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EDUCATION

YEAR

Pratt Institute - New York, United States Master of Architecture	AUG 2015 - MAY 2018
Ecole Nationale Supérieure d'Architecture de Paris-Belleville - Paris, France Undergraduate Exchange Program	MAR 2013 - AUG 2013
Chulalongkorn University - Bangkok, Thailand Bachelor of Science in Architecture	MAY 2009 - AUG 2013

WORK EXPERIENCE

YEAR

Kengo Kuma and Associates - Tokyo, Japan Architectural Intern	MAY 2017 - AUG 2017
Dumbo BID - New York, United States Community Development Intern	JAN 2017 - APR 2017
Teaspoon Studio - Bangkok, Thailand Exhibition Design Intern	FEB 2015 - JUL 2015
Art4D - Bangkok, Thailand Exhibition Designer + Editorial Assistant	AUG 2013 - FEB 2015

AWARDS

YEAR

Thom Mayne Selected Project Pratt Institute School of Architecture	2017
Year-End Portfolio Award - Honorable Mention Pratt Institute School of Architecture	2016
Year-End Portfolio Award - Honorable Mention Pratt Institute School of Architecture	2015
Siam Center Design Award - First Prize Winner Siam Center, Bangkok, Thailand	2009

PUBLICATIONS

YEAR

Select Work Featured In Process Magazine	2017
Select Work Featured The Archiologist Magazine	2017
Article "The Lorong Shophouses Series" ASA Journal	2014
Article "The Hybrid Culture" Art4D Magazine	2014

SKILLS

3D Modeling	Rendering	Architectural Model Making	Drawing	Others
Rhinoceros	Vray	Laser Cutting	Autocad	Adobe Photoshop
Sketchup	Maxwell	3D Printing	Revit	After Effects
3DSMAX	Arnold	Hand Construction	Adobe Illustrator	Adobe InDesign
Maya	Mental Ray			
Grasshopper				

Intertwine

01

The dispute
neighborhood

19

Architectural Project

POPS

29

Wellness+

35

Pioneer Hub

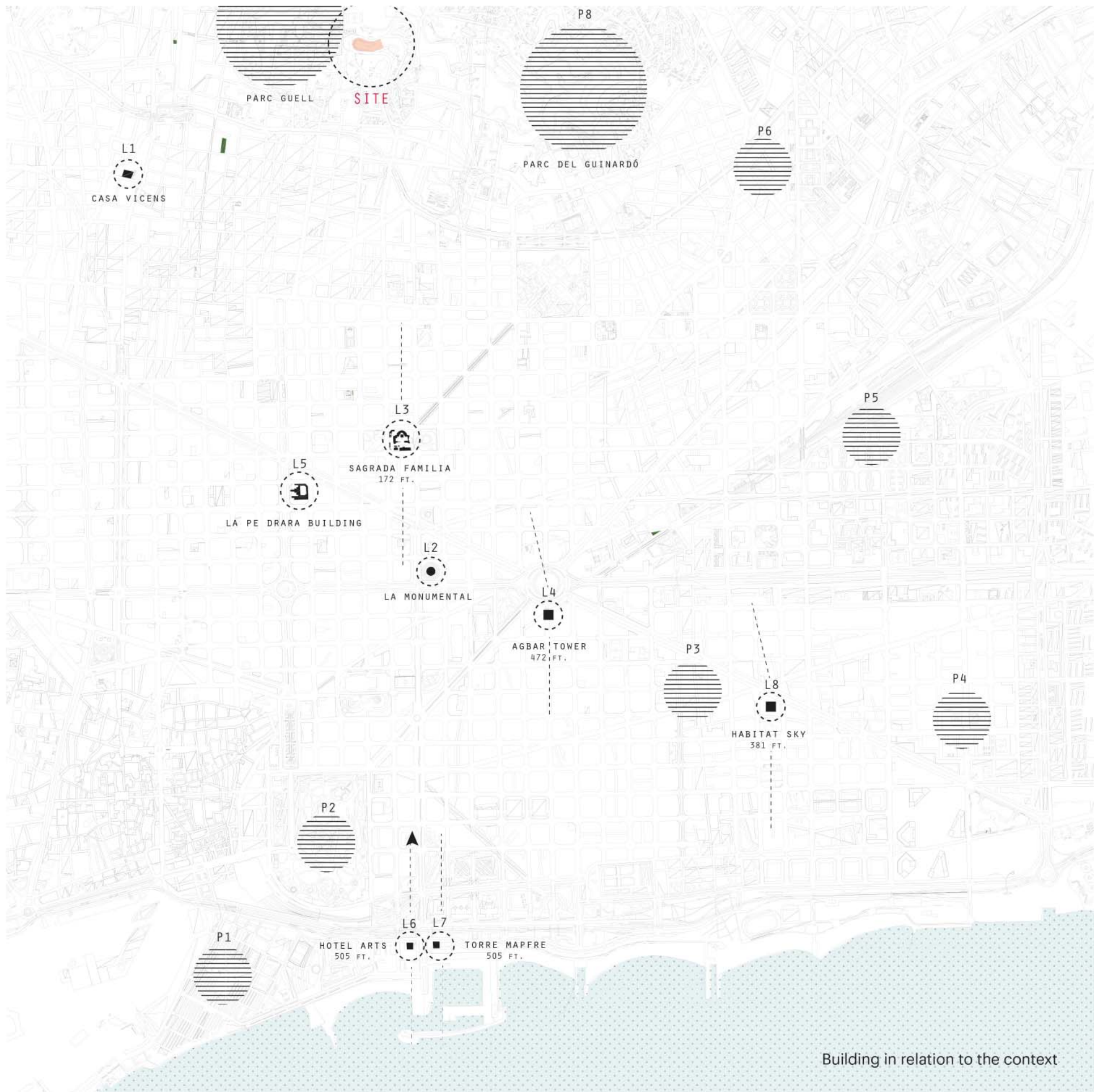
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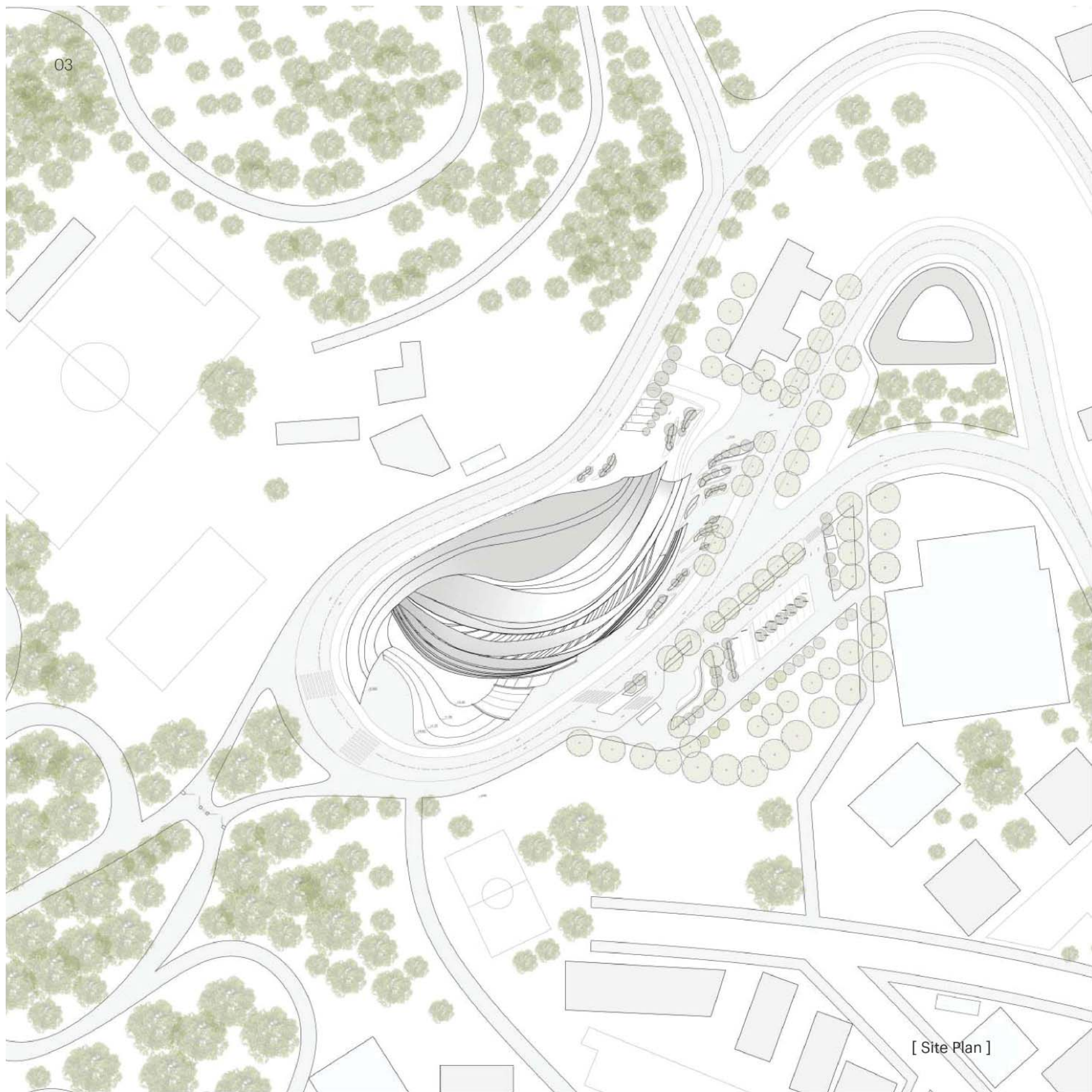
	Design Built		
Architectural Internship	Mini Theater	Village in the air	Iridescent Light
43	45	47	49
Architectural Internship		Design Experimental Project	

Intertwine

Project : Concert Hall
Location : Barcelona, Spain
Critic : Stephanie Bayard
Team : Sawinya Chavanich, Xiaoli Zhang, Tung Shen
Year : 2016

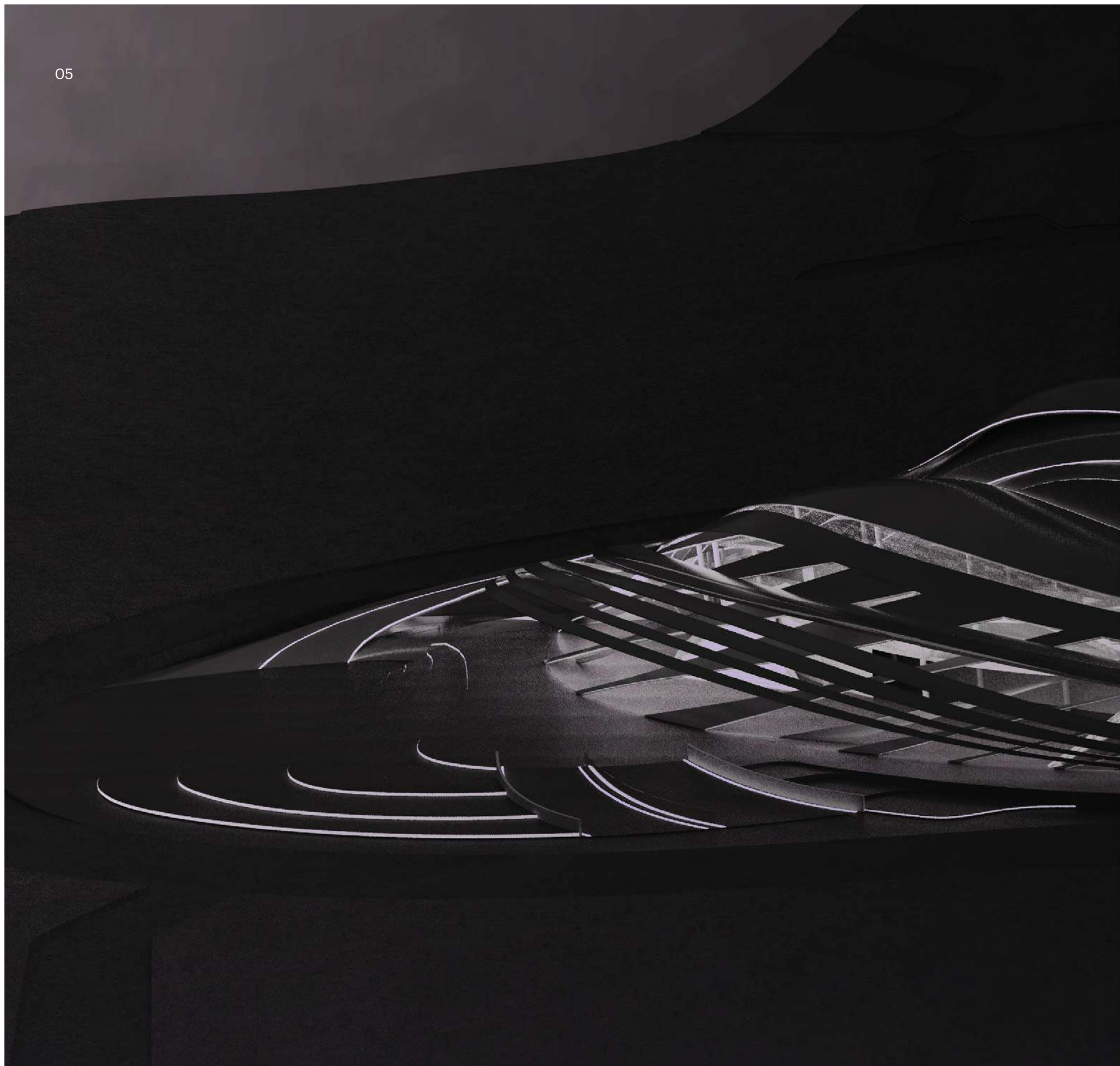
The site is located in the artistic neighborhood opposite Park Güell, a world heritage site that was designed by Antoni Gaudí. This concert hall proposal was conceived as a collection of intertwined surfaces that create new pathways linking the surrounding neighborhood and Park Güell together. Visitors are able to enter the ground floor from either side (East or West) where workshop spaces, a cafe, restaurant, and temporary rehearsal rooms are located, before the ceiling opens up to a three-story high lobby in the center of the building. The twist in the building allows for interesting interactions between the different programs. The intertwined surfaces create a harmony in the space through the use of skylights and patterning on the auditorium facade. Each opening is refined precisely according to environmental considerations, and provides indirect light from the South facade. Lastly, to activate the abandoned sidewalk, the surrounding landscape is designed to be an outdoor plaza and performance space where people in the community and tourists alike can participate in the neighborhood's rich culture.

