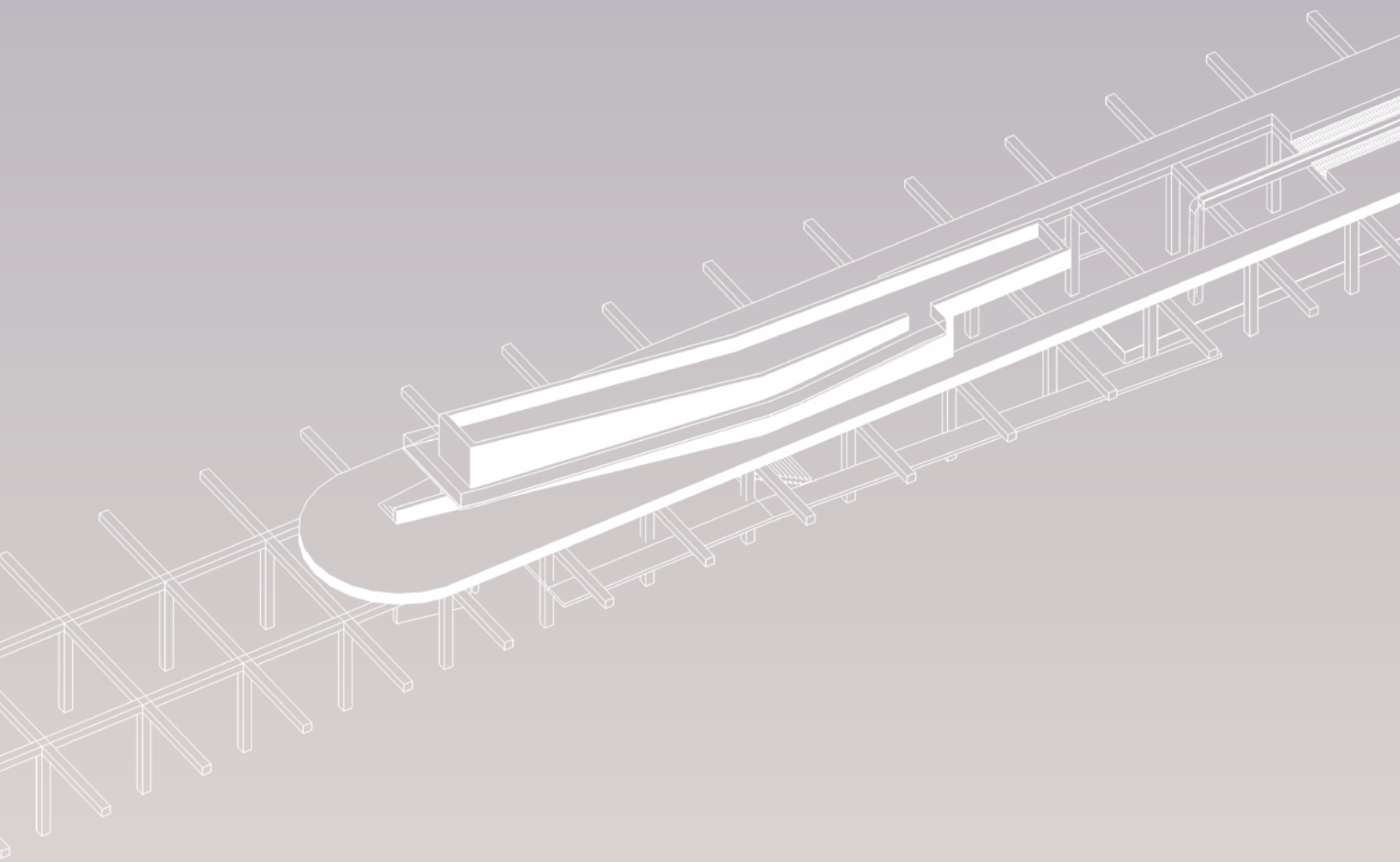


JARON POPKO

ARCHITECTURE PORTFOLIO
SELECTED PROFESSIONAL & ACADEMIC WORK

2022

JARON POPKO

REGISTERED ARCHITECT

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BROOKLYN, NY 11217

EDUCATION

MASTER OF ARCHITECTURE UNIVERSITY OF CINCINNATI, CINCINNATI, OH
2011-2014

BACHELOR OF SCIENCE IN ARCHITECTURE UNIVERSITY OF CINCINNATI, CINCINNATI, OH
2007-2011

EMPLOYMENT

AE7 ARCHITECTS PITTSBURGH, PENNSYLVANIA
Design Architect — October 2014 - Present

Market Types:
F&B, retail, mixed-use developments, single and multi-family residential

Responsibilities:
Concept design and development of retail developments, food halls, multi-family housing projects and single-family renovations in both exterior and interior design. Assist with marketing and proposal efforts, including graphic design for presentation templates and standards.

POP2LIFE: A CONDÉ NAST AGENCY NEW YORK, NEW YORK
Freelance Designer/Visualizer — August 2014 - May 2019

Market Types:
event & exhibit design, experiential marketing and branding

Responsibilities:
Assist in the design development for a range of event and exhibit experiences. Build 3D models in SketchUp and the production of presentation renderings for these various design iterations.

SMITH-MILLER + HAWKINSON ARCHITECTS NEW YORK, NEW YORK
Architectural Intern — May 2013 - Aug 2013 (4 months)

Market Types:
residential, civic buildings, museums, higher education

Responsibilities:
Documented and produced existing condition drawings, designed several options with full renderings for NYC penthouse apartment. Built large scale study models and small-scale presentation models.

BLVD inc. SHENZHEN, CHINA
Architectural Intern — June 2012 - Dec 2012 (7 months)

Market Types:
master planning, urban development, high-rise towers, civic buildings

Responsibilities:
Involved from conception to design development stage. In charge of creating design proposal documents, including research and concept diagrams, technical DD drawings, and perspective renderings.

RAFAEL DE CÁRDENAS // ARCHITECTURE AT LARGE NEW YORK, NEW YORK
Design Intern — Aug 2011 - Dec 2011 (5 months)

Market Types:
commercial interiors, retail, residential, restaurants, furniture, exhibitions

Responsibilities:
Design proposals, design development, and construction documents. Gained valuable managing skills through personal meetings with clients and contractors, speaking with manufacturers, as well as overseeing purchase, delivery, and installation of various components of projects.

SKILLS

SketchUp, AutoCAD, InDesign, Photoshop, Illustrator, Acrobat, Revit, Rhino, Enscape 3D Rendering, physical model making, Microsoft Office

HONORS

2021 Work featured in publication, Visual Commutnication, by Margaret Fletcher
2019 Portfolio and work featured in ArchDaily article, Exceptional Architectural Portfolios
2014 Award for Distinguished Design & Design Research (Master's Thesis)
2013 Work featured in publication, Shape of Sound, by Victoria Meyers

PORTFOLIO

www.jaronpopko.com

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MEYDAN ONE MALL
north promenade and hotel

A.

PROFESSIONAL



A 01 **MOTOR ROOM FOOD HALL**

FIRM: AE7 ARCHITECTS
PROJECT TYPE: FOOD & BEVERAGE


01



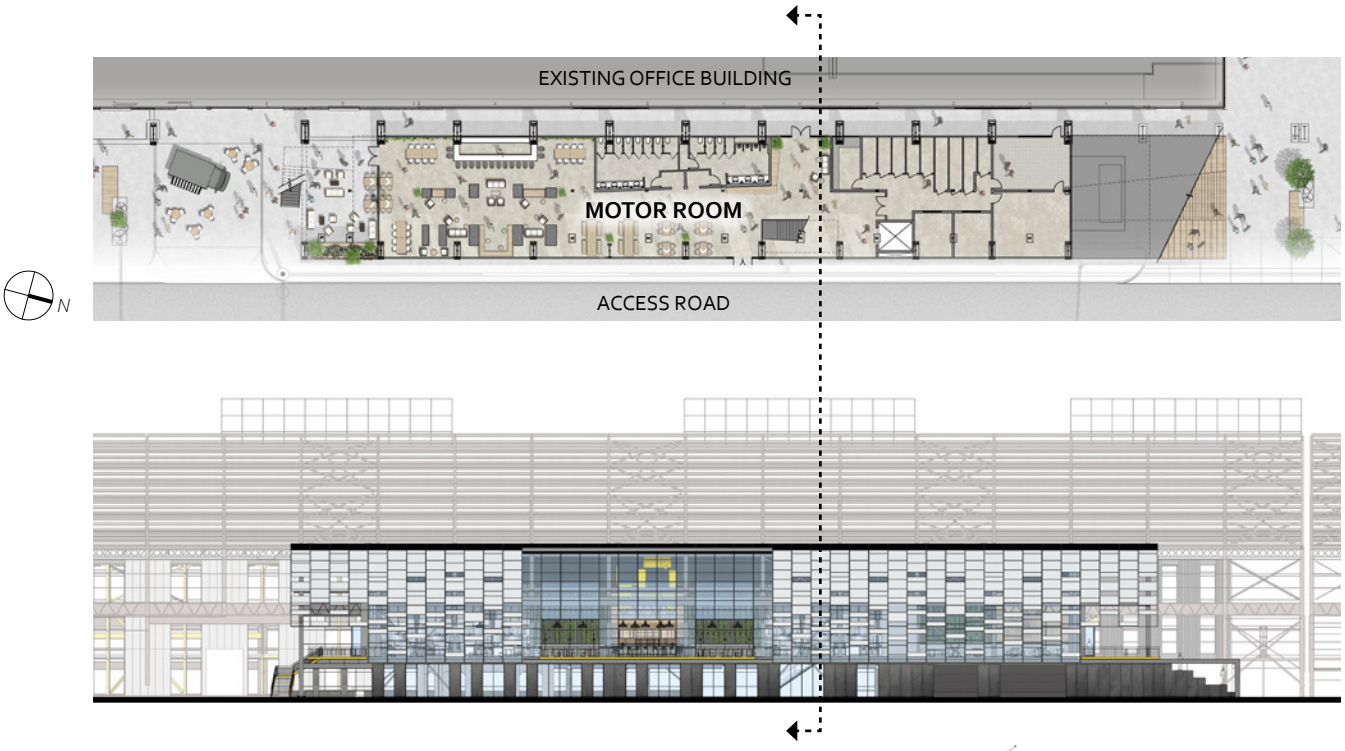
MOTOR ROOM FOOD HALL

PITTSBURGH, PA | AE7

Mill 19 was built in 1943 to house munitions production during WWII. Following the war, it became a steel mill and later a coke oven brick storage facility. Today, within the building's original steel structure, Mill 19 is ushering in a new era of manufacturing, with a focus on A.I., automation, and robotics. The original Motor Room, which flanks the south side of the long, 100' x 1,200' main structure, will contain a food hall to serve the facilities and the future phased offices in the surrounding development.

The design of the Motor Room Food Hall celebrates the history and industrial context, leaving all of the structure exposed and encasing it in a jewel-like shell. Seven food tenants and a central feature bar occupy the upper level, with 30' ceilings. The lower level contains the restrooms, lounge space, small coffee bar, support and MEP spaces.




EXISTING OFFICE BUILDING
MOTOR ROOM
ACCESS ROAD
N







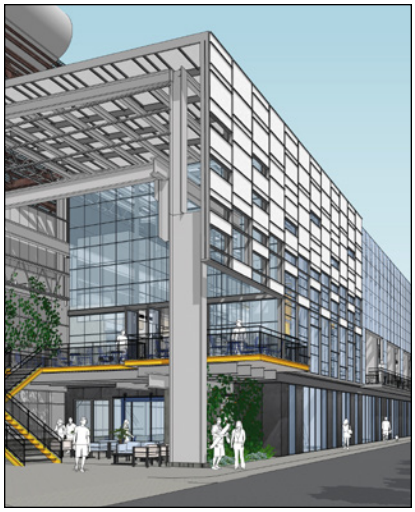
***facade option 1**: solid, panelized envelope with punched openings*



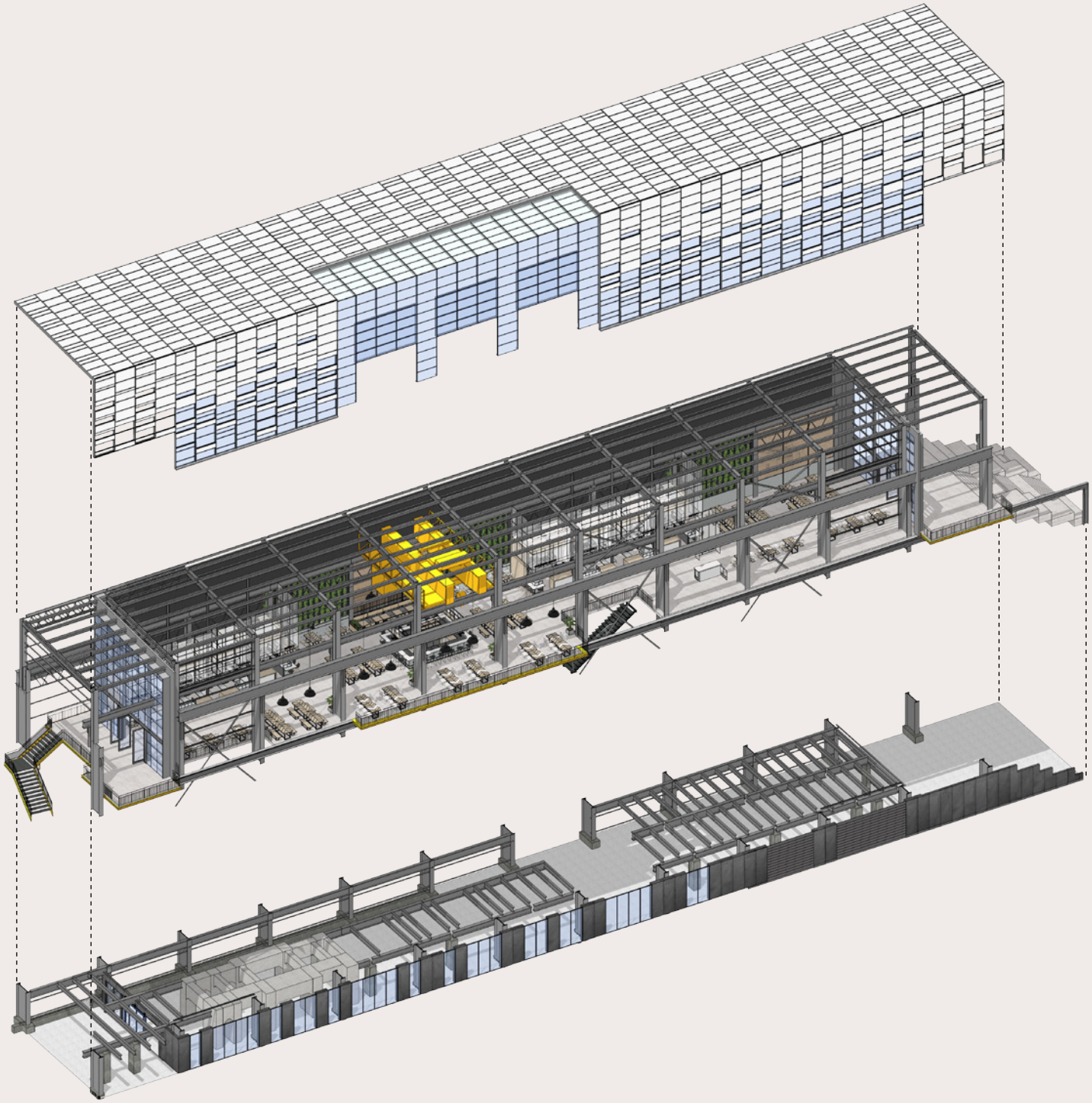


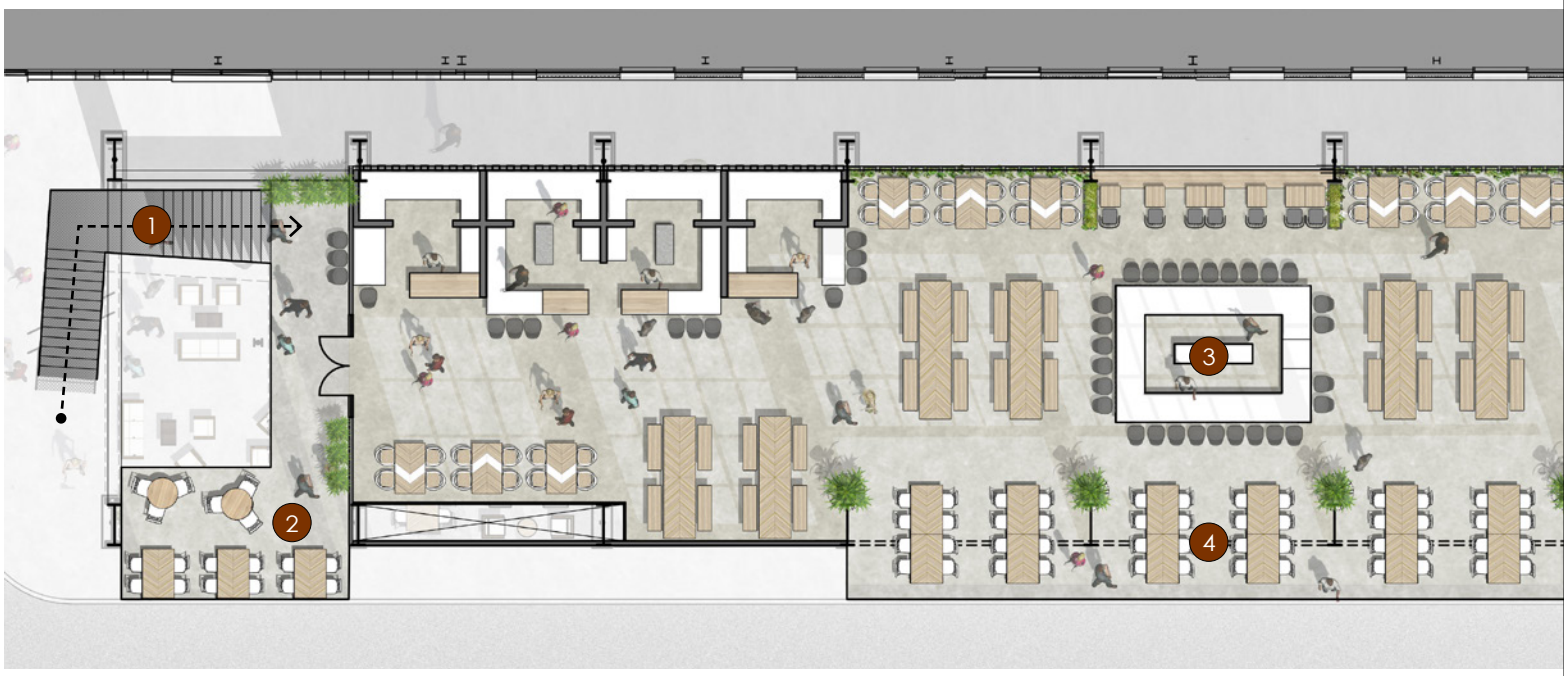
***facade option 2**: glass curtain wall with louvers and randomized solid panels*





***final design**: a hybrid of both original facade options*

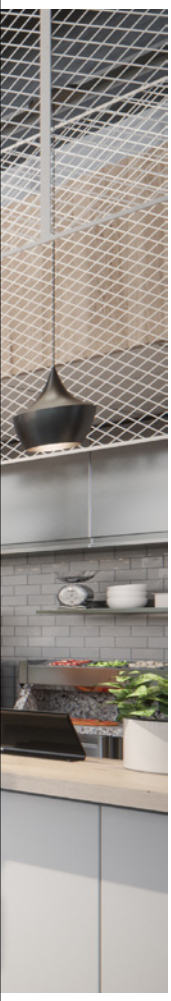




upper level rendered floor plan













KEY FEATURES

1. *entry feature stair*
2. *outdoor terrace seating*
3. *central feature bar*
4. *operable facade zone*
5. *stairwell to lower level*
6. *elevator*
7. *scullery*
8. *outdoor dining seating*
9. *grand stair*

360 panorama

The interior design of the food hall celebrates its industrial setting by leaving the structure exposed and creating a central feature of the existing gantry crane, painted yellow and situated above the center bar.

