

DANIEL G. LOBO

mail: daniel (at) daquellamanera.org
www.daquellamanera.org
www.streetlanguage.org

SUMMARY OF QUALIFICATIONS

- Over nine years of experience dedicated to research, planning and design initiatives, including cultural management, disaster preparedness and response, community participation, sustainable neighborhood development, project management, freelance reporting and art proposals.
- Distinguished academic background in the social sciences, urban development, design and the arts.
- Proven research, writing, technology and project management skills.
- Language proficiency in English and Spanish.

SELECTED PROFESSIONAL EXPERIENCE

Independent Consultant, 2004 – Present

Urban Culture, Planning, Research and Project Management.

Recent issues include:

- Participatory and open urban art initiatives.
- Youth education and abusive discipline.
- Use of computer games in urban simulation and planning education.
- Street art and political protest.

Project Manager, Communities by Design, 2005 – 2008

The American Institute of Architects; Washington, DC

- Responsible for coordinating the AIA Disaster Assistance Program, including the deployment of the response to the Hurricanes Katrina and Rita, and several disasters such as SoCal fires or MidWest Tornadoes.
- Crafted the development and approval of the AIA Disaster Comprehensive Response System (CRS) in 2006.
- Implementation of the first deployment phase of the AIA CRS in 2007, including development of the national preparedness digital component kit, national strategy for coordinators, training curriculum, and program development for 2008.
- Development of knowledge products regarding healthy, sustainable, safe, and livable communities, such as Livability 101, AIA Built Works, or the digital deployment of AIA 150 Mosaic for America.
- User Advocate for AIA's eKnowledge initiatives, facilitating critical implementation, usability and user analysis.

Planner – Urban Designer, 2001 – 2004

Skidmore, Owings & Merrill LLP; Washington, DC

Coordinator of urban design initiatives including project development, research and marketing.

Selected Project Experience:

- Suitland Federal Center Masterplan, US Census Bureau: 20 year projection for multi-tenant 226 acres facility
- Mount Vernon Triangle: Development Strategy; Public-Private-Community partnership, Washington DC
- Smithsonian Institution - National Museum of American History: Expansion Master Plan

Researcher – Designer, 1997 – 2000

London School of Economics, Public Participation Consultation and Research, Michael O'Sullivan Design; London, UK

- Field research in government housing conditions and services
- Historic preservation, and architectural design consulting
- Facilities management analysis

Construction Worker/Site Manager, 1990 – 1997 Madrid, Spain

Residential, retail and commercial construction and refurbishment.

Artistic Practice, 1992 – Present

Freelance; Madrid – London – Washington DC

Exhibitions, proposals and competitions. Works typically focus on the sociology of art and contemporary culture.

EDUCATION

London School of Economics and Political Science: Cities Programme, 1999 – 2000

MSc City Design and Social Science

Emphasis in the study of how social, economic and political elements are related to issues of environmental justice and the broad development of the built environment.

London Metropolitan University: School of Architecture and Spatial Design, 1995 – 1999

BA(Hons) Design

Graduation thesis project specialized in the public/private development of neighborhoods in North London
Awarded "Best Dissertation" with a paper entitled: "The Museum's New Clothes."

Universidad Complutense de Madrid: Faculty of Arts; Schools of Arts and Crafts, 1992 – 1995

Certificate of Higher Education and Foundation Courses with specialization in sociology of art and contemporary art.

SELECTED PUBLICATIONS

- "Space, Time, Play: Computer Games, Architecture, and Urbanism". Contributor, Birkhäuser Publishing, 2007
- "AIA Handbook for Disaster Assistance Programs". Managing editor and contributor, AIA 2007
- "Programas de mano dura para adolescentes", Author, Canijín 30 - Centro "RIZOMAR", 2007
- "La ciudad no es un juguete: cómo SimCity juega con el urbanismo", Author Revista Arquitectos CSCAE, 2006
- ETECÉ Magazine. Regular contributor with features on urban and contemporary culture, 2005 – 2006
- "Livability 101: What Makes a Community Livable?", Publishing editor, AIA, 2005
- "A City is not a Toy: How SimCity Plays with Urbanism," Author, London School of Economics, 2005
- "En doble fila" monograph on vehicular urban culture, editorial team member and contributor, ESETÉ 17, 2005
- "What is Wrong with MLB in Washington DC," Author, New Partisan 2004
- "Playing with Urban Life: How SimCity Influences Planning Culture," Author, The Next American City, 2004
- "The Museum's New Clothes" Author of Best Dissertation, London Metropolitan University, 1998
- "Journal of Spanish Aesthetic Behavior 1995," Managing publisher, Universidad Complutense, 1995

PHOTOGRAPHY

Regular contributions and selections in several platforms including:

- "World Heritage Review 45" UNESCO, World Heritage Centre 2007
- "Street Art and the War on Terror: How the World Best Graffiti Artists Said No to the Iraq War" Korero Books 2007
- "The Changing Role of Architects in Disaster Response" AIA Journal of Architecture 2005
- "Proyecto Cartele – Prohibido" ESETÉ 16 - 2004

TECHNOLOGY SKILLS

- Proficient knowledge in the use and integration of Web 2.0 concepts and resources such as content management systems, social networks, knowledge platforms, with particular emphasis on the use of open source tools as resources for development and collaborative assistance, as well as the expansion of digital and cultural rights.
- Proficient skills on word processors, spreadsheets, presentation and internet software.
- Excellent knowledge of image editing and page layout applications.

LANGUAGE SKILLS

- Spanish, native.
- English, fluent in speaking, writing and reading.