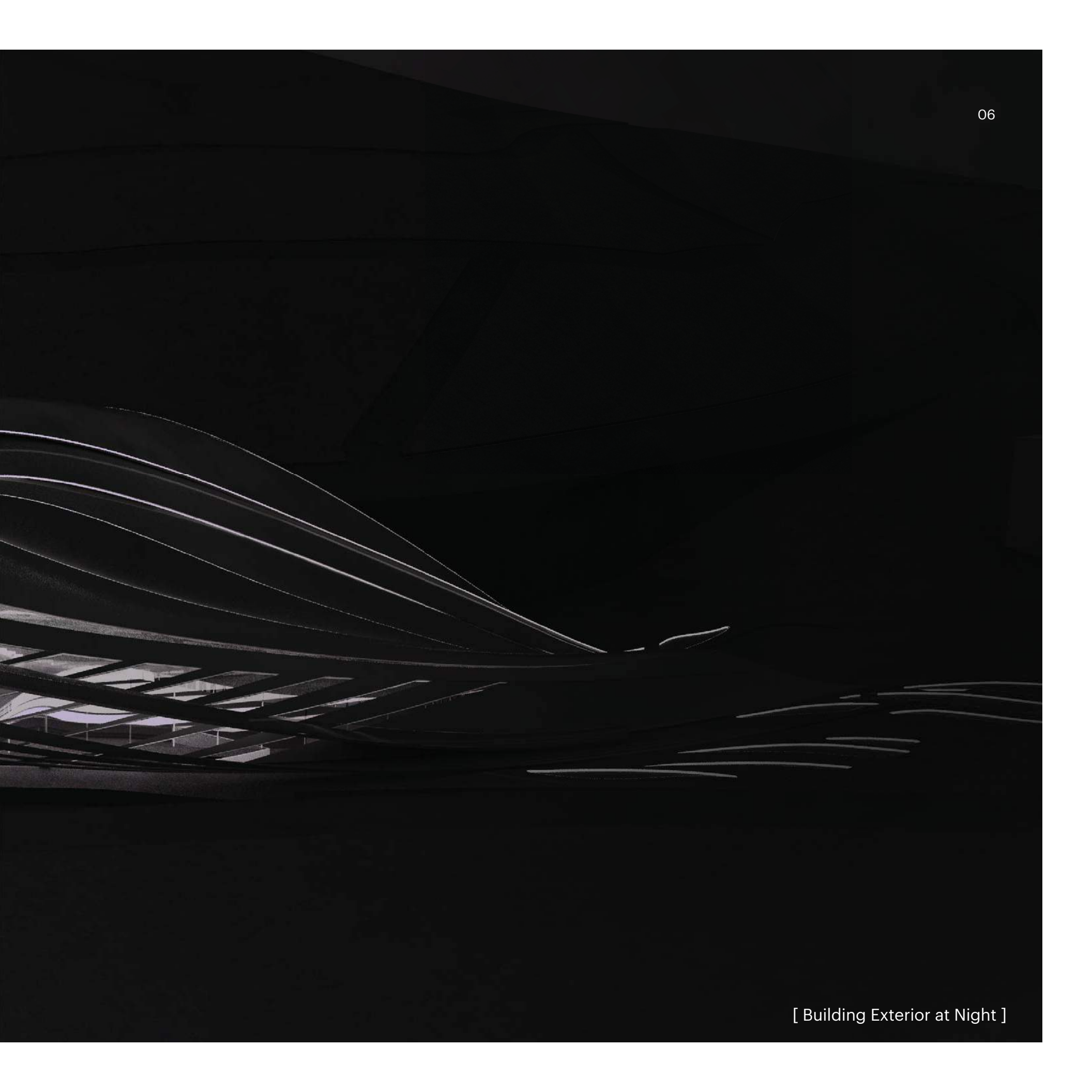






[3D Print Model]

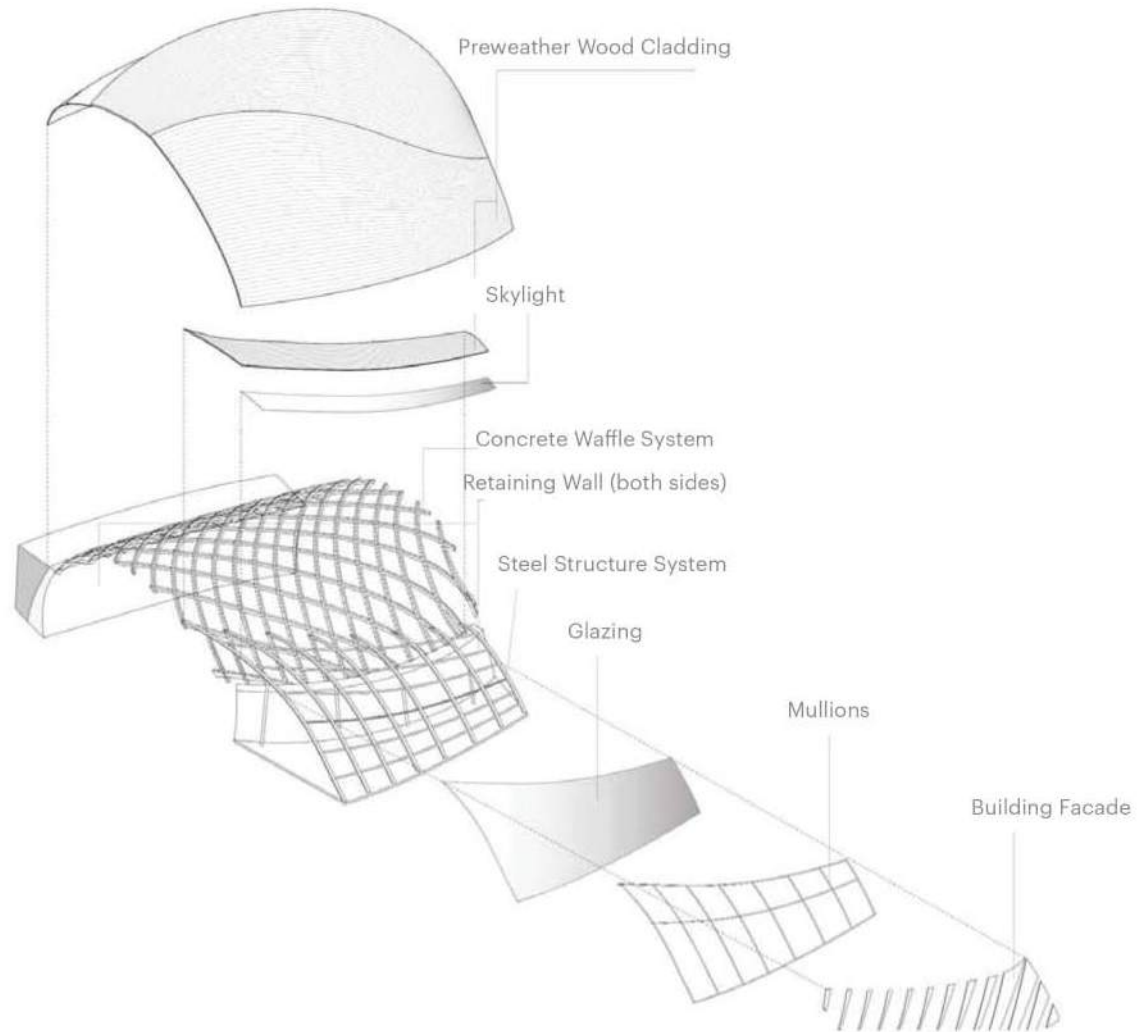






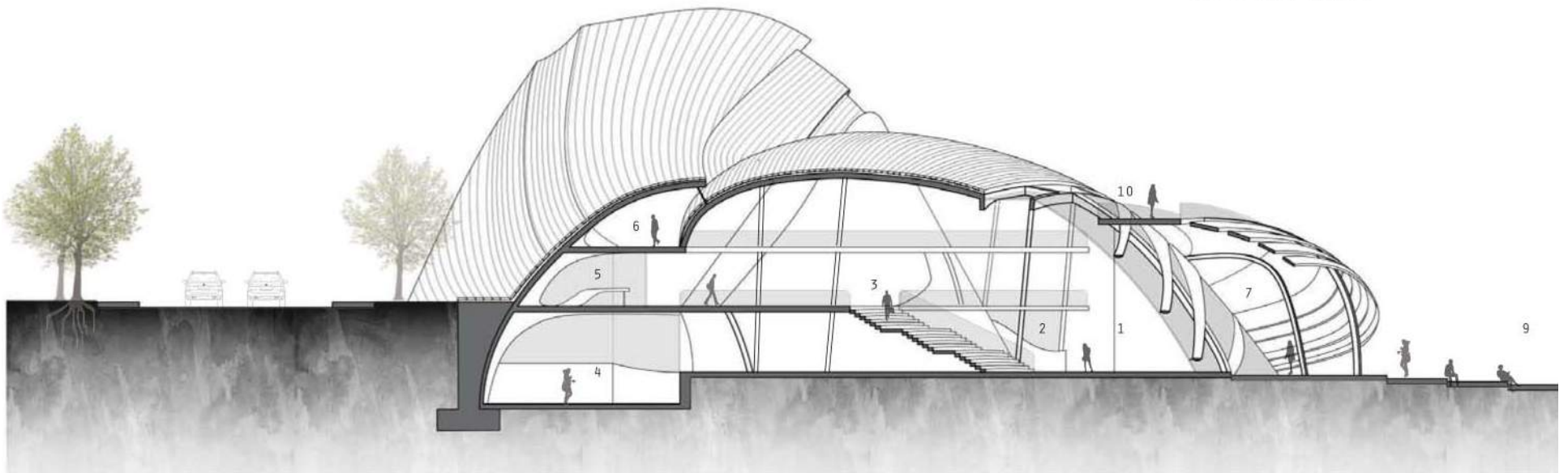
[Structure Model]

