

ANNIE BURKE, ASSOC. AIA, MA

Designer & AI Consultant

Creative Direction · Visualization · AI Strategy & Implementation

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Designer and AI consultant combining visual and spatial design expertise with AI research, experimentation, and implementation. Experience spans music video production for Drake, architectural visualization, university teaching, and enterprise AI consulting for Turner Construction.

PROFESSIONAL EXPERIENCE

TURNER CONSTRUCTION COMPANY

2026-Present

AI Consultant | Contract

Work across AI consultation, workflow development, and digital experience design, helping teams explore capabilities and apply tools to their work.

- Develop and refine ChatGPT workflows and reusable skills; research tools and test outputs for specific business applications.
- Maintain and update companywide content supporting ChatGPT and enterprise AI solutions.
- Design, build, and optimize SharePoint sites, bringing UI/UX expertise to internal digital resources.
- Provide ongoing consultation on AI capabilities, implementation opportunities, and practical challenges.
- Apply video editing and AI animation to internal communications, including creating animated footage from event photography.

ANNIE BURKE LLC

2021-2026

Owner | Design, Creative Direction & AI

Independent practice spanning creative direction, AI implementation, 3D visualization, conceptual design, and video production.

Selected work

Drake music video | “Somebody Loves Me”. Selected as one of 20 creators to make a music video for Drake. Credited as Director on Drake Related.

BLINK Cincinnati | 2022 and 2024. Provided 3D scanning and modeling for projection mapping, collaborating with the animation team, executive director, and muralist to give the projected work realistic depth.

Midwestcon | Creative Direction & Production, 2022. Provided creative direction and managed fashion-show curation, with responsibilities spanning visualization, 3D scanning, event video content, and panel participation.

- Created presentation materials, award videos, and social content supporting the event.

UNFIT | Co-curation & Production, 2022. Co-curated and produced a digital art exhibition, contributing animation, graphic design, and architecture panel moderation.

NFTxCincinnati. Founder and co-curator of a digital art gallery in Cincinnati.

Sneakerbox NFT. Creative director, Rare 1/1 artist, and toy designer.

Public Creative Practice. Create and share visual studies exploring products, environments, and materiality, alongside discussion of creative processes and emerging AI tools.

PROFESSIONAL EXPERIENCE CONTINUED

VURVEY AI

2023-2024

Creative Technologist & Visual Data Ethicist

- Translated video data into architectural, conceptual, and qualitative visual representations.
- Researched and tested emerging AI platforms, shared findings with colleagues, and supported their use of prompt engineering.
- Contributed research and guidance on data ethics and representation.
- Kept colleagues informed about LLM platforms, emerging tools, and research resources.

MIAMI UNIVERSITY

2021-2025

Adjunct Architecture Professor

Taught undergraduate architecture and interior design studios, including beginning design.

- 2025: ARC 201, Architecture Design Studio.
- 2024: ARC 202, Architecture + Interior Design Studio.
- 2023: ARC 202, Architecture + Interior Design Studio.
- 2022: ARC 101, Beginning Design Studio.
- 2021: ARC 201, Architecture Design Studio.

TURNER CONSTRUCTION COMPANY

2017-2021

Proposal Manager & 3D Visualization

Combined proposal development with visual communication and 3D visualization for construction management pursuits and project communications.

- Developed RFP and RFQ responses, written copy, and presentation materials for construction management services.
- Produced data visualizations and qualitative analysis to communicate project information.
- Created 3D massing and logistics visualizations, spatial mock-ups, and conceptual models.
- Designed project site signage and environmental branding, including construction signage for FC Cincinnati's stadium.
- Produced and directed site photography, edited images in Photoshop, and contributed graphics and photography direction featured in Engineering News-Record.
- Prepared graphic design, print materials, video, and logo/vector modifications; supported business development research and social media.

EARLIER EXPERIENCE

INDEPENDENT CONTRACTOR

2013-2016

Graphic Design & Website Maintenance

- **Interbrand:** Graphic design work for Pepto-Bismol, Aussie Shampoo, and Panadol.
- **Upstream Media:** Digital content for Olay and Febreze projects, including iPhone application content.
- **Oasis Global:** Graphic design, website maintenance, WordPress PHP plug-in customization, and print/marketing materials; designed and conducted UX surveys.