The food tenants are placed along the back-side of the hall, keeping the glazed facade open for seating and views. The design of the tenants are minimal and clean. Metal mesh panels floating on framework respects the industrial atmosphere while adding softness.

Large vegetative walls flank the two sides of the central bar seating zone, with the center bay having a large-scale plywood wall feature with burn-etched drawing of the historic blueprints of the factory building.



A 02 **LIBRARY ATRIUM**

FIRM: AE7 ARCHITECTS
PROJECT TYPE: RETAIL, FOOD & BEVERAGE


02
COFFEE



LIBRARY ATRIUM

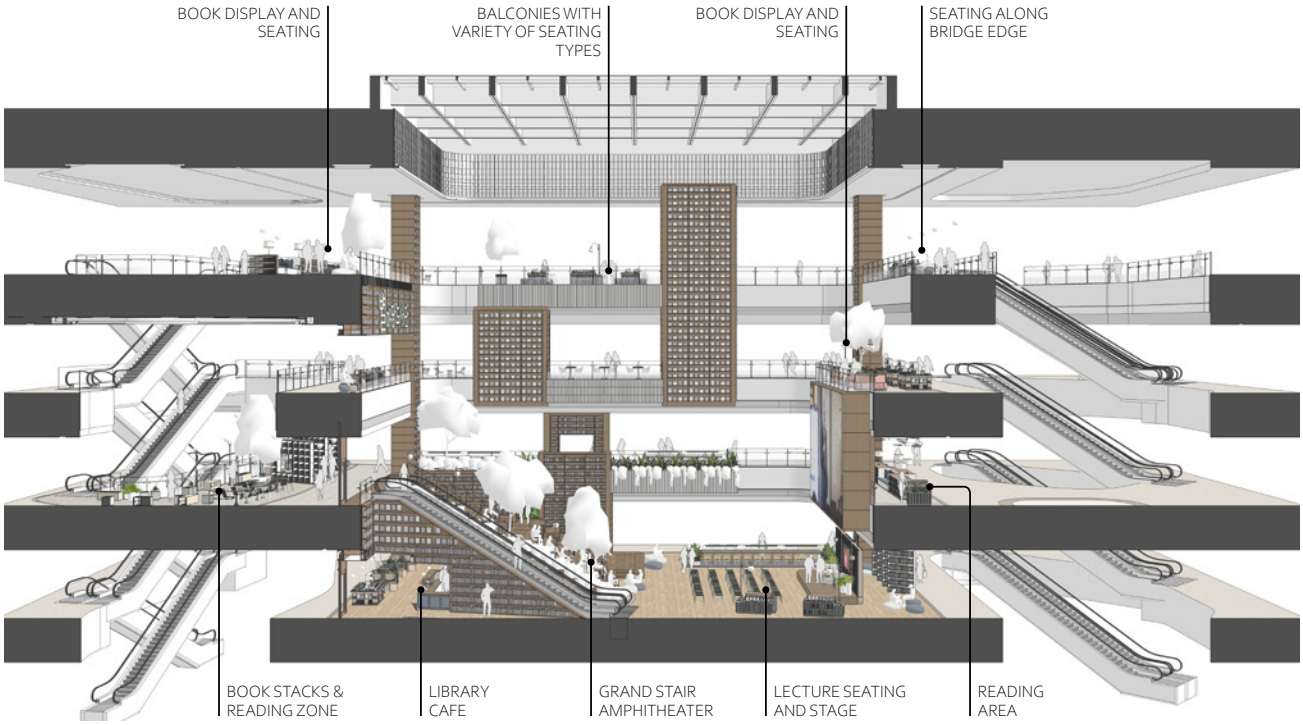
CONFIDENTIAL | AE7

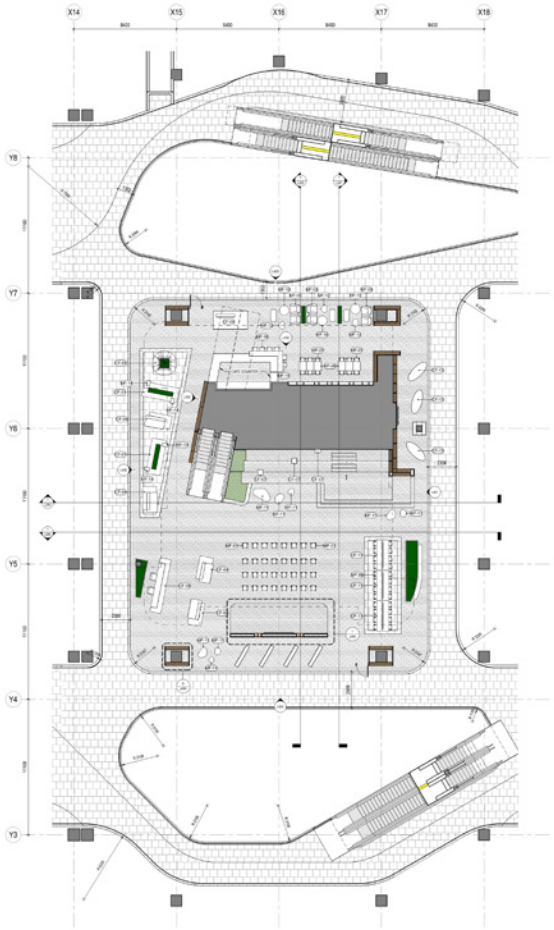
The Library Atrium is located in a large, 8 level urban shopping mall. It occupies the center zone of the top 4 levels of the project, serving as a destination to bring customers up to the upper most levels of the mall. It is a space for relaxation, reading, meeting friends, dining, and a flexible event space. The concept for the Library Atrium was to incorporate vegetation and natural materials to create a place of calm and connection with books and nature.

Major program elements include a grand stair amphitheater, open flexible event space, a variety of seating pockets and reading tables, moveable lecture stage, large digital media screen, and the bookshelf masses to house the library's collection. Underneath of the grand stair is a small cafe and quiet seating area. Restaurants along the upper levels of the atrium have balconies that protrude into the atrium, offering views and adding to the dynamic experience.

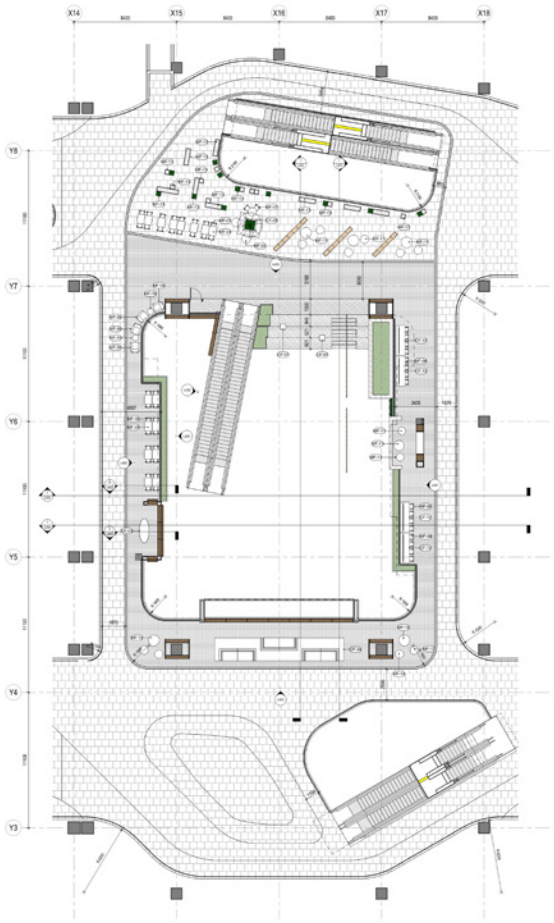
As the designer of the project, I was responsible for the complete design development, 3D modeling, progress renderings, and creating the design presentations.



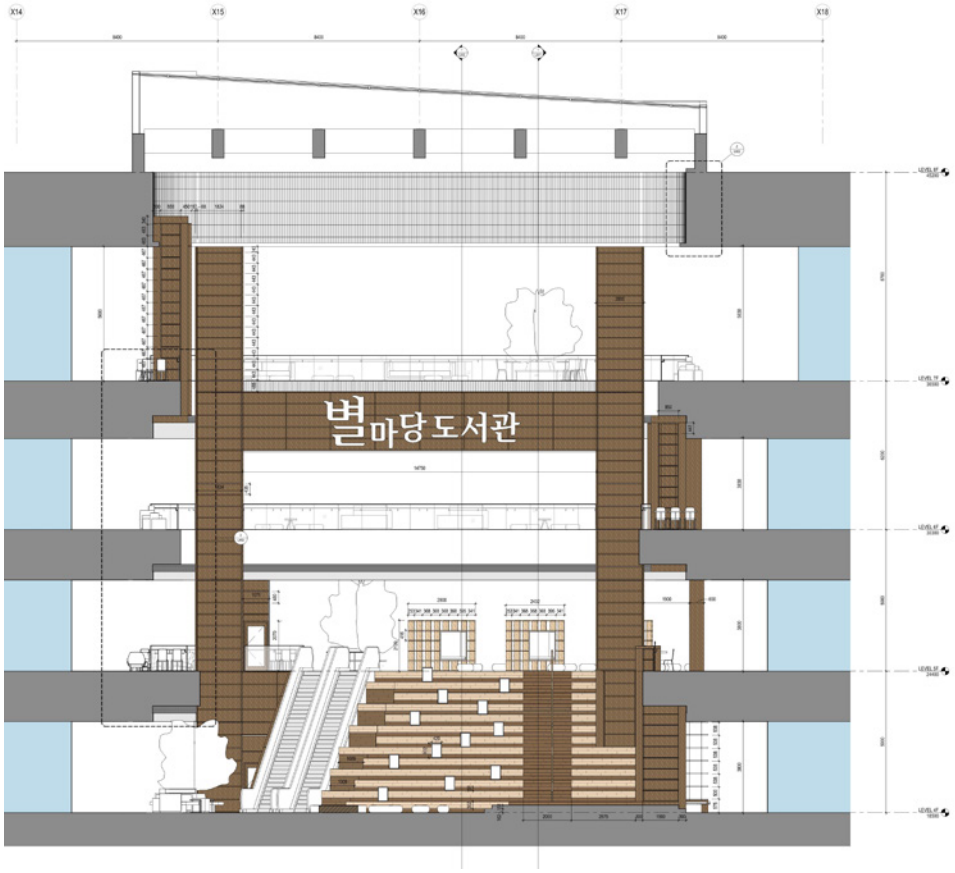




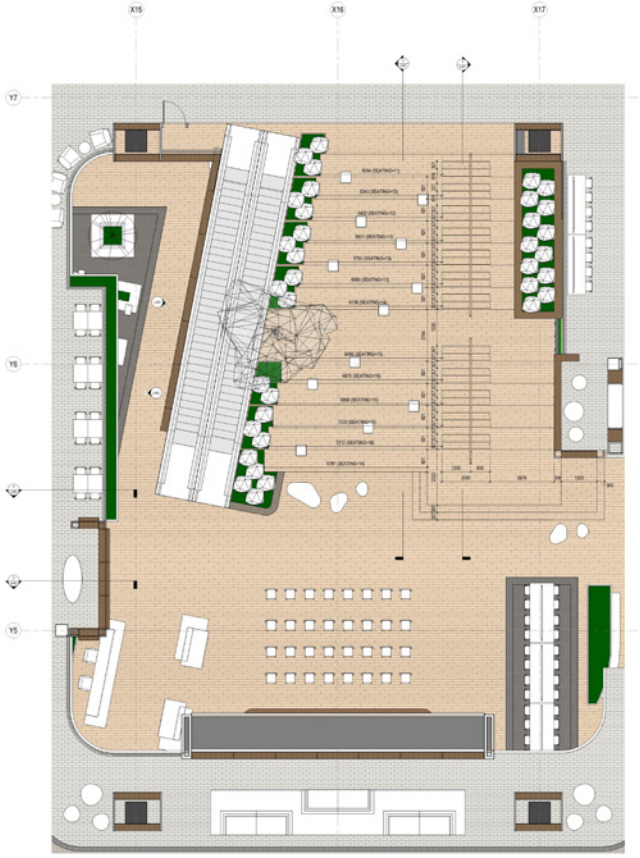
atrium level 01

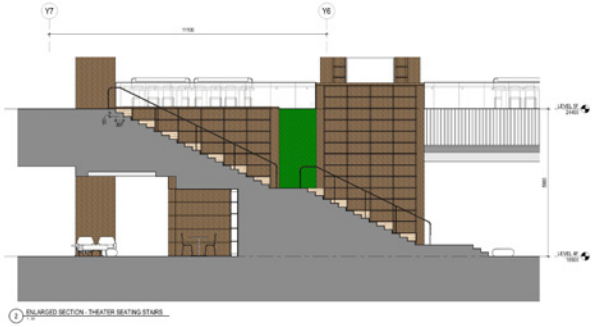


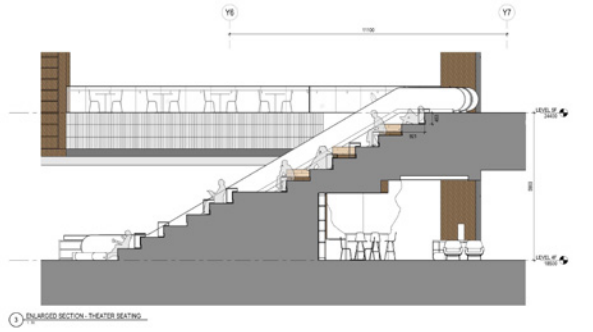
atrium level 02



In addition to the design development and 3D modeling, I also assisted with the documentation of the drawings in Revit, interior finish sample boards and schedules.