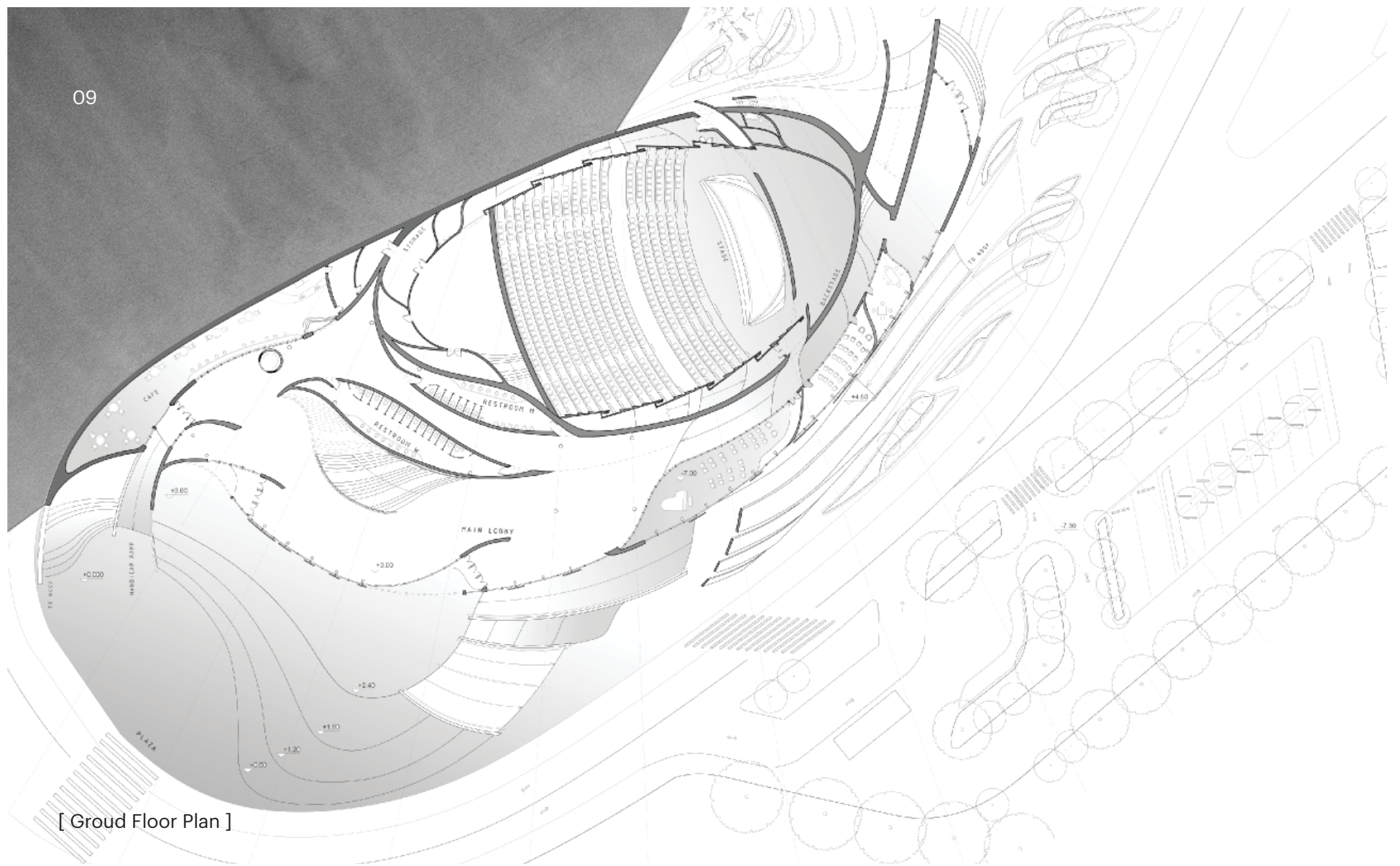
[Exploded
Axonometric
Structure]



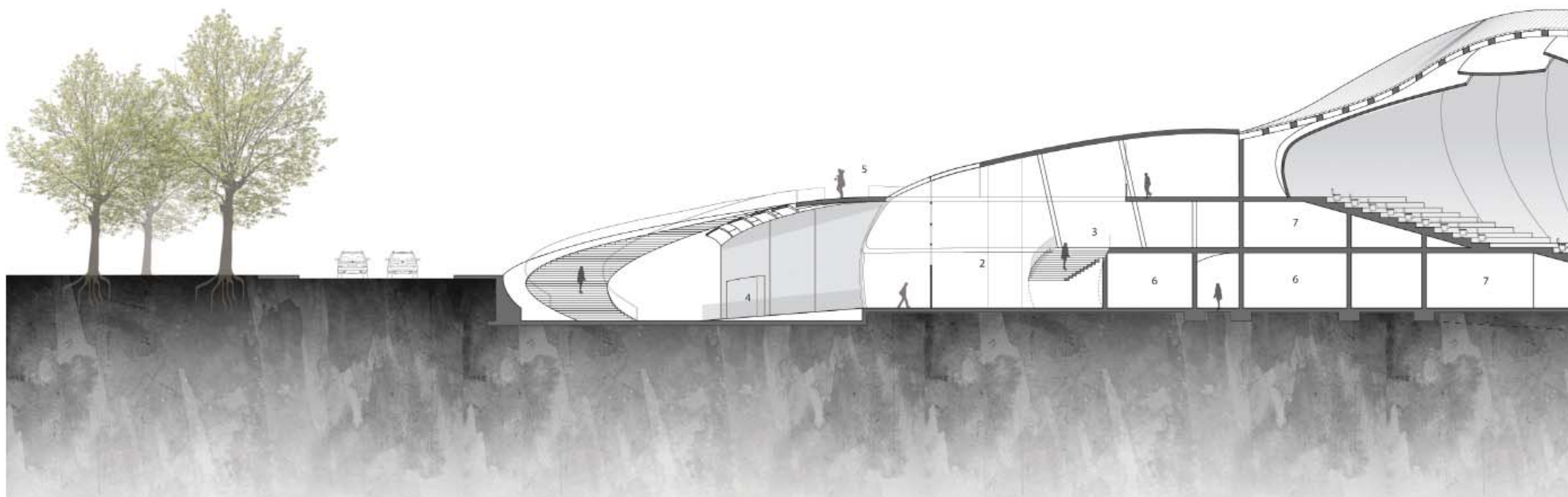
[Section C]

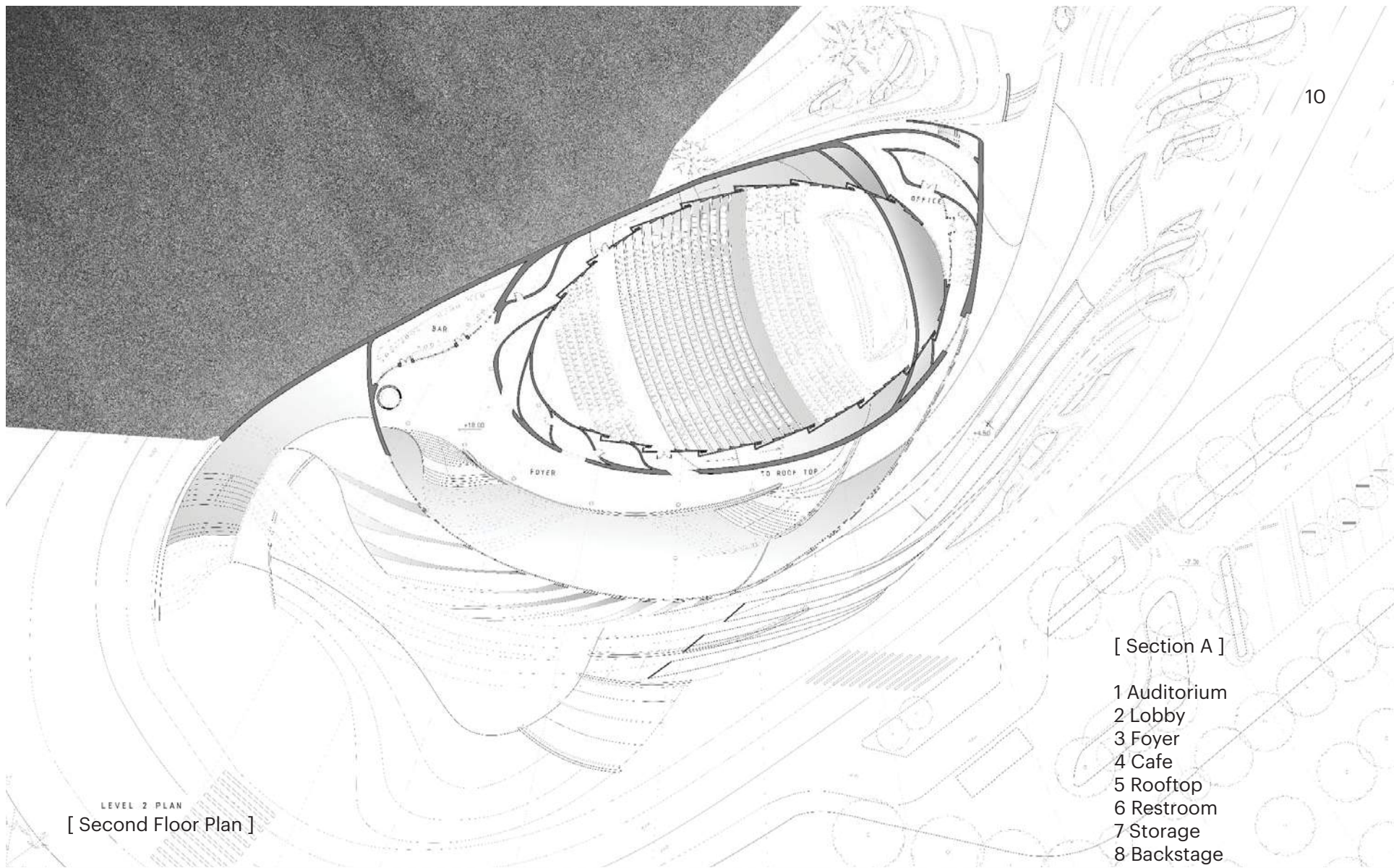
- 1 Safety Island
- 2 Bus Drop Off
- 3 Playground
- 4 Pinic Area
- 5 Bus Parking Space
- 6 Handicap Parking Space
- 7 Car Parking Space
- 8 Valet Service
- 9 Sidewalk





[Ground Floor Plan]