Salesfusion | Intern, 2015. CSS refactoring and Material UI animation.

Sossaw Diamond LLC | 2012-2013. In-house graphic design and brand management; interior design, 3D modeling, and print production for four companies.

Retail Experience | 2007-2012. Saks Fifth Avenue, Nordstrom, and Kenneth Cole.

EDUCATION AND RESEARCH

FLORIDA INTERNATIONAL UNIVERSITY

2024-2026

Doctor of Design (DDes) | Expected December 2026

Dissertation: Automation ↔ Agency: Inferential Discovery and Design Adaptation in Generative Workflows

Developing a vocabulary and comparative method to examine designers' responses to inferential discovery and investigate how agency is exercised and constrained within generative image and video workflows.

Research tools and working materials

- Built a custom research tool with Claude Code to assess inference resolution across generative workflows.
- Connected Astra and Miro to create a visual research workbook and repository, organizing material to inform the inferential resolution map.

SAVANNAH COLLEGE OF ART AND DESIGN

2013-2016

Master of Arts | Visual effects and 3D visualization

Graduate visualization work included a 3D reconstruction of Snøhetta's Bjellandsbu cabin, with studies in modeling, lighting, and rendering.

MIAMI UNIVERSITY

2004-2008

Bachelor of Fine Arts | Architectural Design

- Study abroad: Design + Build Studio, Ghana, West Africa.
- Study abroad: Sustainable Design Studio, London, England.

SELECTED SPEAKING

DIGITALFUTURES

2025-2026

Guest Speaker

- AI Series 2026: Tutorial 1 | August 29, 2026.
- Introduction to AI: Videos | September 20, 2025.

Vurvey AI Summit | Speaker, 2023. Presented generative image workflows and data ethics research to members of Adidas's innovation team and Google's cloud team at Vurvey's inaugural AI Summit.

ArtsWave Women's Leadership Round Table Panel | 2023. Panelist discussing the future of art collecting.

Black Tech Week | Guest Speaker, 2022. Artist royalties, innovation, and blockchain.

Midwestcon | Panel Participant, 2022. Panel participation alongside creative direction and production responsibilities.

UNFIT | Architecture Panel Moderator, 2022. Moderated the architecture panel as part of the digital art exhibition.

VISUAL PRACTICE AND PRODUCTION METHODS

Conceptual visualization. Develop product, footwear, and environment studies exploring composition, lighting, materials, and visual storytelling. Publicly shared work includes a Nike footwear visualization set within a lava environment.

3D modeling and rendering. Portfolio work includes product modeling and shading in Blender, procedural modeling and terrain in Houdini, and interior modeling in Maya.

Animation and video. Work across video editing and AI image/video workflows. Created infinite-zoom animation from Midjourney stills, using After Effects transformations and Premiere Pro for the final sequence.

BLINK production methods

- For the 2022 Kenner toy mural project, scanned and modeled original toys to develop dimensional assets for the projection team.
- Addressed reflective surfaces during scanning with an evaporating matte scanning spray.

TOOLS AND METHODS

Visual design and post-production: Photoshop, Premiere Pro, After Effects, and InDesign.

3D visualization and capture: Blender, Maya, Houdini, Artec scanning hardware and software.

Applied AI: ChatGPT, Claude Code, Midjourney, reusable skills, workflow development, tool research, and output evaluation.

Digital experiences and research organization: SharePoint, Miro, WordPress, CSS, PHP plug-in customization, UI/UX design, and UX surveys.

Certification: Artec 3D scanning and software.

COMMUNITY EXPERIENCE

ROSIE'S GIRLS STEM CAMP

2017-2021

Volunteer Instructor & Support

Supported a camp introducing girls ages 10-13 to STEM, trades, and creative activities.

- Taught surveying and graphic design.
- Assisted students during camp and provided IT support as needed.

SAVE THE ANIMALS FOUNDATION

2011-2024

Volunteer

Specialized in work with aggressive breeds.