

# M A C K E N Z I E   W A L L E R

## PROFILE

Straddling the realms of urban design, planning, architecture, and art, Mackenzie's typical projects are ones whose success hinges on effective interdisciplinary collaboration. Viewing students as collaborators in the production of knowledge, Mackenzie is interested in project based teaching where a clear framework encourages a process of shared learning that emphasizes experimentation, innovation, acceptance of risk taking. She brings leadership experience on a wide range of project types, from micro scale urban art interventions and community activation to streetscapes and neighborhood planning.

## EDUCATION

MASTER OF ARCHITECTURE  
University of Washington -- 2013

MASTER OF LANDSCAPE ARCHITECTURE  
University of Washington -- 2011

BACHELOR OF ARTS  
University of California,  
Berkeley -- 2000

UC YEAR ABROAD PROGRAM  
Universidad de Costa Rica -- 1999

## ACADEMIC EXPERIENCE

AFFILIATE INSTRUCTOR, DEPARTMENT OF URBAN DESIGN AND PLANNING  
University of Washington -- 2017 - CURRENT

DIGITAL DESIGN CEP 473 A, JOINT WITH URBDP 573 A -- SPRING 2019  
DIGITAL DESIGN CEP 473 A, JOINT WITH URBDP 573 A -- SPRING 2018

Revised course to reflect current professional practice and emerging technologies. Shifted format towards rapid iterative sequences of lecture and skills practice challenges. In collaboration with UW Technology team, created a website where students would submit their work each week leading to a digital method for 'pin-ups' that engaged broader interest and awareness of the Department utilizing social media. Reoriented software sequence to align with best standards in practice, adding four additional software programs to the course.

PART-TIME LECTURER, URBAN STUDIES

University of Washington, Tacoma -- 2019 - CURRENT

URBAN DESIGN STUDIO IV, 'FILLING THE GAP' -- SPRING 2019

This studio engaged in research and informed critique of 'Privately Owned Public Spaces' (POPS) in Downtown Seattle with critical discussions centered on the control and sense of 'welcome' and conflicts between private and public spaces. Split into two phases, the studio conducted mapping exercises established by the Gehl Institute followed by iterative design interventions. Hand graphics were complemented with digital tools where students consolidate their explorations to develop a detailed plan, section, and rendering to convey their final design.

PART-TIME LECTURER, DEPARTMENT OF LANDSCAPE ARCHITECTURE

University of Washington -- 2018 - CURRENT

DESIGN STUDIO / WILD CITY: THE FUTURE OF OUTDOOR RECREATION -- WINTER 2018

This studio is an exploration of how landscape architecture might serve to create more equitable access to outdoor recreation in an urban center that is considered the best city to live in for outdoor enthusiasts.

\*\* PROJECT ONGOING  
+ UPCOMING APPOINTMENT

# M A C K E N Z I E W A L L E R

## SKILL

### Modeling

- AutoCAD
- Civil 3D
- Revit
- Rhino
- Sketchup

### Programming

- Arduino
- Dynamo (Revit)

### Rendering

- 3DS Max
- V-Ray
- Podium

### Physical Models

- 3d Printers
- CNC
- Laser cutters

### Mapping

- ESRI GIS
- GNSS Data collection
- Fulcrum

### Design & Research

#### Communication

- Illustrator
- Photoshop
- InDesign
- Excel
- Tableau
- Hand sketch & drafting

#### Video

- Premiere Pro

#### Languages

- English
- Spanish

\*\* PROJECT ONGOING

+ UPCOMING APPOINTMENT

## DESIGN ACTIVISM STUDIO / ETHIOPIAN COMMUNITY IN SEATTLE -- SPRING 2018

The studio was a partnership with the Ethiopian Community Center in Seattle and Seattle Equity & Environment Program, Office of Sustainability & Environment to develop projects that engage the Ethiopian and broader East African communities that live, work, and come together in the Rainier Valley. Co-design approaches were utilized to address design challenges and to support the development of a critical race and social justice lens.

*Student Winner of the Seattle Design Festival competition Displaced: Design for Inclusive Cities*

## TEACHING ASSISTANT, DEPARTMENT OF LANDSCAPE ARCHITECTURE

University of Washington -- 2012 - 2013

HISTORY OF MODERN LANDSCAPE ARCHITECTURE

## PROFESSIONAL EXPERIENCE

### FOUNDER

Broad Design Group -- 2019 - CURRENT

- Imagine Greater Downtown, Seattle WA -- 2019\*\*

### DESIGN DIRECTOR

Framework -- 2018 - 2019

Provide firm leadership on all design related projects to support the creation of high quality environments which highlight existing distinction and sense of place. Collaborative project leadership to integrate landscape, transportation and architectural considerations. Develop community forward, visionary yet practical and implementable solutions.

