

Objective: To communicate and shape perceptions of light and space through visual representation

Education: [UC Berkeley College of Environmental Design, BA Architecture 2025](#) GPA: 3.69

[Cinematographer, UC Berkeley Architecture](#): October 2023 - August 2025

- › Planned, shot, and edited video content for UC Berkeley's architecture program's social media. Created character spotlights of invited lecturers including Pezo von Ellrichshausen, Marlon Blackwell, and more
- › Coordinated with school staff to promote different resources including Fabrication Staff to current and prospective students
- › Captured and presented student work architecturally, showcasing their work and the student life that produced it

[Project Coordinator of Store Development, GAP Inc](#): May 2024 - September 2024

- › Coordinated with manufacturers to source and spec products and materials for store interiors.
- › Photographed stores across the country for internal records.
- › Designed and coordinated with manufacturers for the production of custom fixtures for store interiors.

[Intern, Giacomini Architects](#): May 2023 - July 2024

- › Assisted in the various of stages of the design process for multiple projects
- › Worked on projects including a school, a cafe, and a villa
- › Created multimedia rendered collages mixing photography, 2D representation, and 3d models

[Creative Director/Co-Director, Shifting Locus](#): February 2023 - Present: www.shiftinglocus.com

- › Directed, shot, lit, organized, and creatively consulted on commercial film sets
- › Created project proposals and communicated creative direction and goals with commercial clientele.
- › Produced commercial work for advertising aired on live television

[Co-Founder and Photo Editor, GAG! Magazine](#): June 2022 - May 2023

- › Organized and managed a team of ten photographers and videographers
- › Formatted and creatively edited a biannual print magazine alongside smaller spinoff issues
- › Ideated, organized and promoted a variety of communal events with hundreds of attendees

[Freelance Photo and Video](#): November 2018 - Present

- › Professionally shot and paid portrait and editorial photography work
- › Created promotional work and creative work for clients including advertisements, promotional photo materials, and music videos

[A Month of Sundays](#): October 2025

- › Creative work of auto-fiction blending photography and prose
- › Self created, published, and promoted narrative work

[Personal creative work: gabrielnuer.com](#)

- › designed and built website from scratch to showcase work across a variety of mediums

[Artist in Residence, SafariiiiCamp](#): October 2025 - Present

- › Grassroots artistic collaboration and community building, hosting and participating in large scale markets and galleries

[Photojournalist, The Daily Californian](#): January 2022 - May 2024

- › Daily photo assignments of current events in Berkeley, work published both online and in print
- › Editorial photo essays engaging with culture and community in the Bay Area and beyond

- › Adobe Lightroom, Photoshop, InDesign, Illustrator, Premiere Pro, Final Cut Pro X, Davinci Resolve, Rhino 7, Webflow

- › Architectural, landscape, portrait, documentary, action, street, journalistic and lifestyle photo and video production,

- › Architectural 2D representation (plans, sections, obliques, etc), model building (laser cutting, 3d printing, ZUND, etc), post-digital collage renderings,

Technical Skills:

Projects/
Experiences: