

ARCHITECTURE PORTFOLIO



JULIA LIN
2021



EDUCATION

September 2017 - May 2021 **Barnard College | New York City, NY**
Bachelor of Arts, Architecture

TECHNICAL SKILLS

3D Modelling Rhino 6.0, SketchUp 2019
Drafting AutoCAD 2017
Drawing Adobe | Photoshop, Illustrator, Indesign, Vray
Office Microsoft Office | Word, Excel, Powerpoint
VR & AR Unity | Vuforia Engine

LANGUAGE

English Native fluency
Mandarin Native fluency
Japanese Working proficiency
Spanish Working proficiency (Reading, Writing)

EXPERIENCE

Sep. 2020 - Present **MIT Hong Kong Innoation Node | Kowloon Tong, HK**
Modelling Assistant
- create 3D models in SketchUp and Rhino for an AR Model Experience reimagining the Kowloon East district, as part of the 17th Venice Biennale International Architecture Hong Kong Exhibition.

Sep. 2020 - Present **KRIS YAO Artech | Taipei, TW**
Part-time Assistant
Jun. 2020 - Aug. 2020 *Design Intern*
- hand-build concept models (of foam, paper, and wood) and assist with designing models (of laser-cut and 3D-printing).
- assisted Partner, Grace Lin. and Design Lead, James Hsu, with 3D massing, sectional studies, and project presentation for JiaoXi Resort. a hot spring resort in Eastern Taiwan province Yilan, containing villas, restaurants, bars, MPRs, an event hall, and recreational spaces such as a children's playspace.
- assisted Design Lead, James Hsu, with site analysis and project presentation to the board for United Daily News Building, Taipei branch.
- built concept and site model for the Xiamen International Bank Head Office in Xiamen, China, as well as the Haikou Financial Headquarters in Hainan, China.
- built physical and digital 3D models of window facade details for the Haikou Financial Headquarters in Hainan, China.

Jun. 2018 - Aug. 2018 **C.Y. LEE & Partners | Taipei, TW**
Design Intern
- assisted Partner, Richard Lee, with sectional studies, elevational drawings, and project presentations for Taiwan Insurance Corporation's C3 multi-use project in Nangang, Taiwan.
- built and managed workflow of 3D models in SketchUp and Rhino.
- edited drafts of plan, sectional, and elevational drawings in AutoCAD.

ENVIRONMENT AND SOCIAL FABRIC

PROJECT ONE ¹

pg 1 pg 6

PROJECT TWO ²

pg 7 pg 12

PROJECT THREE ³

pg 13 pg 16

ARCH. REPRESENTATIONS | PERCEPTION

... Morningside Park case study
... social architectural intervention

ADV. DESIGN STUDIO II | HARLEM NEXUS

... exploration and intervention of
the local community: Harlem

COPENHAGEN | FUTURE STRATEGIES

... engagement of Kay Fisker's ideology
... sustainable intervention

DIGITAL REPRESENTATION IN ARCHITECTURE

PROJECT FOUR ⁴

pg 17 pg 17

PROJECT FIVE ⁵

pg 18 pg 18

PROJECT SIX ⁶

pg 19 pg 20

ARCH. REPRESENTATIONS | ABSTRACTION

... abstracting a social system
... people and the built environment

ADV. DESIGN STUDIO III | RESEARCH & DESIGN

... local community: Harlem
... workshoping and collaboration

MIT HK INNOVATION NODE | KOWLOON EAST

... interactive AR experience with phone
... simulation of environments for inclusive change

ABOVE THE PARK

LOCATION Morningside Drive, New York, NY

PROJECT Morningside Park

SIZE (ft²) ~60,000

The project creates an architectural intervention that mediates between Morningside Park and its surrounding communities. Visitors are brought through various elevations within the park, and interaction with previously inaccessible elements of the park is created.

There are three areas within the site specially targeted to grant different experiences:

- (1) the imposing stone wall along the western side of the park
- (2) the somewhat steep but forested plain, and
- (3) the steep grass clearing without any trees or overhead covering.

In each area, the visitors are guided to interact with the park.

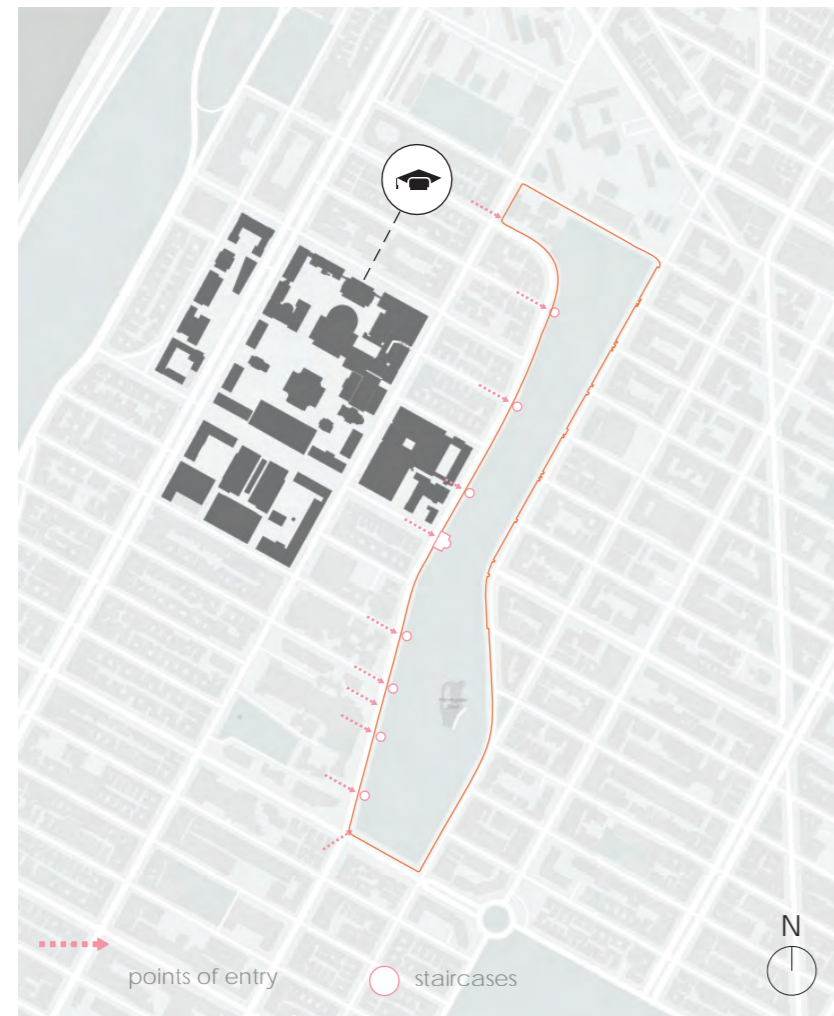


Spring 2019 | Architectural Design: Environments & Mediations | Instructor: Ignacio Galan

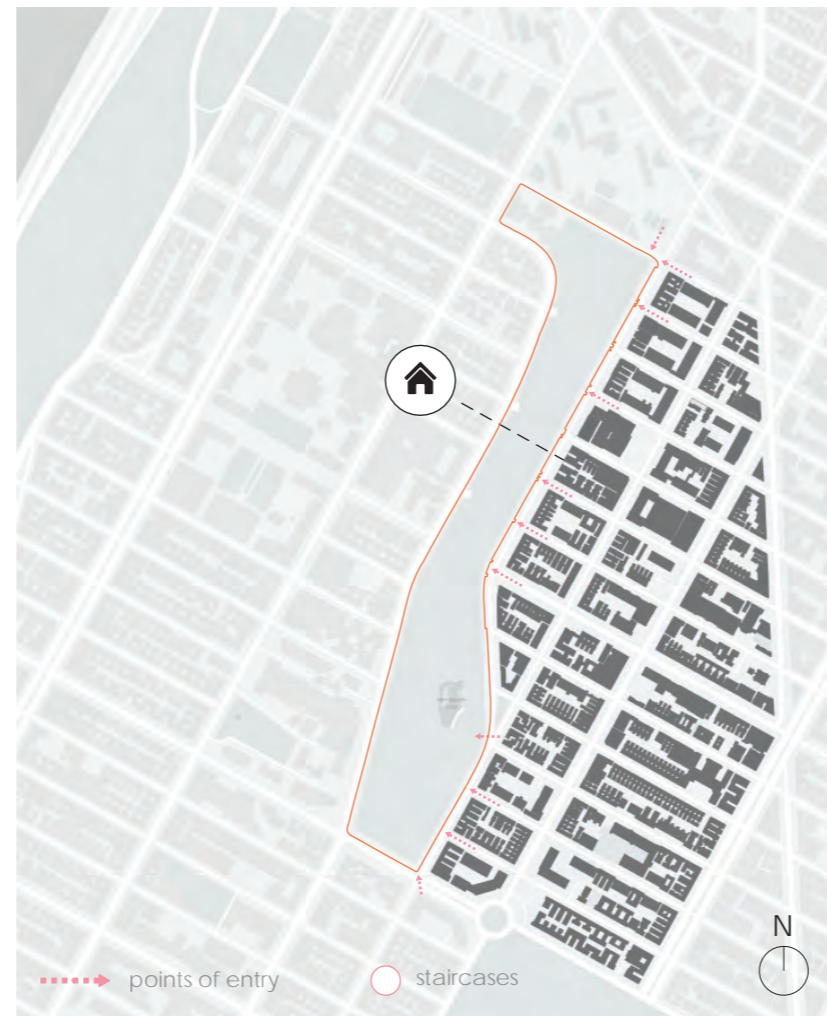
ANALYSIS

Morningside Park, completed in 1895, is a site of rather controversial history for its surrounding communities. Even now, its extreme topography and difficult accessibility continues to divide the people around it - mainly, the Columbia University community to the West, and West Harlem to the East.

Fundamentally, the park's Olmstedian nature does not serve the modern community - not only is the site empty save for passerby's and children playing in run-down facilities, but the lack of patrolling authority has made the area unsafe to its community.



