

Lessons Learned from School to Design

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— Agenda

- Introduction
- 3 Main Lessons Learned
- Conclusion

| Introduction

My Journey

- Born and raised in Hawaii on Oahu
- Moved to Seattle to attend University of Washington
- Majored in Civil and Environmental Engineering
- Pursued a professional master's degree directly after undergrad
- Interned at Carollo then hired for full time



First Project Manager Project - Concrete Canoe



- Started as a general team member tasked to design aesthetic and patching concrete
- In year two became the co-captain and concrete mix lead
- Led a team of 26 leads across 8 disciplines to conceptualize, design, construct, and present/race a functional concrete canoe



3 Main Lessons Learned

01

Don't Assume,
Don't Trust Anyone

Trust, but Verify



School

- Always trust the prompt and given information
- Never question why
- Assume you were given all the information needed to solve the problem

Design

- Never only trust information given from someone
- Always question why
- Assume that you were not given all the important information to solve the problem
- Always verify information
- Question if the answer makes sense

Trust, but Verify – Summary



- Always do your due diligence to confirm information with your own eyes when possible
- Asking the design intent can allow for more creative solutions
- Checking all the facts could uncover additional information that may lead to a better solution in the end



02

Communication

Communication



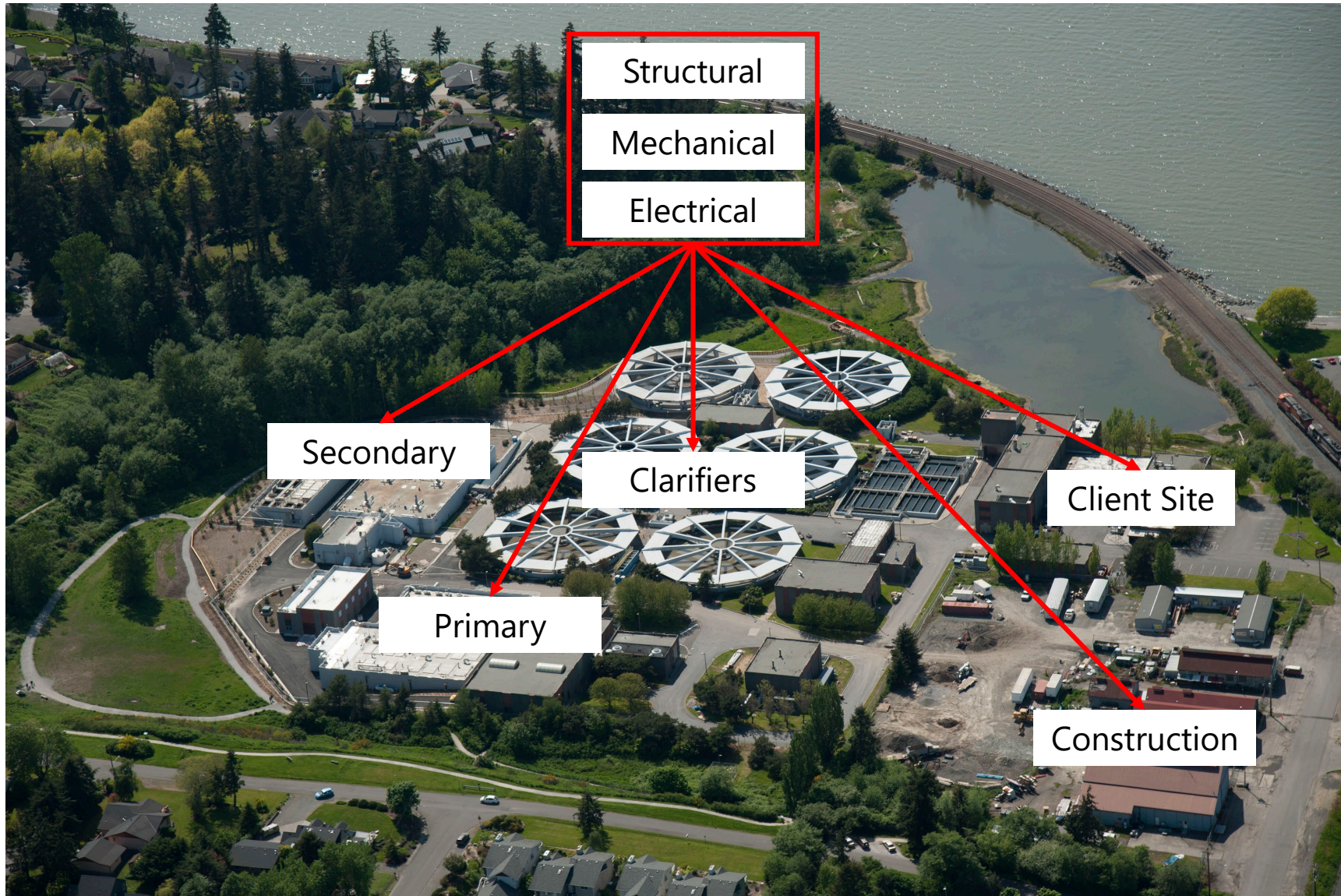
School

- Professor -> student
 - » They provide the work, we do it
- Student <-> student
 - » Working on homework together
- Generally, everyone is working on the same problem

Design

- Everyone is working on a different piece of the puzzle
- It is important to communicate progress
- Cross-discipline coordination
- Takes all parts working together

Communication



Communication - Summary

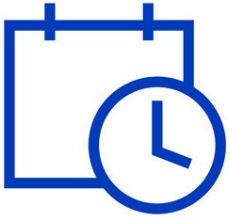


- Even if it's scary or painful, we need to put our emotions on the side and be willing to communicate our mistakes
- By better communicating with your coworkers, we can also better communicate expectations and timelines with our clients
- Everyone may have different roles, skills, tasks, but we are all working to one goal

03

Plan Early

Plan Early



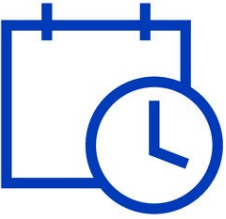
School

- Usually, one assignment a week per class with known deadline
- Assignments always given at least one week before deadline
- Unlikely to have “surprise” assignments to complete
- Can spend as long as possible on an assignment

Design

- Tasks are provided with a target deadline and expected hours
- Deadlines could change at any moment
- Many higher priority items may come up

Plan Early - Summary



- We can't plan for everything in life, but we can plan the things we can control
- Understand how long it takes you to do a task to better plan
- Always schedule more float time than you think you need
- Determine and prioritize deadlines based on if your task impacts another team/discipline
- Not every day will be productive

Summary

- Trust, but Verify
- Communicate
- Plan Early



All failure is failure to adapt, all success is
successful adaptation

– Max McKeown
*English writer, consultant, and researcher on
innovation strategy, leadership, and culture*

Thank you!