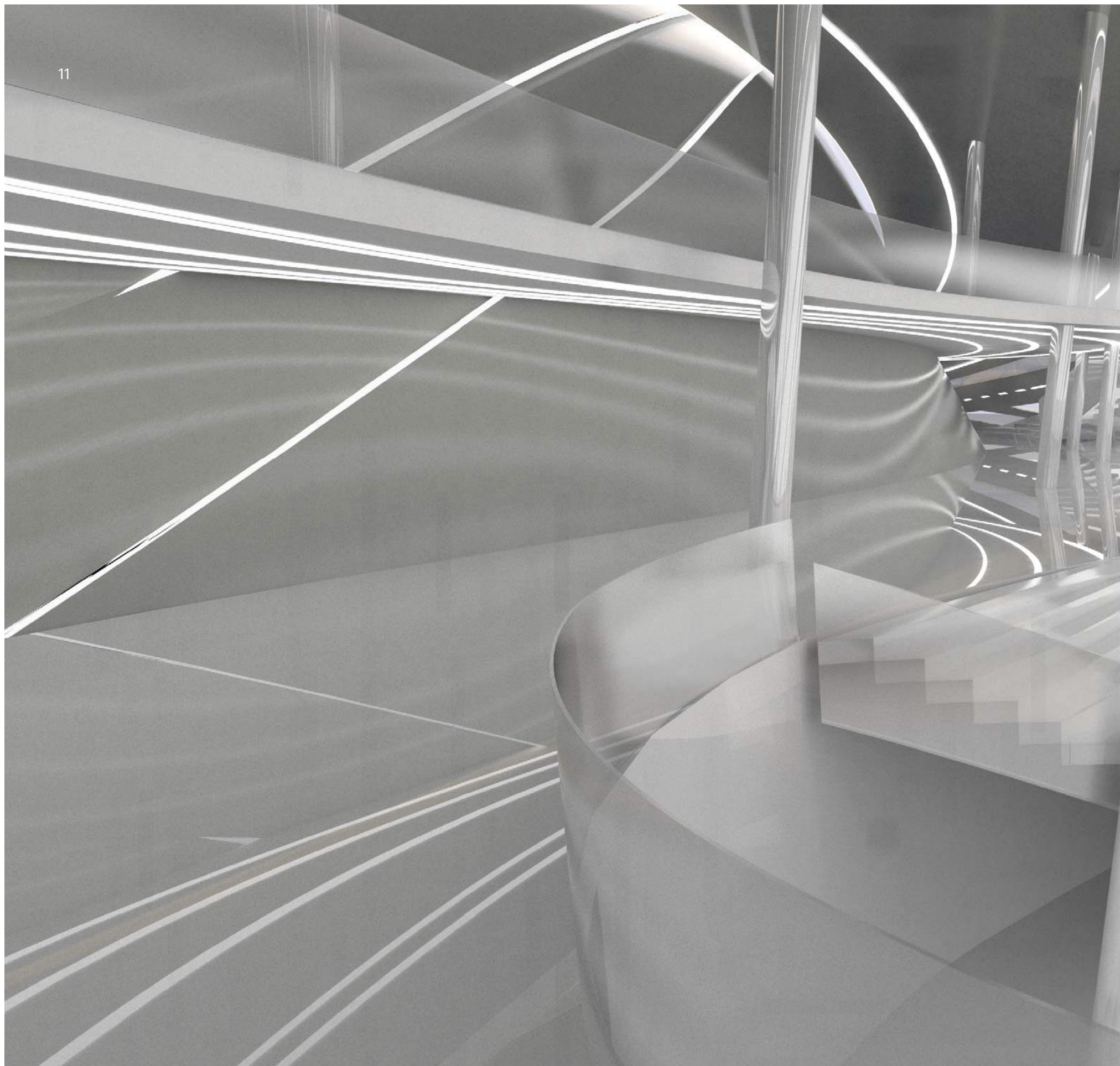


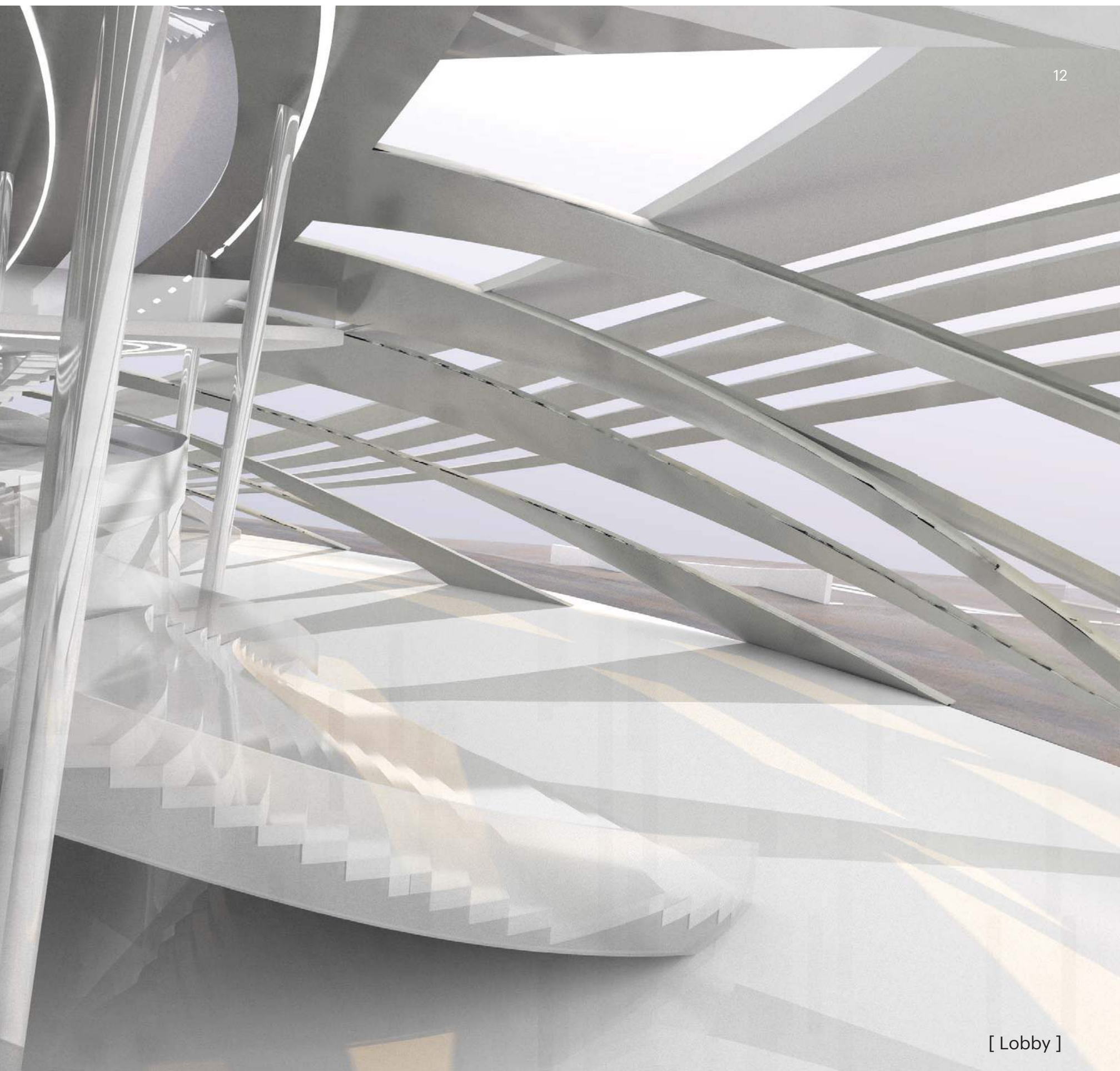
LEVEL 2 PLAN
[Second Floor Plan]

[Section A]

- 1 Auditorium
- 2 Lobby
- 3 Foyer
- 4 Cafe
- 5 Rooftop
- 6 Restroom
- 7 Storage
- 8 Backstage
- 9 Office
- 10 East Entrance
- 11 Backstage Entrance

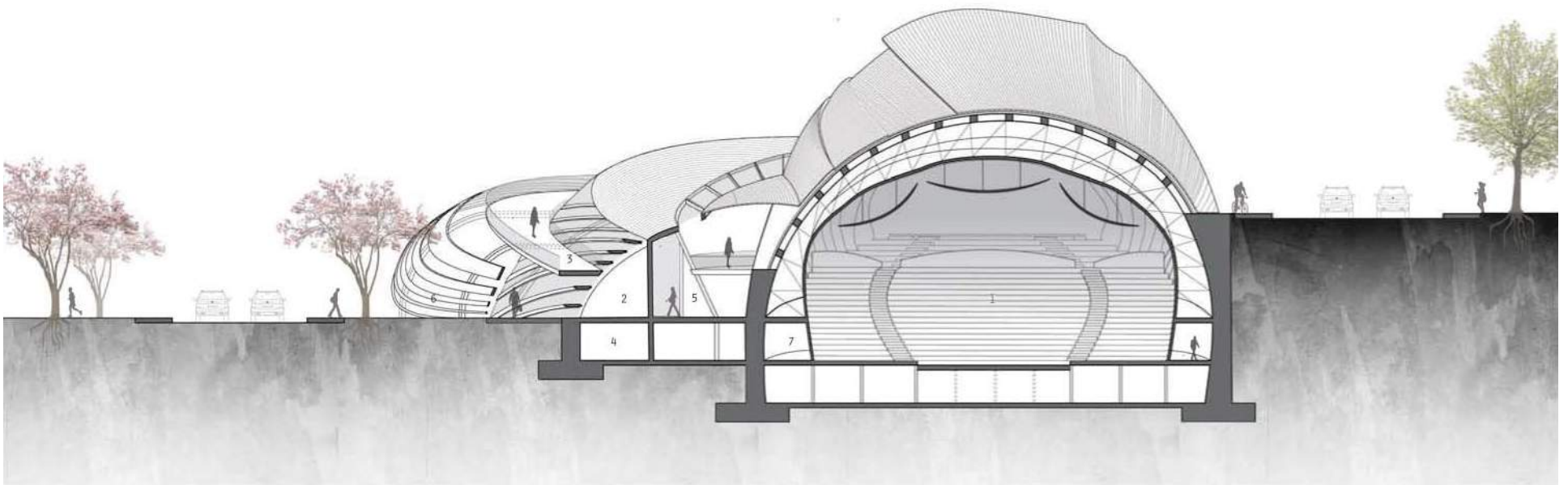


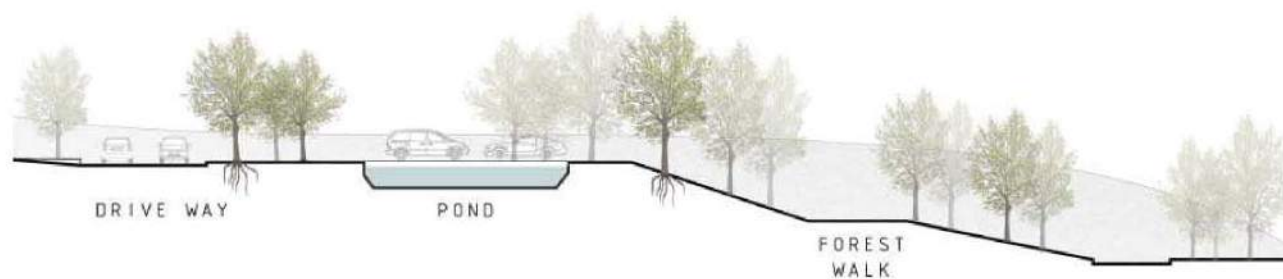
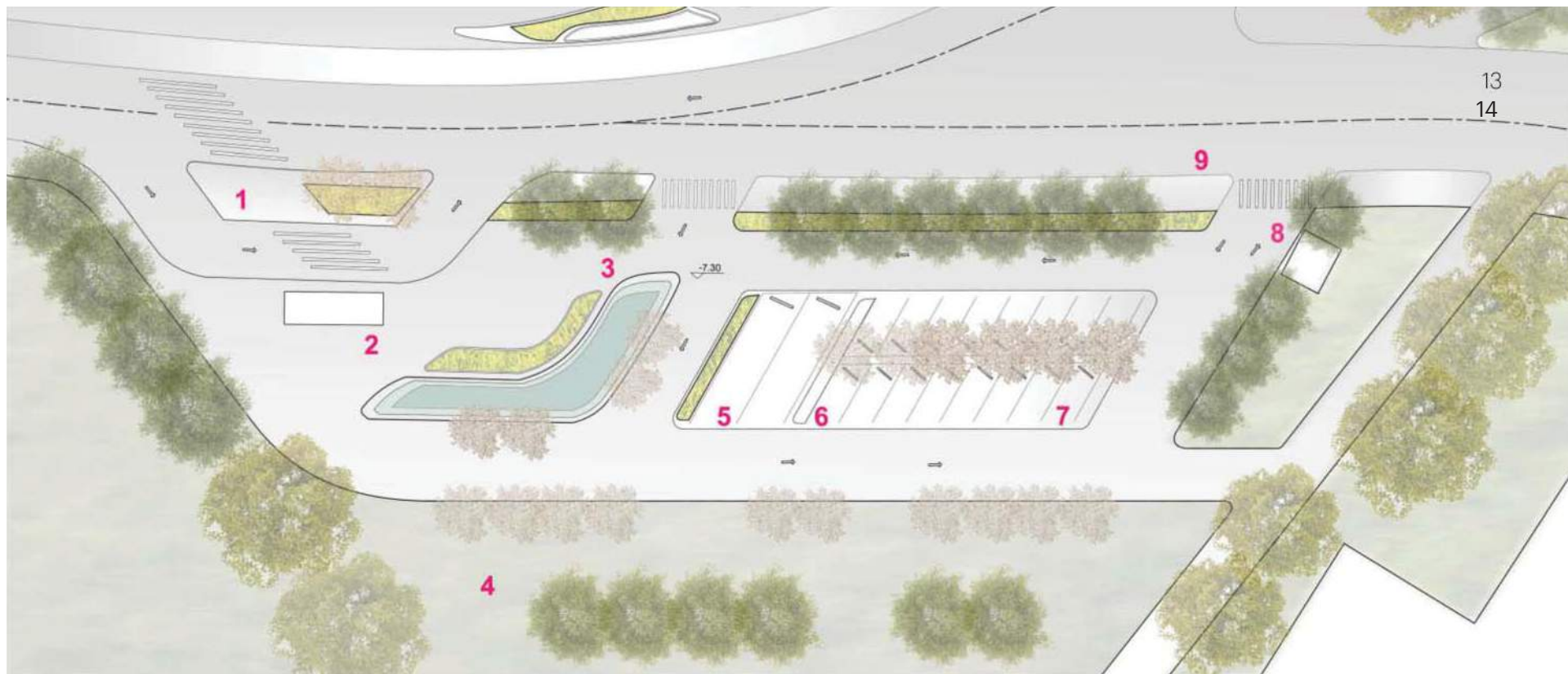




[Section B]

