

Joseph M. Bailey, AIA, NCARB - Shalom Baranes Associates

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Education

- 2001 – 2004 **Rice University**, School of Architecture
Master of Architecture
Recipient of the Presidential Scholarship & the Mary Evelyn Hale Travelling Scholarship
- 1998 – 2001 **Arizona State University**, School of Architecture
Bachelor of Science in Design
Graduated Magna Cum Laude with Special Letter of Commendation

Professional Experience

- 2014 – Present **Shalom Baranes Architects**, Washington DC
Senior Designer
Notable Projects: 7340 Bethesda Ave, Reston Town Center, 1300 4th St NE, 8th & O St NW
- 2013 – 2014 **Works Partnership Architecture**, Portland, OR
Project Architect
Notable Projects: Block 75 (Now Slate), and 43rd & Division
- 2011 – 2013 **Gensler**, Washington DC
Architect
Responsible for project design, documentation and construction administration for offices and mixed-use core-and-shell projects throughout the South East United States.
Notable Projects: Boing Offices in Arlington, VA, Federal Office Building in Miramar, Florida
- 2009 – 2010 **Metropolitan Architectural Practice**, San Francisco, California
Architect
Independent Consultant hired to develop project details, assist with technical coordination and support construction administration for residential projects
Notable projects: Rocky Hill Vinyard

- 2006 – 2009 **Skidmore Owings and Merrill**, San Francisco, California
Architectural Professional
Design team member responsible for project design, documentation and construction administration.
Notable Projects: Rice University Bioscience Research Collaborative building
- 2004 – 2006 **Holt Hinshaw**, San Francisco, California
Junior Designer
Design team member responsible for a wide variety of project design, documentation and construction administration.
Notable Projects: Lake of Dreams for Wynn Casinos in Las Vegas, the Tornado Mixed use building in San Francisco, Thomas Berkley Square (now Uptown Place) in Oakland
- 2004 **Studio Ma**, Phoenix, Arizona
Junior Designer
Responsible for the production of two and three-dimensional computer generated content and project design
Notable Projects: “Portals and Loops” winning competition entry, PRD845 residential development in Phoenix
- 2001 – 2002 **David Guthrie Studio Workshop**, Houston, TX
Design Team Member
Project Design, Computer Generated 3D graphics and Design Documentation
Notable Projects: Crispin Porter + Bogusky’s (CP+B) office in Miami, Florida.
- 2000 – 2001 **Dan Hoffman & Arizona State University**, Tempe, Arizona
Intern Architect
Participated in the development of mass producible prototype dwellings for the Navajo Nation in Northern Arizona working in conjunction with Northern Arizona University’s School of Forestry using small diameter lumber culled during local fire prevention logging.
- 1999 **Eisenman Architects**, New York, New York
Intern Architect
Notable Projects: IFCC New York City, West-Side Master Plan Competition and the Cultural Complex for the pilgrimage city of Santiago de Compostella

Academic Experience

2010 – 2011 **University of California**, Berkeley Extension

Adjunct Professor

Courses:

Studio 4: A terminal studio course dedicated to the study of contemporary office design by acknowledging the forces exerted by the contingencies of today's global context. Course addresses issues such as the changes to workplace design predicated by information technology, reactions to our contemporary cultural, social and economic conditions, the desire for increased energy efficiency and the dynamics of organizational structures. Student responses are oriented towards the suggestion of new opportunities to enrich the day to day working experience while helping their organizations to communicate the experiential branding, what it is that they value, their unique identity and to help build and sustain a dynamic working culture.

2006 – 2011 **California College of the Arts**, San Francisco and Oakland Campuses

Adjunct Professor

Courses:

Spatial Encounters: An upper-division, history and theory course that addresses modernist subjectivity and the perception of space as it is produced in contemporary art and design. The course begins with the social and artistic upheavals of the late 60's and their philosophical underpinnings. The course relies on primary texts from key thinkers and critical theorists, critical and curatorial analysis of these texts and on artists' statements and work relative to these sources. The attempt is to relate how the spatial conceptualizations proposed by the authors migrate from the text to become a built environmental experience.

Tools & Technology 2, 3 & 4: Lower- and Upper-Division representation courses focused on two- and three-dimensional graphic representation techniques. These classes asked the students to consider how they might best represent building attributes, spatial qualities, social relationships, time and events as they occur within their work and how they may be used as both a design and presentation tool. Students work across a variety of physical and digital media; including hand sketching and drafting, the construction of physical models, computer aided drafting and graphic design, three-dimensional digital modelling, rendering and CAD-CAM.

Studio 2: Lower-Division studio focused on the development of problem finding and programming methodologies, concept ideation, materials research and analysis, and behavioral observation.

Technology Liaison: Responsible for coordination between the Interior Design program and the Campus Information Technology department, setting computer hardware standards for incoming students and troubleshooting for the program.

Accreditation Team Member: One of three faculty members whose primary responsibility were overseeing the presentation of student work for accreditation and production of the report of compliance. Result: the CCA received a full 6-year extension of accreditation.

2004 **Arizona State University**, Tempe Arizona

Faculty Associate, Architecture Department

Course:

Second Year Studio: A studio course exploring the interaction between the traditionally separate disciplines of Architecture and Landscape Architecture.

2004

Rice University, Houston Texas

Teaching Assistant, Architecture Department

Course:

Vertical Studio: A studio course co-authored with David Guthrie investigating the development of mobile, modular and mass-produced housing prototypes and their relationship with globalization.