MORNINGSIDE HEIGHTS (COLUMBIA UNIVERSITY)

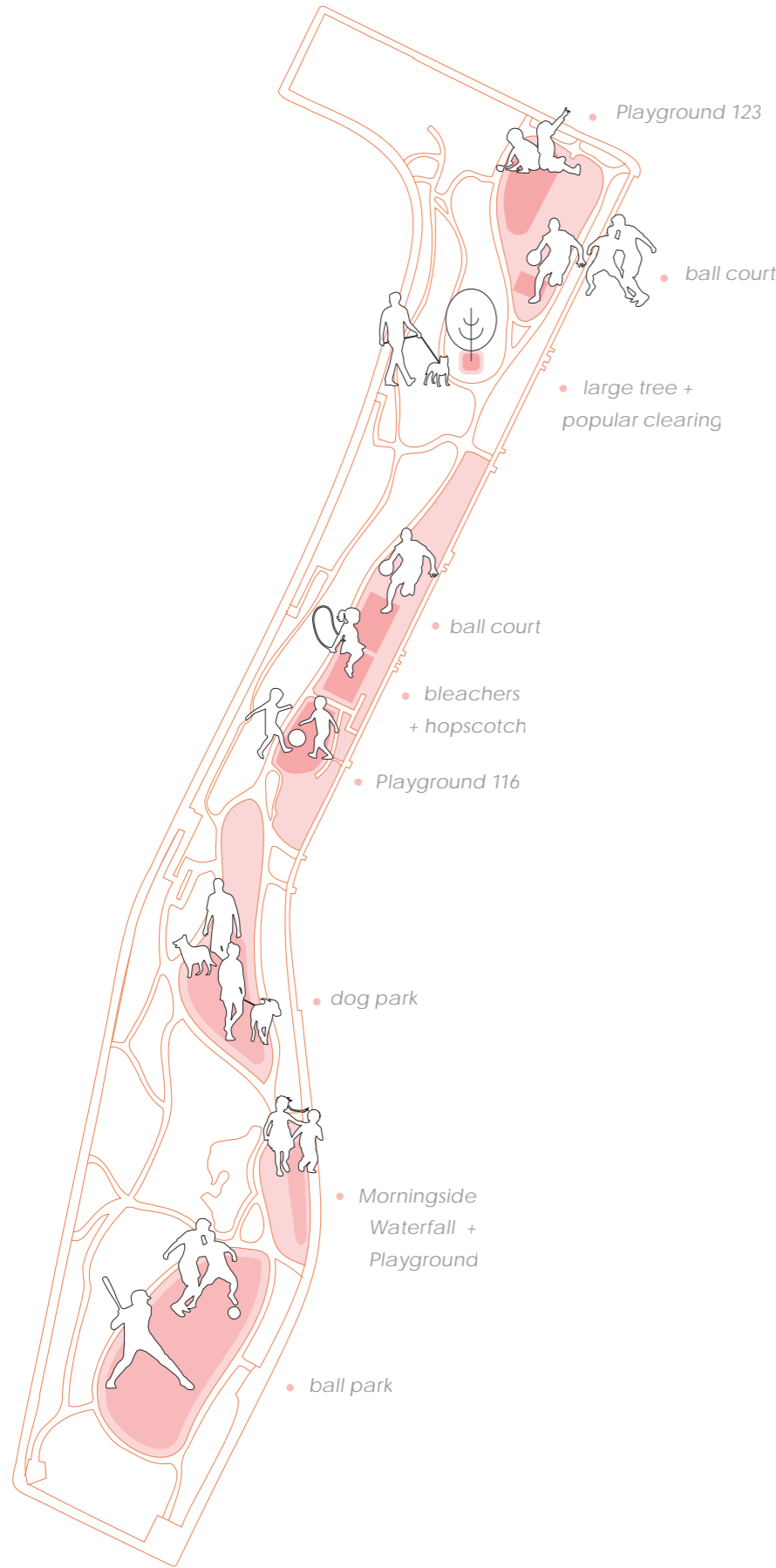


WEST HARLEM



TOPOGRAPHY

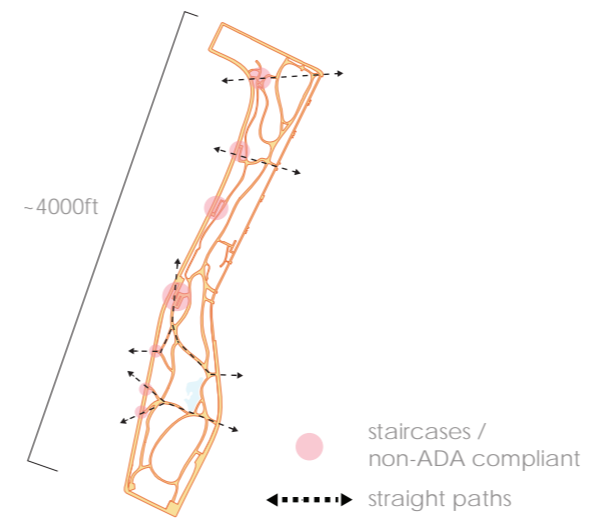




CURRENT PROBLEMS

Activities concentrated on the eastern side + Insufficient accessibility on western side

- > few straight paths between east and west
- > uphill from east to west



OPEN CONNECTION

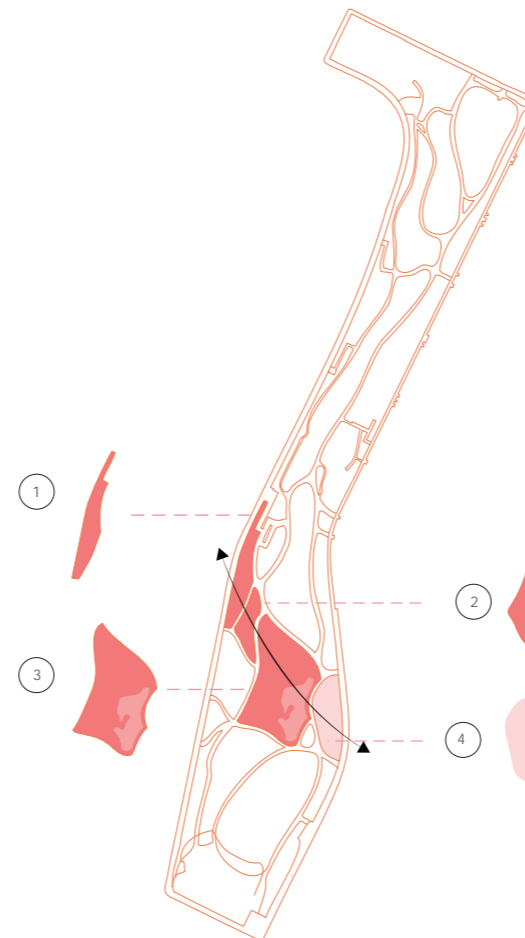
Targeting high-traffic areas on either side of Morningside Park

- (West) Church of St. John + Columbia University
- (East) Morningside Waterfall + Dog Run



AREAS OF INTEREST

Flowing through each other as a 'chain of experience', these three areas cut from West to East, through the park.

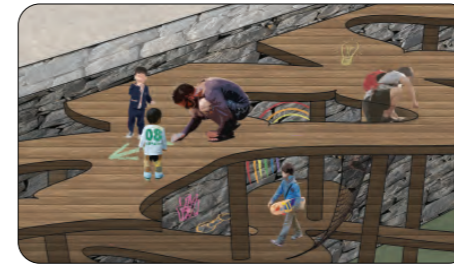


- 1 Stone wall**
 An imposing stone wall that wraps around the park's western flank. It is one of the main entrances to the park, and is a straight path along Columbia University's Board Walk. But there is a lack of proper lighting, it is often dark, and many think it unsafe to walk at night.
- 2 Sloped copse**
 A slightly sloped and shaded copse, currently enclosed by fences. There is a decent amount of trees, with undergrowth. Some squirrels and birds inhabit the area.
- 3 Steep grass clearing**
 A rather steep grass clearing devoid of trees and undergrowth. Sunlight is stronger here, due to a lack of forestation. Not many wildlife venture here away from the more forested areas. This steep slope also leads down to the Morningside Pond and Waterfall.
- 4 Streetside clearing**
 A clearing surrounding the Morningside Pond and Waterfall. There are many visitors in this area on a daily basis, engaging in activities such as picnicking, strolling, chatting on the benches, bird-feeding, and dog-walking. This area is easily accessible from the street.



STONE WALL: *intimacy through interaction*

- 1 *free-drawing*
community re-taking and ownership through art, inspired by existing chalk drawings on pavement.
- 2 *net-climbing*
surmounting fear of the daunting stone wall by allowing for fun travel along its height.
- 2 *stairs-as-seats*
providing alternative paths of travel, opening up the wide stone stairs as a free site for relaxation.



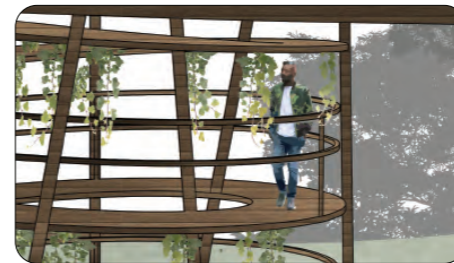
RAISED PLATFORMS: *understanding through elevation*

- 1 *open-relaxation*
opening a new breathing space amongst the leaves, choices are to remain stationary or ambulate.
- 2 *non-human actors*
creating mini-habitats for the many creatures in Morningside Park. (bird houses, squirrel houses, etc.)
- 2 *human-creature interaction*
opening a space to be shared between human and non-human actors, opportunities for observation.



TREELESS CLEARING: *fostering through sunlight*

- 1 *diverse flora*
creating various lighting conditions for the growth of different flora, brightening the treeless clearing.
- 2 *raised spaces*
creating additional spaces with elevation, for more interaction between human and human, flora and human.
- 2 *human-creature interaction*
sharing a space amongst both human and non-human actors, opportunity for observation.



