



Name: Jordan Bissett

Courses Taught

Course Instructor, Foundation Studio — Provide technical instruction, critical feedback and conceptual guidance for graduate students through an intensive first-semester design studio.

Course Instructor, Sustainable Material Assemblies — Lead students through a series of semester-long learning projects.

Educational Credentials

RHODE ISLAND SCHOOL OF DESIGN, Providence, Rhode Island, 2009 – 2011

Master of Interior Architecture: Interventions & Adaptive Reuse

Graduate & Department Fellowship, Dark Horse Award

MIAMI UNIVERSITY, Oxford, Ohio, 2005 – 2009

Bachelor of Fine Arts, Interior Design, Minor in the History of Art & Architecture

DANISH INSTITUTE FOR STUDY ABROAD, Copenhagen, Denmark, 2009

Interior Architecture Summer Studio + Scandinavian Culture and Design Travel Course

GLASGOW SCHOOL OF ART, Glasgow, Scotland, 2006

Second Year Design Studio + *Art in the Land* Seminar

Teaching Experience

Boston Architectural College

2015-Present

Rhode Island School of Design

2009-2011

Professional Experience

C&J KATZ STUDIO, Boston, Massachusetts, 2013–Present

Designer, Project Manager

MGA PARTNERS, ARCHITECTS, Philadelphia, Pennsylvania, 2012–2013

Interior Architect

Licenses/Registration/Honors

Guest Design Critic, *Design Thesis*, Department of Interior Architecture, RISD, 2011–2016

Guest Design Critic, *Master's Thesis*, Department of Architecture, BAC, 2014–2016

Big Brother, *Big Brothers Big Sisters of Massachusetts*, 2013–Present

Lecture, *Sustainability, Adaptive Reuse and Interior Architecture*, BAC, 2016

LEED Green Associate, *Green Building Certification Institute*, 2012–2015

Guest Design Critic, *Architectural Engineering Design Studio*, Drexel University, 2013

Project Team Leader, *Philadelphia Parking Day*, MGA Partners, 2012

Lecture, *Building Meaning: the curious correlations of Architecture & Typography*, MGA Pin-up Series, 2012

Honorable Mention, *Newport Visitor's Center Design Competition*, Ampersand Design Collaborative, 2011