

MELISSA DITTMER

Chief Design Officer



Melissa Dittmer serves as Bedrock's first Chief Design Officer and is responsible for coordinating both short- and long-term design strategies throughout all aspects of Bedrock. In her role, she utilizes design-thinking to ensure that every physical, spatial and urban experience is well-designed for all of the people who live, work and play within Bedrock's footprint.

She has co-authored all of Bedrock's master planned projects including Rivereast, Douglass Site and City Modern. Recently, Melissa collaborated with Detroit's civic leaders on the city's Amazon HQ2 proposal. In this role, Melissa led the creation of a 242-page Vision Book that illustrated Detroit's unparalleled opportunity for growth, the city's unique lifestyles and development strategies. As a design advocate, Melissa also co-led the organization, design, and curation of a 17-day architecture exhibition called "Detroit Design 139" that resulted in 16 special public events, 5,000 exhibit visitors, 19 published design articles, and three media outlets declaring Detroit as a top 10 tourist design destination. Throughout all of her work, Melissa strives to demonstrate the importance of utilizing architecture and design as urban regeneration strategies.