ELEVATION





HARLEM'S CULTURAL COMMUNITY CENTER

LOCATION 250 W 127th St,
New York, NY

PROJECT Apollo Theater

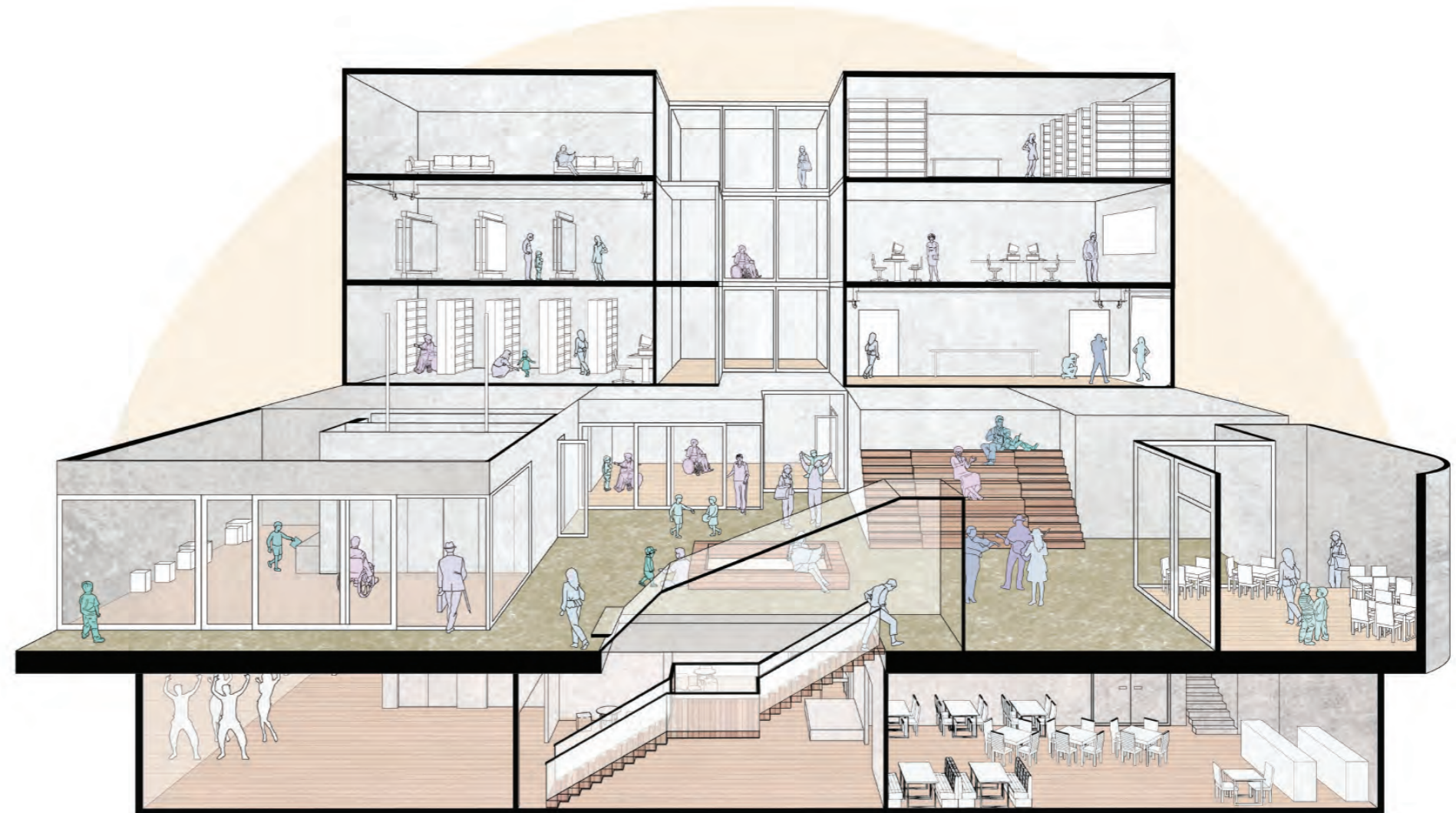
SIZE (ft²) ~25,000 (min)

Harlem's Cultural Community Center addresses the loss and lack of spaces within the community: from recent demolition of parks and gardens to the spatial and generational divide between its people.

The site serves as a nexus within the Harlem community, providing a site where the people may co-exist. The many spatial intersections between architectural and age programming manifest organically throughout the building, shaping itself according to its occupants and their needs.

The community center is organized with floor-specified themes, designed to ease the access and usage of space:

- ①F space for public gathering (formal + informal)
- ②F permeable green spaces and dedicated refuge for all ages
- ③F Intimacy and quiet, for the gallery and administration
- ④F space for learning, based a circular circulation and consolidated work spaces
- ⑤F perusal and storage of the Apollo Archive



Spring 2021 | Advanced Architectural Design II | Instructor: Miku Dixit

SITE ANALYSIS



**NYCHA PUBLIC HOUSING
SAINT NICHOLAS**

A public housing spanning a superblock, from 127th-131st Street. Consists of thirteen 14-story buildings, with 1500 units.

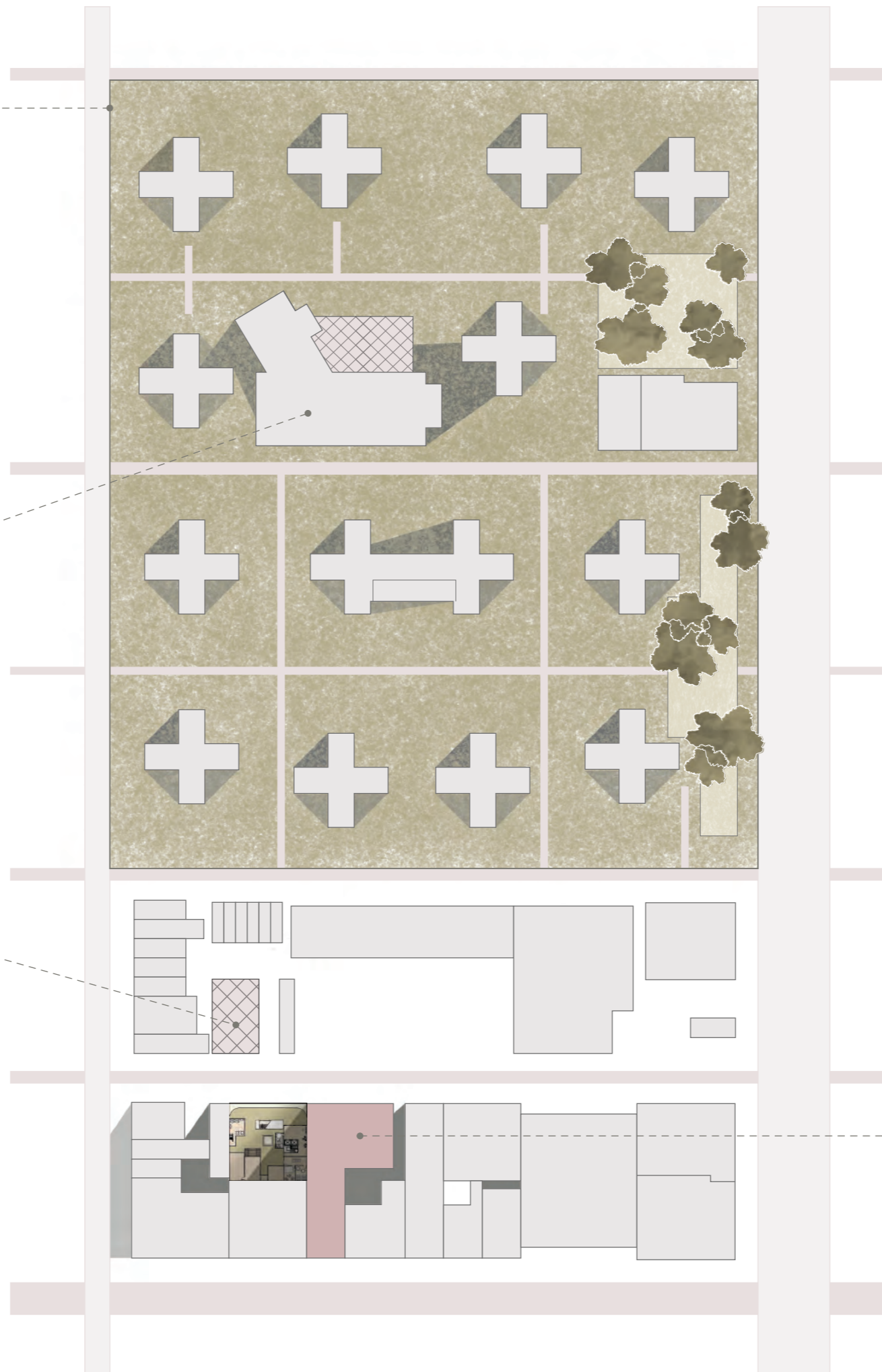
**DISAPPEARING POCKETS
DEMOLISHED PARKS**

Playground in St. Nicholas Houses

Demolished in 2011 to make way for the Promise Academy Charter School, completed in 2013. Residents challenged the city for prioritizing the potential impact of the charter school over the community's access to green space.

Nelson Mandela Community Garden

Stylized as the only Wildflower Meadow in NYC, the space has been booked for further construction of affordable housing. Having sat vacant for 30 years before the community garden's founding, the site was an attraction for crime before transformation by the community.

