



TIMOTHY LAHAIE

INFORMATION

timlahaise@live.co.uk
+44 (0) 7447 947 430

Full UK driver's licence and own car.
Bases in London + Scotland, and
happy to travel as required.

ABOUT ME

I am a Scottish, ARB-licensed
Architect and Junior Draughtsperson
with a genuine enthusiasm for
creative problem-solving and lateral
thinking.

I have diverse life experience in a
variety of roles and countries, and
have learned to quickly adapt to new
environments and situations.

I particularly enjoy team-working
and developing ideas in a creative,
collaborative environment. I am
hard-working, eager to learn, and
keen to develop a career in Set
Design to pursue my long-standing
passion for filmmaking.

TECHNICAL SKILLS

- AUTOCAD | Ten years
- PHOTOSHOP | Ten years
- REVIT 3D | Seven years
- INDESIGN | Seven years
- MODEL-MAKING | Five years
- SKETCHUP 3D | Three years
- RHINO 3D | One year

SOFT SKILLS

- Detail-oriented
- Personable
- Organised
- Clear Communicator
- Independent Learner
- Patient and Rational

AWARDS

Royal Scottish Academy New
Contemporary 2023

RGU Art and Heritage Award 2022

WORK EXPERIENCE

LEAD DRAUGHTSPERSON, IMMERSIVE THEATRE

Sleep No More, Shenzhen | Punchdrunk | Mar 2026 - Present [Part-Time]

- Developing layout plans from previous production to suit new site in Shenzhen, drawing on architectural background to help coordinate with architects in China.

JUNIOR DRAUGHTSPERSON, SET DESIGN

How To Train Your Dragon 2 | Chris Lowe/Tim Blake | Dec 2025 - Mar 2026

- Produced 3D (Rhino) models to develop concept designs into workable technical drawings for quirky, improvised details inspired by Viking architecture and traditional craftsmanship.
- Coordinated with Stunts department to workshop design for stunt set-piece with breakaway handrail and safe jumping distance.
- Shadowed Standby-Art Director during filming to gain insight into on-set practices.

Harry Potter | Mara LePere-Schloop/Toby Britton | May 2025 - Aug 2025

- Produced technical drawings of complex architectural elements in Gothic and Romanesque styles, using my architectural experience on Listed historic buildings to help with unresolved design details.
- Collaborated personally with carpenters, plasterers and sculptors to coordinate design information. Also surveyed ongoing set builds to verify measurements.

ARCHITECT | Mar 2024 - Mar 2025

ARCHITECTURAL ASSISTANT | Jul 2022 - Mar 2024

Morgan Architects | Edinburgh, Scotland

- As a qualified Architect, I was responsible for concurrently running four projects at four different stages of design, highlighting my ability to multi-task, work under pressure and resolve multiple creative challenges.
- Responsibilities included; site surveys and analysis; producing drawing packages for statutory approvals, tenders and construction; liaising with multi-disciplinary consultants, contractors and clients; site visits; directing junior employees; producing design presentations.
- Responsible for developing and managing coordinated 3D models of fully realised building designs, ensuring 2D drawings can be easily produced from the model to clearly illustrate the design intent.
- Developed strong technical expertise working on historic buildings within Edinburgh's World Heritage Site, resolving complex construction and compliance challenges to deliver practical, buildable drawings.

CONSTRUCTION LABOURER

Hunter Labour Hire | Sydney, Australia | Apr 2019 - Jul 2019

- Gained hands-on experience of construction methods, materials, and sequencing, informing accurate and practical detailing during the design phase. Cont. overleaf.

ACHIEVEMENTS

- Completed Architect's Registration Board's "Part 3" Professional Accreditation programme to conclude 10 years of training to become an Architect.
- Selected to be one of five architectural exhibitors from across Scotland for the Royal Scottish Academy's New Contemporaries 2023 Exhibition.
- Completed Contract Administration simulation exercise, learning how to be an impartial mediator between client and contractor in a building contract.
- Events Coordinator for the University Architecture Society 2020-21: Organised and hosted online social events for society members during the pandemic, when social isolation was rife.
- Top Salesman and winner of multiple Hanover Tap up-selling competitions, including winning top up-seller across all Scotland branches.
- Competed in international, interdisciplinary "Vertical City" competition. Involved collaborating with individuals across European schools and various built environment disciplines to design a "Vertical City" mega-structure.

HOBBIES

WOODWORKING

Enjoy woodworking as a way to explore small-scale design and gain a practical understanding of wood as a construction material, informing my architectural designs.

PHOTOGRAPHY

Enjoy learning and practising photography to document my travel experiences through Europe, South-East Asia and Australia. This has helped me to think about architecture and design through a lens at a human-scale.

WEIGHT-TRAINING

Maintain an active lifestyle and disciplined exercise and weight-training regimen.

- Developed practical understanding of timber framing, temporary structures, fixings, and the adverse effects of the weather on working conditions.
- Gained insight into the expertise and working relationships of various tradespeople and professionals on-site, and learned to communicate clearly and effectively.

HOSPITALITY

Various | London, Edinburgh, Sydney, Melbourne | Nov 2018 - Dec 2025 (Intermittent)

- Strengthened my interpersonal skills for effective team-working and improved my ability to multi-task during busy, stressful periods.

ARCHITECTURAL ASSISTANT

Kettle Collective | Edinburgh, Scotland | Oct 2017 - Oct 2018

- Worked alongside renowned Scottish architect Tony Kettle during the conceptual design process, where I was taught to be flexible in my design approach: embracing diverse design perspectives and exploring a range of creative solutions.
- Worked closely with the Visualisation Artist to produce creative 3D renders which were atmospheric, culturally sensitive, and contributed to the environmental storytelling to sell our vision to the client.
- Successfully found ways to improve the efficiencies of the company's 3D modelling strategies by utilising lesser known commands and capabilities.
- Gained experience on high profile international projects and competitions and learned to collaborate multiple international departments on the same project.

EDUCATION

MASTER'S DEGREE IN ARCHITECTURE (MArch) WITH DISTINCTION

Robert Gordon University | Aberdeen, Scotland | 2019 - 2021

- Completed my Master's degree during the Covid-19 lockdown and online-only learning, which demanded a high degree of self-discipline and independent learning. Achieved a Distinction which reflected my ability to persevere and excel despite challenging conditions.
- Received top marks for my dissertation which analysed how encouraging the practice of filmmaking among students improves architectural thinking and learning.
- During my group thesis project, I strengthened my teamwork, organization, and conflict-resolution skills by coordinating between team members in Hong Kong and Scotland. I successfully facilitated communication across distant time zones and resolved conflicting ideas to achieve a cohesive design, which was celebrated by the University and exhibited by Edinburgh's Royal Scottish Academy.

BACHELOR'S DEGREE IN ARCHITECTURE (BSc)

Robert Gordon University | Aberdeen, Scotland | 2014 - 2017

- Completed the first stage of architectural education through a studio-based program of lectures, design critiques, and fieldwork, developing critical design and communication skills through increasingly complex projects, both independently and in teams.

Amsterdam University of Applied Sciences | Netherlands | Feb - Jul 2016

- Under the Erasmus Programme, I learned to communicate effectively across language barriers with other international students and adapt to a new environment with a different design methodology, for example the adherence to "Form Follows Function".

References available upon request