

MAKOTO HAMAMOTO EYRE

SPACE ARCHITECT & URBANIST

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ASPIRATION

To use the tools and processes of architecture, engineering, biomechanics, biology, and design to create habitats for humans in extraterrestrial environments that accommodate the physiological and psychological needs of their inhabitants, and encourages a healthy lifestyle to mitigate the deleterious effects space has on the human body.

EXPERIENCE

KBR Wyle | NASA Johnson Space Center Houston, TX **jul 2020 - sept 2020**
INTERN SPACE ARCHITECT

Design & development of crew elements of Artemis mission vehicles at the Center for Design & Space Architecture.

Blue Origin | Advanced Development Program Kent, WA **jan 2020 - mar 2020**
INTERN SPACE ARCHITECT

One of the first space architects at Blue Origin, responsibilities ranged from the development of multiple architectural concepts of crewed habitats, to defining and testing methods of integrating the architecture process to the Blue Origin workflow.

Focus of concepts were on alleviating sense of confinement, accommodating tasks via accouterments (human factors & ergonomics), and making three-dimensional use of a space while providing sufficient polar visual cues.

Focus of process development was on identifying possible conceptual design process phases, identifying tools for development, and effective communication of qualitative concepts.

BioArchos Seattle, WA **sept 2018 - present**
FOUNDER & LEAD ENGINEER

BioArchos is a project with the objective of developing small scale carbon sequestration devices that can penetrate the commercial market and be deployed at a massive scale.

Currently leading a team of 11 engineers in the development of prototypes in an iterative paradigm. Problem sets range from modeling of fluid flow, heat transfer, and mechanical loads (using CFD & FEA) to the development of control algorithms that determine optimal actuator outputs given environmental conditions.

SkB Architects Seattle, WA **jan 2014 - mar 2017**
ASSOCIATE DESIGNER & ARCHITECT IN TRAINING

Boutique architecture & design firm specializing in innovative workspaces, high-end residential and hospitality, and high-end retail/service industry. Roles across projects spanned from designer of key features to coordination & assembly of construction documents, as well as point of contact for general & sub contractors during construction.

ACADEMIC

University of Washington Seattle, WA **september 2020**
BACHELOR OF SCIENCE IN MECHANICAL ENGINEERING (GPA: 3.80)

North Seattle College Seattle, WA **june 2018**
ENGINEERING CONCENTRATION (GPA: 4.00)

Rhode Island School of Design Providence, RI **june 2014**
BACHELOR OF ARCHITECTURE & BACHELOR OF FINE ARTS (GPA: 3.24)

SKILLSET

CAD & MODELING
FABRICATION
CODE & MISC SOFTWARE

solidworks / ansys (finite element analysis) / rhino 3d
3d printing / cnc routing / machining / wood working
matlab & simulink / c++ for arduino / MS office