SECTION LOOKING NORTH
ENLARGED PLAN AND SECTIONS OF GRAND STAIR



vegetation, lamp posts, concrete pebble seats, and natural finishes create an outdoor atmosphere



the library cafe offers a quieter space for relaxation



seating zone offering a park-like atmosphere



the library cafe



library reading tables



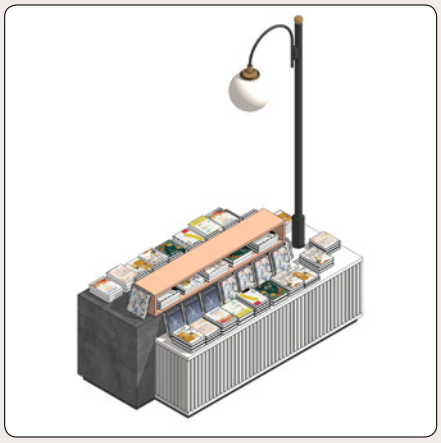
CF-01
concrete bench with central planter



CF-02
wood bench with planter & magazine storage



CF-03
square bench with central planter box & tree



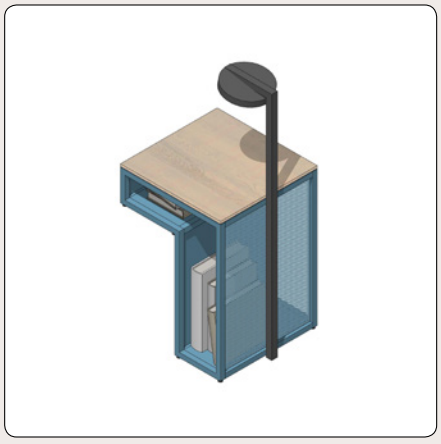
CF-04
book display table with integrated light pole



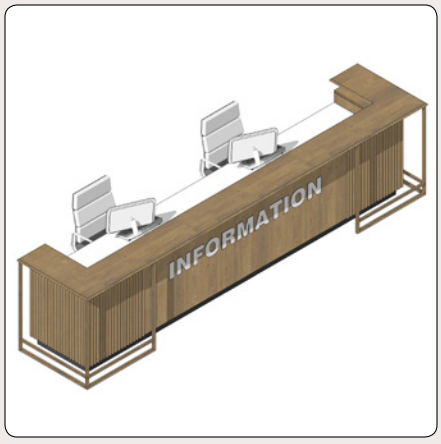
CF-05
book display table with integrated planter



CF-06
large book display table



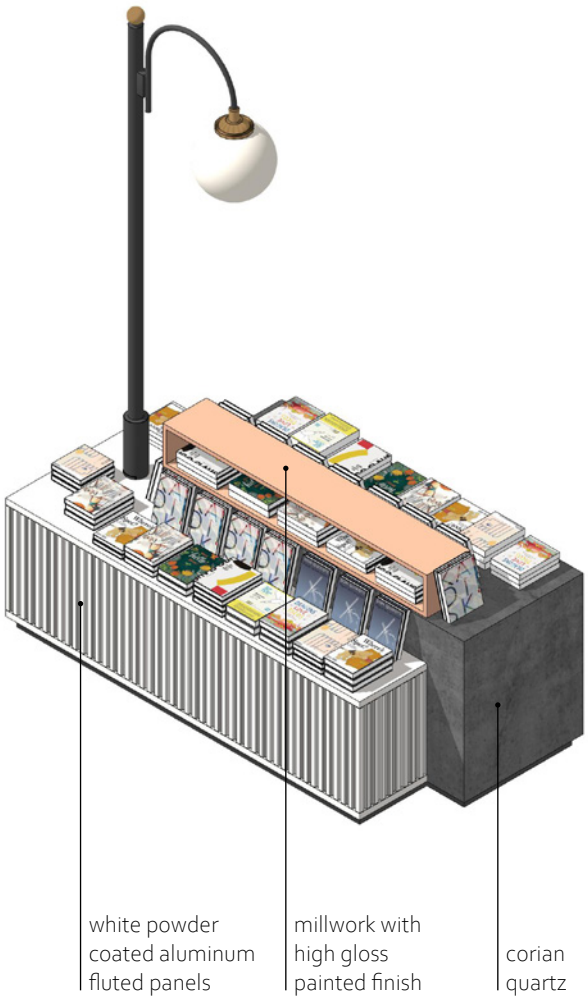
CF-07
table w/ integrated reading light & book storage



CF-08
information desk

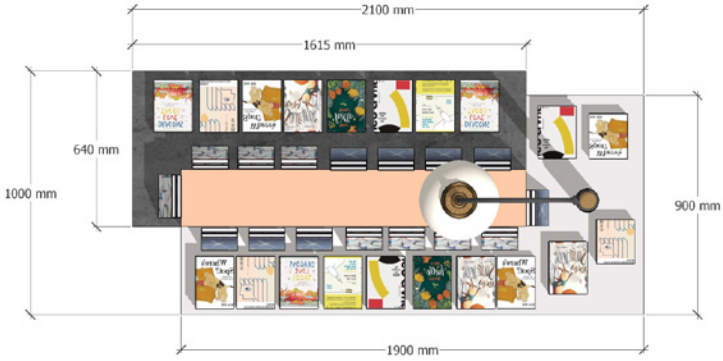


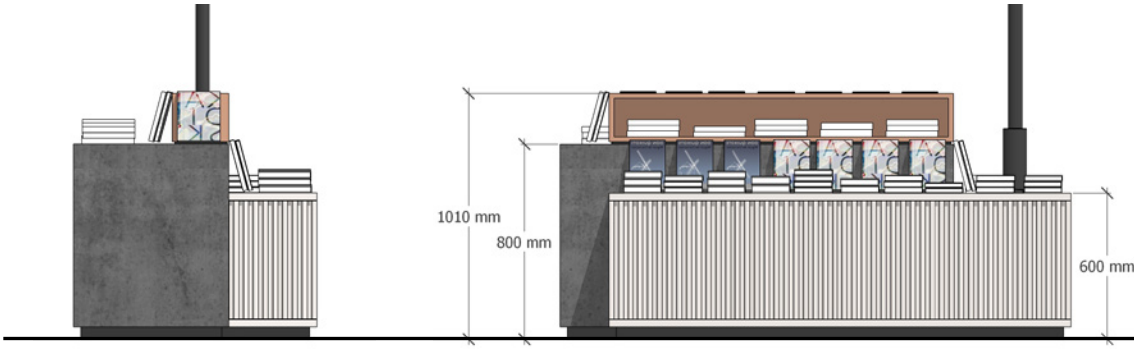
CF-09
quarter-round seating with central planter

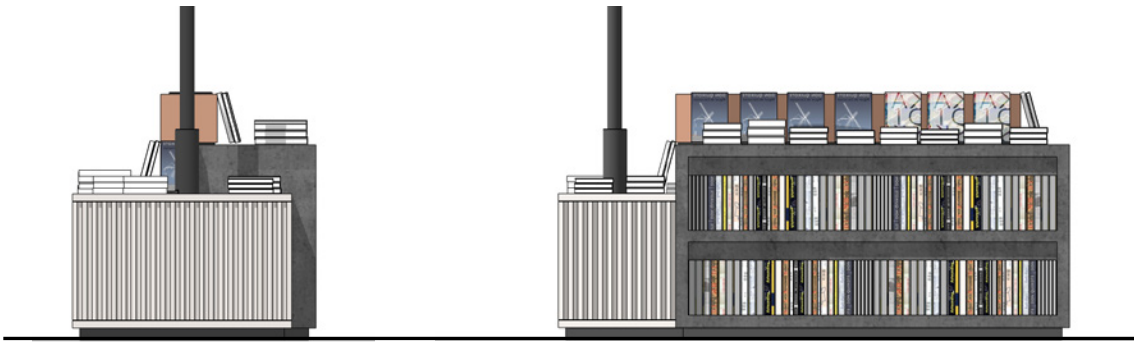


In addition to selecting all furniniture and finishes for the project, I designed and documented many custom furniture pieces. These custom elements ranged from a variety of bench seating, book display tables, reading tables, and the main library information desk.

The opposite page shows some of the custom furniture pieces for the project. This page shows some of the basic documentation for custom book display table CF-04.









At the beginning of the project, I developed two distinct concepts. The previous pages illustrated the option selected to move forward with into schematic design, which we named ***Inspire***, due to its flexible, open areas for meeting, sharing ideas, and lectures.

The other concept was named ***Ascend***, shown on this spread. Inspired by the Library of Babel, with its endless connection of rooms and stairs, the Ascend concept takes individuals on an experiential journey of ascension through a series of interconnected stairs with unique spaces for quiet relaxation, reading, and F&B seating, dispersed along the path.

Level 01 of the atrium remains open and flexible, while the triangular baloncies and spaces extend into the atrium, offering unique vantage points. The continuous staircase is the main feature as it snakes up all four levels, passing book displays and seating zones along the way.













A 03 **MEYDAN ONE MALL**

FIRM: AE7 ARCHITECTS
PROJECT TYPE: RETAIL





MEYDAN ONE MALL

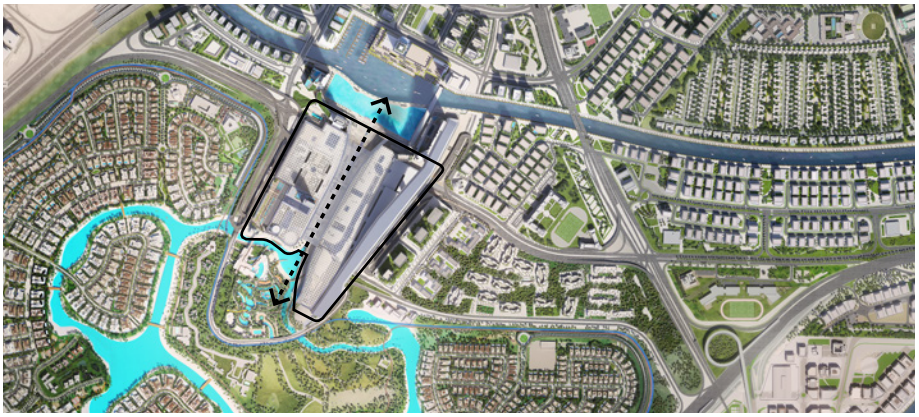
DUBAI, UAE | AE7

Located in a high density, mixed-use neighborhood, Meydan One is uniquely situated between the Dubai Water Canal to the north and the Crystal Lagoon residential development to the south. The Canal and Lagoon meander through the project site, creating waterfront promenades, beaches, and stunning views. Meydan One Mall includes over 3.7 M square feet of retail, food & beverage, and entertainment program.

The central atrium, The Canyon, is organized along the primary axis of the project, connecting the future Dubai One Tower and Canal with the beaches and Crystal Lagoon to the south. The Canyon organizes the projects into three distinct retail districts - the West Gallery, The Canyon, and the East Gallery.

I was involved on this project for over 3 years - from concept design through construction documents. My responsibilities included the interior design of the Canyon and the West Gallery, the exterior design of the west side arrival and drop off, and the exterior of the north promenade along the Canal and feature water fountain.

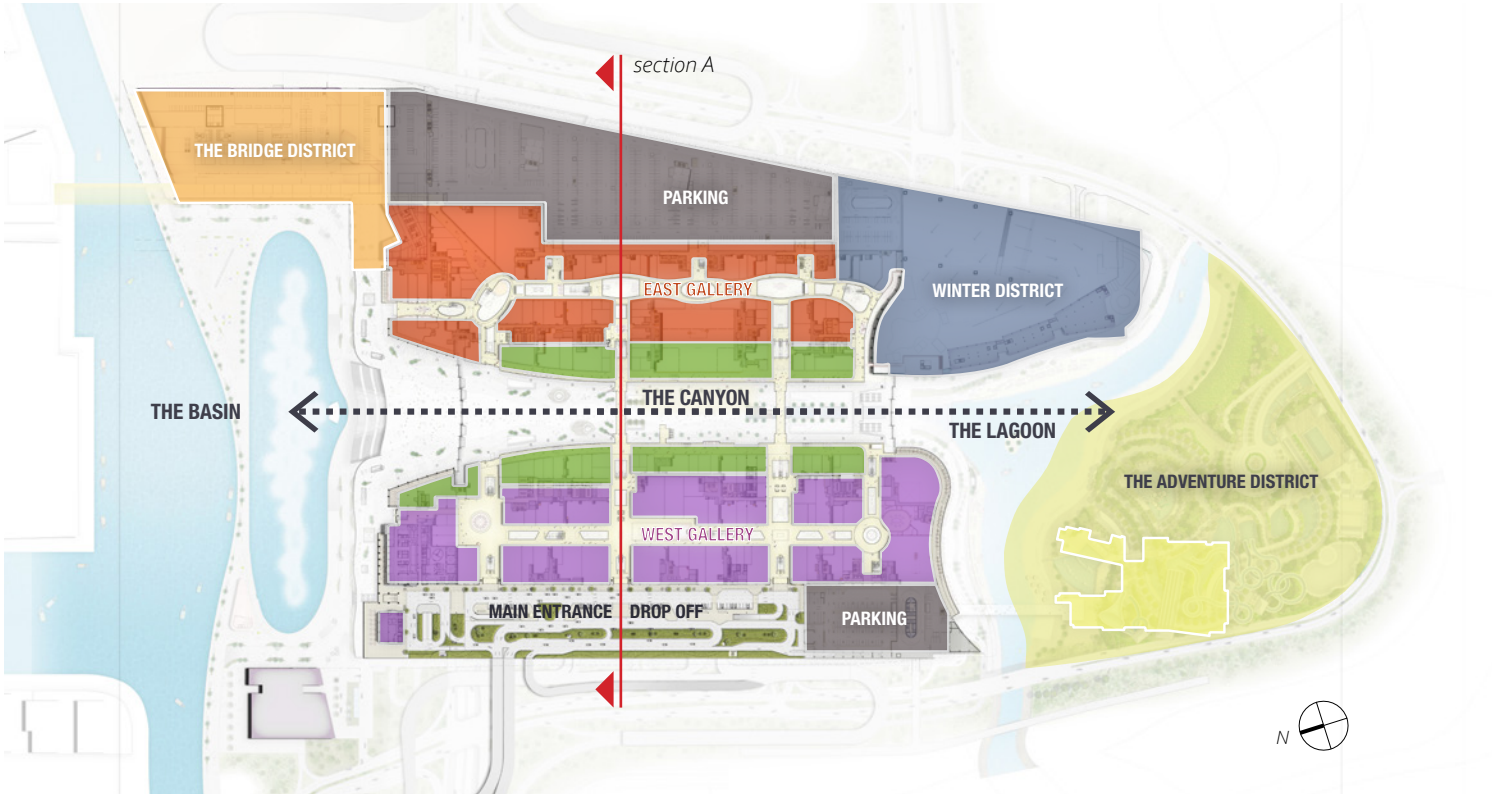


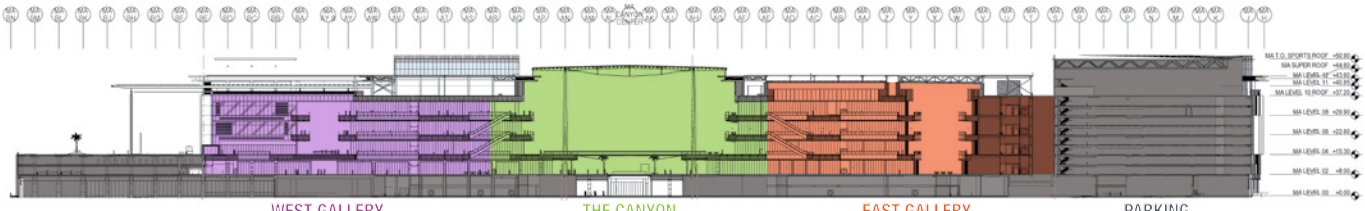


meydan one district masterplan and mall location



meydan one aerial view with Dubai skyline

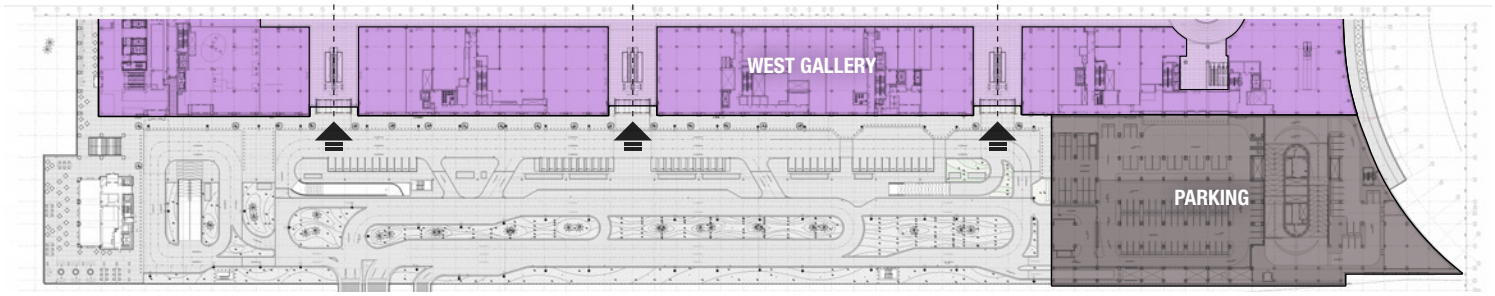




section A



west elevation



vehicular drop off at mall level 02 - west gallery entrances







vehicular approach sequence to west gallery drop off

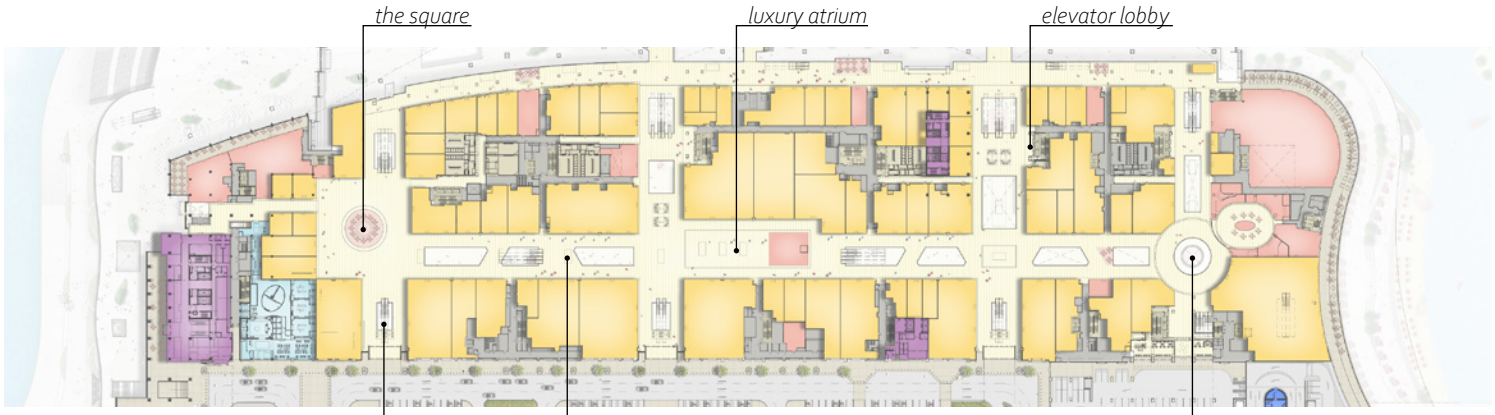
Though I was involved with many portions of the project throughout its 3+ year span, the focus of my responsibilities was on the west side of the Canyon, both the interior retail galleries and the exterior vehicular drop off area.

The main drop-off and arrival court extends along the gallery, with 3 entry points and access to the west side parking garage at the south end. The drop-off is elevated from the ground plane, with two levels of parking below, entering the mall at level 02.

The 3 entrances are illuminated from a large, tension-cable curtain wall and a media screen canopy that extends out over the drop-off.

For the interior, with a shopping mall of this scale, it was important to identify locations for feature spaces in order to keep the experience exciting as well as to help locate one's self within the project. Both the East and West galleries each have 4 cross galleries along their length, leading the customer into the central spine of the project - the Canyon.

