NICHOLAS DESBIENS AIA, LEED AP

Curriculum Vitae

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Nicholas Desbiens AIA, LEED AP is an architect, designer and leader passionate about the transformative potential of contemporary design and making. His abiding focus has been on investigating ways in which advanced techniques and enlightened design thinking can make real impacts on real projects. He is a natural leader and collaborator looking to move beyond disciplinary boundaries to change the way we design and build the world around us.

PROFESSIONAL EXPERIENCE

Pininfarina USA
New York, NY
2023-present

Innovation Lead
Leading the strategic implementation of advanced digital design processes with a growing architecture/interiors team while steering coordination efforts across company verticals including industrial, nautical and automative design.

KPF
New York, NY
2018-2022

Head of Digital Practice
Leading the development and integration of progressive digital technologies for the design and delivery of KPF's global projects.

AIA New York Chapter
New York, NY
2018-2022

Future of Practice Committee Co-chair
The Future of Practice committee seeks to explore the value and positive impact of innovation to architects, allied disciplines, clients, end users, and the world at large. We champion transformational change in the profession as it relates to the built environment and society.

Marble Fairbanks
Brooklyn, NY
2016-2018

Design Director
Ensured that the highest quality of design was realized at all scales of all projects in the award-winning office—from concept through detailing and construction. Design and project lead for new Greenpoint Branch of the Brooklyn Public Library system.

Desbiens Design Research
Brooklyn, NY
2012-present

Director
Desbiens Design Research was created as way to explore new ideas at the intersection of design and technology. Projects include *fahz*—an innovative application of 3d printing and mass customization.

Architecture Research Office
New York, NY
2014-2016

Architect
Architect designing and managing project types ranging from the Riverdale Country School in New York City to a private residence in Sharon, CT.

NBBJ
Columbus, OH | New York, NY
2013 –2014

Architect / Computational Design Lead
Computational design leader in Columbus office of the international firm. Member of firm-wide leadership team dedicated to the thoughtful application of advanced digital techniques to project design and delivery.

Architecture Research Office New York, NY 2012-2013	**Architect** Member of small architectural design team working on the design and construction of the flagship showroom and corporate office for Knoll Inc.
Aranda\Lasch New York, NY 2012 spring	**Architect / Computational Designer** Developed custom software for the parametric design of a 40,000 SF aluminum panel rainscreen façade for a new high end retail development in Japan.
Caliper Studio Brooklyn, NY 2005 –2012	**Architectural Project Manager** Managed architectural design and production—including construction administration—on a variety of projects ranging in scale from retail installations to ground-up building construction. **Computational Designer** Introduced an array of computational design methodologies to the office and shop workflow. Spearheaded research into generative design, parametric modeling and fabrication techniques. **Fabrication Specialist** Oversaw fabrication, produced shop drawings and created digital files for CNC manufacturing of some of the office's most intricate projects.
Skidmore, Owings and Merrill New York, NY 2004-2005	**Designer** Worked on projects at a variety of scales with a focus on the programming, design and documentation of an academic high school in Elizabeth, NJ.
Aranda\Lasch New York, NY 2005 spring	**Project Team Member** *Grotto* Project for MOMA PS1 Young Architects Program.
UPENN Facilities **and Real Estate Management** Philadelphia, PA 2004 summer	**Project Team Member** Employed by the university to work with structural engineer Cecil Balmond to realize an innovative architectural installation designed during the previous semester's Advanced Research Studio.
Reed Axelrod Architects Philadelphia, PA 2002 summer	**Designer/Intern Architect** Entry-level architectural work including rendering, product research, surveying and drafting.
Walsh Bishop Minneapolis, MN 2001	**Designer/Intern Architect** Entry-level architectural work including product research, surveying and drafting.

DESBIENS DESIGN RESEARCH: PROJECT-BASED COMPUTATIONAL CONSULTING

Abruzzo Bodziak Architects | 2012 spring
Developed custom form-finding design software in the Processing programming environment for use in the design of Landscape (Triptych), an installation at the Center for Architecture in New York.
Abruzzo Bodziak Architects | 2011 spring
Developed key scripted design methodologies for the office's "Air Rights-of Way" proposal sponsored by Audi Urban Future Initiative during the Festival of Ideas for the New City.
Nils Folke Anderson, Visual Artist | 2009 winterWorked with the artist to develop tools for the digital exploration of sculptural ideas.