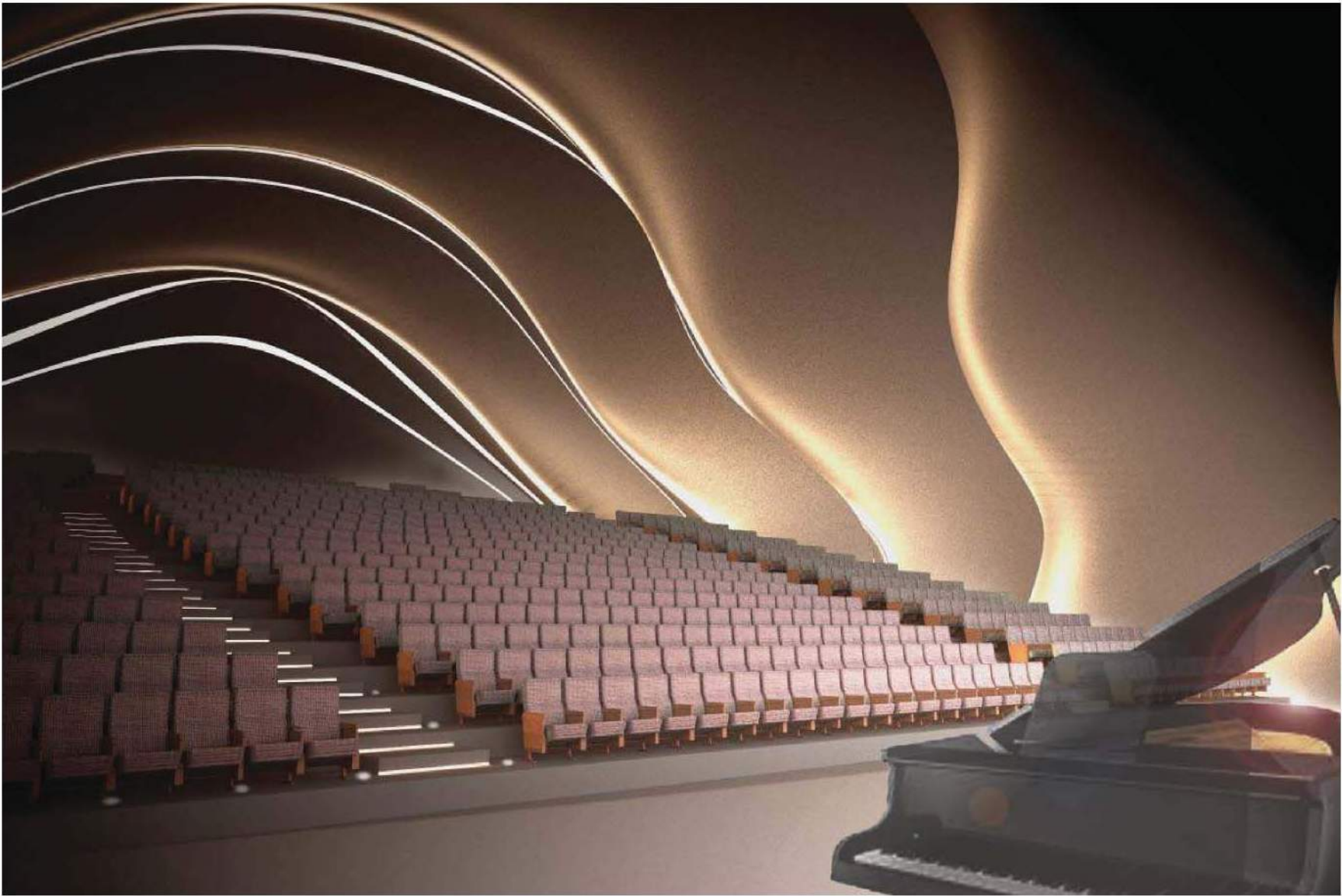
- 1 Auditorium
- 2 Workshop Space
- 3 Ramp to Rooftop
- 4 Private Rehearsal Room
- 5 East Entrance Walkway
- 6 Covered Walkway
- 7 Service Area





[Parking Area Plan]

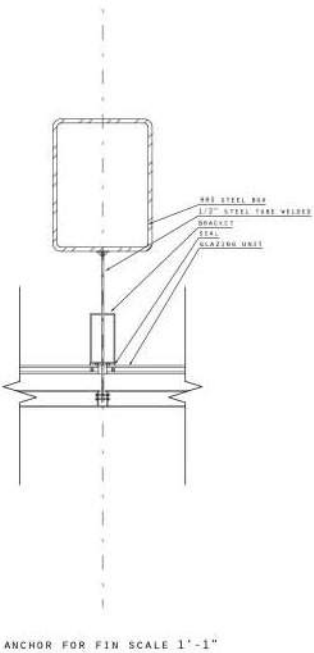
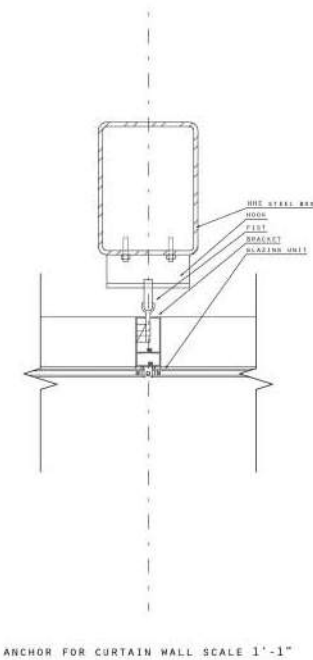
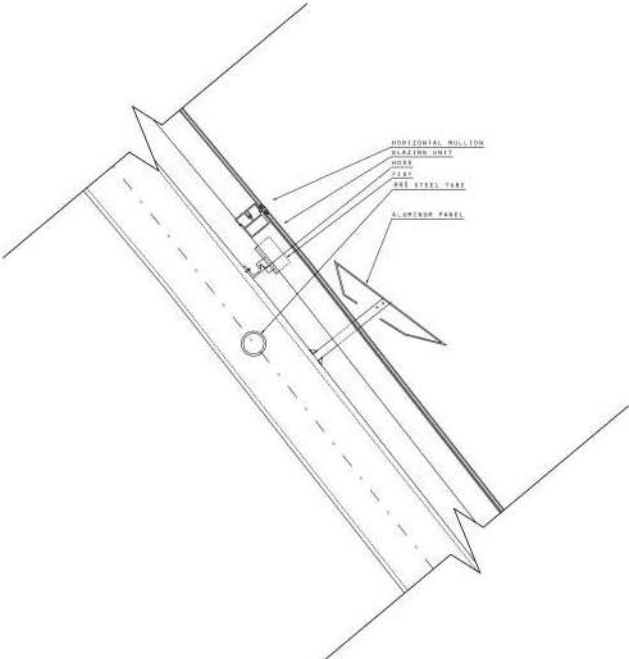
- 1 Safety Island
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[Auditorium Interior]



[3d Printed Model]

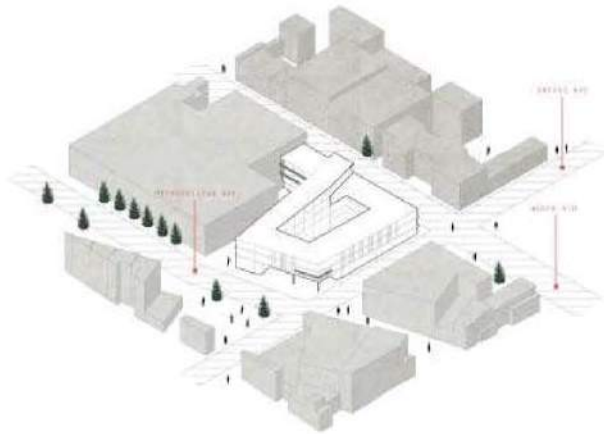


[Details for Assembly of Materials]

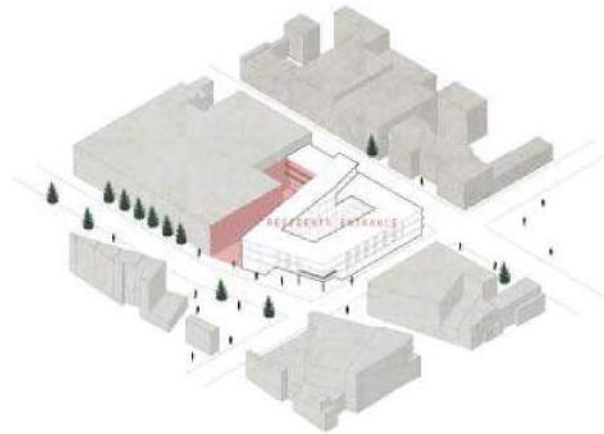
The dispute neighborhood

Project : Housing
Location : Brooklyn, New York
Critic : James Garrison
Year : 2016

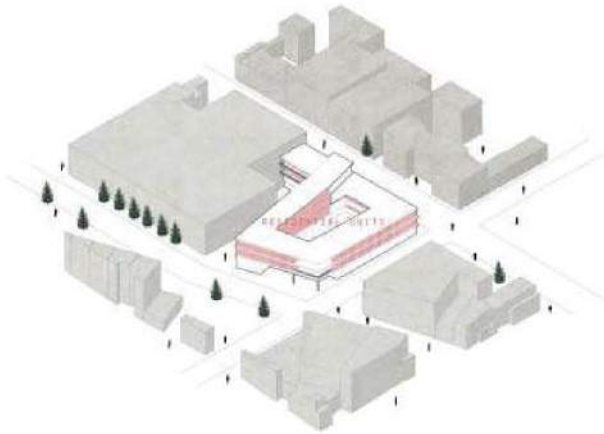
Williamsburg, Brooklyn is currently facing a problem: the price of housing has been increasing uncontrollably. Just the past three years has seen a dramatic increase in price for residential units. While the neighborhood has been developed and promoted as a hub for young entrepreneurs, the residential market is priced such that only the rich have access to it. This project is an experimental effort in affordable housing that aims to mimic the idea of a "Complete Neighborhood" where lower income young entrepreneurs would have convenient access to a variety of goods and services. These would include a myriad of different housing options, commercial services, public spaces, and recreational facilities, as well as affordable transportation options. In addition there would be opportunities for the residents to open their own businesses within the available retail, exhibition and classroom spaces embedded in the building. As a final touch, the residential units are arranged along a ramp to encourage interaction among the residents.



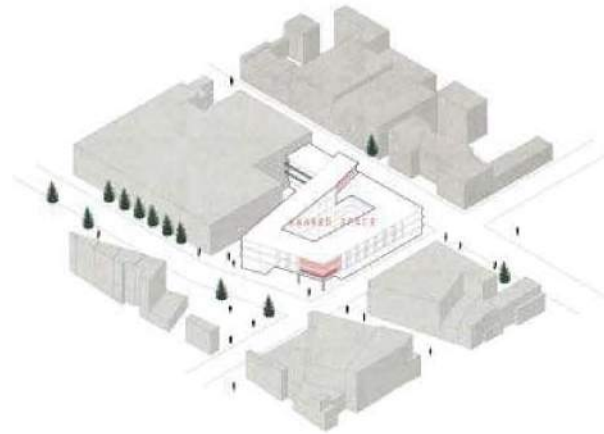
Site Condition



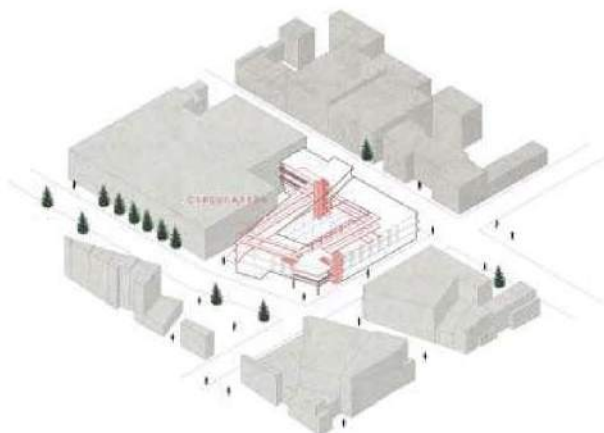
Entrance to Residence



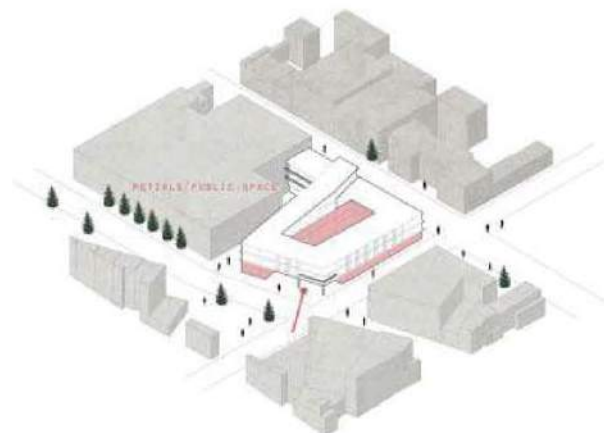
Residential Unit



Shared Space



Circulation



Retail and Public Space



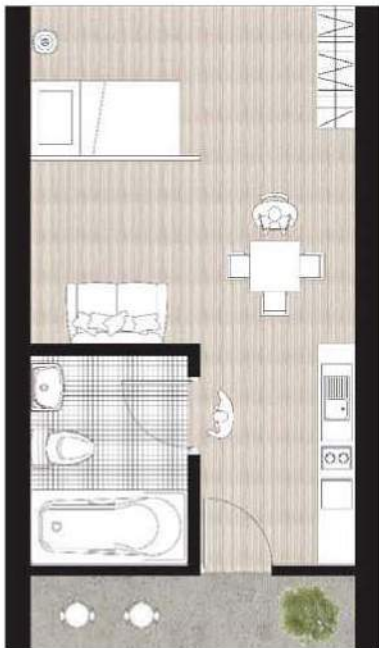




[View from residents' balcony looking towards the minor courtyard]



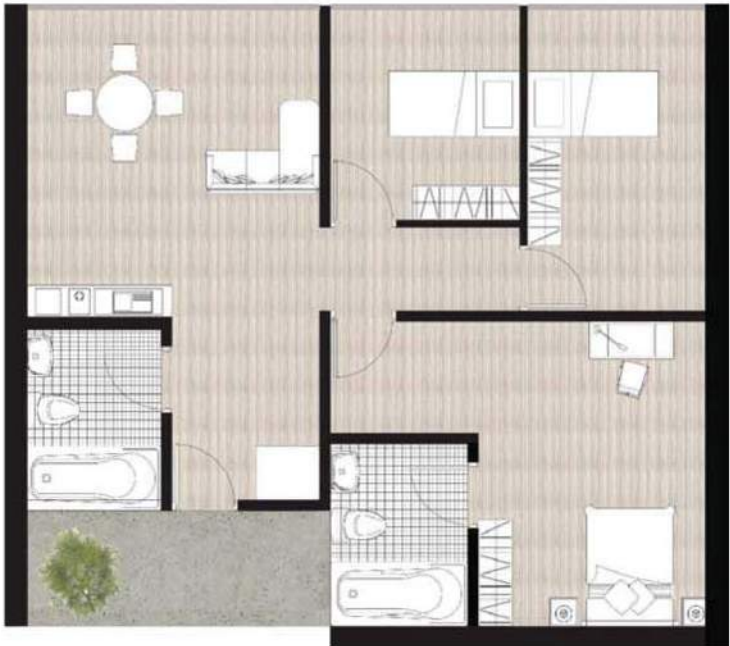
[Residential entrance on Metropolitan Ave.]