The plan on the opposite page identifies the location of the feature spaces along the West Gallery along with the associated rendered views.



mall level 02 plan



the square



north entry



fashion boulevard



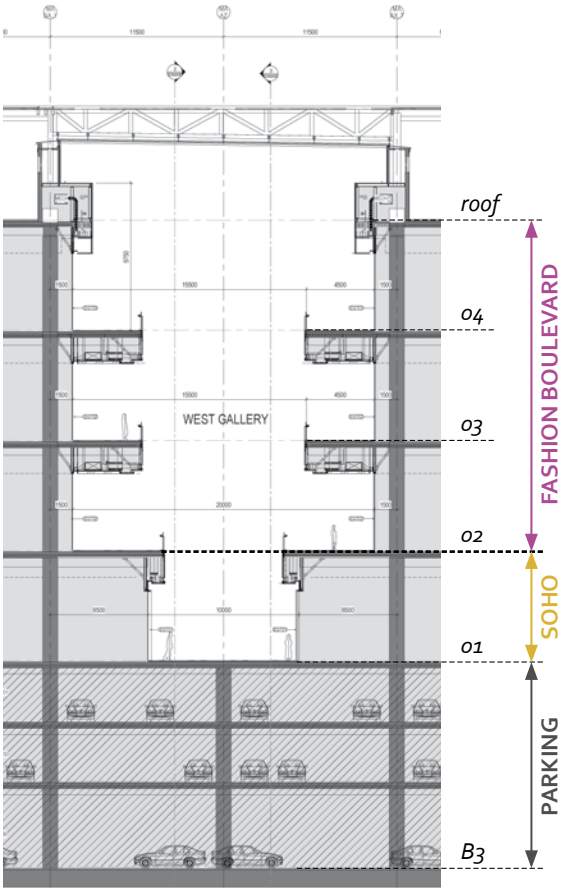
luxury atrium



elevator lobby



fashion rotunda



view of fashion boulevard

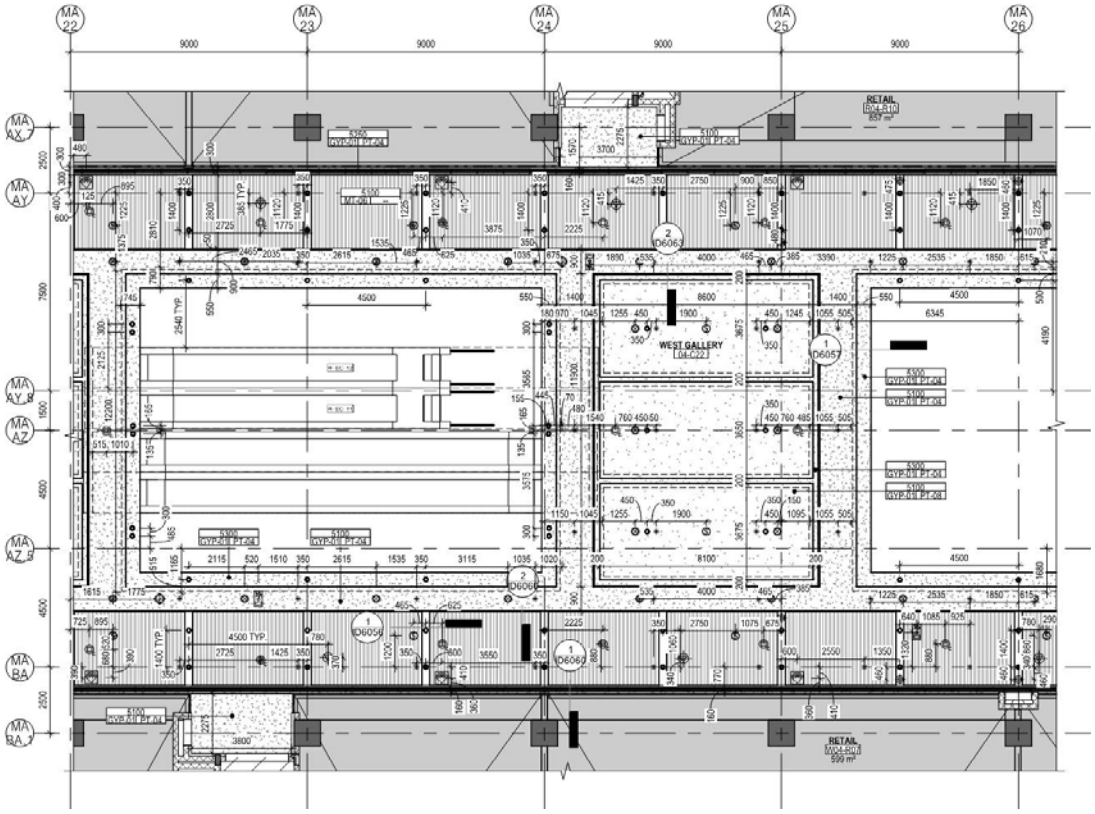


The vertical programming of the West Gallery, as a result of the arrival drop-off being elevated to level 02, is divided into two distinct design districts - the Fashion Boulevard and Soho. It was important to have level 02 feel like the primary level coming in from the arrival drop-off. To do this, the openings to level 01 are reduced, allowing more floor area for feature spaces at the Fashion Boulevard levels.

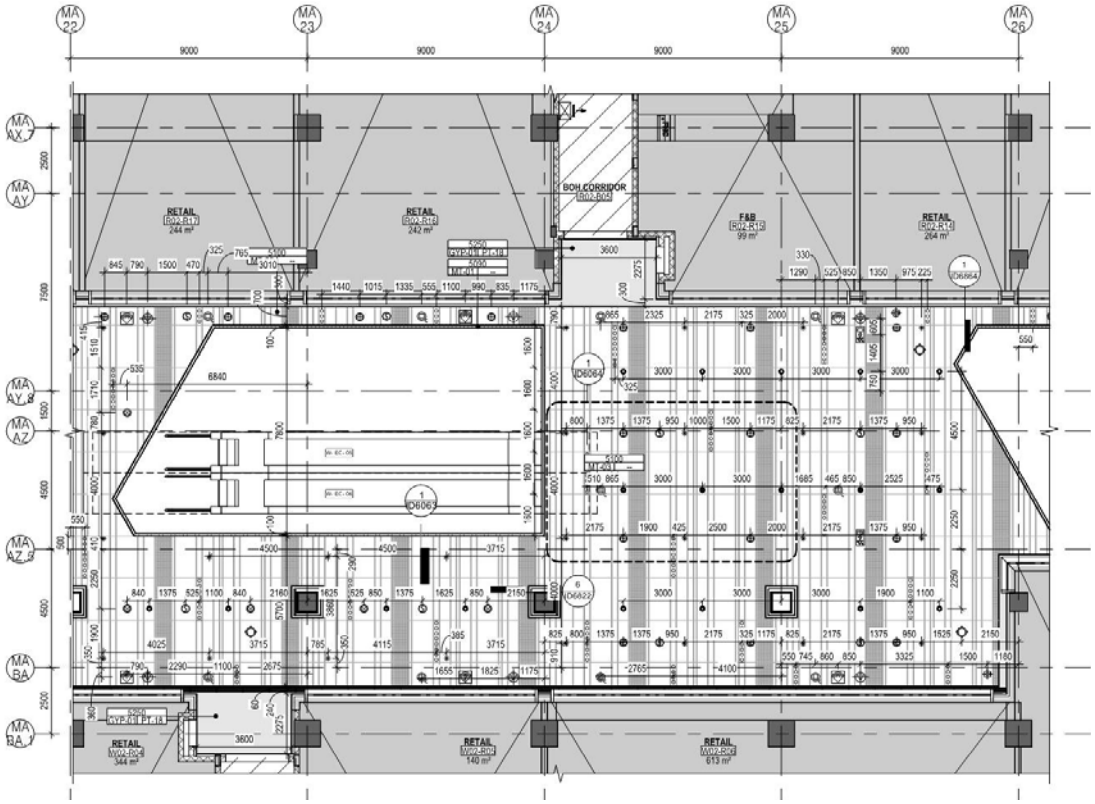
The design and finishes for the Fashion Boulevard match the leasing strategy of high-end luxury retailers. The concept for Soho was to provide a more "downtown" industrial vibe while still feeling elevated and complimenting the clean, high-end design of the Fashion Boulevard

