3230 Eastlake Ave East Seattle, Washington 98102 206.718.4226 michellekyates@gmail.com

August 26, 2021

Gould Hall 208F 3950 University Way NE Seattle, WA 98105

To Professor Simonen,

Please accept this letter of interest to lead a section of the Architecture 200 course. I am very interested in this position. I have a great respect for the UW faculty and a longstanding interest in representation as a foundational element for the field of architecture. I had the opportunity to work alongside Judith Swain for Architecture 200 as a graduate student assistant in 2016. I was impressed by her professionalism, enthusiasm for the field, and her commitment to her students. I feel that I share these common values and would work well with her and other faculty members.

I have a strong interest in expanding equitable access to the field of architecture. As a co-chair of AIA Seattle's Women in Design, I strive to foster opportunities for students and professionals at all levels to share information and resources, explore leadership opportunities, and cultivate meaningful relationships. Additionally, I sit on AIA Seattle's JEDI Task Force, which aims to identify, name and dismantle systemic discrimination within the architecture community, while promoting universal inclusion and equity within the built environment. I have an ongoing interest in sharing my enthusiasm for architecture with students. In addition to my experience as a UW graduate student assistant, I have experience as a guest lecturer at Colorado College and have volunteered with the ACE Mentor Program and Seattle Architecture Foundation.

Thank you for your consideration. Please call or email if you have additional questions.

Sincerely,

Michelle Yates

MICHELLE YATES AIA, LEED AP BD+C

PROFESSIONAL EXPERIENCE

01.2017 - Present **Architect**

Bassetti Architects, Seattle

I am a registered architect with five years of experience in new and existing construction with a focus on K-12 educational projects. My current project is Highline High School, which I have had a role on the design team from predesign through Construction Administration. I am a thorough and thoughtful designer who looks for opportunities for delight in every project.

EDUCATION

09. 2013 - 12. 2016 Master of Architecture

University of Washington, Seattle WA

08.2015 - 12. 2015 **Architecture Exchange Studies**

KTH Royal Institute of Technology, Stockholm, Sweden

09. 2008 - 05. 2012 **Bachelor of Art, Major: Art Studio**

Colorado College, Colorado Springs

Honors: Departmental distinction, cum laude, Dean's list

TEACHING AND SPEAKING EXPERIENCE

03. 2017 Alumni Panelist

Colorado College

• Speaker on alumni panel for 2017 Design Week discussing career paths for those with an Art Studio education.

09.2016 - 12. 2016 Graduate Student Assistant Instructor, Arch 200: Intro to Drawing

College of the Built Environment, University of Washington, Seattle

- Prepared workshops related to hand and digital drawing techniques
- Supported class instruction and provided individual critiques

05.2015 - 08. 2016 Graduate Student Assistant Instructor, Arch 100 Studio: Intro to Architecture

College of the Built Environment, University of Washington, Seattle

- Helped prepare lectures, walking tours, and workshops
- Provided independent desk critiques with students

04. 2013 Post-Graduate Guest Lecturer

Colorado College

- Awarded honorarium for a formal presentation on sculptural work
- Guest reviewer for an introductory sculpture class

COMMUNITY INVOLVEMENT

09.2019-Present

Current Co-Chair

AIA Women in Design, Seattle

I have taken a leadership role in the following events and installations.

- Conversations Towards Equitable Practice Series
- Meaningful Mentorship Panel and Round Table
- Business of Architecture Series
- "This is What an Architect Looks Like" 2016 Seattle Design Festival
- "Power Pose" 2017 Seattle Design Festival
- "Scavenger Bingo Time" 2020 Seattle Design Festival

01.2021-Present

Committee Member

AIA Justice and Equity for Diversity & Inclusion (JEDI) Task Force, Seattle

 Member of the recently formed AIA task force, which aims to nurture universal inclusion within the built environment

10.2018 - 05.2019

Mentor

ACE Mentor Program, Seattle

 Participated in an interdisciplinary mentorship group for high school students interested in pursuing careers in architecture, engineering and construction.

04.2018 - 11.2018

Conceptual Design Team Member: Central Hills Triangle Collective

Lid I-5, Seattle

 Contributed to an interdisciplinary design team proposing a conceptual master plan to develop over Interstate 5 in the Pike-Pine Corridor

06.2016 - 09.2016

'Map the Square' Team Member

AIA Young Architects Forum, Seattle

- Participated in the design, planning, and fabrication of the Map the Square project for the 2016 Seattle Design Festival
- 2016 AIA Seattle Honor Awards: Conceptual Honorable Mention

02.2011 - 05.2012

Student Representative

Colorado College Design Review Board, Colorado Springs

- One of two student members on the campus Design Review Board
- Reviewed new and proposed campus design projects
- Researched and presented a report on issues associated with current campus signage

SOFTWARE SKILLS

2D Drawing 3D Modeling	Rendering	Graphics
Revit	Vray	Photoshop
Rhinoceros	Enscape	Illustrator
Sketch-up		InDesign

REFERENCES

Lindsay Crawford, Senior Associate Bassetti Architects Icrawford@bassettiarch.com 206.536.1373

Lindsay is the Project Architect for Highline High School. I worked closely with him on this project from Programming through Construction Administration.

