

Konstantin Zlatev

1541 6th Ave, San Francisco, CA 94122, USA
phone: (415) 702-7144
www.constant-001.com
konstantin@constant-001.com

Employment Architectural associate

2011 - present City and County of San Francisco, Department of Public Works,
Bureau of Architecture, San Francisco, CA, USA

Job captain, BIM coordinator. Conceptual design, Design development, Construction documents, presentations for SF Art commission for Southeast Health center - 22,000 s.f. community primary care health facility. Designed building's facades, developed 3D Revit model, developed multiple design options, coordinated model integration for the team and consultants.

Designer. Conceptual design, Design development, construction documents for Bus Rapid Transit project on Van Ness Avenue for Municipal Transportation Authority, San Francisco, CA. Presented the design before SF Art Commission and SF Historic Preservation commission. Designed the new boarding platforms, new bus shelters in front of SF City Hall.

Designer. Conceptual design, urban planning for 650,000 s.f. Public Works Operations Yard - programming, vehicles and pedestrians flows optimization, design for new shops, office buildings, 800 vehicles garage.

Designer, BIM coordinator. Conceptual design, design development and 3D modeling for Alameda Creek Watershed Center, 8000 sq.f. interpretive museum and visitor center adjacent to Sunol historic Water Temple, Sunol, CA

Job captain. Design development, Construction documents, Construction administration, field inspections, Owner-Architect-Contractor meetings and coordination for Fire Station #30, 30,000 s.f. historic rehabilitation for community use, San Francisco, CA

Design options development, construction documents for San Francisco Public Safety Building, housing police administrative headquarters, district police station, new district fire station, 290,000 s.f. interior design project, San Francisco, CA

Client interviews, space planning, presentation package for SF Material Lab relocation. Developed space planning template for Revit.

Space planning, design options development for SF Central Shop relocation, Urban study, design, floor plans, preparing Planning package for SF City Planning Department.

3D modeling with Revit Architecture, Revit families development, initial project setup, BIM coordination. Rendering using Revit, V-Ray, Enscape. Postproduction with Photoshop. VR immersive environment development using Enscape and Oculus Rift

Employment

Designer

2007 - 2010

Studios Architecture, San Francisco, CA

Design development and Construction documents for tenant improvement project, 290 000 s.f. re-stack and remodel of 14 occupied floors in a Class A high-rise building for an international law firm in Seattle, WA

Collaborated in Design, Space planning, Design Development, Construction documents, material selection for various office spaces, educational and public institutions including UC Berkeley Campbell Hall, UC Merced Social science and management building, UGLA Police station.

3D modeling and rendering with Revit. Physical model making.

Education

2003 - 2006

Master of Architecture, California College of The Arts, San Francisco, USA

1990 - 1995

MFA in Sculpture, St. Cyril & Methodius University, Veliko Tarnovo, Bulgaria

1984 - 1988

National High School of Fine arts, Plovdiv, Bulgaria

Skills

Revit Architecture
SketchUp
Photoshop
Illustrator
Rhinoceros
Navisworks
VRay

3D rendering & postproduction
Model and mold making
Resign and metal casting
Filming and video editing
Hand rendering
Photography

Interests

Practicing video and fine arts artist.
fine art: <http://constant-000.com/>
video: <https://vimeo.com/constant000>

Archaeology and world history.
Byzantine icon painting.
Skiing.