view of soho

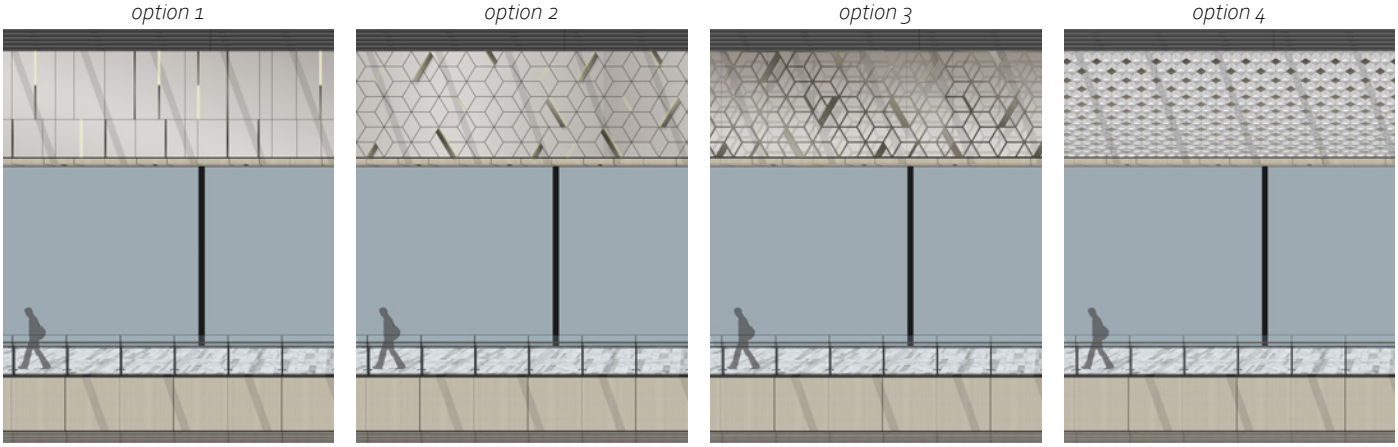




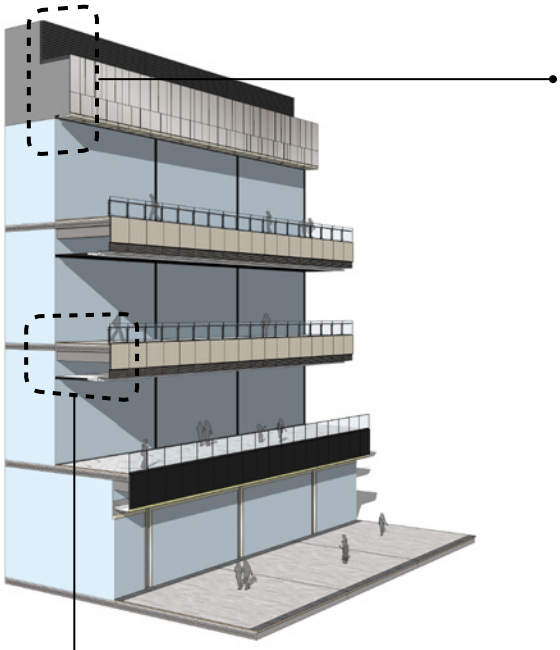
retail level 02 RCP
fashion boulevard

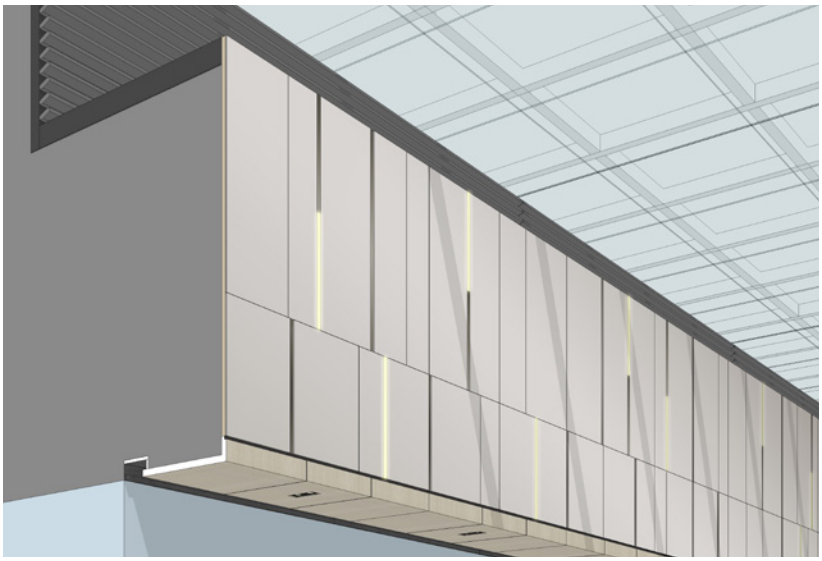


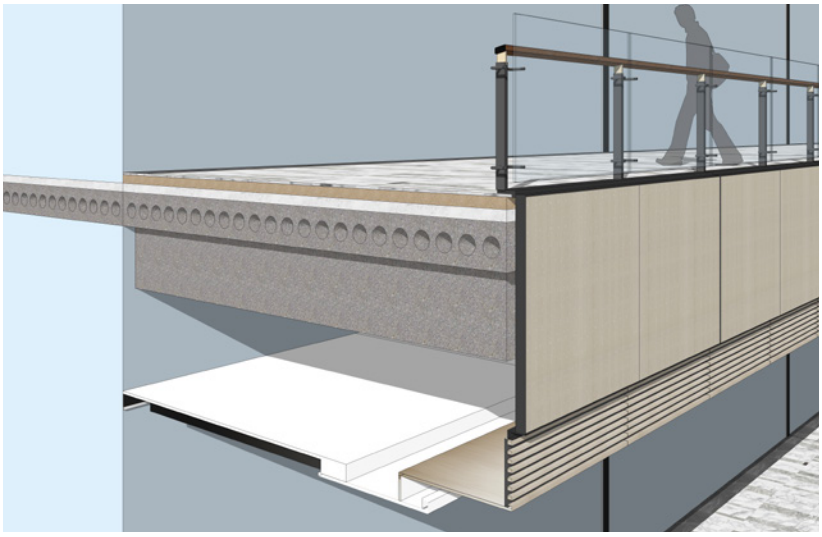
retail level 01 RCP
soho



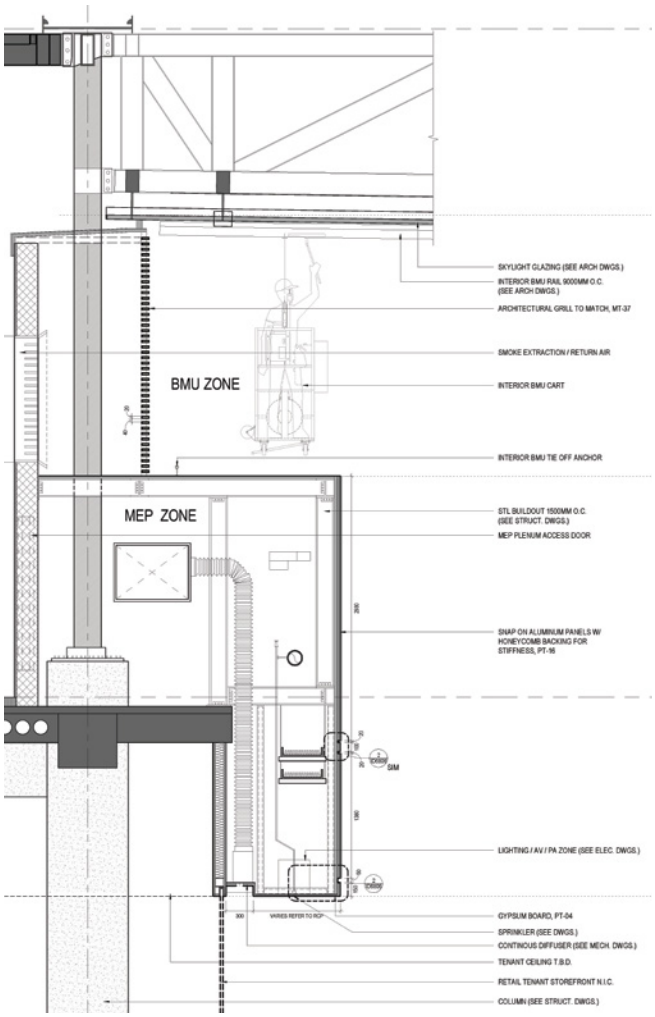
skylight bulkhead zone design studies

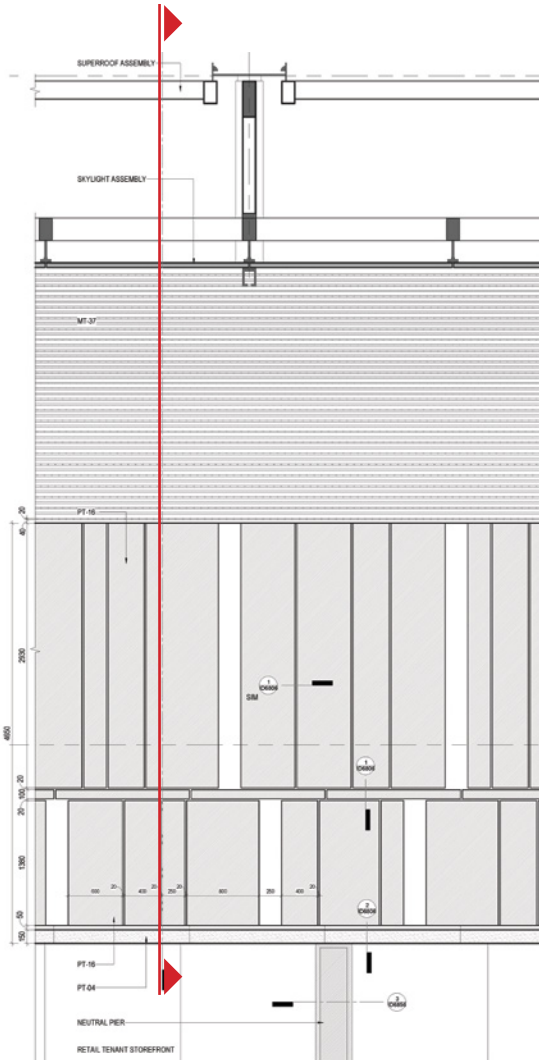


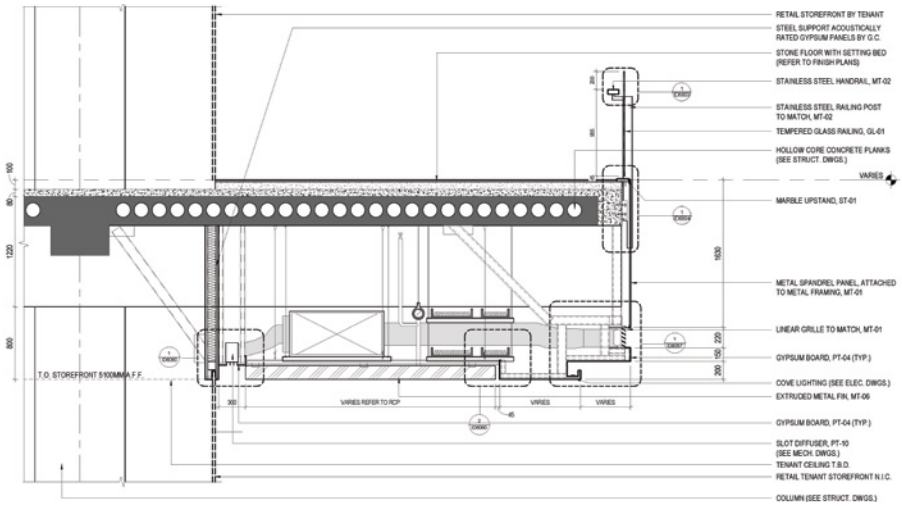


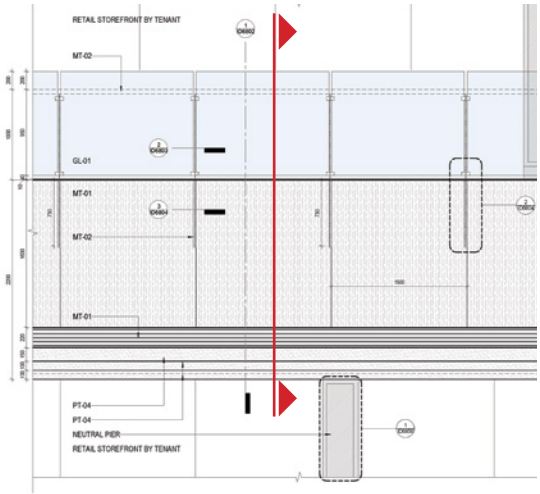


3D bay models were used for design studies of elements such as ceilings and slab edge designs, handrail details, floor finish patterns, neutral piers between retail storefronts, skylight and bulkhead wall designs, etc.


SKYLIGHT GLAZING (SEE ARCH DWGS.)
INTERIOR BMU RAIL 9000MM O.C. (SEE ARCH DWGS.)
ARCHITECTURAL GRILL TO MATCH, MT-37
SMOKE EXTRACTION / RETURN AIR
BMU ZONE
INTERIOR BMU CART
INTERIOR BMU TIE OFF ANCHOR
MEP ZONE
STL BUILDOUT 1500MM O.C. (SEE STRUCT. DWGS.)
MEP PLENUM ACCESS DOOR
SNAP ON ALUMINUM PANELS W/ HONEYCOMB BACKING FOR STIFFNESS, PT-16
SIM
LIGHTING / AV / PA ZONE (SEE ELEC. DWGS.)
VARIES REFER TO RCP
GYPSUM BOARD, PT-04
SPRINKLER (SEE DWGS.)
CONTINUOUS DIFFUSER (SEE MECH. DWGS.)
TENANT CEILING T.B.D.
RETAIL TENANT STOREFRONT N.I.C.
COLUMN (SEE STRUCT. DWGS.)


SUPERROOF ASSEMBLY
SKYLIGHT ASSEMBLY
MT-37
PT-16
SIM
PT-16
PT-04
NEUTRAL PIER
RETAIL TENANT STOREFRONT


RETAIL STOREFRONT BY TENANT
STEEL SUPPORT ACOUSTICALLY RATED GYPSUM PANELS BY O.C.
STONE FLOOR WITH SETTING BED (REFER TO FINISH PLANS)
STAINLESS STEEL HANDRAIL, MT-02
STAINLESS STEEL RAILING POST TO MATCH, MT-02
TEMPERED GLASS RAILING, GL-01
HOLLOW CORE CONCRETE PLANKS (SEE STRUCT. DWGS.)
VARIES
MARBLE UPSTAND, ST-01
METAL SPANDREL PANEL, ATTACHED TO METAL FRAMING, MT-01
LINEAR GRILLE TO MATCH, MT-01
GYPSUM BOARD, PT-04 (TYP.)
COVE LIGHTING (SEE ELEC. DWGS.)
EXTRUDED METAL FIN, MT-06
T.O. STOREFRONT 5100MM A.F.F.
VARIES REFER TO RCP
VARIES
VARIES
GYPSUM BOARD, PT-04 (TYP.)
SLOT DIFFUSER, PT-10 (SEE MECH. DWGS.)
TENANT CEILING T.B.D.
RETAIL TENANT STOREFRONT N.I.C.
COLUMN (SEE STRUCT. DWGS.)


RETAIL STOREFRONT BY TENANT
MT-02
GL-01
MT-01
MT-02
MT-01
PT-04
PT-04
NEUTRAL PIER
RETAIL STOREFRONT BY TENANT



A 04

THE SHOPS AT CENTERFIELD

FIRM: AE7 ARCHITECTS
PROJECT TYPE: FOOD & BEVERAGE


04



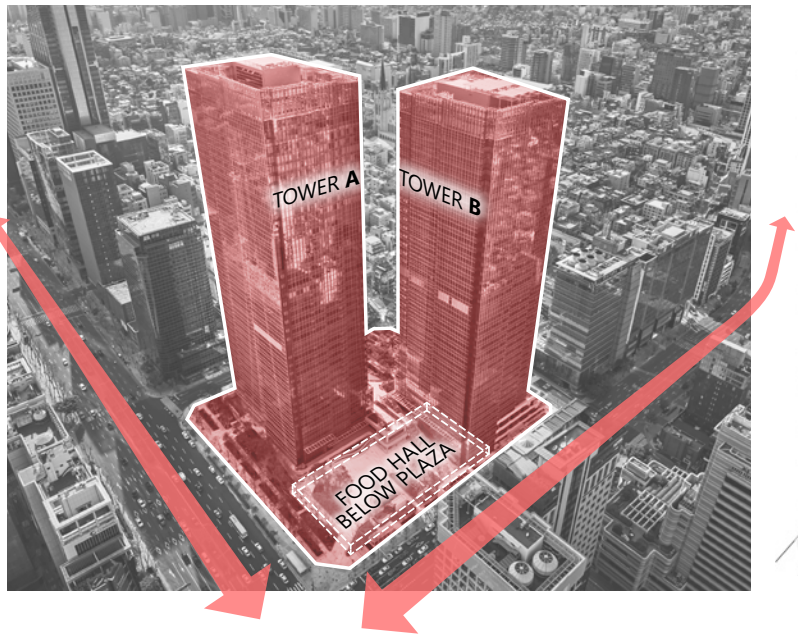
THE SHOPS AT CENTERFIELD

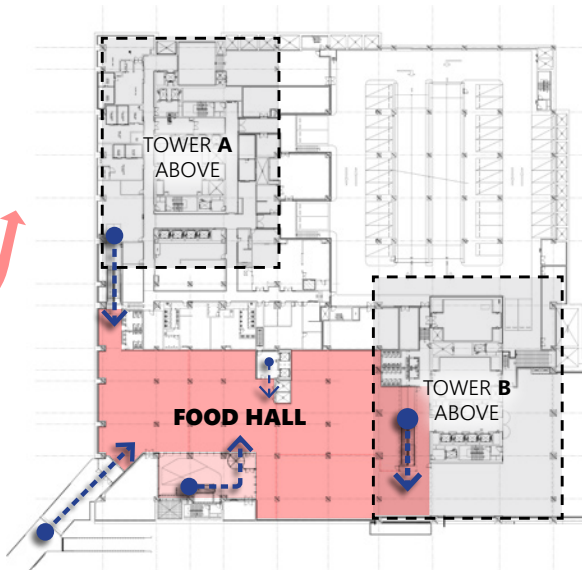
SEOUL, SOUTH KOREA | AE7

The Shops at Centerfield is a 2,090 square meter (22,500 square foot) food hall connecting two newly constructed high-end office towers in center of the Gangnam District of Seoul. The client expressed a desire for sophisticated atmosphere with some classic art deco details. The program includes a mix of restaurants and kiosk tenants. The escalators serve as the primary entrance to the food hall and are designed as a memorable and immersive experience and entrance statement. The sunken courtyard serves as a secondary entrance from the street level plaza above and also exterior seating for the food hall.

Myself and another colleague were responsible for the entire design, 3D modeling, presentation documents, finishes and fixtures selections, and project documentation.



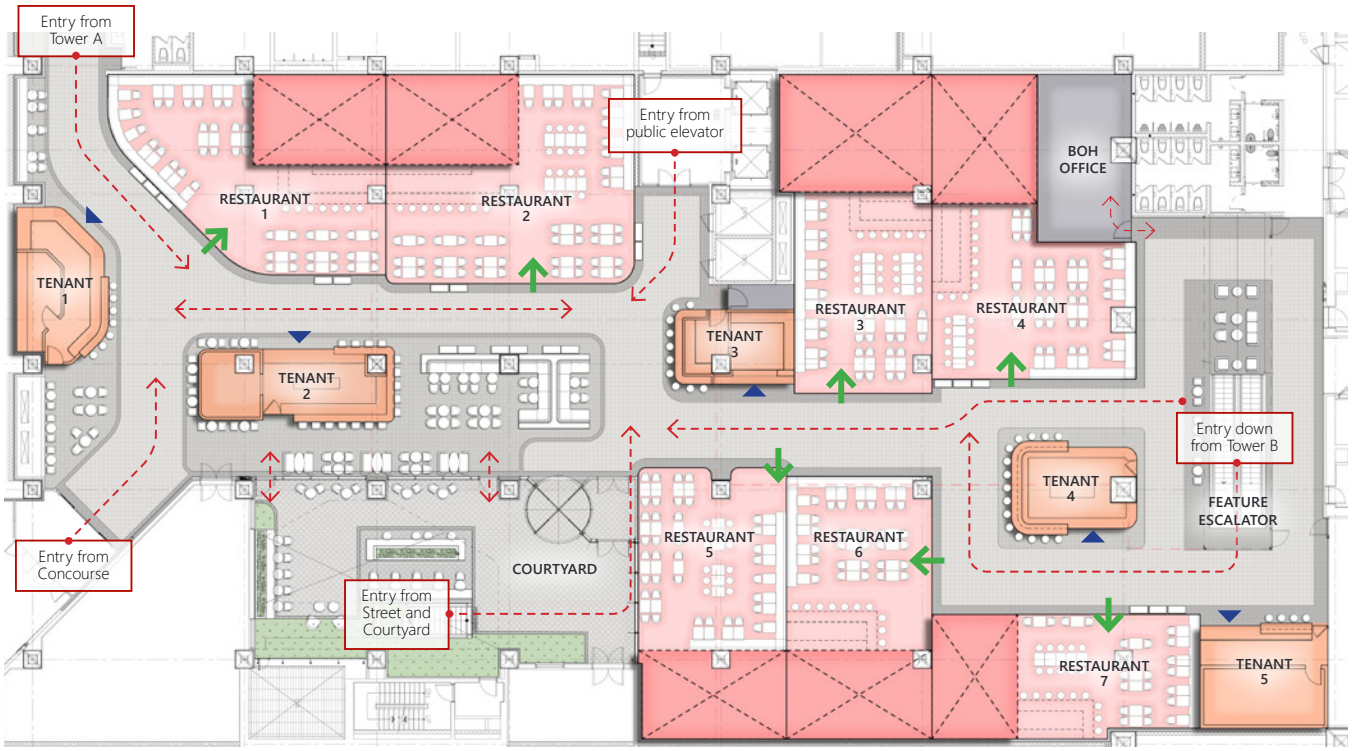




LEVEL B2 FLOOR PLAN

In the heart of the fashionable Gangnam District of Seoul, the development is located at the intersection of the district's two primary thoroughfares, Tehe-ran-ro & Eonju-ro.

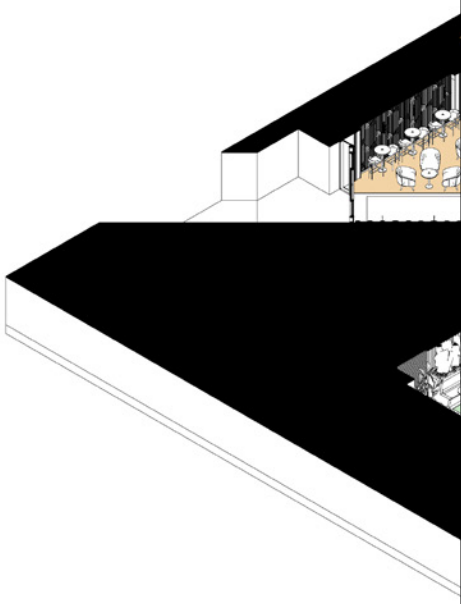
The Shops at Centerfield is situated in the first basement level under the street level and connects both office towers - each with its own access escalators to the food hall. A third primary access is by an exterior staircase leading from the street level plaza down to a sunken courtyard. There is also a tunnel connection with access from the underground metro.









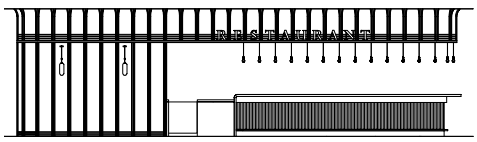


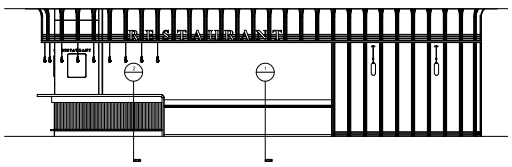
A fully detailed 3D model was used to develop the design through multiple concept options and iterations. I used SketchUp for the modeling and Enscape for the visualizations (left).

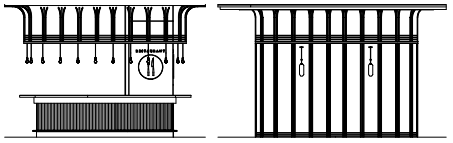

RESTAURANT
TENANT KIOSK
COURTYARD
FEATURE ESCALATOR

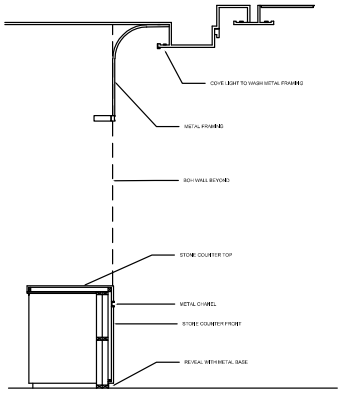


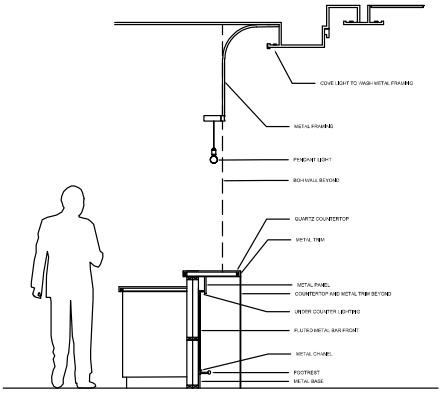
concept rendering





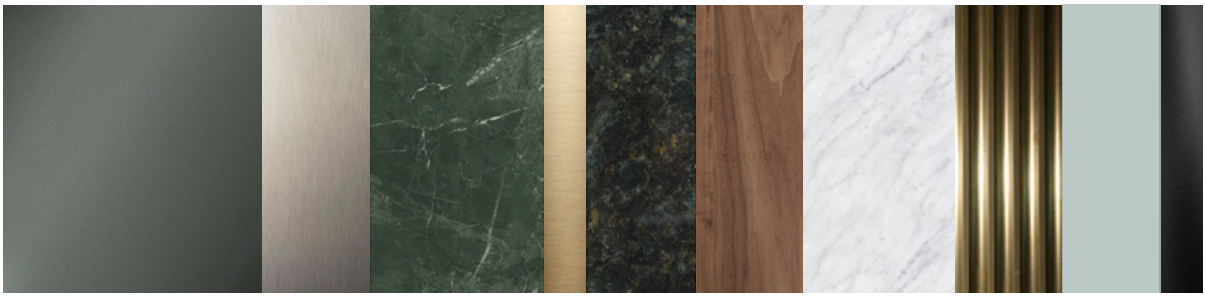














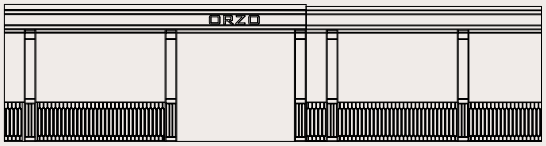
Kiosk 2 and its associated seating area, located in the center of the food hall along the windows to the exterior sunken courtyard, was designed as a feature space - to serve as the heart of the project.