Kristian Kicinski, Associate Principal Bassetti Architects kkicinski@bassettiarch.com 206.536.1370

Kristian and I worked through the programming and schematic design phases on Highline High School together. Kristian is my professional mentor at Bassetti.

Work Sample | Michelle Yates

Professional Work

Highline High School, Burien, Washington

Bassetti Architects

Highline High School is a 291,000 square foot building replacing a previous school on the same site originally constructed in 1923. It is designed to accommodate 1,500 students and is organized around eight learning clusters aimed to facilitate project based learning. I have had a consistent role on the design team from pre-design through construction administration. I look forward to seeing the school open its doors to students in September 2021!



Lower Commons



Servery and Dining



Main Gymnasium



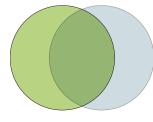
M. Arch Thesis

Building Better Schools: A New Model for Autism Inclusion in Seattle

This thesis proposes that by addressing the sensory and spatial needs of autistic learners the educational environment can better serve the diverse needs of all students. This proposition is tested through the design of an elementary-level inclusion school in the Atlantic Neighborhood of Seattle.













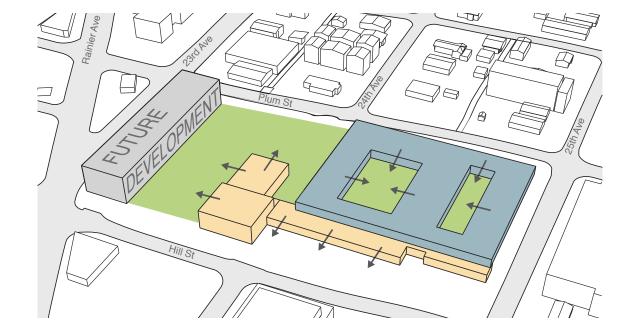


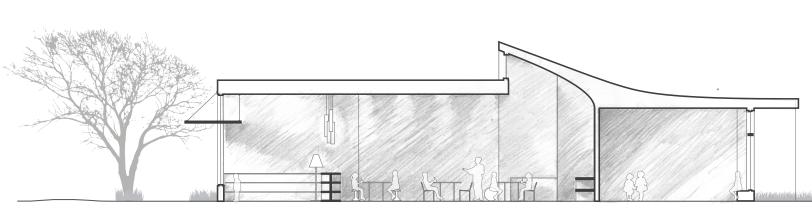
Integration

Predictability

Sensory Information Control

The design of Atlantic Elementary demonstrates how designing to the spatial and sensory needs of autistic students results in better spaces for everyone. The design approach focuses on a schematic-level design of the entire school with greater detail focused on a classroom, interior courtyard, learning commons, and the dining hall. In this way, the design explores a representative low-sensory space, high-sensory space, collaborative zone and exterior space The general layout of the school is organized around the notion of sensory zoning.



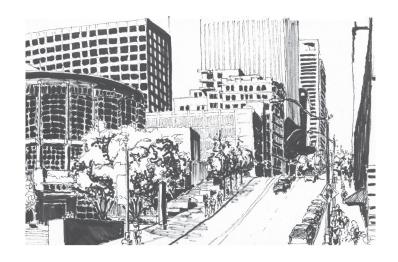


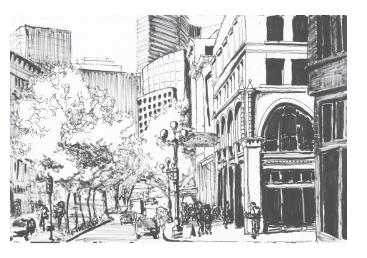
Clasroom Section Looking North



OBSERVATIONAL SKETCHES







I use sketching from observation as a strategy for understanding the built environment. I enjoy examining a variety of scales in my sketchbook from zoomed-in views of architectural details to a larger urban understanding of the relationship between buildings, streets, and landscape.

COMMUNITY PROJECTS

Navigating Trust: The Wayfinder, 2018 Seattle Design Festival



The theme of the 2018 Seattle
Design Festival was trust, an
essential component of every
successful collaboration. The
Bassetti team presented an
interactive game that required two
people to collaborate to succeed.

The game was inspired by children's marble mazes that rely on tilting the playing surface back and forth to navigate. In this scaled up version two players have to work together to get the marble (ball) to its final destination.



Map the Square, 2016 Seattle Design Festival







Select a tag _____ Mark needed intervention

Interventions recorded in A-Gallery

The Map the Square installation sought public input on the physical design changes needed to transform Pioneer Square into a unified, lively and attractive urban district. The project invited community members to identify areas in need of change by answering the following two questions by physically leaving markers in the neighborhood.

- 1. What physical elements would you like to see in Pioneer Square?
- 2. Where should these design elements be located?

Responses were aggregated and displayed on a physical map in the A-Gallery and digitally using social media.