

# Shahzia Sarwar Shazi

300 Fiddle Creek Place, San Ramon CA 94582 | Email: [sshazi@albany.edu](mailto:sshazi@albany.edu) | Phone: 520.401.7920  
Web: [www.shahziasarwar.com](http://www.shahziasarwar.com)

## Summary of Qualifications:

- A trained designer with expertise in architecture, urban design, creative concept development, and 2D/3D visualizations.
- Experienced faculty practiced at teaching graduate and undergraduate level courses aimed at students concentrating in computer applications in the field of urban design and planning.
- Outstanding working knowledge of computer applications relevant to architecture, urban design, graphics and planning (Adobe Creative Suite + 3D Studio Max with Vray lighting + Trimble SketchUp + Computer Aided Design).
- Excellent motivational and instructional skills.
- An accomplished photographer, specializing in landscape, portraits and events categories, as well as post-production in Adobe Lightroom, Photoshop etc.

## Teaching Experience:

### Architecture Faculty (Part-Time) Spring 2023-Present

Bachelor of Architecture Program, School of Architecture  
Academy of Art University, San Francisco, California

#### 1. Course: ARH 180 2D Digital Visual Media (3 Units)

In this course students learn to make digital images and architectural drawings. Using industry software, lectures, information, case studies, and tutorials, they will create digital collages, diagrams and drawings to represent an idea.

### Faculty (Part-Time) August 2016 – Present

College of Arts & Science, University at Albany, State University of New York Albany, NY  
Master of Regional Planning Program (MRP), Department of Geography and Planning

#### 1. Course: APLN 574 Site Planning (3 Units)

This course is designed as a workshop for students to be introduced to the practical aspects of site planning – a specific site in the region is studied and plans developed for future new use or renewal of the site. Experience is gained in recording site conditions, use; influence of microclimate, landform; condition of existing building on the site and adjacent to it. The site is analyzed for future potential within the context of existing community policies and regulations. Alternative proposals for future use are drawn up and evaluated for appropriateness, context, and design quality. During the course students will record, photograph, annotate site information, draw up plans to scale, develop a concise planning report incorporating data, analysis, and plan.

#### 2. Course: APLN503 Computer Applications in Planning (3 Units)

Teaching graduate level students, the importance of computer applications in planning practice. Helping students develop basic skills in communication applications and graphics packages namely Adobe Creative Suite + Trimble SketchUp + Computer Aided Design.

### **3. Course: APLN552 CAD in Planning (2 Units)**

This course teaches the concepts and theories underlying Computer Aided Design and Drafting (CAD) to site planning, urban design and land-use planning, including 2D concept diagrams and site plan detail, and introducing 3D perspectives. Students are introduced to the CAD program- MicroStation from Bentley.

### **Lecturer (Part-Time) (Fall 2022, Summer 2021, Spring 2021, Spring 2020)**

College of Social Sciences, San José State University, San Jose, California

Department of Urban & Regional Planning

### **1. Course: URBP 248/148 AND DSGN 248/148 – Spatial Visualization Technologies in Urban Planning (3 Units) Fall 2022, Spring 2021, Spring 2020**

This is a lab-based course in digital visualization for urban spatial representation using industry standard software such as Adobe Photoshop, Adobe Illustrator, Adobe InDesign, AutoCAD and Trimble Sketch-Up. Through demonstrations and hands-on activities, the course will introduce a variety of methods for representing urban places and their users, simulating changes, and presenting visions for the future.

### **2. Course: URBP 232 – Urban Design Studio, DSIT/URBP 152 – Introduction to Urban Design Studio (Co-Taught-1 Unit) Spring 2021**

URBP 232: Through fieldwork and laboratory assignments, the student applies urban design theories, methods and principles to a current urban development issue.

URBP 152/DIST 152: Introduction to the analysis of alternative urban design policies to direct urban form development.

Responsibilities for Co-teaching the 1 Unit: Sharing expertise in urban design principles, basic drawing/sketching, use of Trimble SketchUp for 3D modeling, Animation and Adobe Photoshop for creating Photo Simulation for the urban development projects.

### **3. Course: URBP 248/148 AND DSGN 248/148 – Spatial Visualization Technologies in Urban Planning (1 Unit) Summer 2021**

This course focuses on the fundamental tools and methods in digital visualization and its application to urban spatial representation and analysis. Through lectures, demonstrations and hands-on activities, the course will give the students an overview of the basic tools of the programs widely used by planners and urban designers for representing urban places and their users.

### **Graduate Teaching Assistant (GTA): Design Communications I: (August 2009- December 2009)**

College of Architecture, Planning & Landscape Architecture, University of Arizona.

- Contributed to the class of 60 students, giving lectures and tutorials to the upper-level Undergraduate Studio on 3d Studio Max and Adobe Creative Suite.
- Interacted directly with the students by assisting them create 3d models with Vray lighting, material mapping, scene renderings for their studio projects.
- Graded studio projects with the Studio instructor, giving criticism and kept record of attendance.



**Graduate Teaching Assistant (GTA): Foundation Studio II-Drawing, Modeling & Descriptive Geometry:** (January 2009-May 2009) College of Architecture, Planning & Landscape Architecture, University of Arizona.

- Conducted a weekly discussion section covering techniques in drawing, collage and drafting.
- Led review sessions before exams.
- Responsible for maintaining a decent class environment and keeping record of the class attendance.
- Prepared quiz questions and graded them giving valuable criticism and feedback.