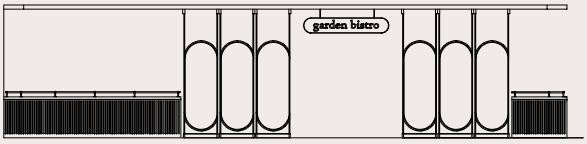
The opposite page shows the 3D visualization of Tenant 2 along with documentation drawings, furniture, finishes, and fixtures. Custom designed tables, light fixtures, metalwork elements, and other details were built in accordance with the design intent and documentation.

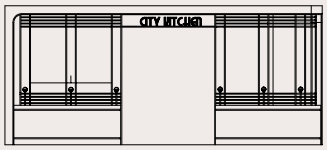
This page shows the built photographs of the space.

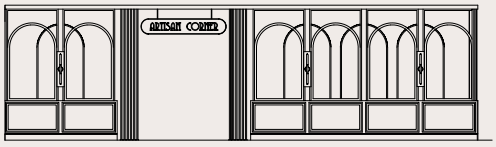


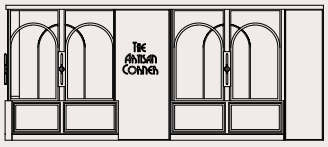


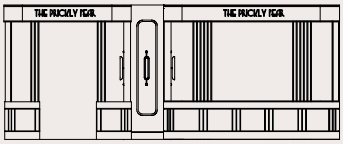

ORZO

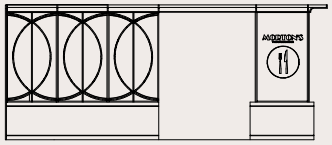

garden bistro

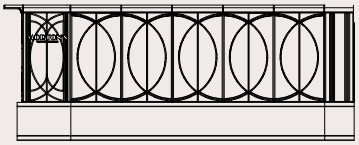

CITY KITCHEN

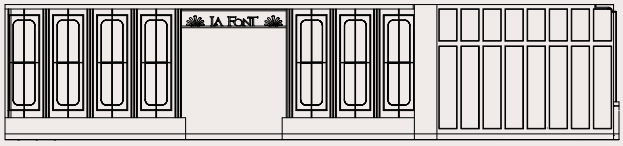

ARTISAN CORNER

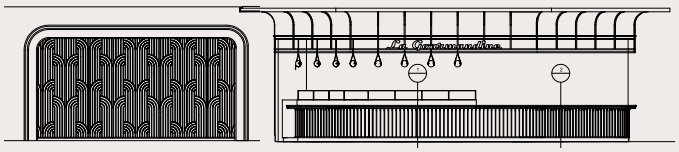

THE ARTISAN CORNER

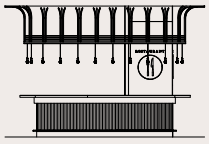

THE PRICKLY PEAR
THE PRICKLY PEAR



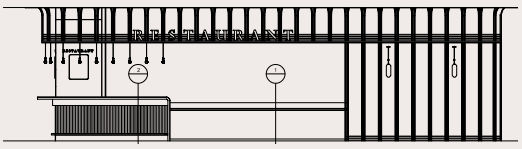


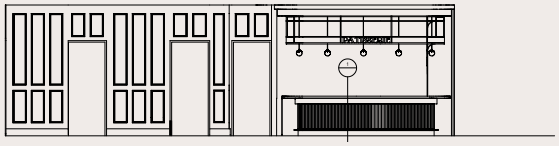

LA FONT

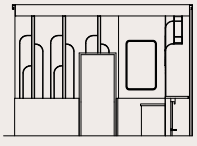


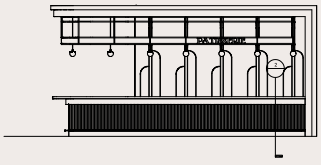


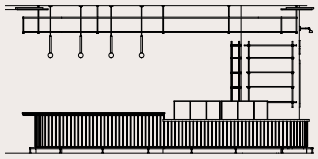


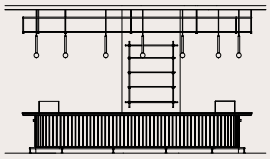

RESTAURANT

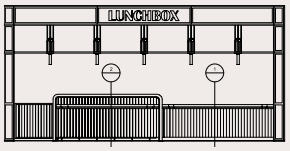


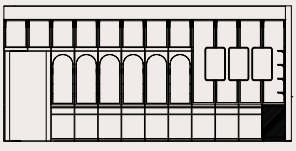








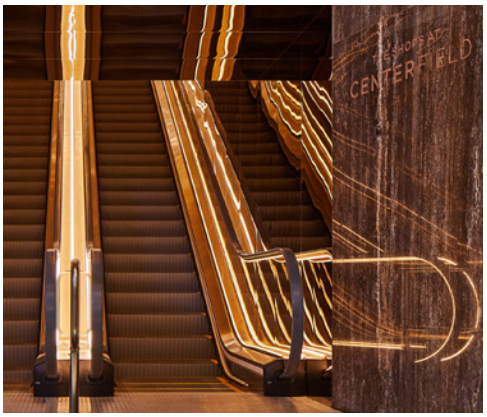

LUNCHBOX










CENTERFIELD




BAGUETTERIA







A 05 **SIMONTON APARTMENTS**

FIRM: AE7 ARCHITECTS
PROJECT TYPE: RESIDENTIAL HOUSING


05



SIMONTON APARTMENTS

PITTSBURGH, PA | AE7

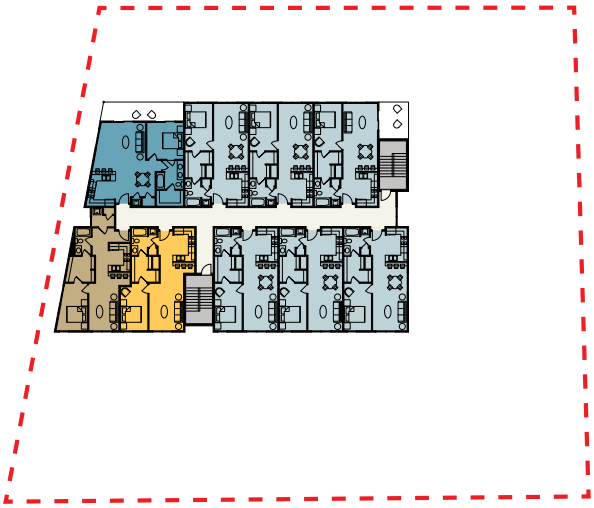
Located in the North Point Breeze neighborhood of Pittsburgh, the proposed 20 unit apartment building is situated on a complex sloping corner site. Using the topography to our advantage, we composed the project in a way that mediates the significant grade change across the site, while maximizing the interior and exterior spaces. By placing the parking and entry along the rear of the site, we were able to bring the building forward and allow for a partial lower level, while still retaining an optimum cut/fill ratio for sustainable site planning.

These site strategies allowed for the client's 20 unit target number to be reached without having to add another floor – thus keeping construction and material costs down. The scale of the building and the materials used are of similar character to its surroundings, while still providing a unique identity for the project. The resulting architecture feels well-integrated both in its immediate site and also the greater North Point Breeze neighborhood.

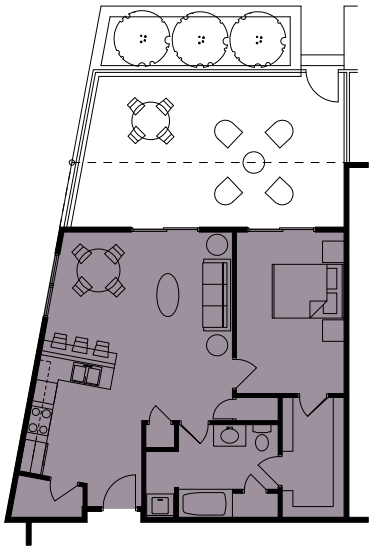




SITE PLAN
3D VIEWS FROM NORTHEAST AND NORTHWEST CORNERS

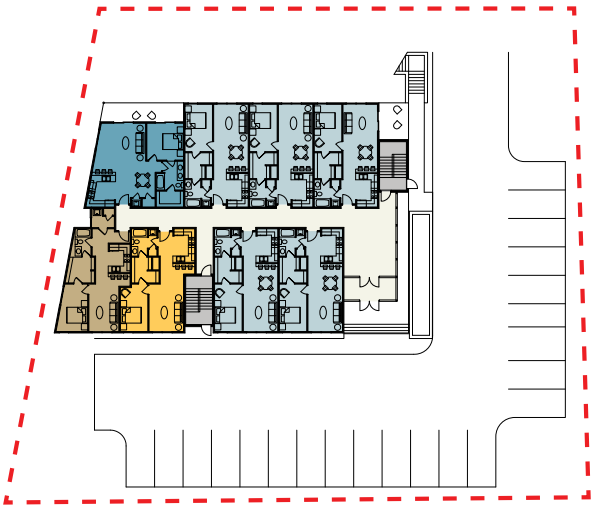


Level 02 Floor Plan

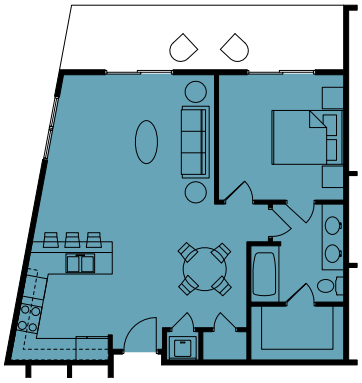


Typical Unit #5

755 Square Feet

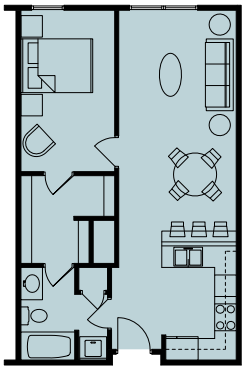


Level 01 Floor Plan



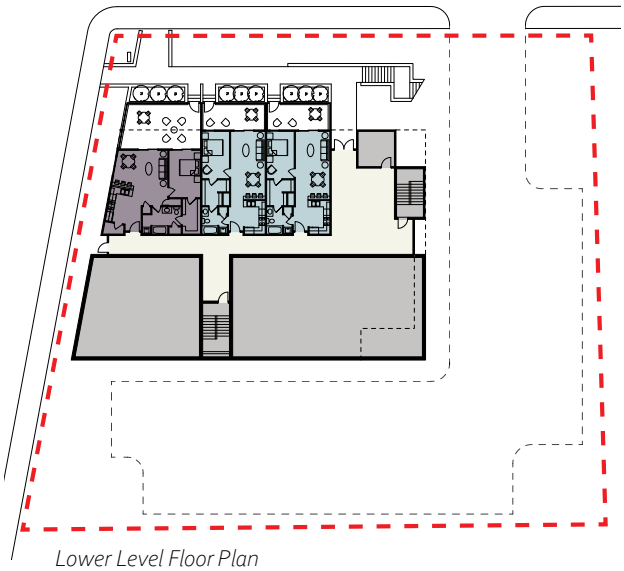
Typical Unit #4

755 Square Feet

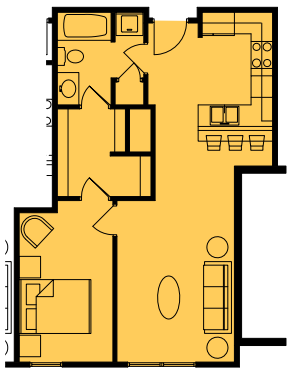


Typical Unit #1

753 Square Feet

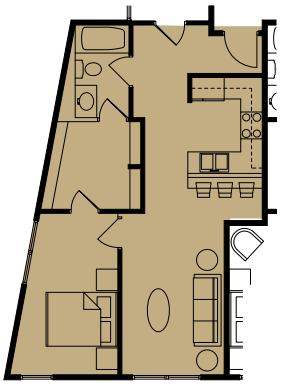


Lower Level Floor Plan



Typical Unit #3

635 Square Feet



Typical Unit #2

607 Square Feet



A 05 **SAINT JAMES STREET RESIDENCE**

FIRM: AE7 ARCHITECTS
PROJECT TYPE: RESIDENTIAL RENOVATION


06



SAINT JAMES STREET RESIDENCE

PITTSBURGH, PA | AE7

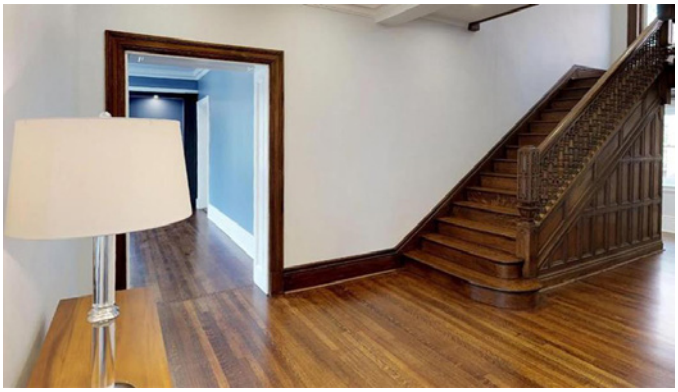
The Saint James Street residence is a 6,000 square foot single-family home built in 1880. The renovation entailed full exterior restoration and landscaping and interior layout modifications.

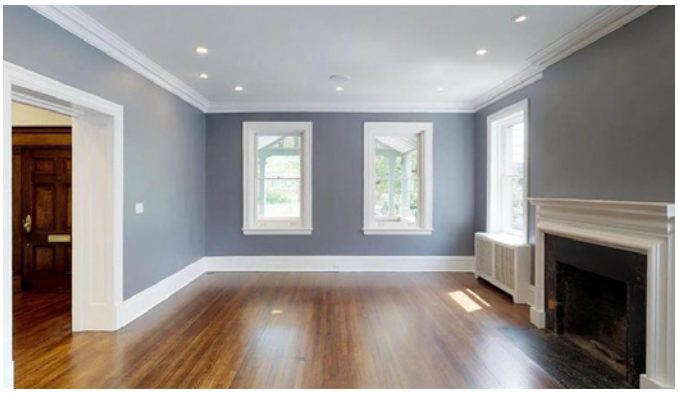
My responsibilities included:

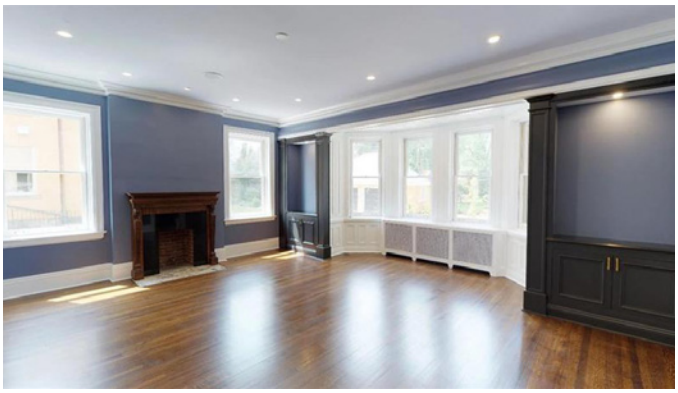
- Initial field measurements of all 4 levels including the basement
- Drafting the existing conditions in AutoCAD
- Developing several layout design options and working with the client to select the final layouts for each floor
- Construction and permit drawing set including demolition plans, new layout floor plans, and reflected ceiling plans
- Structural and MEP coordination