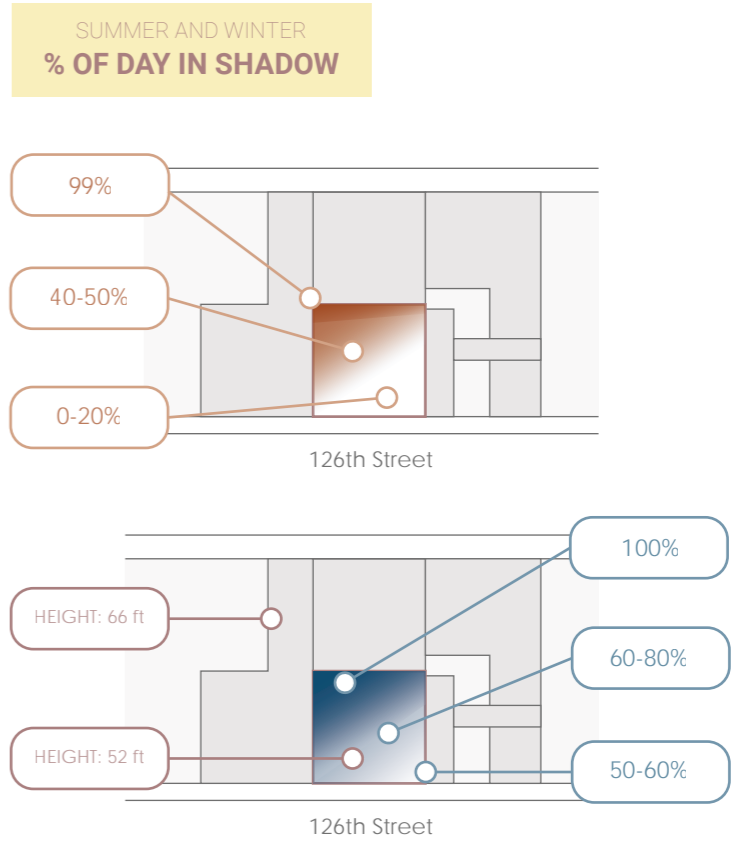
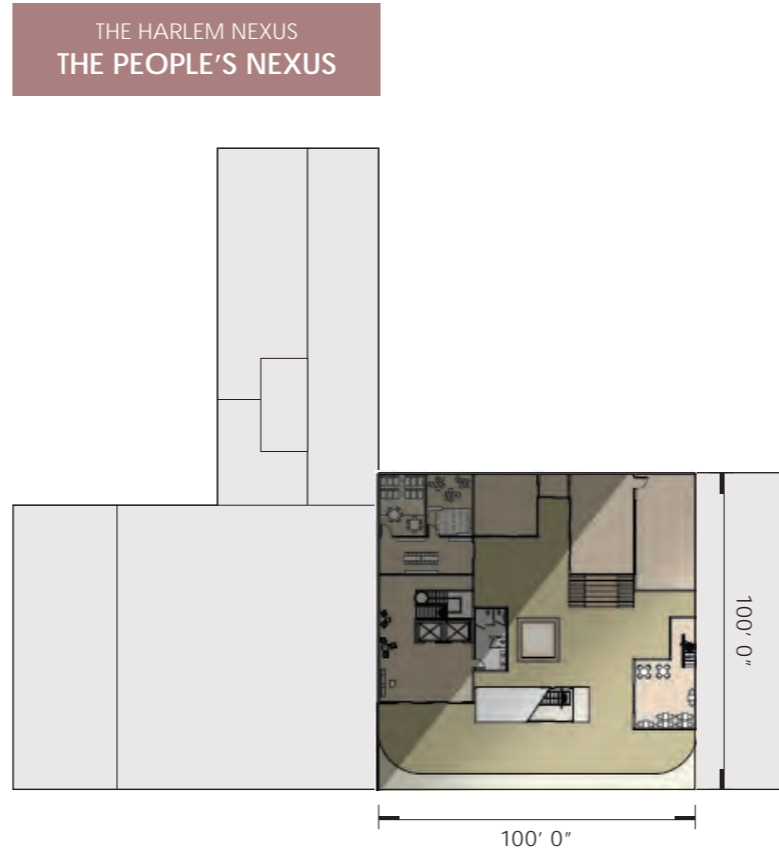
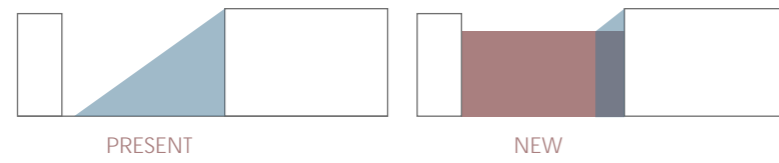


**CUTURAL STRONGHOLD
APOLLO THEATER**



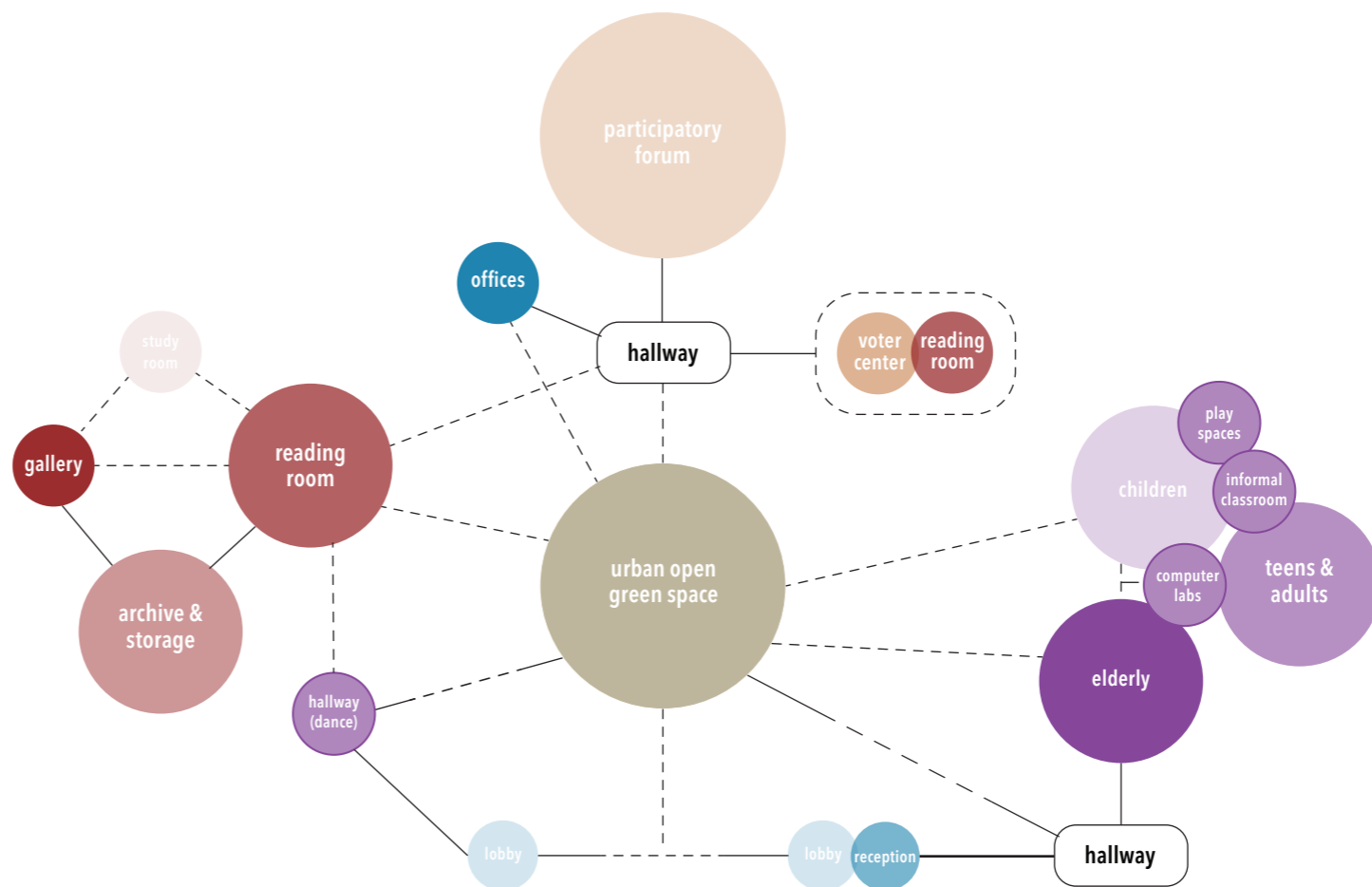
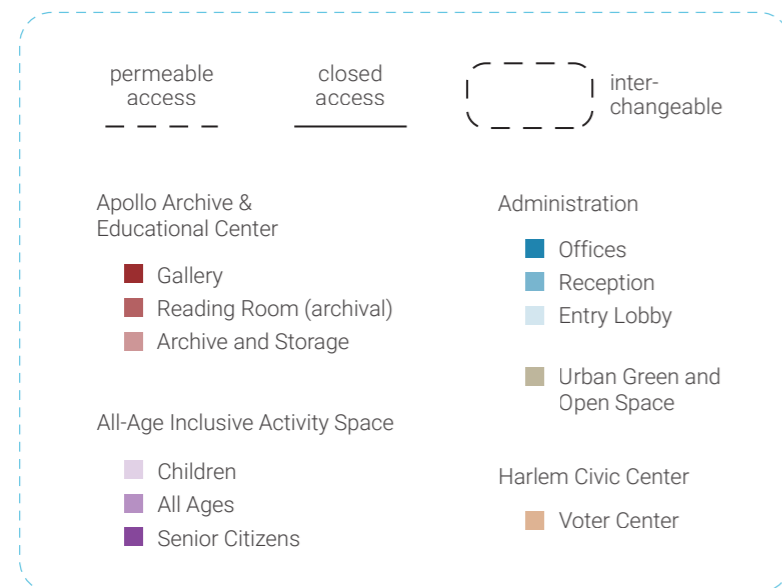
ENVIRONMENT ANALYSIS

In an effort to bring back public and accessible green space, analysis was conducted to increase exposures of the lawn to sunlight.



PROGRAM DIAGRAM

In order to optimize ease of access and usage of the site's programs, the spaces have been diagrammed to show the site's conceptual organization.



