

Noah Sadler

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Education

Expected May 2027 Syracuse University School of Architecture, Bachelor of Architecture, Syracuse, NY
Current 5th Year | GPA 3.55 | Dean's List | Dean's Scholar

Related Courses Architectural Design I – IV | Building Systems Design I, II | Structures I, II | Architectural Theory II | Sculpture Method I, II | Digital Sculpture

Professional Experience

2026, Fall Social Studies Projects
Los Angeles, CA
Worked on various tasks throughout the office, contributing across all aspects of different projects.

2025/2026, Summer New York Embroidery Studio, 3D Design Intern
New York, NY
Operated the Stratasys PolyJet 3D printer to produce prints on various garment materials. Created 3D files in Rhino and Grasshopper for fabrication. Produced client ready 2D graphics and vector assets using Adobe Illustrator.

2024, May - Jul LB Architects, Summer Intern
New York, NY
Produced comprehensive architectural drawing sets in AutoCAD, including demolition, construction, reflected ceiling, and power/communication plans. Conducted on-site surveys of building floors and suites to document existing conditions. Generated punch lists to track deficiencies and support project close-out and progress assessments. Attended daily construction meetings across multiple project sites and participated in client review sessions.

2024, Fall Seed Repository, Team Member
Onondaga County, NY
Developed brick formwork for the design-build community engagement initiative in collaboration with the Onondaga Nation. Trained and led students and professional groups in the creation of raw earth sun dried brickmaking.

Academic Experience

2025/2026, Summer Teaching Assistant, Syracuse University School of Architecture
Syracuse, NY
Assisted in teaching a summer *Introduction to Architecture* course, supporting instruction and student learning. Led introductory Rhino3D lectures and coached students in developing foundational architectural design skills and thinking.

2026, Jan - May Teaching Assistant, Syracuse University School of Architecture
Syracuse, NY
Assisted in teaching the core *Architecture Theory II* course, evoking thoughtful discussions on lecture topics. Supported students in learning, research and writing.

2024, Ongoing Editor, Green Room, Student Publication Syracuse
University Syracuse, NY
Organized, edited, wrote and produced graphics in a student led publication, Green Room, established in Fall 2024. Analyzed etiquette in relation to the built environment.

Skills

Digital Rhinoceros | AutoCAD | Revit | Adobe Photoshop | Adobe Illustrator | Vray | Adobe InDesign | Grasshopper | Touchdesigner

Fabrication Laser Cutting | CNC | 3D Printing | Wood | Acrylic | Paper | Clay | Hand Sketching | Manual Drafting