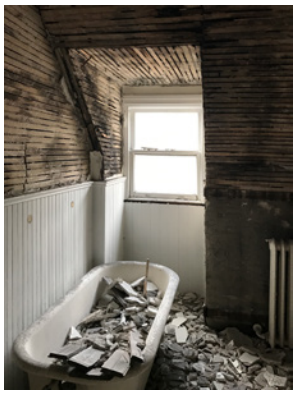




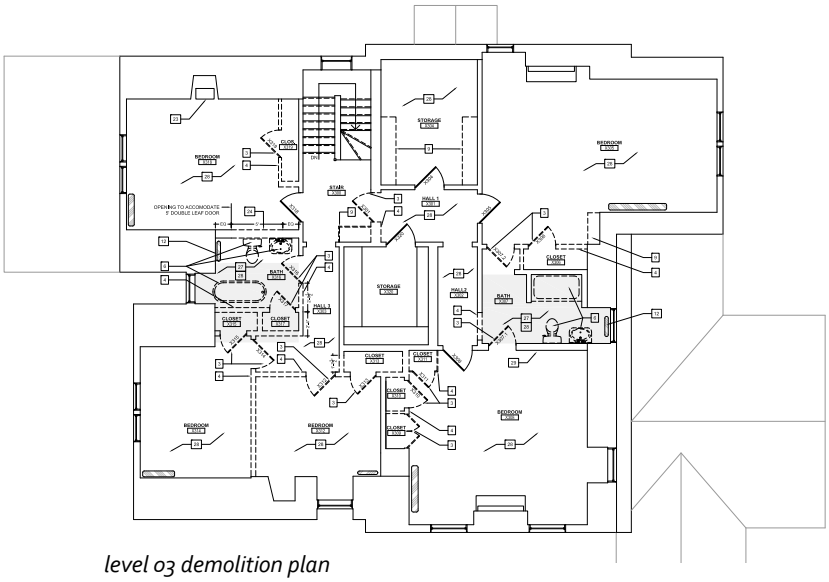








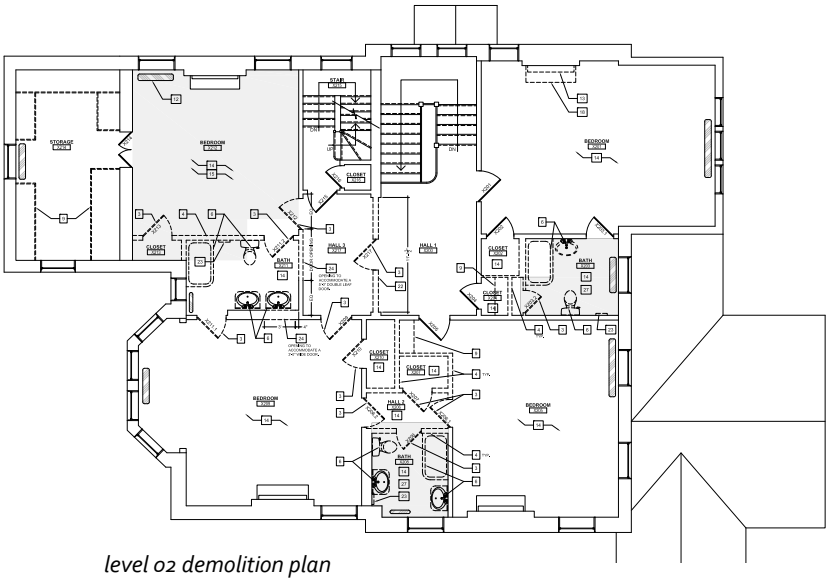
level 03 demolition progress



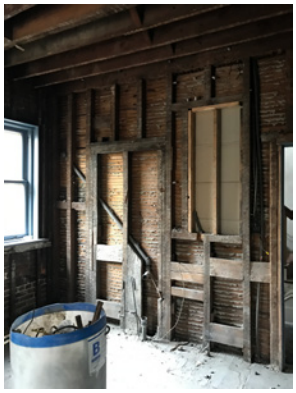
level 03 demolition plan



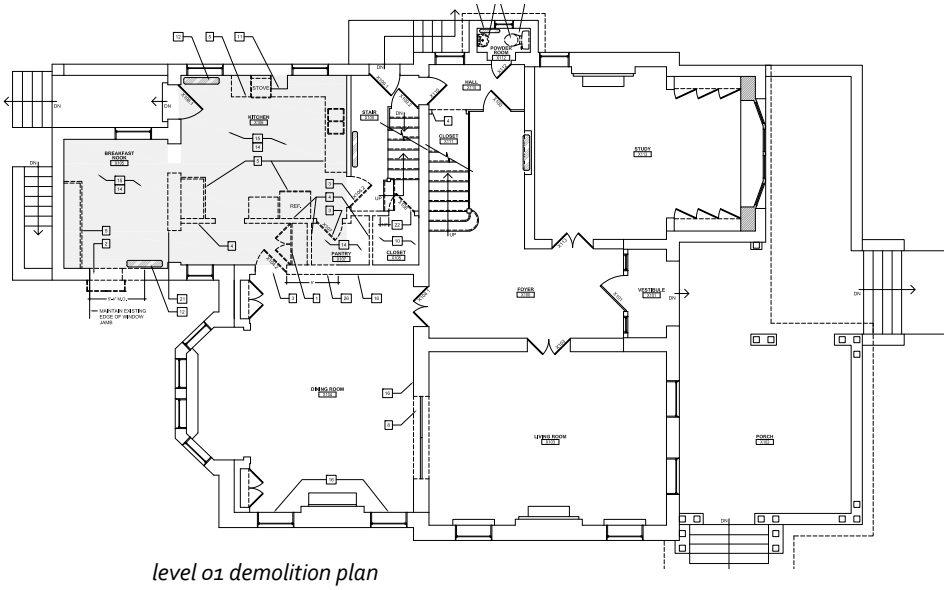
level 02 demolition progress



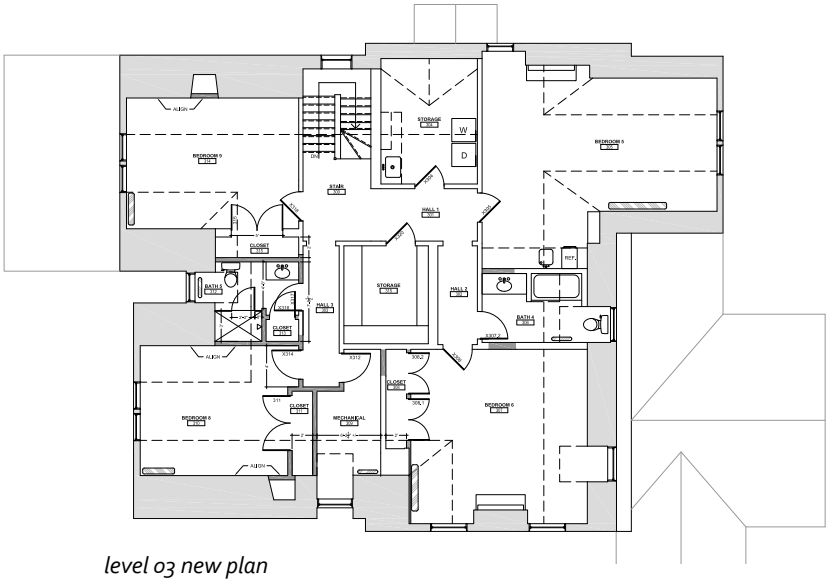
level 02 demolition plan



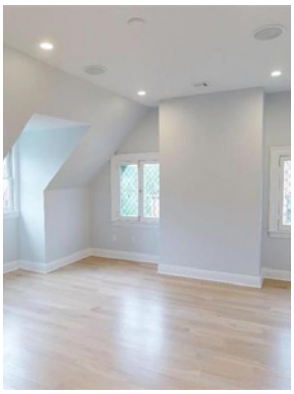
level 01 demolition progress



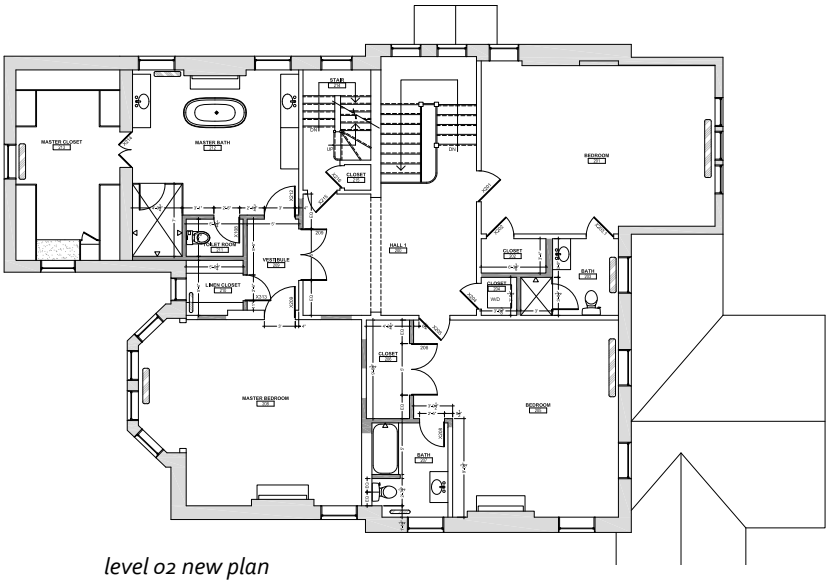
level 01 demolition plan



level 03 new plan



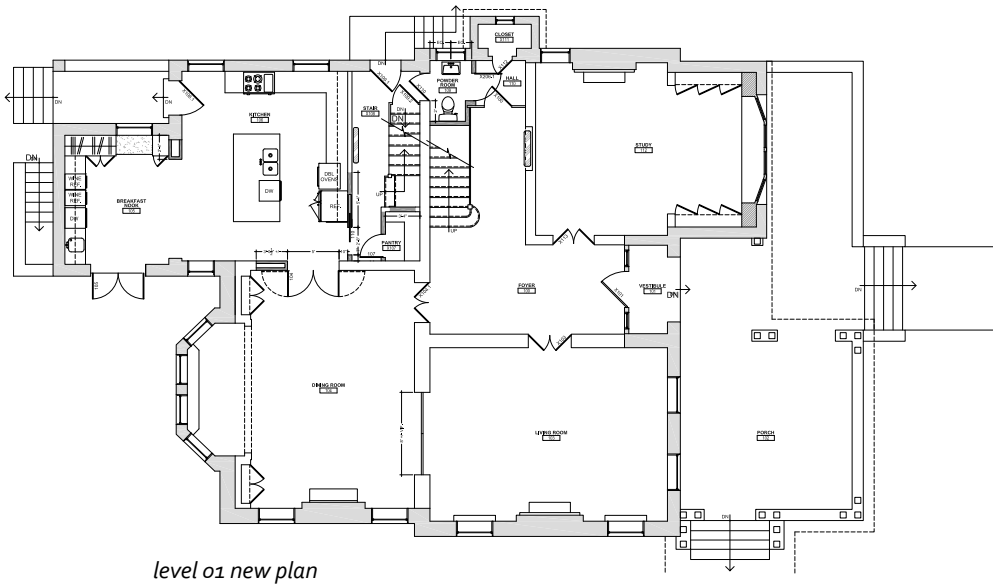
level 03 bedroom



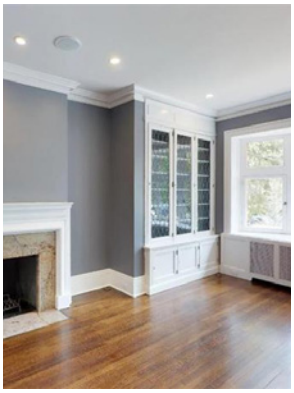
level 02 new plan



level 02 master bathroom



level 01 new plan



level 01 study



A 07 **EAST VILLAGE PENTHOUSE**

FIRM: SMITH-MILLER + HAWKINSON ARCHITECTS
PROJECT TYPE: RESIDENTIAL RENOVATION


07



EAST VILLAGE PENTHOUSE

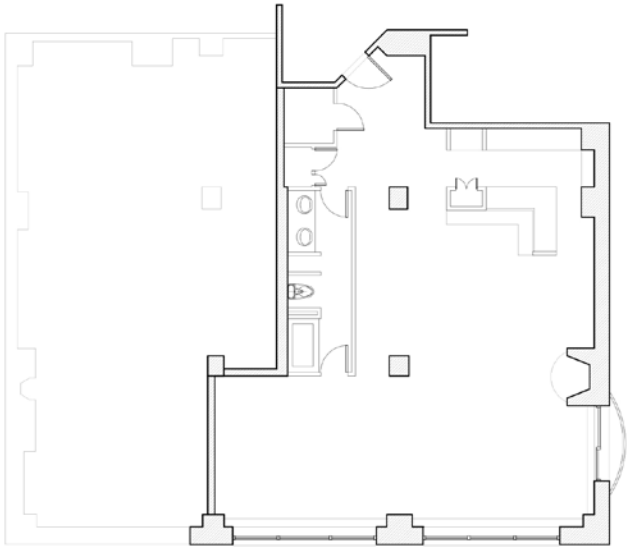
NEW YORK, NY | SMITH-MILLER + HAWKINSON

During my internship at SMH, I was able to assist on a variety of project types and scales - from a University's Veterinary School Pet Hospital to a private , modern residence in East Hampton. With the East Village Penthouse project, I was given the opportunity to develop my own floor plan layout concepts to the homeowners. Using AutoCAD and Rhino, I modeled the various layout options and produced 3D views for the design proposals.

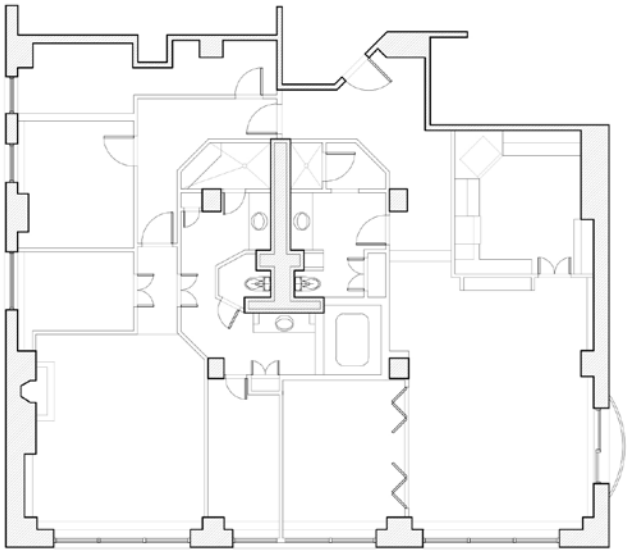
The layout shown on these pages was the selected design. The homeowners wanted an open, loft-like atmosphere while also having the master suite be separated from the other bedrooms and living areas. To achieve these, the proposed design turns the upper level into a generous master suite with private lounge area with a small kitchenette wet bar. The lower level has the large open loft living space requested by the clients. Large sliding panels are added in order to close off the kitchen when desired.



EXISTING CONDITIONS

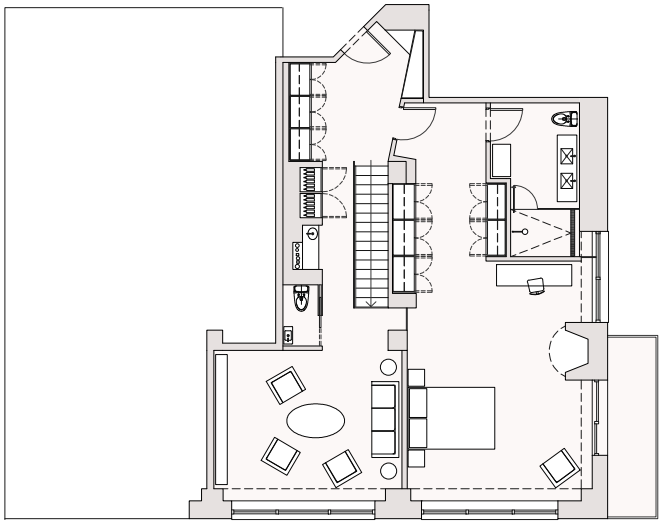


upper level

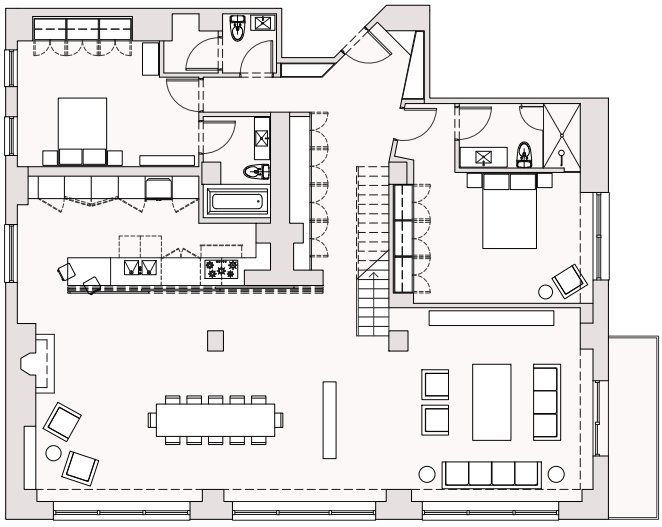


lower level

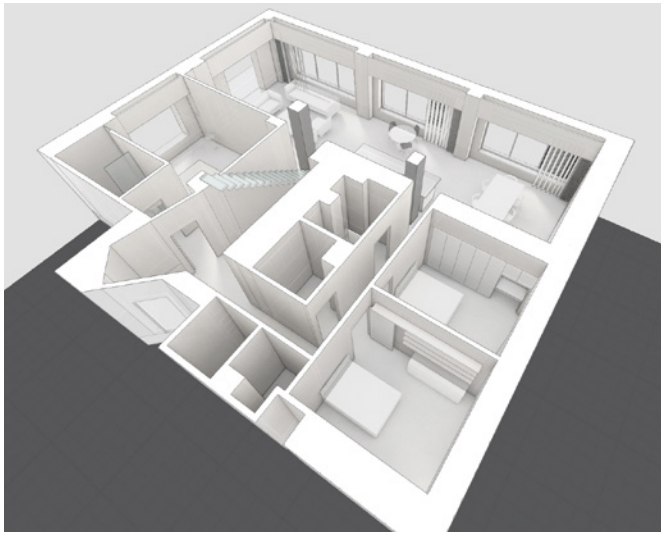
PROPOSED LAYOUT



upper level



lower level



lower level



upper level

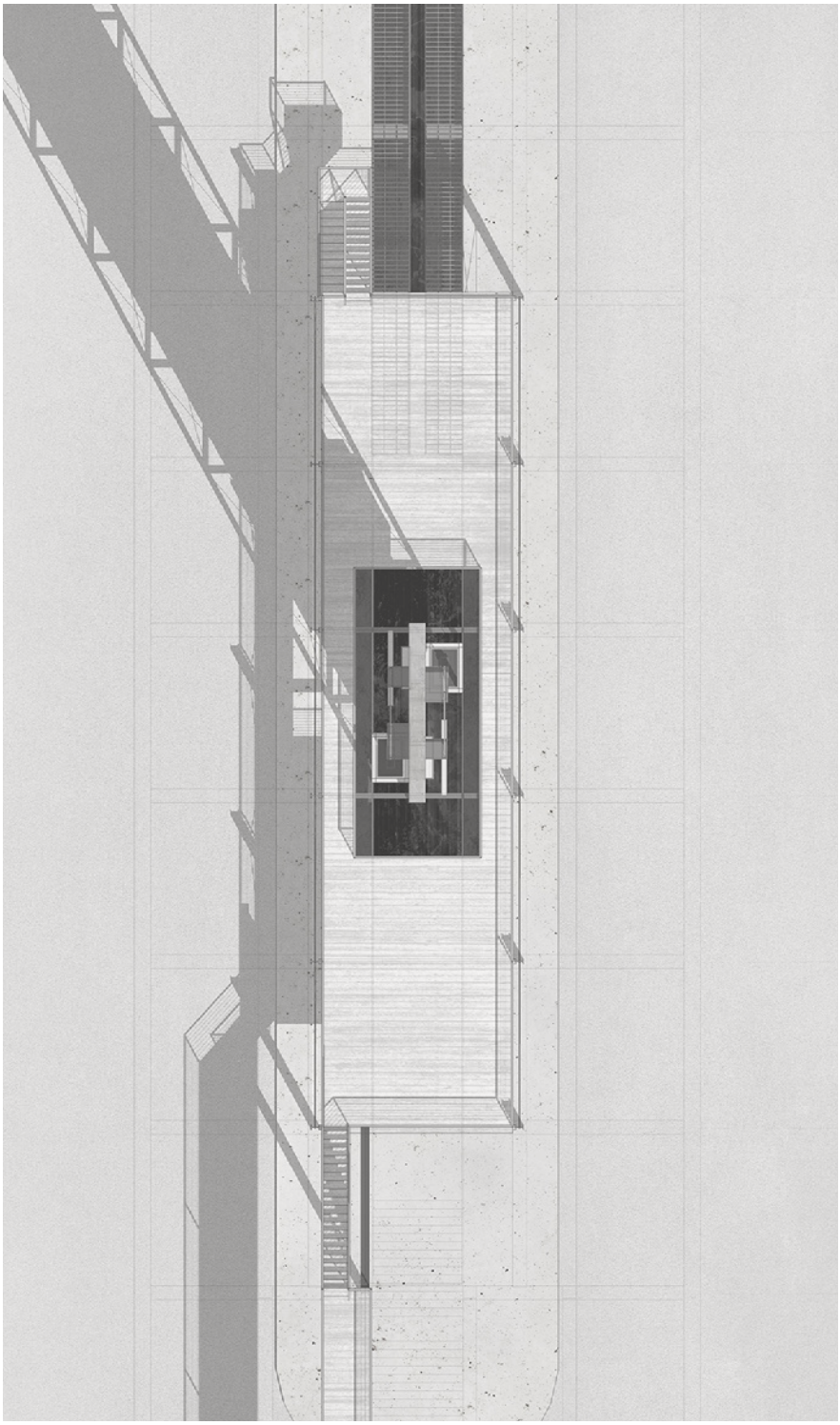












THE INSTRUMENT & THE ATLAS
enlarged site plan of the observation tower

B.