EDUCATION

University of Pennsylvania
School of Design
Masters of Architecture

Awards and Recognition
2004
William M. Melhorn Scholarship for best work in an elective theory course.
2003
Paul Philippe Cret Prize for highest record of academic work.
Will M. Melhorn Scholarship for excellence in architectural theory, *honorable mention*.
Lewis Dales Traveling Fellowship.

2002
Work exhibited as part of symposium - w/Intricacy: Architecture, Art and New Media.
2001, 2002, 2003, 2004
Newberry Fellowship in Architecture.

Foreign Study
Semester exchange at the Bauhaus-Universität in Weimar, Germany.

University of Minnesota
CALA/CLA
Dual bachelors degrees in architecture and German language and literature
Summa cum Laude

Awards and Recognition
2000
Graduation with highest honors.
Five Dean's List Appearances.
1998, 2000
Certificate of Merit for Superior Achievements in the Study of German Language, Literature and Culture.

Foreign Study
1998-1999
Academic year exchange program at the Université de Franche-Comté in Besançon, France.
1995-1996
One year exchange program at Franz-Miltenberger Gymnasium in Bad Brückenau, Germany.

TEACHING

New York Institute of Technology
School of Architecture and Design

2012 Fall ARCH 211
Adjunct faculty member teaching *Statics and Strength of Materials*.

University of Pennsylvania
School of Design
Department of Architecture

2011 Spring ARCH 602
Fabrication consultant to second year graduate design studio. *With Ben Krone.*
2005 Spring ARCH 704
Third Year Advanced Research Studio. *With Cecil Balmond.*
2004 Fall ARCH 621
Second year graduate workshops in Visual Studies.

LECTURES

AU Theater Talk | Autodesk University
Enhancing Creativity and Communication through Technology

Tech Perspectives | Seattle, WA
Design Data in Practice

Oculus at Large | New York, NY
Design Research in Practice

New York Digital Design Community | New York, NY
Digital Practice

HOK | New York, NY
Problem Finding

American Institute of Architects Columbus Chapter | Columbus, OH
The Evolution of Practice: Computational Thinking in the Design Studio

Design Circuit Lecture Series | New York, NY
Digital Crafting

Parsons The New School for Design | New York, NY
Representational Techniques at Caliper Studio

Columbia University GSAPP | New York, NY
Generative Design and Parametric Design at Caliper Studio

Stevens Institute of Technology, Product Architecture Department | Hoboken, NJ
Caliper Studio: Recent Work

FXFOWLE Lecture Series | New York, NY
Generative Design and Parametric Design at Caliper Studio

Special Interest Group on Graphics and Interactive Techniques 2009 Conference | New Orleans, LA
Genetic Stair

INVITED GUEST DESIGN JUROR

University of Pennsylvania School of Design | Philadelphia, PA
Columbia University GSAPP | New York, NY
School of Visual Arts (SVA) | New York, NY
Pratt Institute School of Art and Design | Brooklyn, NY
Parsons The New School for Design | New York, NY

GRAPHIC/WEB/INTERACTION DESIGN

Marble Fairbanks | 2017 | www.marblefairbanks.com

fahz | 2015 | www.fahzface.com

Desbiens Design Research | 2012 | www.des-des-res.com

Caliper Studio | 2006, 2011 | www.caliperstudio.com

ACQUIRED SKILLS

Programming/Scripting Languages
Python, C#, Rhinoscript (Rhinoceros), Processing (visual/interactive design), openFrameworks (visual/interactive design), javascript, PHP (web development), HTML, CSS.

Software
Rhinoceros 8, Grasshopper, SolidWorks, 3D Studio MAX, Autodesk AutoCAD, Autodesk Revit, Microstation, Bentley Architecture, Bentley Generative Components, Dassault 3DEXPERIENCE, Houdini, Maya, CADRE Lite, Brazil 2.0 (rendering), Vray (rendering), Adobe Creative Suite, Adobe Flash, Microsoft Project, Wordpress, Simplify3d (3d Printing)

Languages
Spoken and written fluency in English, German and French. Reading knowledge of Spanish and Italian.