1ST FLOOR



2ND FLOOR



3RD FLOOR



4TH FLOOR



GROUND: PUBLIC GATHERING

8AM-4PM

Nursery Room 1
for ages 2-4 years old

Nursery Room 2
for ages 4-6 years old

4PM-8PM

Nursery Room
for ages 2-6 years old

Children's Activity Room
for ages 7-12 years old

Dance Studio and
Black Box Theater

8AM-8PM

Activity Classroom
for workshops, informal
lectures, and reading
space when not in use

FLEX

Moving Walls
for flexible use of space

Center Room
for intergenerational use

8AM-10PM

Sitting Lounge
mainly for older adults

FLEX

Dance Hallway for casual
gathering and practicing



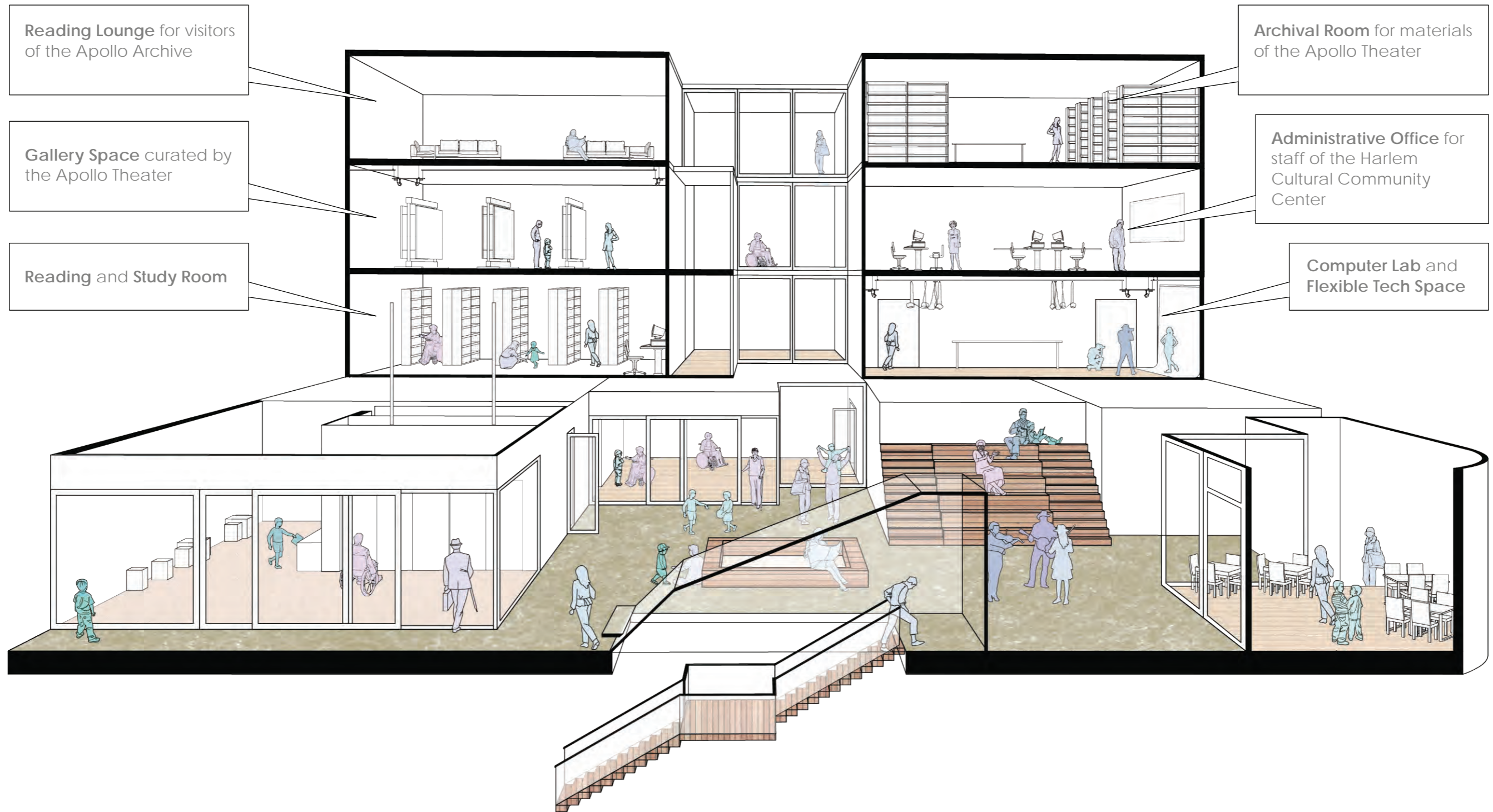
Central Atrium for casual
gathering and events

FLEX

Cafe for casual gathering
(tutoring, volunteer,
waiting, etc.)

LAWN: INTER-GENERATIONAL

11:00AM
SAT



CHILDREN

TEENS

ADULTS

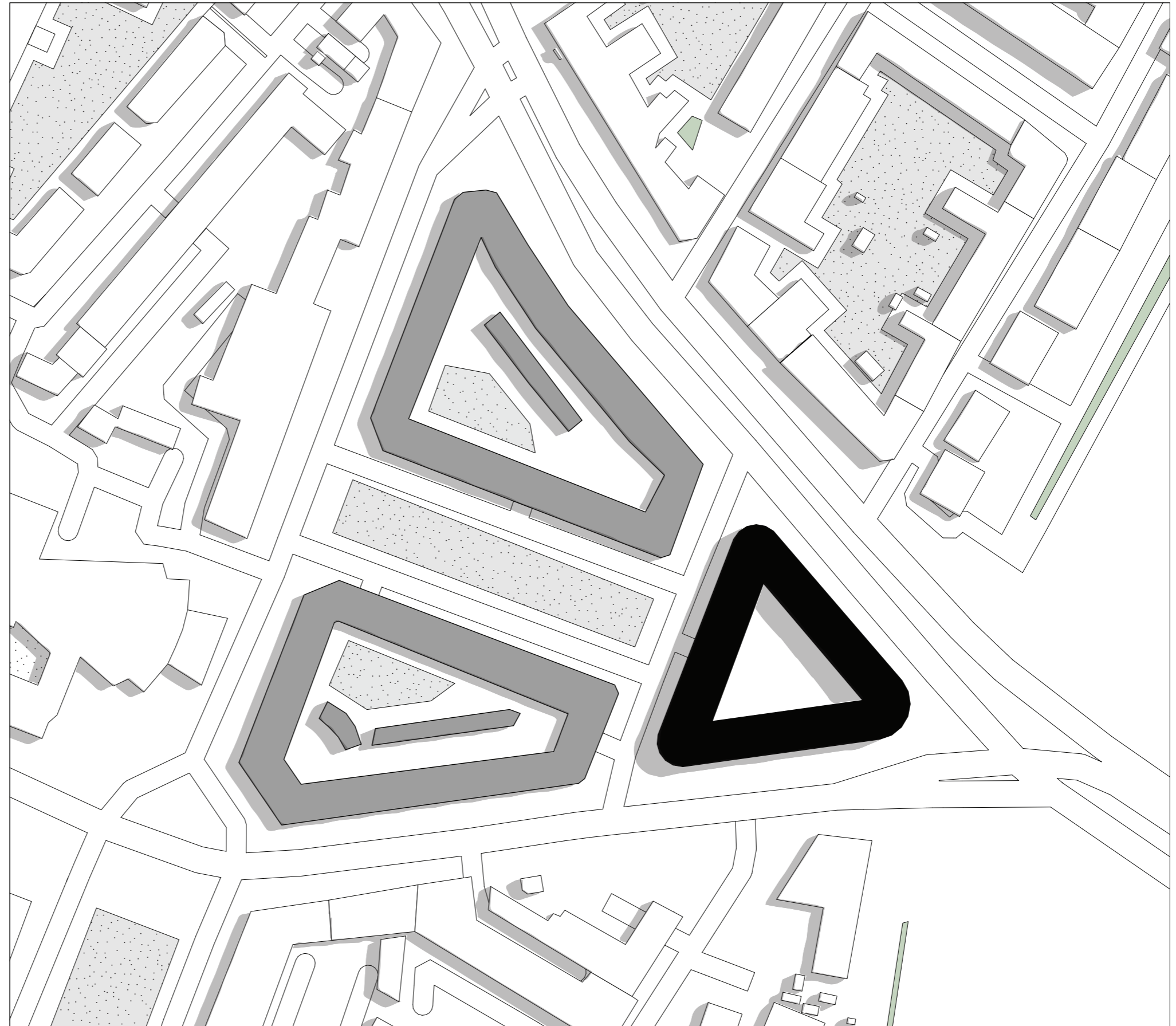
ELDERS

FUTURE STRATEGIES

LOCATION Rosenørns allé, Kleinsgade
PROJECT *Trekanten* ("The Triangle")
SIZE (ft²) 3102.36
ARCHITECT Kay Fisker
YEAR 1930-33

Kay Fisker's ideals of functionality emphasize and strive to compliment the human lifestyle and efficiency. But the *Trekanten* (Kleinsgade Housing), completed in 1930, is an interesting mixture of both private and public space: the ground space of this triangular complex is largely reserved for retail space, resulting in a spatial conflict between private and public ownership.

Future Strategies analyzes Kay Fisker's ideology and how it manifests in his works. Possible changes to the project are made based on research of current site conditions and main usages.



Spring 2020 | Detailing and Sustainability in Scandinavian Architecture | Instructor: Angela Gigliotti, Fabio Gigone