[Studio]



[1 Bedroom]



[2 Bedroom]



[Duplex]





[From ramp looking towards courtyard]

POPS

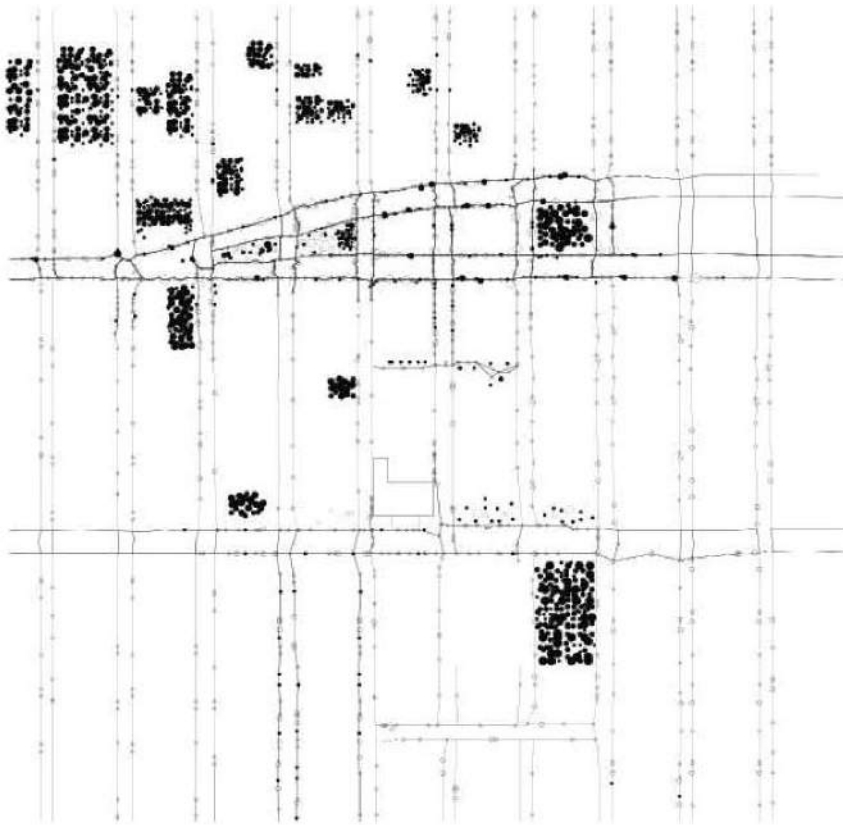
Project : Public Pavillion
Location : Manhattan, New York
Critic : Stephanie Bayard
Year : 2015

Privately owned public spaces (POPS) in New York were introduced in a 1961 zoning resolution. The city offered concessions to commercial and residential developers in exchange for opening up a variety of previously inaccessible spaces to public use. While it was an exciting proposition, the success of POPS has been widely debated. According to the most recent audit, the majority of POPS are non-compliant with 182 of 333 failing to provide the adequate public amenities outlined in the zoning agreement.

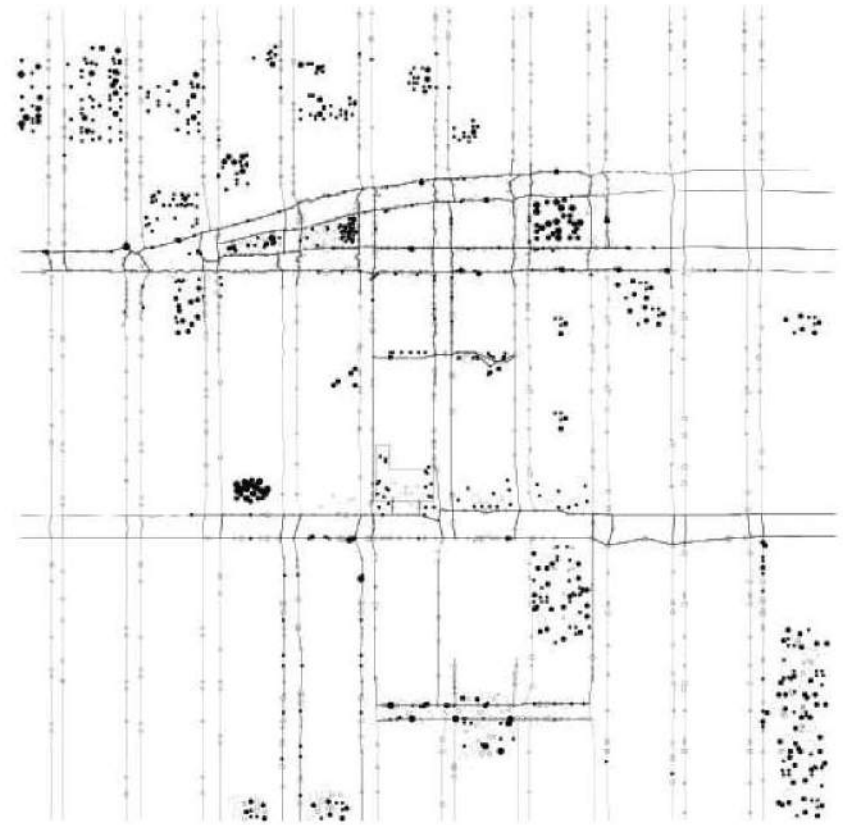
This project aims to inspire new interest and enthusiasm for POPS. Through modular, multi-use forms, the project would revitalize these untapped spaces by providing adaptable pieces to create an engaging environment that addresses the city-required public amenities.



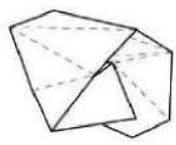
6:38 PM 1221 Broadway, New York



[Pedestrian Density - Night Time]
Macro Scale



[Pedestrian Density - Day Time]
Macro Scale



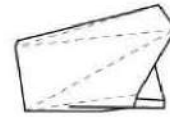
Perspective



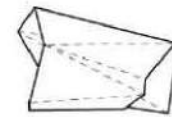
Top



Front

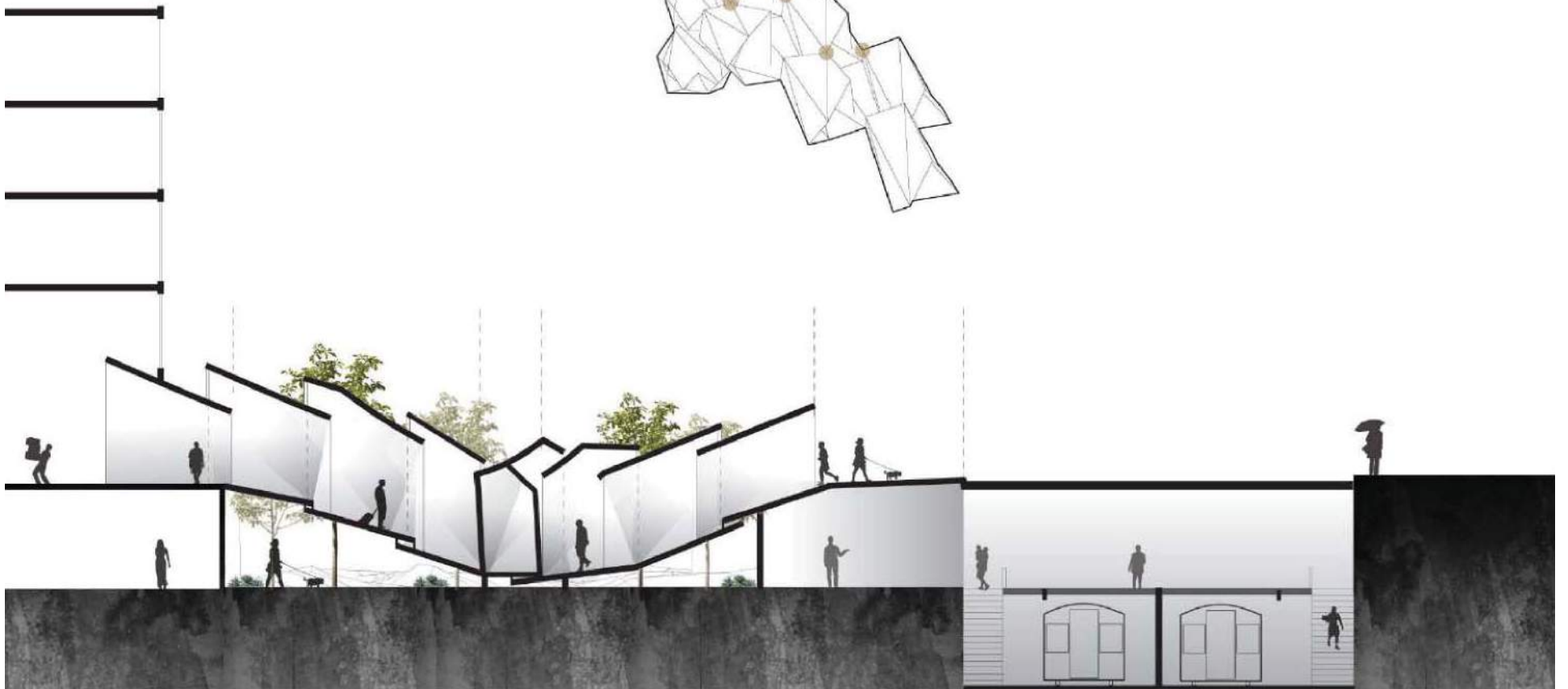
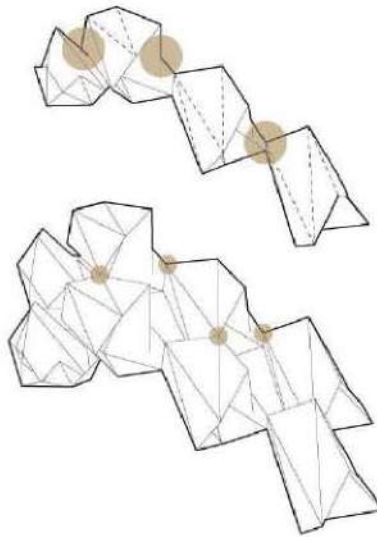


