

Andrew Slaughter

Project Engineer | Product Manager | Designer

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Project Engineer and BIM Lead with 20 years across construction, architecture, and product design. Proven record taking projects from concept through delivery in both the physical and digital worlds — from a \$180M resort development to multi-family housing to SaaS products. Focused on improving how AEC teams work through better processes, automation, and practical software.

Experience

BIM Lead / Project Manager Studio Ange, *Los Angeles, April 2026-Present*

Leading BIM development, consultant coordination, and code compliance for luxury hospitality projects including restaurants at the Laguna Cliffs Marriott Dana Point, Waldorf Astoria Beverly Hills, and a new spot on Melrose Avenue.

Architectural Designer II Manual Labor Architects, *Ventura, 2022-2026*

Led the design and delivery of multi-family, ADU, and commercial projects from schematic design through permitting and construction. Developed ground-up Revit models, created Enscape and AI-assisted visualizations, and coordinated with clients, engineering consultants, and city planning and building officials across the City and County of Santa Barbara

Real Estate Developer / Property Manager Center & Vince, *Ventura, 2019-2022*

Sourced, restored & leased two 1920s Spanish Revival homes. Directed renovations that modernized the homes while preserving their historic character, including new kitchens, baths, finishes, built-ins, and outdoor living spaces. Managed leasing and property operations.

Product Designer / Co-founder Mailform, *Los Angeles, 2016-2019*

Led product strategy, UX/UI, branding, front-end development, and growth optimization for a SaaS platform. Increased conversion rate 280%, improved funnel efficiency 13%, and designed the Bulk Mail feature responsible for 42% of company revenue.

Product Manager / Game Producer Make School, *San Francisco, 2012-2016*

Led production of over 50 iOS games and apps, collaborating with developers on product strategy, game design, and user experience. Standardized production workflows, design specifications, and templates to scale development and production. Managed junior designers to deliver characters, animations, and UI assets. Also designed the company's online learning platforms, improved the UX/UI of its consumer facing website, and built internal tools for operations and marketing.

Designer-Builder Westside Casita, *Marfa, 2009-2010*

Designed and built a major renovation and addition to a private West Texas residence, leading the project from site planning and architectural design through construction, finish selection, and custom fabrication.

Project Engineer Hawaiian Dredging Construction Company, *Ko'olina, 2006-2008*

Managed civil and structural scopes on-site at the Ko'olina Beach Villas, a \$180M, three-building, 18-story beachfront resort development in West Oahu. Coordinated RFIs, submittals, procurement, scheduling, cost analysis, and site planning.

Consulting / Volunteering

Graphic Designer Bulldog Crawfish, *Lafayette, 2025-2026*

Rebranded the renowned Louisiana dive bar and crawfish restaurant, updating its visual identity, menus, customer experience, and social media content.

Interaction Designer Chapter 11 TV, *Ventura, 2021-2023*

Designed and developed the surf brand's website, including bespoke user interfaces.

Logistics Designer Kitchenette, *Santa Barbara, 2022*

Designed and implemented a Shopify-powered frozen food delivery platform, including custom delivery routing tools for drivers.

Gardener Volunteer / Contractor Ojai Valley Land Conservancy, *Ojai, 2024-Present*

Helping restore ranch land to its natural state. Perform occasional work across concrete, carpentry, mechanical, electrical, and plumbing trades.

Adobe Restoration Volunteer The Adobe Alliance, *Presidio, 2008*

Assisted in the maintenance and repair of the compound's adobe domes.

Education

Bachelor of Science, Construction Management Louisiana State University, *Baton Rouge, 2001-2005*

Semester Exchange: University of Hawaii at Manoa (2003); Northern Arizona University (2004)

Apprentice, Metal Fabrication Sufficool Metal, *Alpine, 2008*

Apprenticed under a metal artist, learning a range of welding and blacksmithing fabrication techniques.