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### Brandon Clifford

#### Education

**Master of Architecture** 2009 - Present  
Princeton University, School of Architecture, Princeton, NJ

**Bachelor of Science in Architecture** 2006  
Georgia Institute of Technology, College of Architecture, Atlanta, GA  
Ecole D'Architecture La Villette, Paris, France - 2005

#### Academic Experience

**Seminar Instructor** 2006  
Georgia Institute of Technology, College of Architecture

**Researcher and Co-Author** 2005 - 2006  
Georgia Institute of Technology, College of Architecture  
Thomas W. Ventulett III Distinguished Chair in Architectural Design

#### Professional Experience

**Principal** 2008 - Present  
Matter Design

**Project Manager** 2006 - 2009  
Office dA

**Co-Author** 2004 - 2005  
Atelier Damien Valero

#### Brandon Clifford

Brandon Clifford received a Bachelor of Science in Architecture from the Georgia Institute of Technology in 2006. During this time he also attended L'Ecole D'Architecture La Villette while apprenticing under Damien Valero. Brandon returned to Atlanta as a researcher in digital manufacturing completing the installation entitled 'A Change of State' in 2006. From 2006 - 2009 he worked for Office dA in both Boston and New York where his contributions varied in scale and program -- silverware, installations, restaurants, a professional soccer stadium, and numerous urban planning studies. To view a list of the various award-winning projects Brandon managed at Office dA, [click here](#).

In 2008 Brandon founded matter design with Wes McGee as a way of rarefying the overlaps between their respective backgrounds. This relatively experimental dialog was solidified when Matter Design was selected as a finalist in the international West Cork Arts Center competition. Consistent with their backgrounds, Matter Design is committed to experimentation and research at a variety of scales.

Brandon focuses on the realization of digital manufacturing through materials, means and methods of production, as well as the process and representation of direct drawing to better influence the built environment (otherwise known as Architecture). By way of this introduction, it is important to note that Brandon's focus is neither on the side of the digital or the physical, but rather in response to both. Brandon's research and work consistently develops reciprocity between drawing and construction.