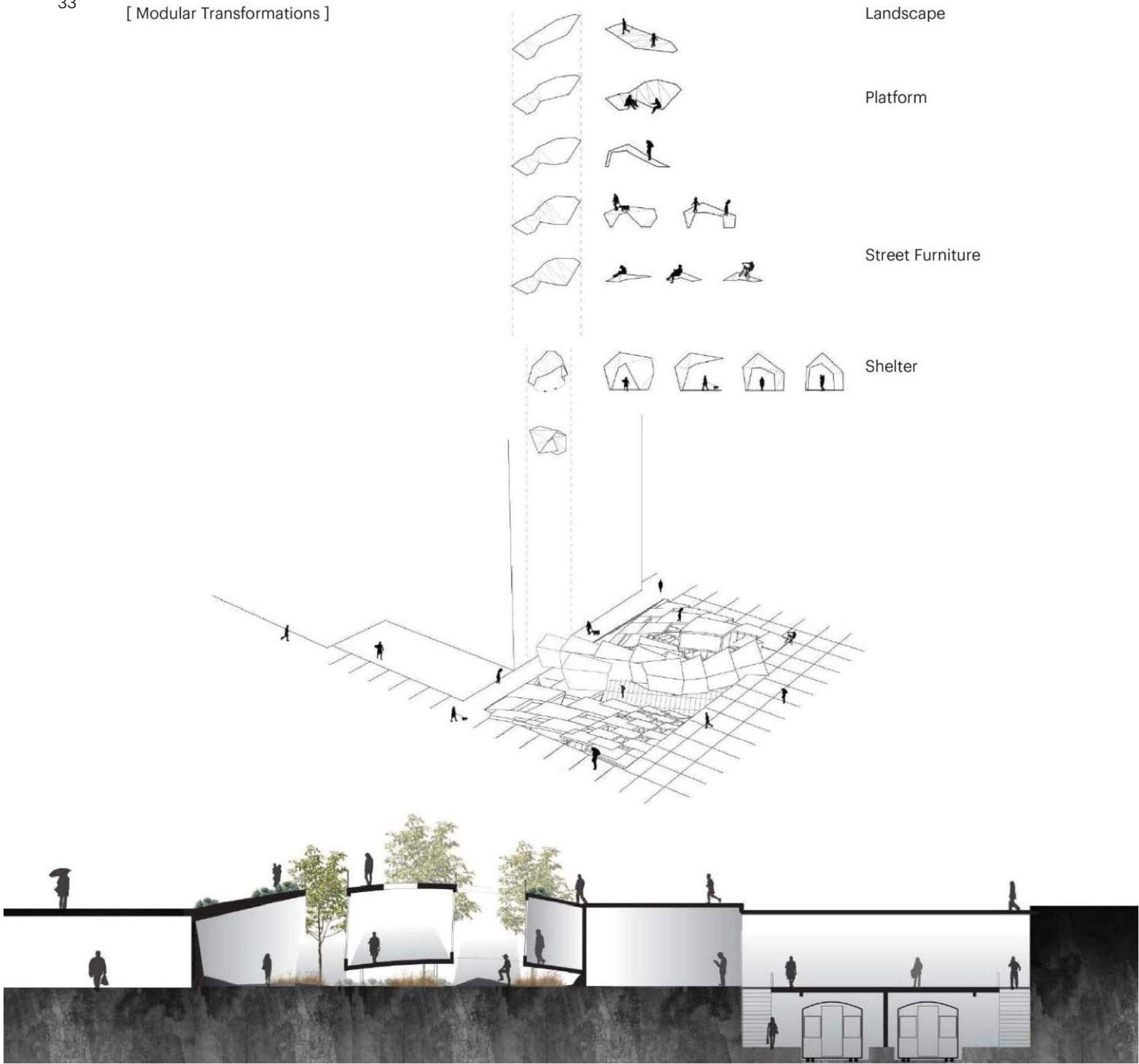
Left

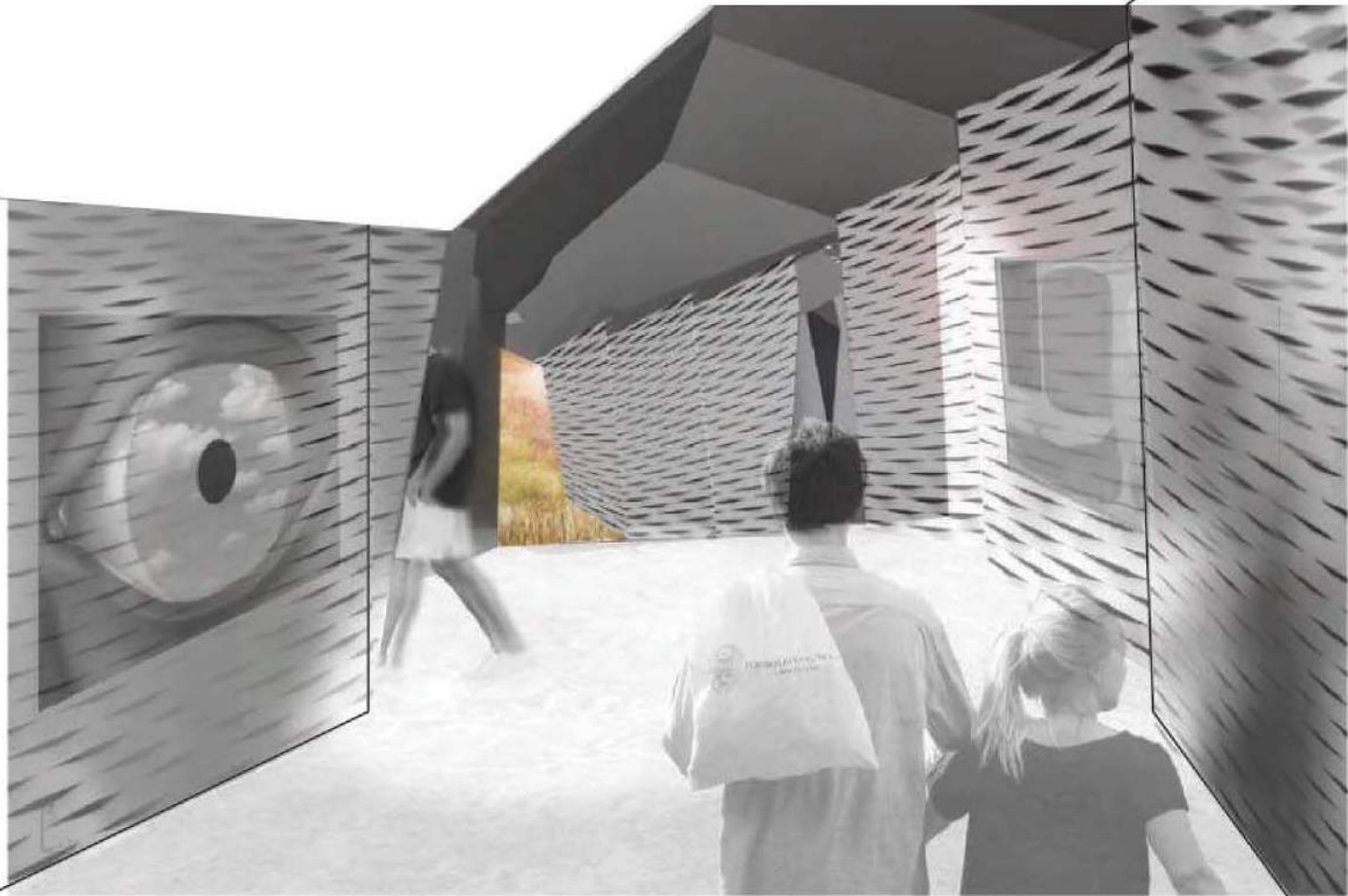


Right

[Modular Connections]







8:49 AM 1221 Broadway, New York

Wellness+

Project : Healthcare
 Location : Staten Island
 Critic : Bruce Mau + Jeseeph Giampetro

Massive amounts of intellectual and political energy have been expended in our effort to deliver accessible healthcare to the American people. Sadly, United States now rank as the nation that spends the most per person on healthcare delivery. While our outcomes lag dramatically other nations that spend significantly less. Most of our energy has gone into the ongoing conflict around how we pay for healthcare, with very little innovation and design applied to optimizing what we actually do and how we do it.

At the same time, what we are capable of doing is ever expanding. The list of potential interventions inexorably grows as we develop new science, technologies, treatments and medications, only making matters more complex and driving potential cost ever higher.

Can we design the “Experience” of accessible and sustainable healthcare delivery, and specifically the delivery of healthcare to the poorest and most vulnerable Americans?”

This project will rethink about the full sensory experience of healthcare delivery, with the mandate to reduce cost while improving the experience and explore new ways of thinking about increasing access, improving outcomes and reducing cost in order to imagine a sustainable healthcare future.



[Corridor Interior Rendering]



[Patient Room Interior Rendering]

Exposure to blue light in the early parts of the day can increase energy levels and reduce the after-lunch energy crash.



[Patient Room Interior Rendering]

Exposure to red light at night can promote natural sleep pattern.

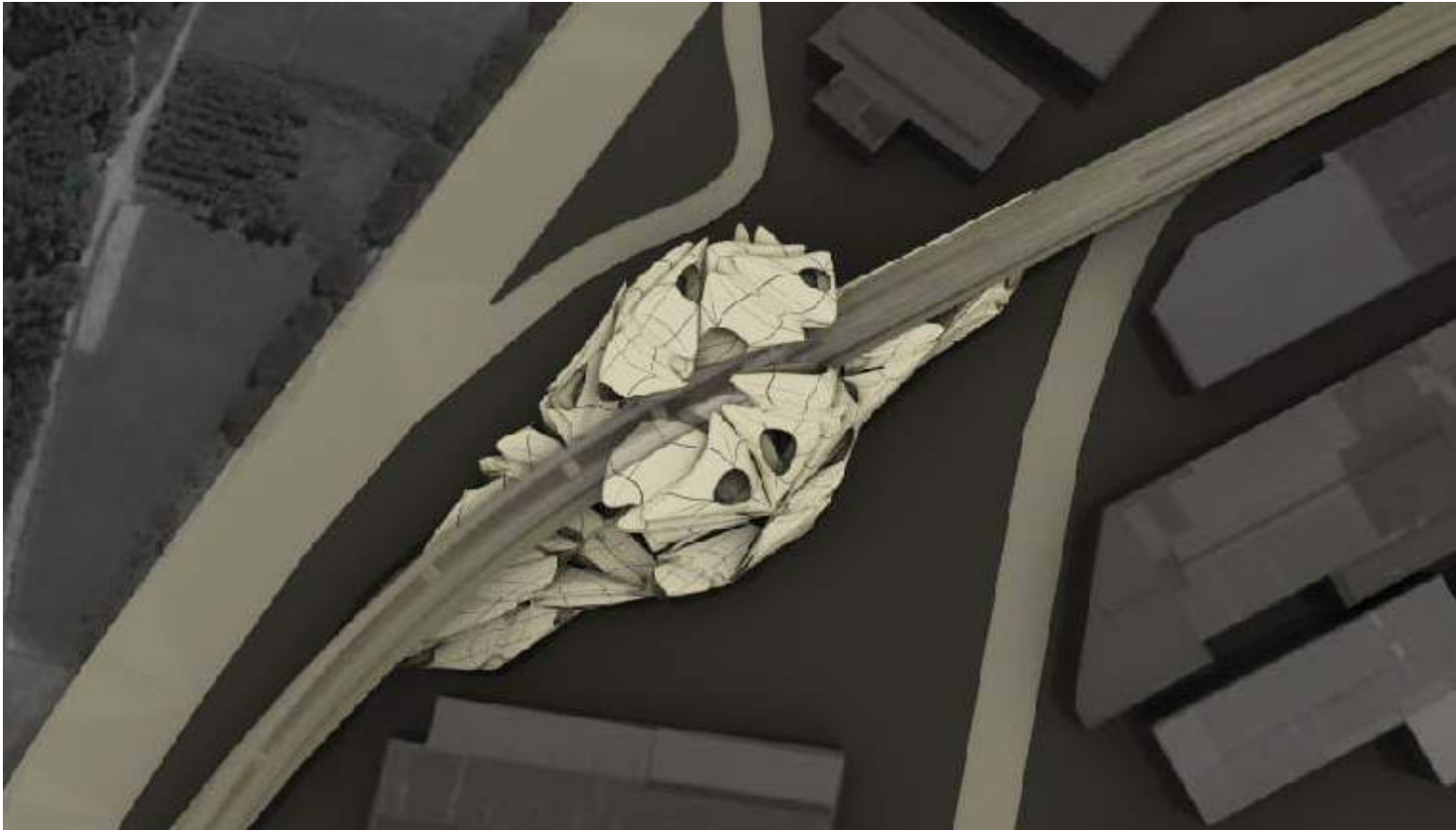
Pioneer Hub

Project : Transportation Hub
Location : Pioneer, Singapore
Critic : William McDonald

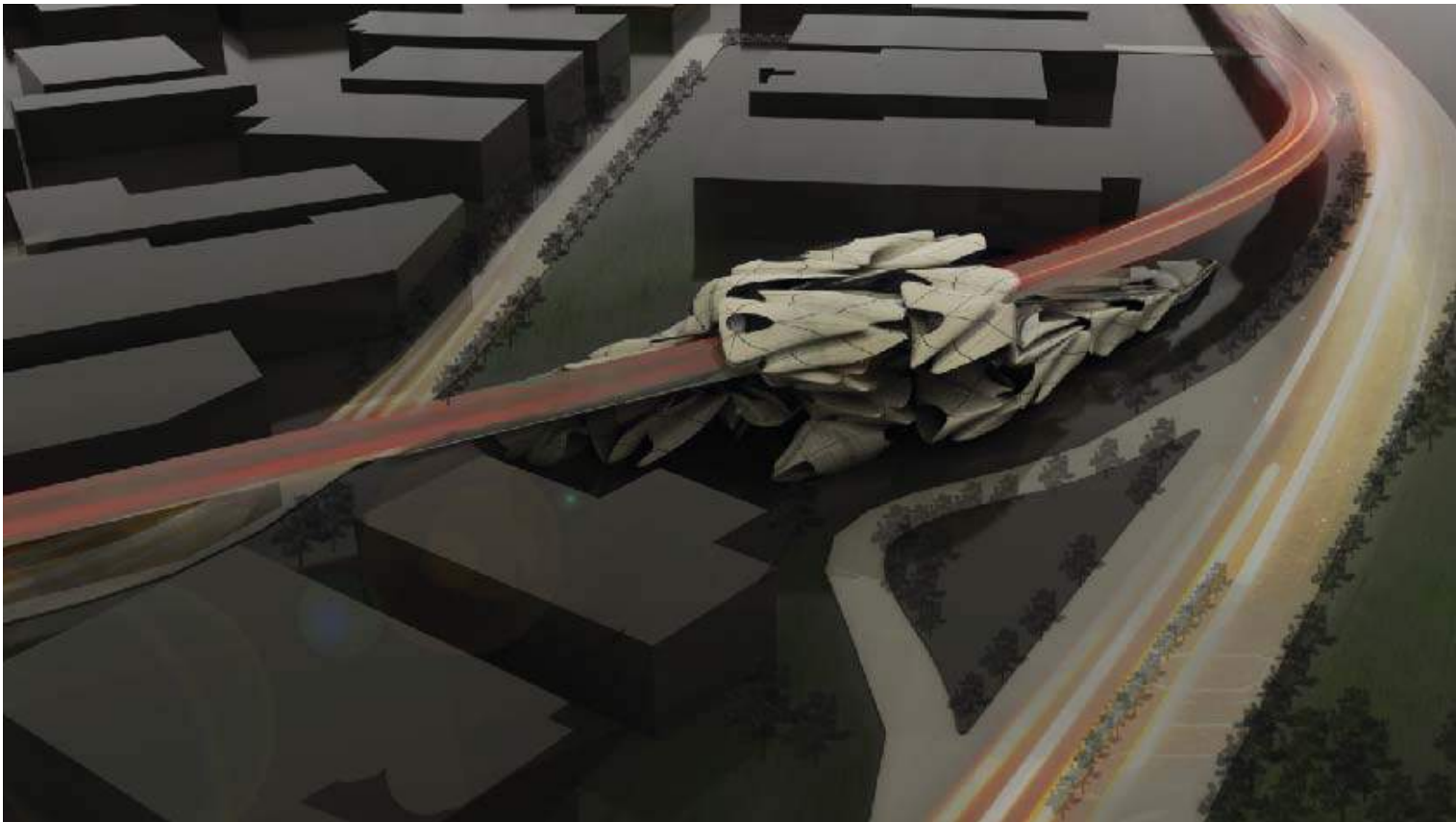
“Emergence is what happens when an interconnected system of relatively simple elements self-organize to form more intelligent, more adaptive higher-level behavior.”
—Steven Johnson

