



While studying architecture at Virginia Tech, James was introduced to the idea of craft and material culture as a defining element in the design process. He became involved in the school's design/build program, working within a team of students and professors designing and constructing a house of rammed earth, concrete, steel and wood elements. This hands-on experience led James to work within a multi-disciplinary design and fabrication shop. Moving between the shop and the office, he designed at the computer as well solved problems within the fabrication processes on the shopfloor, gaining a better understanding of the limits and capabilities of many different types of materials.

Virginia Licensed Architect: #0401015533

Education

2006 Virginia Tech School of Architecture + Design
Bachelor of Architecture

Experience

2012 Spatial Affairs Bureau

Sears Crosstown Masterplan Study, Memphis TN
Metropolitan Museum of Art Plaza, New York NY
(with Olin Partnership, Rick Mather USA Inc)

2011 Freelance Architectural Consultant

Eiden Residence, Richmond VA
Illustrations for upcoming book, Colonial Williamsburg Foundation

2007-2011 Tektonics Design Group

Spriggs Road Residence, Berkeley Springs WV
Naval Academy King Hall Millwork, Annapolis MD
Black Iris Music, Richmond VA
APP Jetcenter, Fort Pierce FL
Green Cabin Kits, Richmond VA
Animated Earth Educational Kiosk, Richmond VA
Hildebrand Moriarty Residence, Richmond VA

2006-2007 BCWH Architects

Harvie Elementary School, Richmond VA
VCU-MCV Campus Masterplan Study, Richmond VA
Mary and Frances Youth Center, Richmond VA

2006 Ghost 8, Halifax NS

Two-week design-build research laboratory

Awards

2010 Alice Lehman Sunday Prize, Honor Award for Technical Drawing
2009 Acorn Urban Infill Runner-up, Hildebrand Moriarty Residence
2009 Virginia Society AIA Merit Award, Harvie Elementary School
2008 Virginia Society AIA Honor Award, Mary and Frances Youth Center
2006 KRob Architectural Delineation Competition, Finalist, Professional Hand Drawing