ANALYSIS

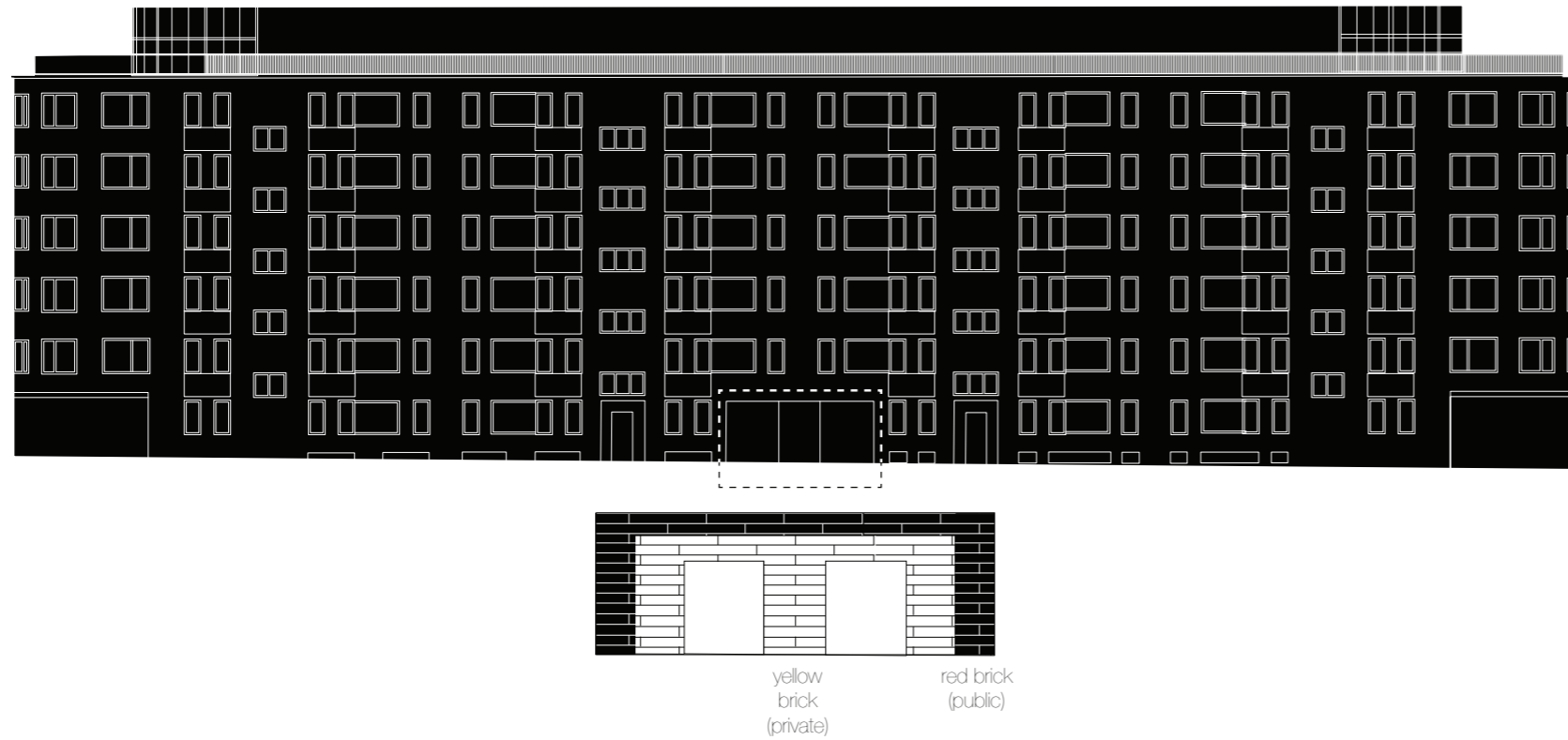
One can observe Kay Fisker's ideals of functionality through the existing facades:

(1) there is no view to admire from the interior, and so the windows and balconies on the interior facades are noticeably smaller and fewer in number.

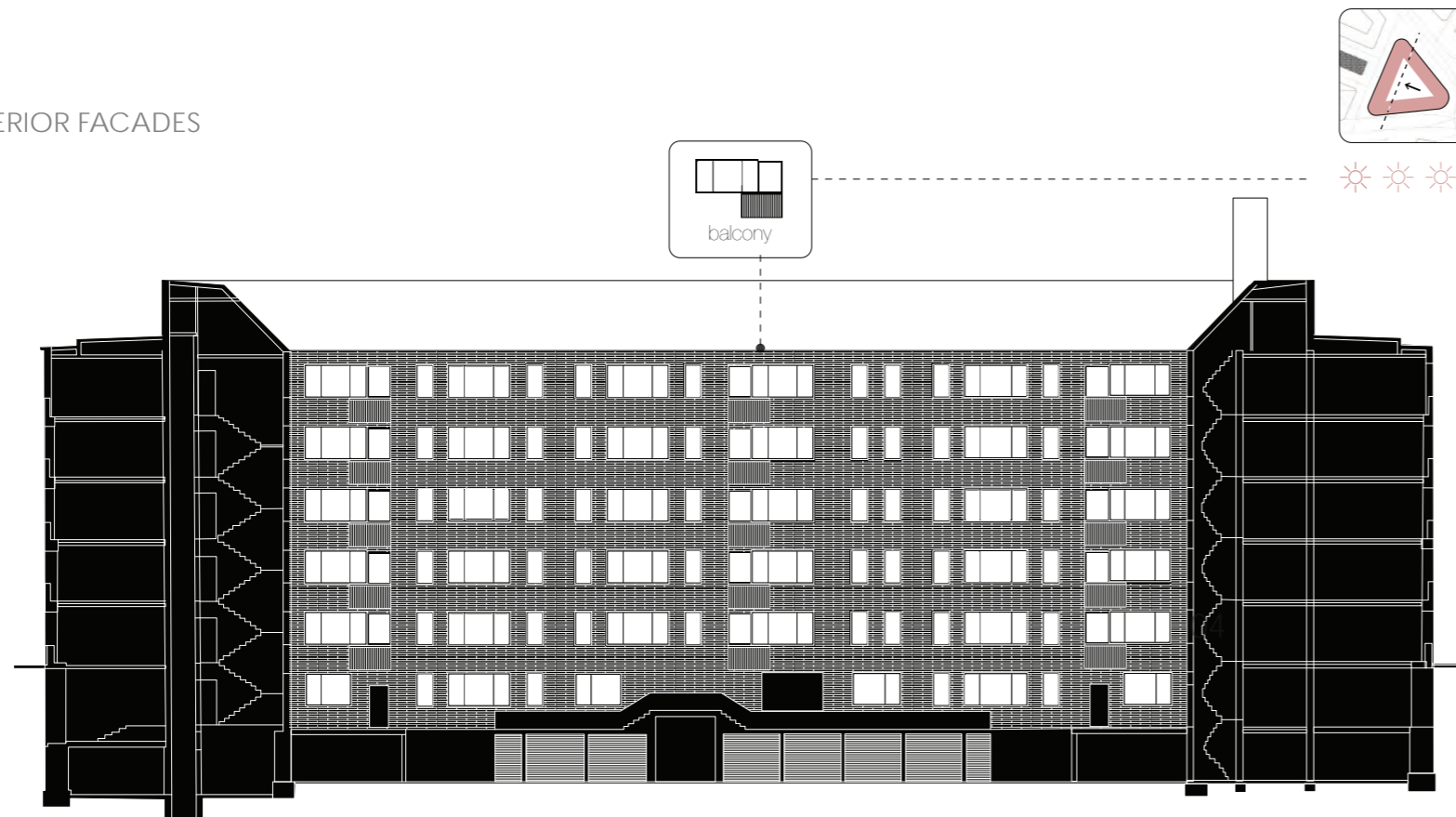
It should be noted that two of the facades are offered as public spaces, with storefronts on the ground floor. The west-facing facade of the building is the entrance to the private residences, and so:

(2) differently colored bricks also help to separate the public and private spheres, such as the sunken doors that are marked out by pale yellow bricks.

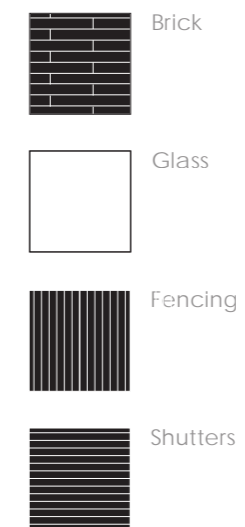
EXTERIOR FACADES



INTERIOR FACADES



LEGEND



SECTION

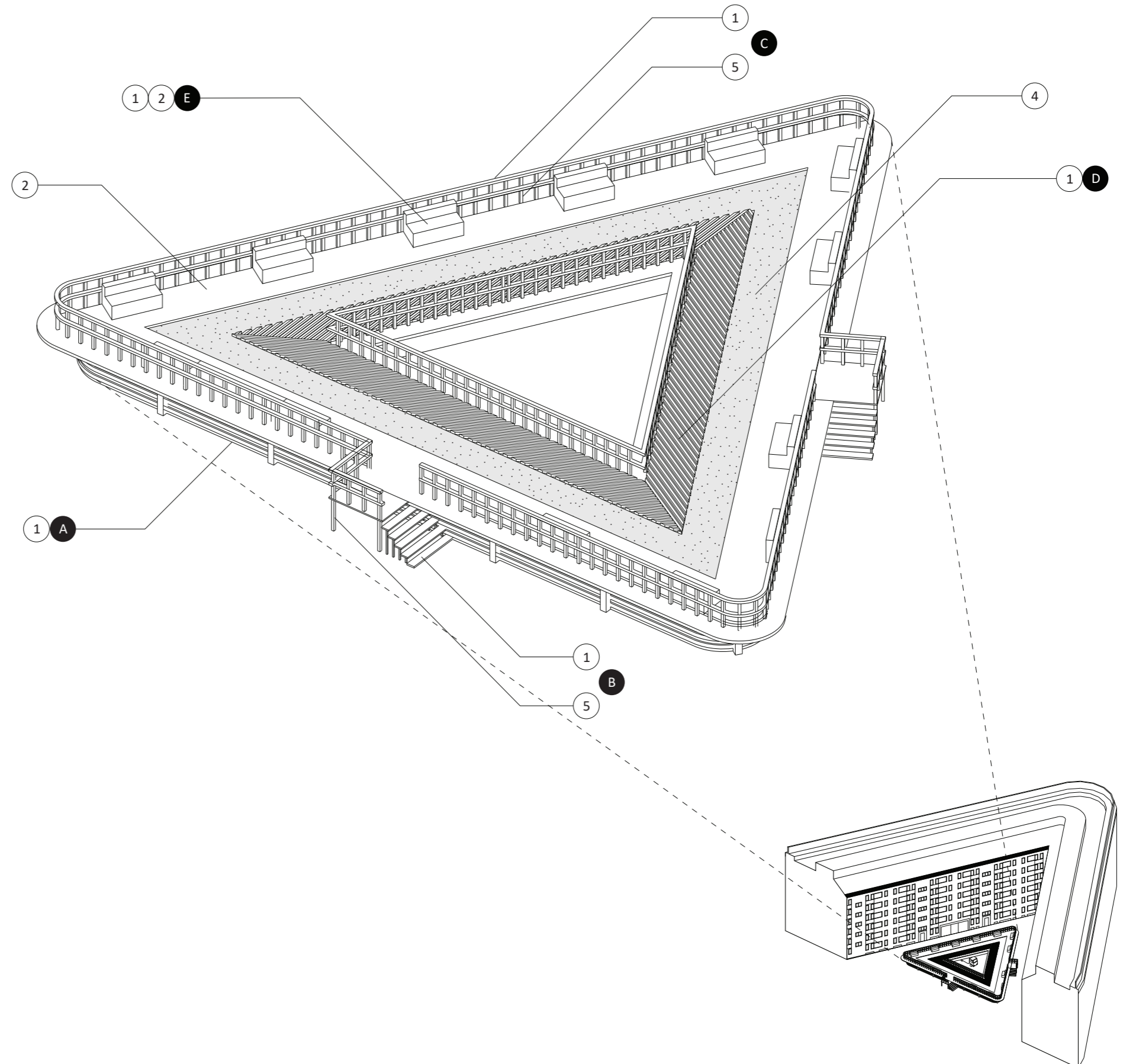


PROPOSAL

The inner courtyard, which is traditionally a fairly private space, is instead overtaken by an underground garage that belongs to the retail businesses in the complex.

