

Zane Hale

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Professional Summary

Motivated architecture-trained professional pursuing a Master's in urban studies including, City Planning, Urban Design, and Urban Analytics. Brings strong analytical thinking, spatial reasoning, and collaborative leadership developed through architecture, exhibit design, and real estate operations. Adept in transforming concepts into real environments through structured problem-solving, client coordination, and technical design tools. Passionate about community-focused planning, STEAM education, and shaping the built environment with clarity and intention.

Core Skills

- Spatial visualization & systems thinking
- Analytical and logical problem-solving
- Collaborative, people-centered communication
- Structured workflow and decision-making
- Concept-to-execution project delivery
- Technical design + drafting capabilities

Software Proficiency

- Vectorworks, AutoCAD, SketchUp, Adobe Photoshop, Illustrator, InDesign, Premiere, V-Ray, 3DS Max, MLS, GIS, Command CRM, Quo, Monday.com; Currently taking courses on Python and R coding.
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Experience

Realtor & Operations — Danielle McCurdy Hale Inc | 2021–Present

- Support operations for a Top 5% real estate team in Atlanta with focus on the Westend and The Beltline.
- Work with developers, investors, and potential businesses actively building and growing the westside of Atlanta.
- Develop and implement systems for internal and client communications.
- Create comparative analysis and project feasibilities for investors and potential business.
- Provide curated first class service for current clients and new investors.

Board Member — Georgia Exploreum (STEAM Children's Museum) | 2025–Present

- Founding board member shaping a STEAM-focused children's museum in Fayette County.
- Develop branding initiatives, website, community outreach, and long-term vision.
- Support fundraising, donor engagement, and community partnerships.

Account Service Manager (Project Manager) — CDI World Inc | 2016–2021

- Managed end-to-end exhibit design/build projects for worldclass brands: Apple, Jaguar/Land Rover, Shell, and others.
- Led design and fabrication teams, developed budgets and schedules, and coordinated delivery and installations for international conventions and events.
- Oversaw client communication, logistics, and technical documentation.

Co-Owner / Designer — Danz bandZ | 2013–2016

- Designed products, branding, and festival exhibits across 14+ states.
- Developed and designed manufactured products and visual presentation materials.

Contract Designer — Button Jewelry by Val Colbert LLC | 2012–2013

- Designed products, showroom display systems and branding materials.

Designer/Detailer — Abcom Inc | 2011–2012

- Created design renders and detailed build drawings for exhibit environments.
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Education

- **B.S. in Architecture, Cum Laude — Georgia Institute of Technology (2011)**
 - Dean's List: Fall 2007, 2010; Spring 2009–2011
- **Georgia Tech Paris Program — ENSA Paris (2010–2011)**
- **Dual Enrollment — Georgia State University (2007)**