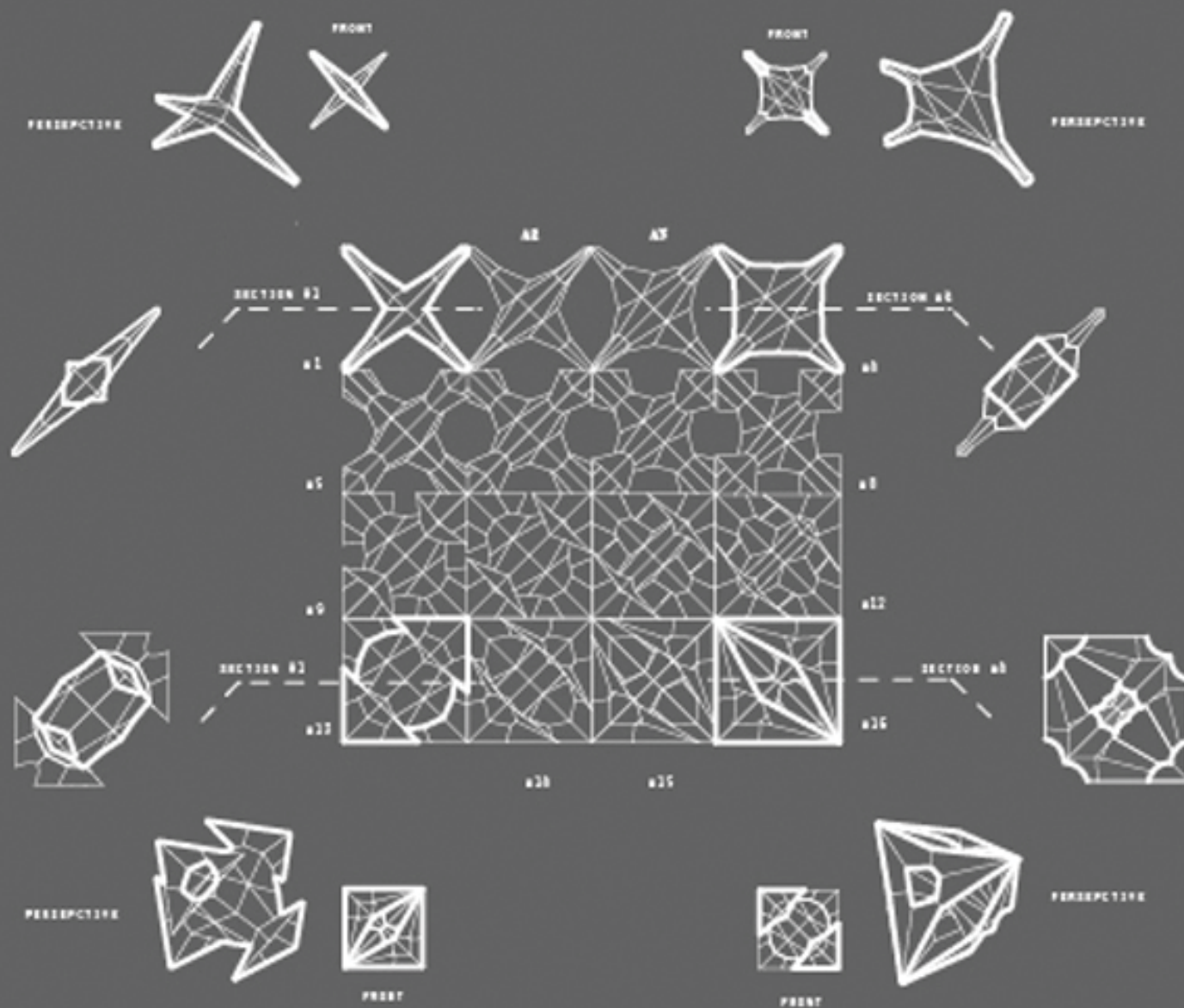
The Pioneer Hub applies Steven Johnson’s architectural concept of “Emergence” into a new, experimental form.

The site, known as Pioneer, is an industrial district in Singapore surrounded by factories, highways, and train tracks. The proposal aims to explore the connection between simple forms, and how they can combine to create a structure in which there is no obvious, specific function. Each cell of the building represents a space that can be adapted to fit the behavior of the users, placing the building outside the constraints of time, and into Johnson’s idea of “Emergence.



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Kengo Kuma & Associates
[Architectural Intern]



[Master Plan for Design Development]
Scope of work : Post Production/Photoshop



[Physical Model]
Scope of work : Model Making

Mini Theatre

Program : Public Installation
Location : Bangkok, Thailand
Advisor : Taylor Lowe
Year : 2010

The Mini Theatre is a community design project with the aim to bridge the interactions that occur in the public and private domains of the street and home, respectively. Currently, soi Supaphong is one in a network of streets in Bangkok that cater predominantly to street food vendors and take-out spots. Local residents and tourists alike come to soi Suphaphong to sample the excellent regional Thai cooking, but almost all take the food to consume in the comfort and cleanliness of their own home or hotel room. This pattern of consumption, with its many plastic bags, styrofoam boxes, and take-out containers, perpetuates the environmental problems plaguing our world. To encourage a new, more environmentally friendly pattern of consumption, the Mini Theatre aims to provide the amenities of a private



Folding Stage



Expansion Stage



Operation Stage

Village in the air

Project : Urban Design Experiment
Location : Queens, New York
Critic : Meta Brunzema
Year : 2018

Urban real estate today is mostly dominated by big developers—smaller citizen groups, businesses, and families often have little to no stake in urban real estate, and thus lack the opportunity to shape their own environment and contribute to their city. This hasn't always been the norm—prior to the 21st century, experiments such as such as cooperative housing or the Japanese Metabolism movement, tried to lend a greater sense of democracy to urban real estate. Unfortunately, contemporary examples of communal or owner-occupied development are rare because of ever-increasing property value, lack of publicly-owned land, and the high costs associated with design, engineering, and construction. If creating opportunities for communal or owner-occupied development is to become more feasible, then creating a means (i.e. revenue or free services) for that community is one of the biggest concerns.

In Willet Point, at the site for this new project, there is no property line limit, representing a huge opportunity to grow a new type of community: one with a sense of ownership over their own urbanization. Our idea is to create an environment that would encourage self-organized development; the architect and developer would build out only the bare essentials for the residences, giving residents a core upon which they could develop and iterate, thus growing their environment organically. Each community could be developed as a cluster, sharing in communal facilities such as kitchens, pools, libraries, and gardens.

To try to solve the project's issue of means, we would propose building a cross-laminated timber (CLT) factory on site to reduce the cost and time of construction, and create more jobs for people in the area. Furthermore, to provide additional revenue streams while the project is undergoing construction, the ground and temporary skeleton structure could be used as an entertainment and/or sports venue, capitalizing on the crowds from nearby Citi Field. In this way, we hope that community-run development once again becomes a feasible experiment.



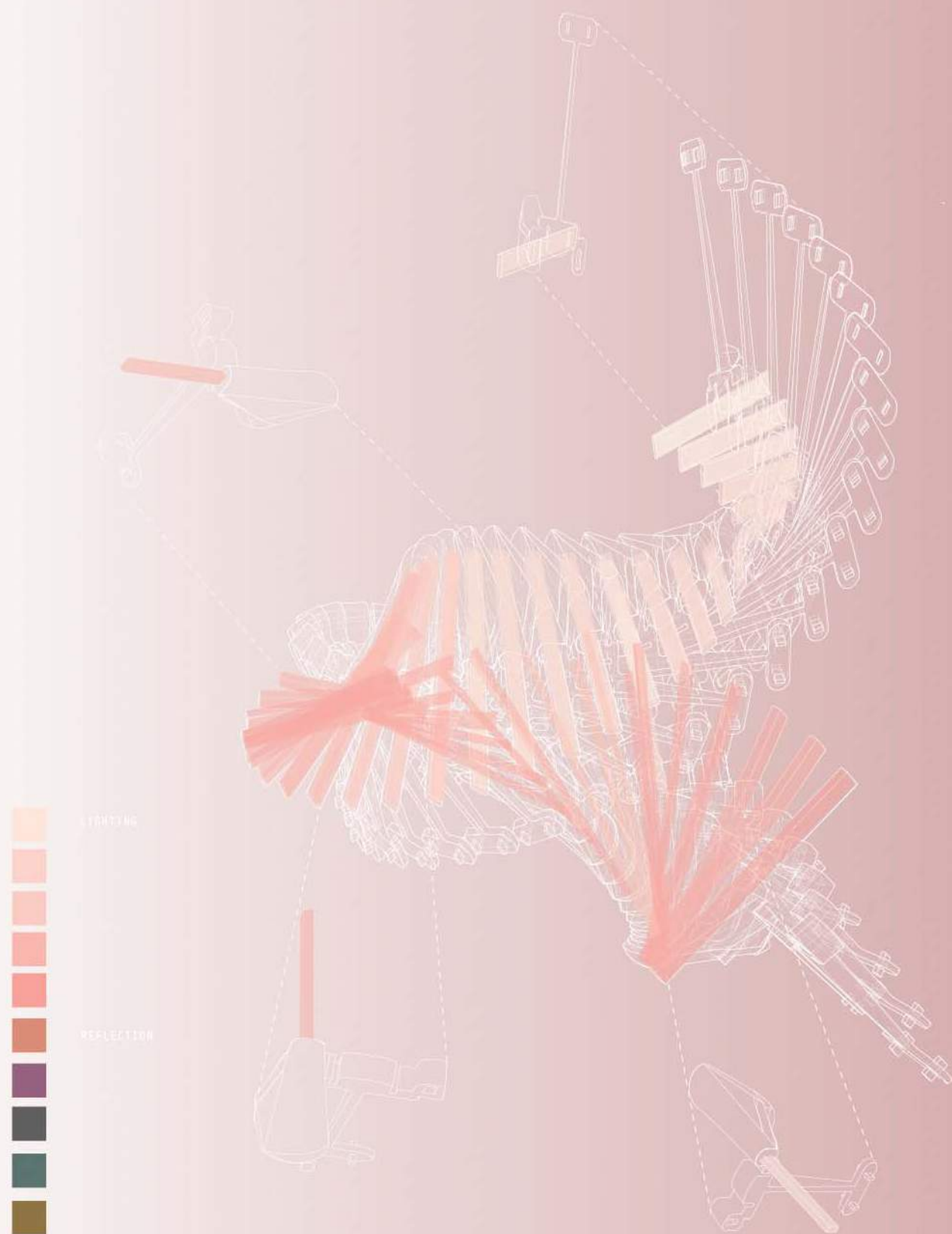
Conceptual Model 01

Iridescent Light

Project : Digital Installation
Critic : Hart Marlow
Year : 2016

Iridescent Light was an experiment in light, form, and materiality. Through the disassembly of an object, new forms were explored in the recombination of different pieces, with different materials. Light became the final variable, and when each piece was pushed to a harmonious summation, the final result was an engaging interplay between each of the three factors.





POWER 50 W
EFFICACY 20 LM/W



POWER 40 W
EFFICACY 20 LM/W



POWER 30 W
EFFICACY 20 LM/W



POWER 25 W
EFFICACY 20 LM/W



POWER 20 W
EFFICACY 20 LM/W

