

Lauren McConkey

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Professional Summary

Self-motivated 4th-year Architecture student with an interest in themed environments, hospitality architecture, and green infrastructure. Passionate about history, storytelling, and learning new things. Experienced in Revit and Rhino 3D and eager to expand upon my skills in a professional setting after I graduate in May 2025.

Education

Bachelor of Design in Architecture - University of Florida | GPA: 3.98
Minor - Landscape Architecture

May 2025

Work Experience

Monarch Design Group | Gainesville, FL - Architecture BIM Design Intern

August 2024 - Present

- Performing building code analysis, selecting finishes based on technical requirements and creative intent, preparing design layout alternatives, developing renderings and visualizations, and active involvement in design team and client progress meetings.
- Collaborating with a team on all phases, including schematic design, design development, and construction documentation.
- Addressing redlines and other feedback on proposed plans, elevations, sections, and schedules.

Universal Creative | Orlando, FL - Area Development Intern

June 2024 - August 2024

- Verified that construction complied with plans and specifications through active involvement in drawing review, field inspections, site walks, contractor/vendor coordination meetings, and discussions regarding creative intent.
- Facilitated information exchange and documentation via the review of RFI, submittal, and shop drawing submissions.
- Developed careful documentation of project goals and progression through visual markups, spreadsheets, and written reports.

Orlando Informer | Orlando, FL - Arrival Ambassador

November 2023 - Present

- Enthusiastically assisting hundreds of guests with event check-in, ticket distribution, and event navigation across 10 meet-ups.
- Ensuring guest satisfaction by answering questions, providing event information, and maintaining a welcoming attitude.

Involvement

Theme Park Engineering and Design - Creative Design Team Captain

January 2023 - Present

- Optimizing group productivity by leading over 6 software workshops and organizing group objectives.
- Defining storylines, project restrictions, and relevant architectural principles for a uniquely themed land.
- Contributing to each project through digital concept development and 3D modeling of an original themed structure.

Theme Park Engineering and Design - Internal Vice President

May 2023 - May 2024

- Collaborated with a team of over 30 officers to organize general body meetings, special events, monthly officer meetings, and weekly design team meetings for 100+ members.
- Monitored the goals, requirements, and production schedules of 4 distinctive design teams.
- Coordinated with the Executive Board to discuss new initiatives, determine officer roles, and maintain operations.

Toronto Metropolitan Thrill Design Competition, co-hosted by Universal Creative

November 2024

- Collaborated with a multidisciplinary team on two technical design challenges related to the themed entertainment industry.
- Applied critical thinking skills, concept development strategies, and 3D modeling capabilities in response to a technical prompt.

Skills

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|---|------------------------------|-----------------------|
| • Revit | • Lumion | • Code Review |
| • Rhino 3D | • Hand and Computer Drafting | • Concept Development |
| • Microsoft Office: Word, Excel, Teams | • ArcGIS | • Project Management |
| • Adobe Suite: Photoshop, Illustrator, InDesign | • BIM360 | • Document Review |

Awards

Guy C. Fulton Endowed Scholarship in Architecture | President's Honor Roll | Dean's Honor Roll

