



Sana Tabassum

Part II Architectural Graduate & Social Entrepreneur

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Profile

I am passionate about self-development, practicing a growth mindset and high level of detail to all projects.

I am able to apply a range of self-taught skills such as creative thinking, time management and written communication to a variety of situations in and outside the workplace.

Technical Skills



AutoCAD 6+ years



Sketchup 7+ years



Adobe Illustrator 5+ years



Adobe InDesign 5+ years



Adobe Photoshop 5+ years



3DS Max 4+ years



V-Ray 5+ years



Rhino 2+ years



Revit < 1 year

Experience

Freelance Content Executive

July 2023 - Present

Amplify

Managing several clients in the creator economy, delivering high-quality copywriting and visual content across media platforms.

Teaching Assistant

October 2022 - April 2023

Open City Accelerate

Mentoring 16-18 year old architecture applicants to help diversify their knowledge of the built environment

Part 1 Architectural Assistant

Sep 2020 - August 2021

Carless and Adams

Care projects including assisted living and care homes.

- Completing drawing packs for pre-planning and planning applications

- Putting together Design and Access statements to submit for planning applications

- Working within the team to design with site constraints and topographical data

- Producing coloured elevations as well as digital illustrations and 3D models in Sketchup

Education

MArch Architecture [First Class]

2021 - 2023

University of Greenwich, School of Design
Awarded **Head of School of Design Award**

BA (Hons) Architecture [2:1]

2016 - 2019

University of Greenwich, School of Design

Upton Court Grammar Sixth Form

2014 - 2016

Mathematics	B	Computing	C
Art	B		

Achievements & Publications



Led a team to successfully publish a crowd-funded **physical and digital magazine** highlighting the important of community in architecture and raising £800 with 71 backers.



Creative director of :scale, an **architecture community & blog of 26,000** students & designers.



Curated a global virtual convention - MADCon for architecture students to learn from young content creators and influencers. Envisioned and executed the event, developed marketing assets and managed over 50 creators.



Produced :scale studio, an online cohort based course; teaching 2nd and 3rd years about skills not typically taught in university, now in its second year.