- Jackson Hub (S. Jackson St & Union Station), Seattle WA -- 2018
- Ethiopian Community of Seattle Gathering Space, Seattle WA -- 2018
- McGraw Square Renovation, Seattle WA -- 2018

### DESIGNER & PROJECT MANAGER

Framework -- 2014 - 2018

Facilitated public engagement, design collaboration from concept through construction administration. Coordination with client and consultant team members.

- Mercer Island Center for the Arts, City of Mercer Island WA -- 2017
- CAP Report: 30 Ideas, Seattle WA -- 2017
- Pioneer Square Street Concept Plans : Vision and Inventory, Seattle WA -- 2016
- South Jackson Street Connections Project, Seattle WA -- 2016
- Pier 86 Art Feasibility Study, Seattle WA -- 2016
- Belltown & Denny Triangle Connected Public Realm Plan, Seattle WA -- 2015
- Kendall Square Public Realm Plan Competition, Cambridge MA -- 2015
- Union & Boylston Prototype Park ("Pool Park"), Seattle WA -- 2015
- First Hill Public Action Plan, Seattle WA -- 2014
- Lake to Bay Inventory and Visions project and report, Seattle WA -- 2014

# M A C K E N Z I E W A L L E R

## ART PROJECTS & AWARDS

### PUBLIC ARTIST ROSTER

Seattle Office of Arts and Culture -- 2018

### STRANGE COUPLING

University of Washington -- 2018

### WEE PIXELS

Portland Winter Light Festival -- 2017

### SPRING CREEK COLLABORATIVE

Oregon State University -- 2016

### SUPERFUN SUPERFUND

Duwamish Revealed, Seattle -- 2015

### STREET SCRABBLE

First Hill Public Realm Seattle -- 2014

### DESIGN LAB: AN OPEN SKETCHBOOK ON AURORA AVENUE

Henry Art Gallery, Seattle -- 2014

\*\* PROJECT ONGOING

+ UPCOMING APPOINTMENT

## PROFESSIONAL EXPERIENCE ( CONTINUED )

### LANDSCAPE DESIGNER

#### Natural Systems Design -- 2013 - 2014

Assisted with construction administration, client meetings, and site analysis. Developed restoration plans for wetland mitigation, and construction documentation using AutoCAD Civil 3D.

- Yakima River Restoration, Yakima WA -- 2014
- Upper Quinault River Restoration, WA -- 2014
- Meadowbrook Pond, Seattle WA -- 2012

### CONTRACTOR

#### Mithun -- 2013

Developed renderings, graphic design, and construction documentation.

Navos Behavioral Care Center for Children, Youth and Families, Burien -- 2013

- Healthy Living Initiative Toolkit of Mariposa-South Lincoln, Denver CO -- 2013
- Keahuolū Land Planning, Hawaii -- 2013
- University of Washington Terry and Maple Dormitories, Seattle WA -- 2013
- Chatham University Eden Hall Campus, Pittsburgh PA -- 2013

### INTERN

#### Mithun -- 2011 - 2012

## ACADEMIC SERVICE & HONORS

### UW RUNSTAD CENTER

#### AFFILIATE FELLOW 2019

TACOMA URBAN DESIGN GRAPHICS

Department of Urban Design and Planning, University of Washington

### UW LIVABLE CITY YEAR FACULTY 2017

TACOMA URBAN DESIGN GRAPHICS

Department of Urban Design and Planning, University of Washington

### CO-COORDINATOR 2016

LANDSCAPE ARCHITECTURE:

INVESTIGATING THE FRINGE

COLLOQUIUM

Department of Landscape Architecture, University of Washington

### CO-FACILITATOR 2014

CRITICAL COLLABORATION: TOOLS FOR THE CONTEMPORARY URBAN ENVIRONMENT

College of Built Environments, University of Washington

### ASSISTANT COORDINATOR 2011

TRANSCULTURAL CITIES SYMPOSIUM

Department of Landscape Architecture, University of Washington

### JOHN E. SAWYER GRADUATE RESEARCH FELLOW 2010-2011

ANDREW W. MELLON FOUNDATION, NOW URBANISM SAWYER SEMINAR

University of Washington