and 3D-modeling software.
- ARCH 201 Design Studio I: This studio course will develop the student's understanding of the fundamentals of visual perception and the natural and formal ordering systems that inform two and three-dimensional design, architectural composition, and urban design
- ARCH 207 Site Design This course introduces students to the principles and practices of site planning and design that take place within a biophysical and social context to accommodate human needs and aspirations. The course focuses on spatial information and mapping; site selection and programming; site inventory and analysis; design and implementation: conceptual development and design development.
- ARCH 302 Urban Design This course will introduce students to advanced topics relating to the history and theory of architecture and environmental design. The topics will reflect individual faculty research interest and expertise.
- ARCH 445 The Gensler Redefining the Future of Cities Charrette is a student design effort rooted in Gensler's core mission: leveraging the power of design to create a better world. The charrette's goal is twofold: 1. to give students the chance to exercise their creativity in a unique way, and 2. to bring attention to the issues that are affecting our ever-changing world, with a particular focus on diversity and inclusiveness. Additionally the project is emphasizing design excellence, innovation, problem solving, and social impact.
- ARCH 428 Technology Seminar I The Neighborhood Revitalization Through Public Space Design Project will consist of two phases, one completed during Summer Session 1 and the other during Summer Session 2. Phase 1: Theoretical understanding of circulation design, healthy active living, creative place making, along with precedent analysis of relevant case studies, and design analysis and site strategies. (Summer Session 1)
- ARCH 429 Technology Seminar II Students will develop designs and short term strategies for circulation and safety based on Crime Prevention Through Environmental Design, Creative Placemaking, urban sidewalk design, and safe streets principles, among others. This will provide a progression of the design and planning efforts that have been completed previously in ARCH 428, along with precedent projects.

SELECTED PROJECTS

2022	Community Revitalization Through Public Space Design
2021	Redefining The Future of Cities (Student Project)
2020	Midway Community Design (Student Project)
2019	Penn North Reservoir Hill Recreation Design entailed conducting public meetings, site analysis, resident surveying, site design, and master planning to connect 2 neighborhoods in West Baltimore through design of an urban fitness trail that connected several park spaces
2018	Harlem Park Eastern Inner-block parks- design of nine inner-block parks & system for connecting and establishing use and identity

CONTACT INFORMATION

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