The addition mainly aims to provide more vegetation in a rather cramped site, as well as replace empty concrete paving with something much more servicable to the residents.

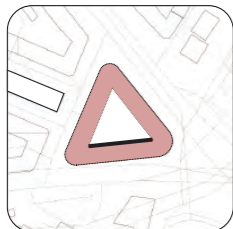
This addition to the existing courtyard will elevate a communal walkway above the garage, where residents can relax with a green addition to their community. This also connects the Trekanten to another two nearby Kay Fisker buidlings that green spaces of their own.



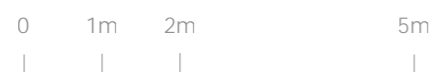
LEGEND

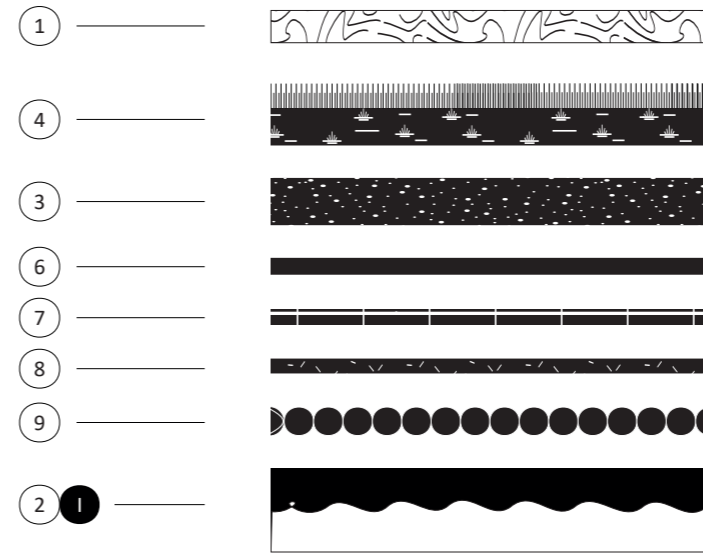
- | | |
|--------------|---------------------|
| 1 Wood | 6 Separation fabric |
| 2 Concrete | 7 Draining material |
| 3 Soil | 8 Insulation layer |
| 4 Vegetation | 9 Moisture barrier |
| 5 Steel | |
-
- | | |
|-------------|-------------------|
| A Cladding | F Light fixtures |
| B Staircase | G Hanging potters |
| C Railing | H Irrigation |
| D Decking | |
| E Seating | |

KEY MAP



AXONOMETRIC
1:350





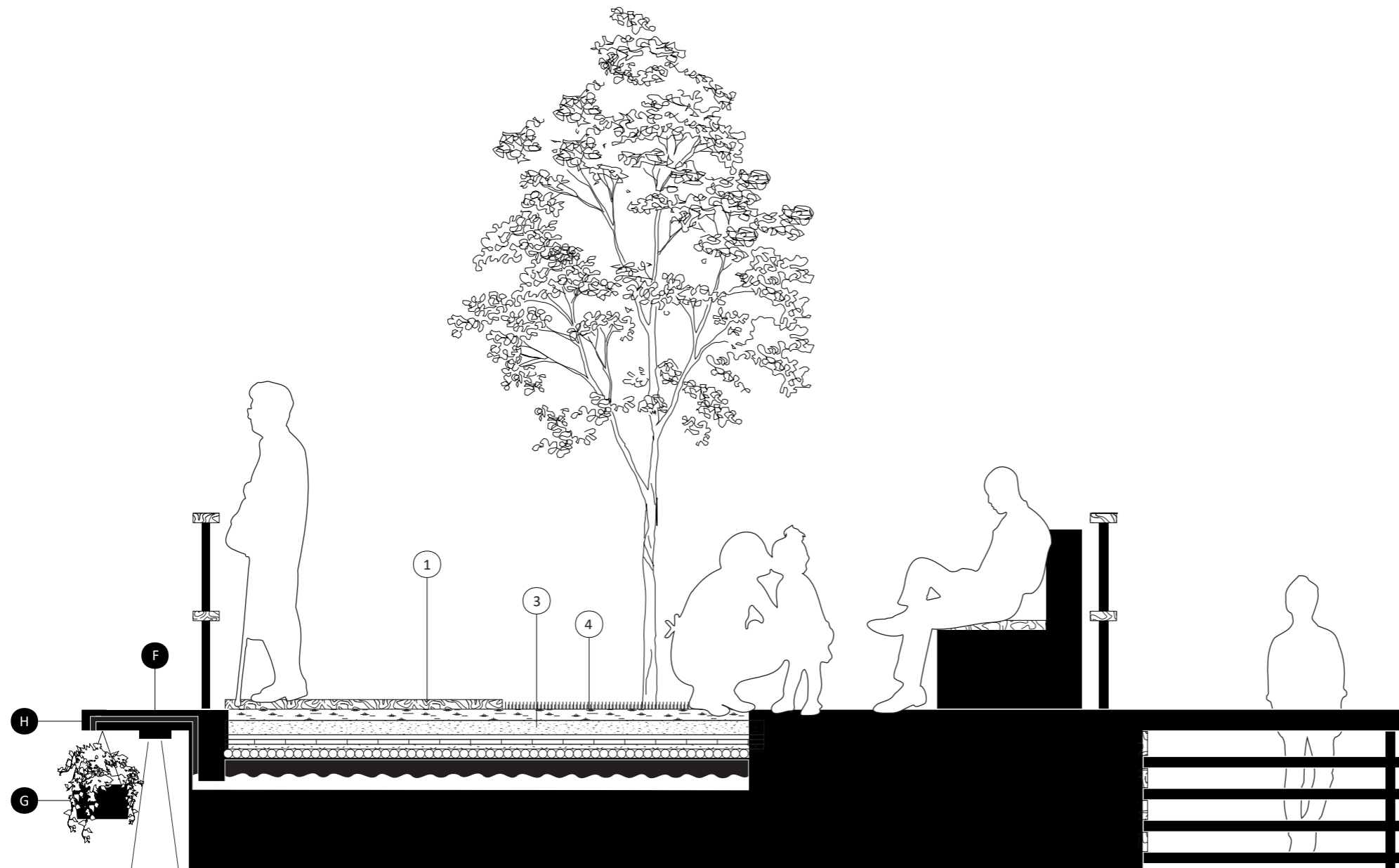
The most important element to be added through the walkway is the middle lane of vegetation, acting as a manner of green roofing. There are many benefits to green roofing, and many of them would suit the use of Kleinsgade Housing.

The existing roof has an inward slope that diverts rainwater away from pedestains, but inwards to the inner courtyard, often creating irritating puddles of water. This makes the water management capabilities of green roofing a practical addition to the site. The additional greenery also helps reduce heat load from the sun, and will improve comfort within the courtyard.

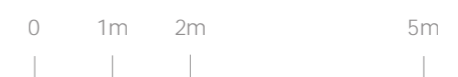
LEGEND

- | | |
|--------------|---------------------|
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- | | |
|-------------|-------------------|
| A Cladding | F Light fixtures |
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SECTIONAL CUT
1:250