### **Professional Experience:**

#### **Designer (May 2016- December 2018)**

Behan Planning and Design, Saratoga Springs, NY [[www.behanplanning.com](http://www.behanplanning.com)]

- Assisted the design team to augment their computer modeling and graphic visualization skills in various urban design projects.
- With in-depth experience in 3D Studio Max with Vray lighting, Adobe Photoshop, Adobe Illustrator, and Trimble SketchUp, helped their clients visualize different design scenarios with realistic computer models and renderings.
- Aided the team with AutoCAD drafting and color rendering of 2D urban design plans using Adobe Photoshop in preparation of construction documents and presentation boards.

#### **3D Design Visualization Specialist (October 2012 - August 2015)**

Newlands & Company, Inc. Portland, OR [[www.nc3d.com](http://www.nc3d.com)]

- Responsibilities include managing and executing 3D design visualization projects involving architectural, urban and interior design with the application of visualization technology.
- 3D modeling and still rendering to illustrate design proposals using 3D Studio Max, Trimble SketchUp, Adobe Photoshop software.
- Planning and managing design visualization projects: selecting appropriate techniques, storyboard, coordinating with clients and teammates, budgeting and managing time for team.

#### **Intern Architect (August 2010-October 2010)**

United States Department of Energy:

Sustainable Biofuel Center Design, Hendry County, La Belle, FL

Southern DataStream, Inc. LaBelle, FL. [[www.southerndatastream.com](http://www.southerndatastream.com)]

- Responsible for all aspects of the design & planning process of the Biofuel research center.
- Conducted visits to the site, liaised with Sales & Marketing officers at Country Homes & Land, examined local areas and existing built form.
- Researched on green design and sustainable design principles on biofuel research centers.
- Conducted meetings with supervisor and liaised with government officials at the Building, Licensing & Code Enforcement office of Henry County during the process of design and planning.
- Developed schematic designs of the center, produced various design solutions with hand sketches, AutoCAD drawn plans and 3D visualizations.

### **Visualization Architect (September 2007 - June 2008)**

Brahe & Bestec JV Limited, Dhaka, Bangladesh (Headquartered in Denmark)

[[www.brahe-bestec.com](http://www.brahe-bestec.com)]

- Collaborated with teams to build 3d models from 2d AutoCAD drawn plans of projects that included commercial, residential and healthcare buildings situated in Denmark.
- Learned the technical areas of architectural visualization that comprised modeling various architectural and urban forms, creating custom made textures to achieve photo realistic surfaces, assigning maps, lights with standard and Vray in both interior and exterior scenes.
- Generated 3d renderings (quick, stylish, photorealistic and abstract) with post editing production of the rendered output of both interior and exterior views to meet each Danish client's need.
- Produced presentation layouts using Adobe CS.
- Supervised various visualization projects, corresponded with Danish architects and effectively met deadlines.

### **Intern Architect (January 2007-August 2007)**

Ventura Properties Limited, Dhaka Bangladesh. [[www.venturabd.com](http://www.venturabd.com)]

- Assisted in schematic design diagrams and design developments with preliminary 3d renderings to get approval from clients for various residential interior design projects.
- Produced presentation drawings and interior renderings for brochure production of the apartment building, Ventura Mirabelle.
- Under the supervision of the firm partners, conducted meetings with clients presenting apartment interior design.
- Achieved a comprehensive knowledge in interior building materials, furniture layout, interior lighting and fabric.

### **Awards & Scholarships:**

- Arizona Builder's Alliance (ABA) Portfolio Competition Award 2009: University of Arizona, CALA.
- Graduate Tuition Scholarship, 2008 & 2009: University of Arizona, CALA.
- Graduate Fellowship Award 2008 & 2009: University of Arizona, CALA.
- University Merit Scholarship, 2002 & 2003: BRAC University, Department of Architecture.

### **Publications:**

- **Shahzia S. Shazi**, Mark.P Frederickson, R.Larry Medlin, "Minimizing Urban Sprawl through Open Space Design Strategies: The Case of Tucson, Arizona", The International Journal of Architectonic, Spatial & Environmental Design Volume 6, 2013.
- Kamrun Nahar, Sanwar A. Sunny, **Shahzia S. Shazi**, "Land Use Requirement and Urban Growth Implications for the Production of Biofuel in Bangladesh", Canadian Journal on Scientific and Industrial Research Volume 2, No. 6, June 2011.

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## Computer skills:

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### **Illustrative Graphics Program:**

Adobe Creative Suite (Adobe Photoshop, Adobe Illustrator & Adobe InDesign)

### **3D Modeling and Visualization Program:**

3D Studio Max with V-Ray Lighting | Trimble Sketch-Up | Enscape 3D

### **Computer Aided Design Program:**

AutoCAD | MicroStation

### **Applications:**

Microsoft office (Word, PowerPoint, Excel, Outlook)

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## Education:

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University of Arizona: Tucson, Arizona, USA

College of Architecture and Landscape Architecture (CALA)

M. Arch: Master of Architecture with concentration in *Urban Design & Infrastructure*  
(Fall 2008 - Fall 2009)

Thesis Title: *Connecting the city of Tucson, Arizona with open space design strategies and alternative modes of transportation to minimize urban sprawl.*

Cumulative GPA: 3.63/4.0.

BRAC University: Dhaka, Bangladesh

Department of Architecture

B. Arch: Bachelor in Architecture (Fall 2002 - Summer 2007)

Cumulative GPA: 3.31/4.0.

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## Courses Taught:

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APLN 503: Computer Applications in Planning (University at Albany)

APLN 552: CAD in Planning (University at Albany)

APLN 574 Site Planning (University at Albany)

URBP 248: Spatial Visualization Technologies in Urban Planning (San Jose State University)

ARH 180: 2D Digital Visual Media (Academy of Art University)