

Colette Reitenour

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EDUCATION

Bachelor of Science, Architecture

College of Design, May 2026, University of Minnesota, Twin Cities

- Major: Architecture
- Minor: Construction Management
- Dean's list: Spring 2023, Fall 2023, Spring 2024, Fall 2024, Spring 2025, Fall 2026.
- LEED Green Associate

SKILLS

- Modeling software: Revit, AutoCAD, Rhinoceros 3D, Sketchup, Enscape, Twinmotion.
- Other software: Bluebeam Revu, Adobe Creative Cloud, Microsoft Office.
- Methods: 3D Modeling, Physical Modeling, Drafting, Research.
- Professional Skills: Leadership, Time Management, Attention to Detail

EXPERIENCE

CX Student Intern, MG2, Minneapolis, MN

May 2024 - Today

- Modeled and edited 30+ sets of construction documents in both Revit and AutoCAD from project kickoff to permit approval.
- Coordinated with building officials and authorities having jurisdiction to record information and complete permit research in 6 states and 10+ counties.
- Carefully analyzed photo surveys to create precise as built models.
- Collaborated across offices within the retail market.
- Involved with white-box retail, veterinary clinics, movie theaters, and industrial production facilities.

Design Intern, Ware Malcomb, Irvine, CA

June 2022 - August 2022

- Translated conceptual napkin sketches into 3D representations using Sketchup.
- Transferred numerous projects from 2D CAD site plans into accurate 3D Sketchup models.
- Rendered site plans in Adobe Photoshop.
- Curated and formatted inspiration boards and deliverables with Adobe InDesign.
- Cataloged 500+ completed projects with accuracy and efficiency for an internal company database.
- Collaborated with a team of 10+ across multiple offices.

EXHIBITIONS

Hydroteque, Water School South

May 2025 - July 2025

- Connected with local communities and international peers to create 3 public exhibitions.
- Spoke on a panel about water as a material and subject for social change, with an Italian translator.
- Aided in creating a space plan for a public lecture, prioritizing a welcoming environment and acoustics.

Re: Office, Seattle Design Festival, MG2 Design

June 2024 - August 2024

- Collaborated with a team of 13 interns to design and build a pop-up exhibit focused on solutions for repurposing underutilized urban spaces.
- Developed and proposed design solutions for revamping empty storefronts, drawing pedestrians into buildings, and creating community-serving spaces.
- Engaged with festival attendees through physical and digital media.