

Krunali Shah

Parsippany, NJ | 973-615-5444 | krunali2018@gmail.com | www.krunali.com

SUMMARY

I am an aspiring designer with experience in 3D modeling, simulation environment and user centered design. I am skilled in translating complex requirements into functional immersive spaces with various CAD software and VR/ AR testing technology. Seeking professional opportunities in the field of architecture as well as fueling my passion for designing for automotive, motorsport and high-performance environments.

WORK EXPERIENCE

Volunteer Research Coordinator | World's Biggest Analog

February 2025 – Present

Liaison as the primary point of contact for 6+ principal investigator, facilitating cross disciplinary research collaboration. Cross- checked data and ensure the research integrity for mission objective. Worked closely with researchers to refine their mission schedules for analog simulations.

Architect & Designer | Freelance

May 2024 – Present

Designed floor plans and elevations for various small to large scale projects using Revit and AutoCAD. Assisted in the conversion of a religious church into a temple, ensuring structural and building codes, zoning, ADA and permit are compliant. Developed visual identities, including logo and branding assets, tailored to clients' needs and company goals.

Architecture Drafter | Zelta Design

May 2022 – February 2023

Organized material, building components, and equipment specifications in schedules for each project. Managed renovation projects, upgrading existing restaurants to modern design standards and converted outdated sites to new concepts. Collaborated with 3 different levels of management on project deadlines and requirements. Integrated MEP engineering drawings into architectural plans to produce complete construction document sets,

Architecture Intern | RS Mannino Architecture & Cabinetry

May 2021 – May 2022

Ensured 3D model accuracy across all project phases by updating designs in response to client feedback and evolving clients. Developed permit drawings, integrating structural, electrical and mechanical drawings, using Revit and BIM 360 model coordination. Applied building code and zoning regulations to design development and construction documents. Created presentation ready rendering, using Lumion, to support design development and client presentation.

3D Modeler | New Jersey Institute of Technology

October 2019 – July 2020

Developed CGA and Python scripts using plug-ins to simulate urban scenes and parametric design generation. Modeled buildings using Revit, 3Ds Max and Unity with parametric design principles. Identified structural inefficiencies in building plans and implemented optimized structural design workflows. Created parametric city models in Rhino and City Engine for planning and zoning visualization.

EDUCATION

University of Houston

December 2024

Master of Science in Space Architecture- Cullen College of Engineering (SICSA)

Mission Operations and Analysis | Concept of Operations Development | Space Habitat and Spacecraft Design | Human- Centered Design

New Jersey Institute of Technology

May 2023

Bachelor in Architecture- Hillier College of Architecture and Design | Minor in User Experience

Design Methods | Graphical Representation | Construction Sequences | 3D Modeling | Rapid Prototyping | Immersive Environment

ACADEMIC PROJECTS

Design Attributes to Support Astronaut's Psychological Well Being in Long Duration Missions | Master's Thesis

<https://hdl.handle.net/10657/18367>

Tested spatial designs to improve psychological function and resilience in microgravity habitats using Unreal Engine VR technology. Optimized the in-transit spaces for human factors and sensory stimulation in deep- space habitats using existing behavioral data. Developed conceptual habitat layouts and architectural intervention based on behavioral and environmental psychology.

GRAPHICS, PLATFORMS, LANGUAGES

Drafting, Auto-CAD, Sketch Up, Arc GIS, Adobe Creative Cloud Suites, 3Ds Max, Enscape, Lumion, Rhino 3D, Autodesk Revit, SolidWorks, Fusion 360, Unity, Unreal Engine, Augmented Reality, Virtual Reality, Blender, Python, CGA Scripting, HTML, PHP, C++