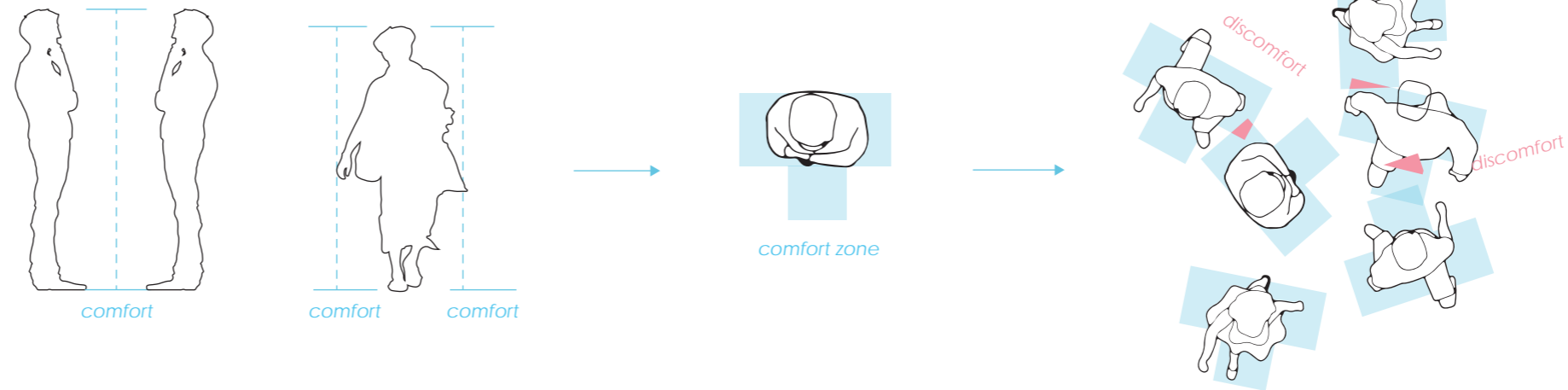


ABSTRACTING THE SOCIAL SYSTEM

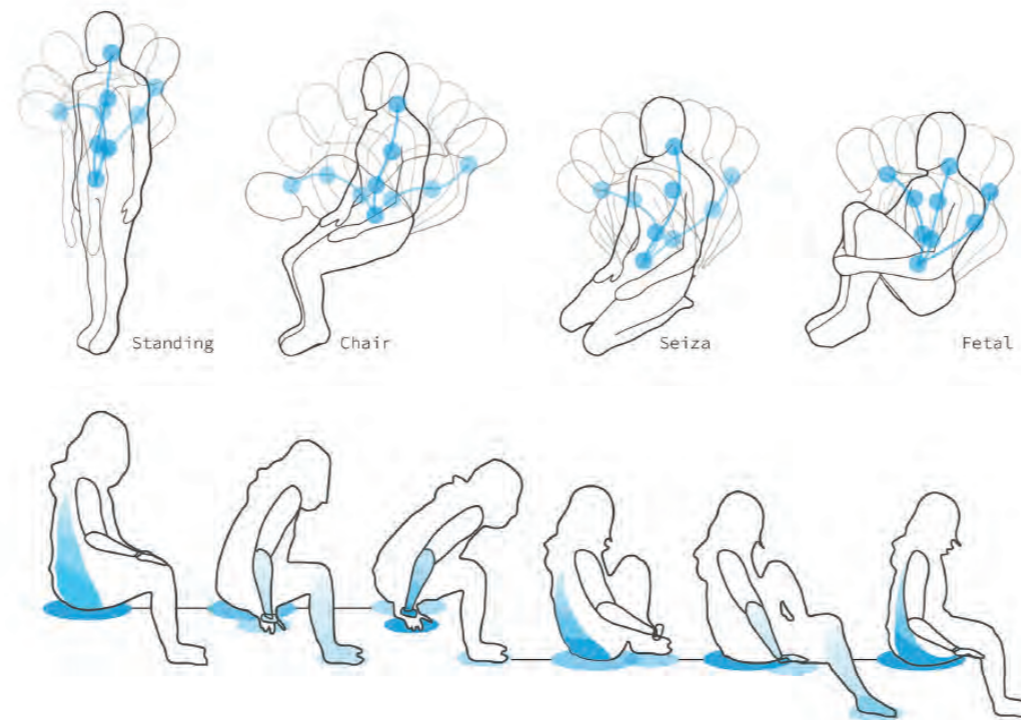
The project analyzes and abstracts a social system, creating a form that is both inspired by and responds to the material world and its inhabitants.

EXPLORATION OF THE HUMAN FORM

moving action
(walking, running...)



stationary action
(standing, sitting...)



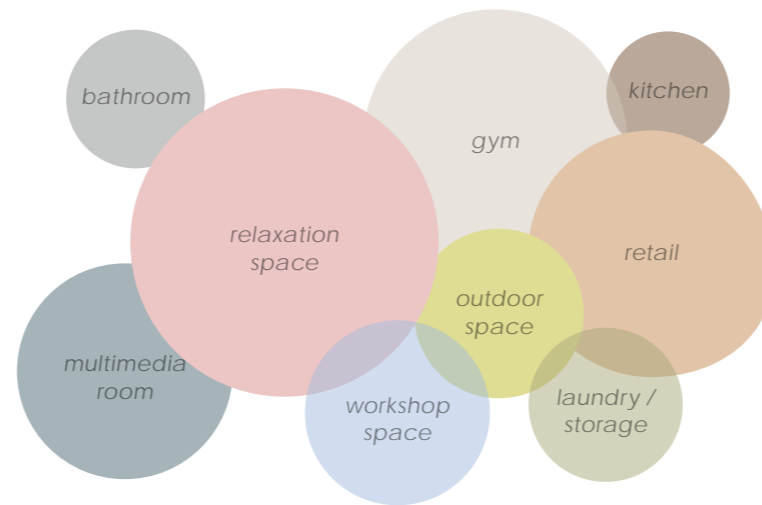
FC HARLEM SOCCER AN URBAN CAMPUS

The project reimagines a safe space for FC Harlem, an organization that has dedicated itself to creating more opportunities for Black and Latino youth from Harlem.

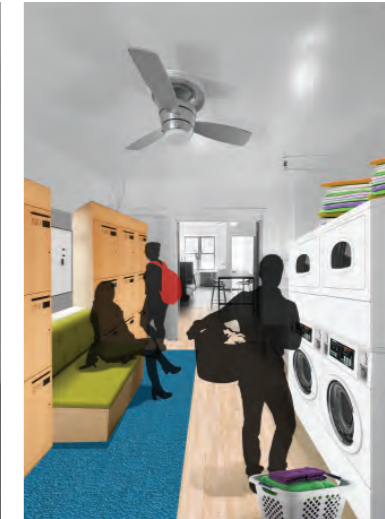
Branching off the activity of soccer, and devoted to the individuals while cultivating a supportive community, the site accommodates for the lack of resources in other paths of interest.

COLLABORATIVE WORK | WORKSHOP & CLASS

Which spaces are you most excited about?



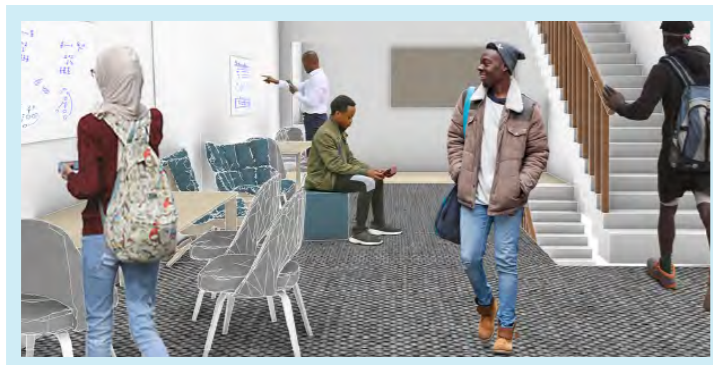
(polling activity with students)



(visual mock-ups for students)

INDIVIDUAL | PUBLIC GATHERING (2F)

(final visual proposals)



KOWLOON EAST: AN INCLUSIVE GROWTH

MIT Hong Kong Innovation Node

Team: Sunnie Lau, Rosalia Leung, Ellena Wong, Shannon Hui

Kowloon East is Hong Kong's poorest and most densely populated district. It is undergoing a transition towards becoming the second CBD (Central Business District). However, there are a set of socio-economic challenges faced by underprivileged individuals for this urban regeneration process.

The team has produced interactive, AR models to demonstrate scenarios that would support a more equitable development in Hong Kong's Kwun Tong / Kowloon East area.



Scan!

@ The 17th Venice Biennale International Architecture Hong Kong Exhibition 第十七屆威尼斯建築雙年展 - 香港

Scan me with the app for a surprise!
用個app scan 我啦!



*Axonometric View of Industrial Building Block in Kwun Tong

Hong Kong Kowloon East: Inclusive Innovation & Growth
九龍東 共融創新與成長項目
© MIT HONG KONG INNOVATION NODE

Reimagining the Architectural Scales
重新想像建築空間

"BAM! City"

Possible Otherness For A Future Sustainable CBD

Sunnie S.Y Lau (MIT Node), Rosalia H.C Leung (MIT Node), Florence Kong (FAB-A-MATTER), Tsun-ming Ho (Tsun-ming Ho)

A Future Sustainable CBD

Sunnie S.Y Lau (MIT Node), Rosalia H.C Leung (MIT Node), Florence Kong (FAB-A-MATTER), Tsun-ming Ho (Tsun-ming Ho)

Sunnie S.Y Lau (MIT Node), Rosalia H.C Leung (MIT Node), Florence Kong (FAB-A-MATTER), Tsun-ming Ho (Tsun-ming Ho)

AR Model Experience of Future KE 未來東九龍AR模型 HOW TO PLAY WITH ME:* 點玩嘍?



- 1 Scan the QR Code
用手機掃描個QR Code
- 2 Enable camera and motion sensor permissions
啟用相機同傳感器嘅權限
- 3 Flip me over, and point the camera at the picture for 10-30 sec. 反轉呢張卡, 然後用相機對準圖片10-30秒

Or type in:
打呢個網址都得

<https://b-y-buildi-food.>

A Holistic Plan

Now:

The coming new offices and buildings will cause congestion for current employees that are not comfortable, innovative, nor aesthetically pleasing for the average worker to devote their full time to. Such, the population experiences an imbalance in their professional lives.

What if:

The urban planning of the future CBD should be able to produce a people-centric environment that would assist everyday employees and residents to balance their time devoted to different spheres of life, such as more family support, child-care, education and community activities.

Other suggestions include more public spaces and sheltered/ safe pedestrian walkways would make simple, everyday commodities accessible throughout the area within a short walking distance from offices/home.

In brief, the physical and economical accessibility within the district has to be improved between the residential and commercial areas to allow a well balanced lifestyle.

© MIT HONG KONG INNOVATION NODE

*This experience supports WebGL and WebRTC, so it will work best on an Android or iPhone device above iOS 11. *此體驗支持WebGL和WebRTC, 因此最好在iOS 11以上的Android或iPhone設備上運行。

in Kowloon East?

Our following AR models try to showcase scenarios that would help support an equitable workforce and small business developments in Hong Kong's Kwun Tong/ Kowloon East area.

© MIT HONG KONG INNOVATION NODE

*This experience supports WebGL and WebRTC, so it will work best on an Android or iPhone device above iOS 11. *此體驗支持WebGL和WebRTC, 因此最好在iOS 11以上的Android或iPhone設備上運行。

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INTERACTIVE AR MODELS (Rhino 3D + SketchUp + Glitch Hub)

The project harnesses an AR experience without the need to download an app - users can simply scan informational post cards with a phone camera.

Models can be accessed by clicking the links below, or by scanning the accompanying QR Code + Post Card on pg. 25)

ROOM SCALE x 2 [Click hyperlinks!](#)

- + Co-Working Office for Small- and Medium- Enterprises
- + Work-From-Home Space for Low-Income Mothers

BUILDING SCALE x 3

- + Multi-Functional Office Building: Retail and Dining (F&B)
- + Multi-Functional Office Building: Co-Working Space
- + Multi-Functional Office Building: Flexible Event Space

CITY SCALE x 1

- + People-Centric & Work-Life Balanced CBD

