

# MICHAEL P BURTON

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(248) 672-8561

## Education

### Harvard University

Graduate School of Design  
Master of Architecture Candidate 2014

### University of Michigan

Taubman College of Architecture and Urban Planning  
Bachelor of Science in Architecture 2009

## Skillset

Expert  
Grasshopper  
Rhinoceros  
CNC Milling  
MasterCAM  
Laser Cutting  
Adobe Creative Suite

Familiar  
Processing  
HTML and CSS  
AutoCAD  
CATIA  
V-Ray

Learning  
Javascript  
MakerBot 3D Printing

## Interests

Kinetic Sculpture  
Bouldering  
Hobby Board Gaming  
Leather-working

## References

Chuck Hoberman  
chuck@hoberman.com  
(646) 246-8979

Cameron Wu  
wu.cameron@gmail.com  
(917) 604-8964

Andrew Witt  
awitt@gsd.harvard.edu  
(310) 990-8969

## Notable Projects

### Flexagon: Transformative Kinetics / 05:13 - 01:14

Thesis project exploring the creation of a new system of kinetics within which designers can operate. The system is based on linkages of tetrahedrons that establish cyclical, 3-Dimensional motion.

*Awarded the Thayer Scholarship and nominated for Platform at the GSD (acceptance pending)*

### Cloud Canopy and Desert Lotus / 09:12 - 05:13

Design and fabrication of a retracting canopy for a pair of desks. Creation of an expandable structure that transforms from a compact 6' "lotus" to a 14' dome. *Featured in the Transformable Design Methods Exhibition and nominated for Platform at the GSD (acceptance pending)*

### Museum of Matter : Shapeshifter Studio / 09:12 - 12:12

Design of a museum for CERN in Switzerland designed entirely in Processing. A particle simulation generates the building with varying outcomes based on inputs from the designer.

*Nominated for Platform at the GSD (acceptance pending)*

## Experience

### Harvard Graduate School of Design / Cambridge, MA

#### CNC Mill Operator and Consultant / 01:11 - 01:14

Operated two different CNC Mills and consulted on fabrication processes for students looking to use the machinery.

Solved day-to-day maintenance issues and supervised operation of machinery.

#### Teaching Assistant / 09:11 - 12:13

Instructed and critiqued students in course projects for Projective Representation in Architecture. Projects include perspectival drawing and panelization of complex surfaces.

#### Animator and Interactivity Designer / 05:13 - 08:13

Coded the animation and interactivity of the plan of Renaissance churches to show the generative process of their design. Work done with the Geometry Lab.

#### Blu Homes / San Francisco, CA - Ann Arbor, MI

##### Project Designer / 05:11 - 08:12

Modeled pre-fabricated homes for an online modeling and marketing tool, Created drawing sets for local submittal and client meetings, designed customizations for projects requiring additional design, and coordinated search for alternative energy providers.