ACADEMIC

THE INSTRUMENT & THE ATLAS

METALEPSIS AS A LENS FOR READING THE CITY

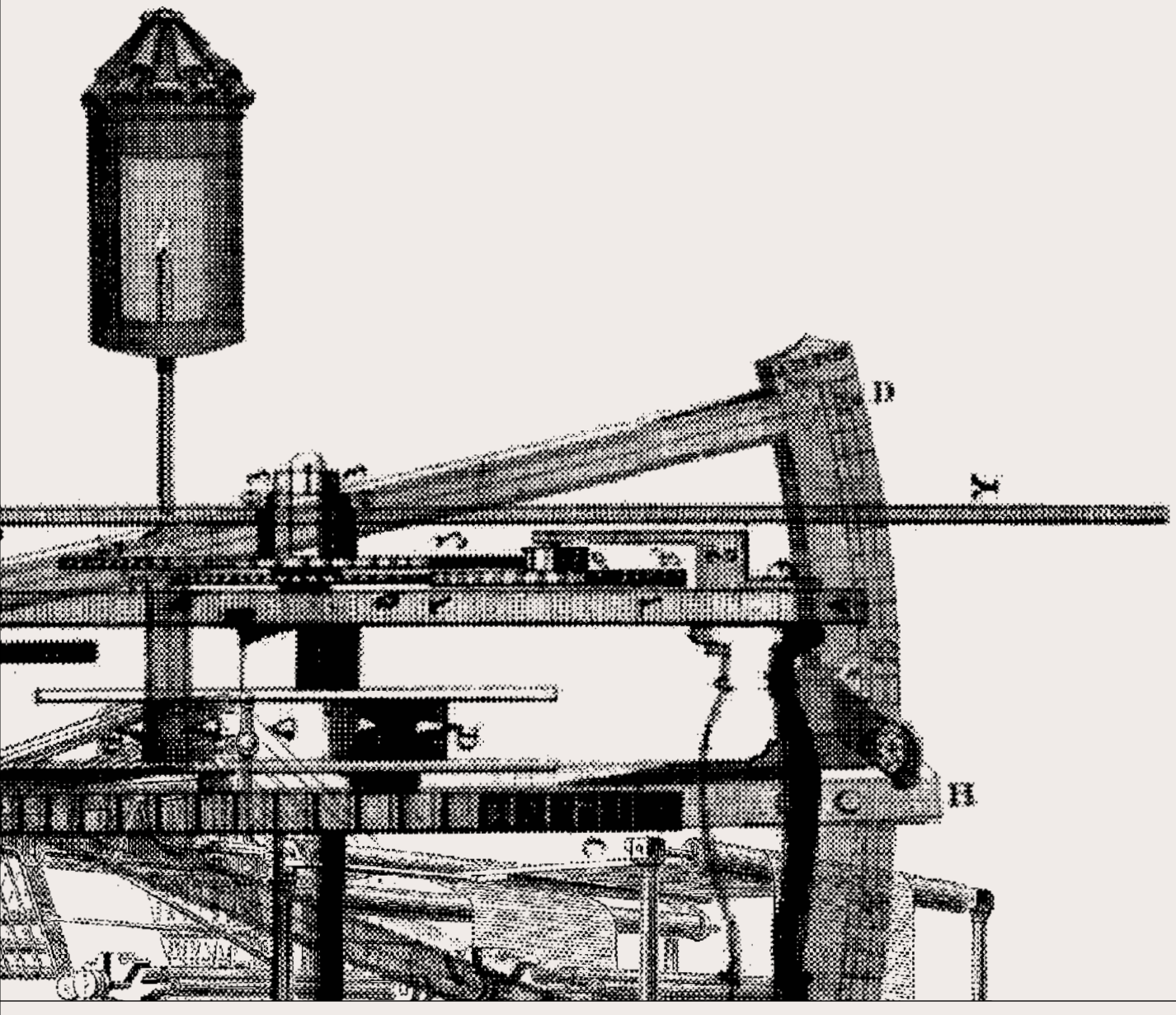
FALL 13 + SPRING 14 MASTER'S THESIS INSTRUCTOR: AARATI KANEKAR ADVISOR: AARON BETSKY

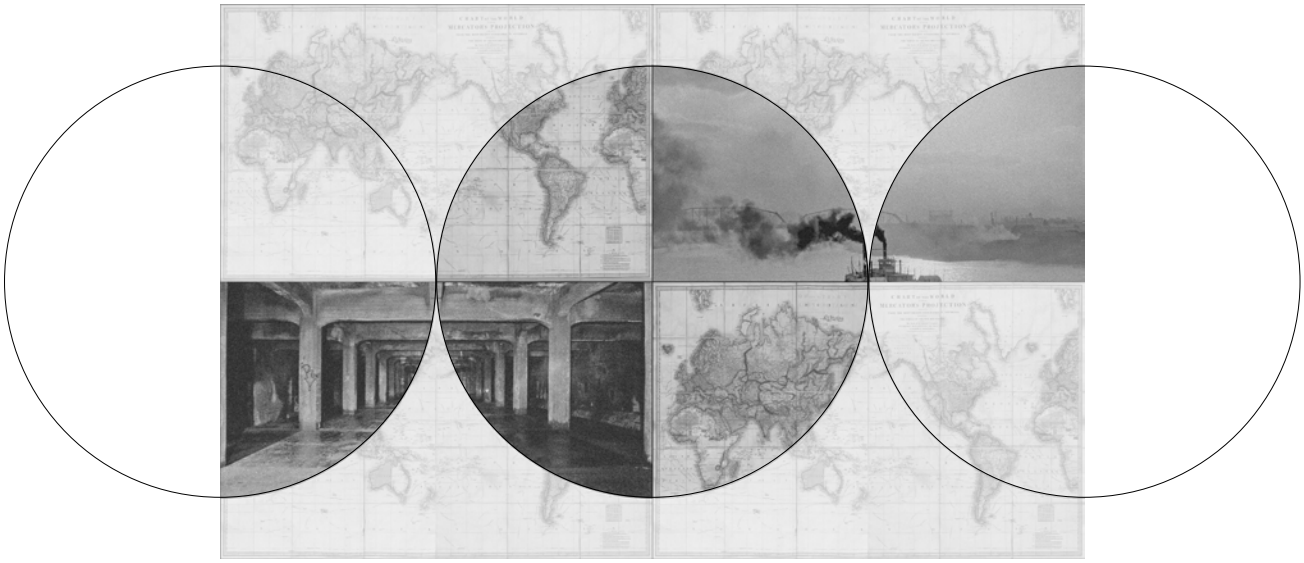
[AWARDED FOR DISTINGUISHED DESIGN + RESEARCH]

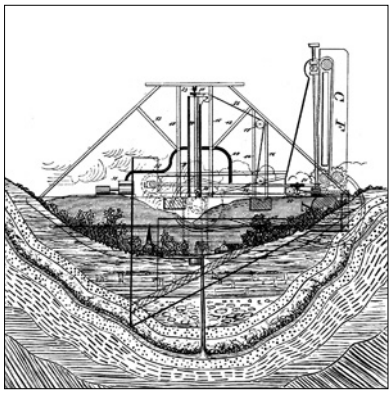


Architecture is an art of framing and mediating the experience and perception of the world through the activation of latent morphologies. Managing the relationship between the visible and the invisible, architecture performs a level of narrative operations, which share a border with literary theory. Both architecture and literature structure experience through means of spatial and temporal expressions, allowing for cross-disciplinary influence. This thesis seeks to uncover the analogical relationships that occur through inter-medial translation by exploring how the creative processes of reading, re-reading, and thus re-writing, which allow for an imaginative and cognitive pluralism, translate into a meaningful and creative architectural experience.

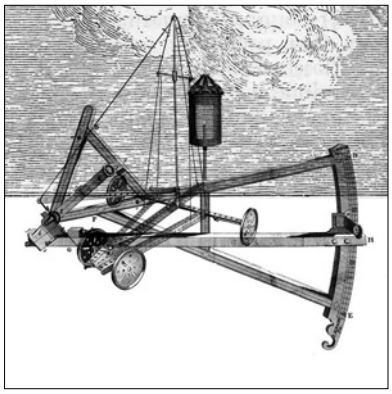
The literary realm of the fantastic employs narrative strategies that blur the boundaries of the visible and invisible, of reality and fiction. The writings of Jorge Luis Borges exist within this complex and dissonant landscape punctuated by constantly constructing and collapsing realities. His stories leave the reader with a feeling of the bizarre uncanny, but more importantly a sense of profound discovery. Looking at Borgesian narrative techniques, this thesis proposes an intervention within the city that provides the user with a similar disjunctive reading of reality, acting as an unstable atlas of the city. The project is a place for inquiry and understanding, an instrument for looking, a position for orientation, and a site for unearthing hidden and unstructured worlds.



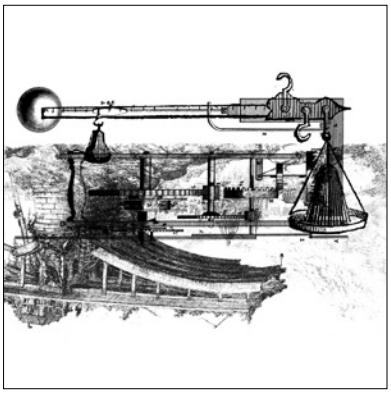




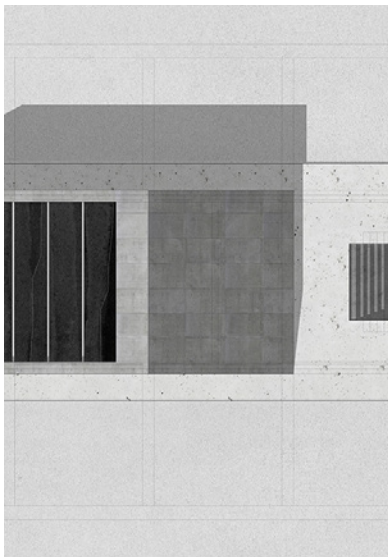
ARCHIVE

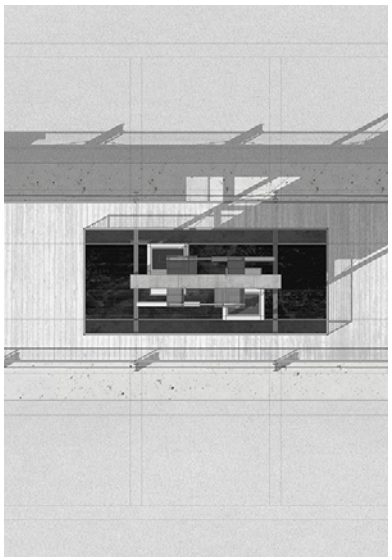


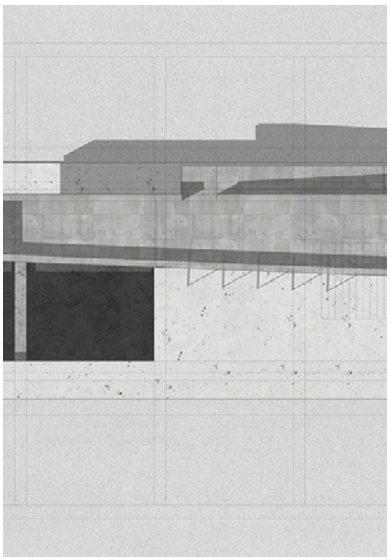
OBSERVATION TOWER



WELCOME CENTER





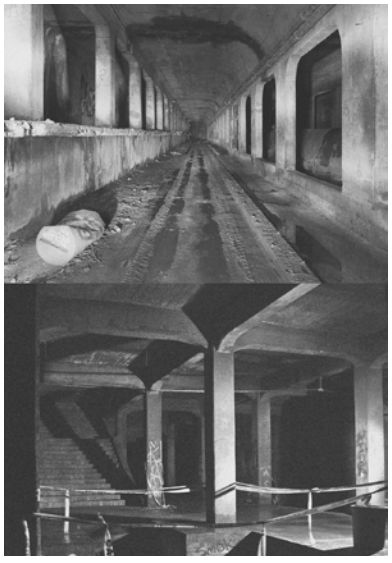


The Atlas is a machine for the collection and facilitation of knowledge about the world we live in. It seeks to uncover and analyze natural and complex phenomena. Investigating architecture's role in shaping and enhancing perceptual experience, the program provides tools that allow the user to locate, codify, and interpret his / her findings and to visualize the complex relationships between them and provide new interpretative views. It is a place for inquiry and understanding, an instrument for looking, a position for orientation, and a site for unearthing hidden and unstructured worlds.

ABOVE GROUND



BELOW GROUND



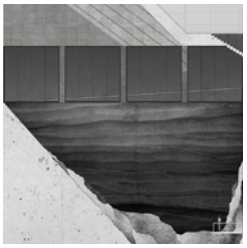




observation tower

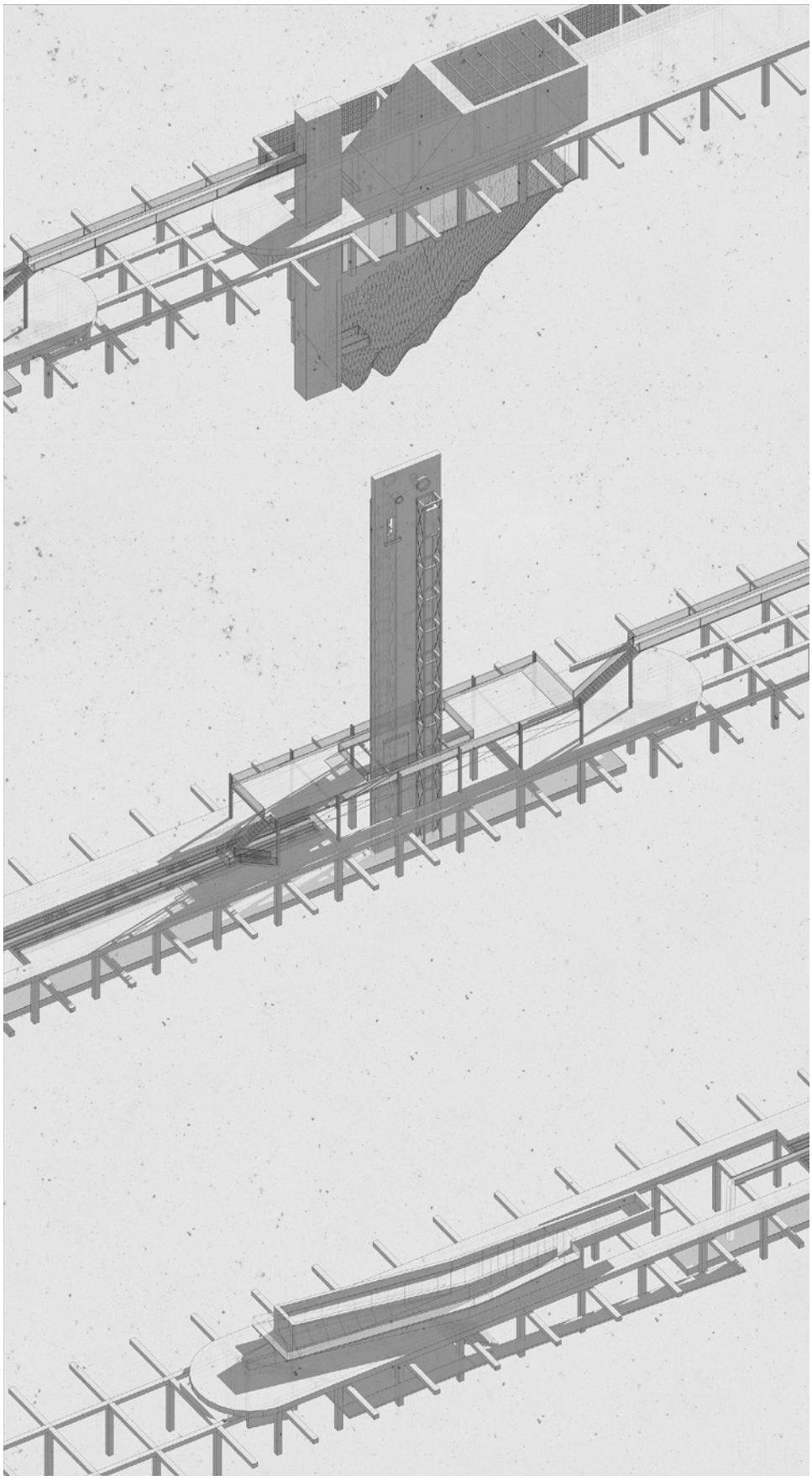


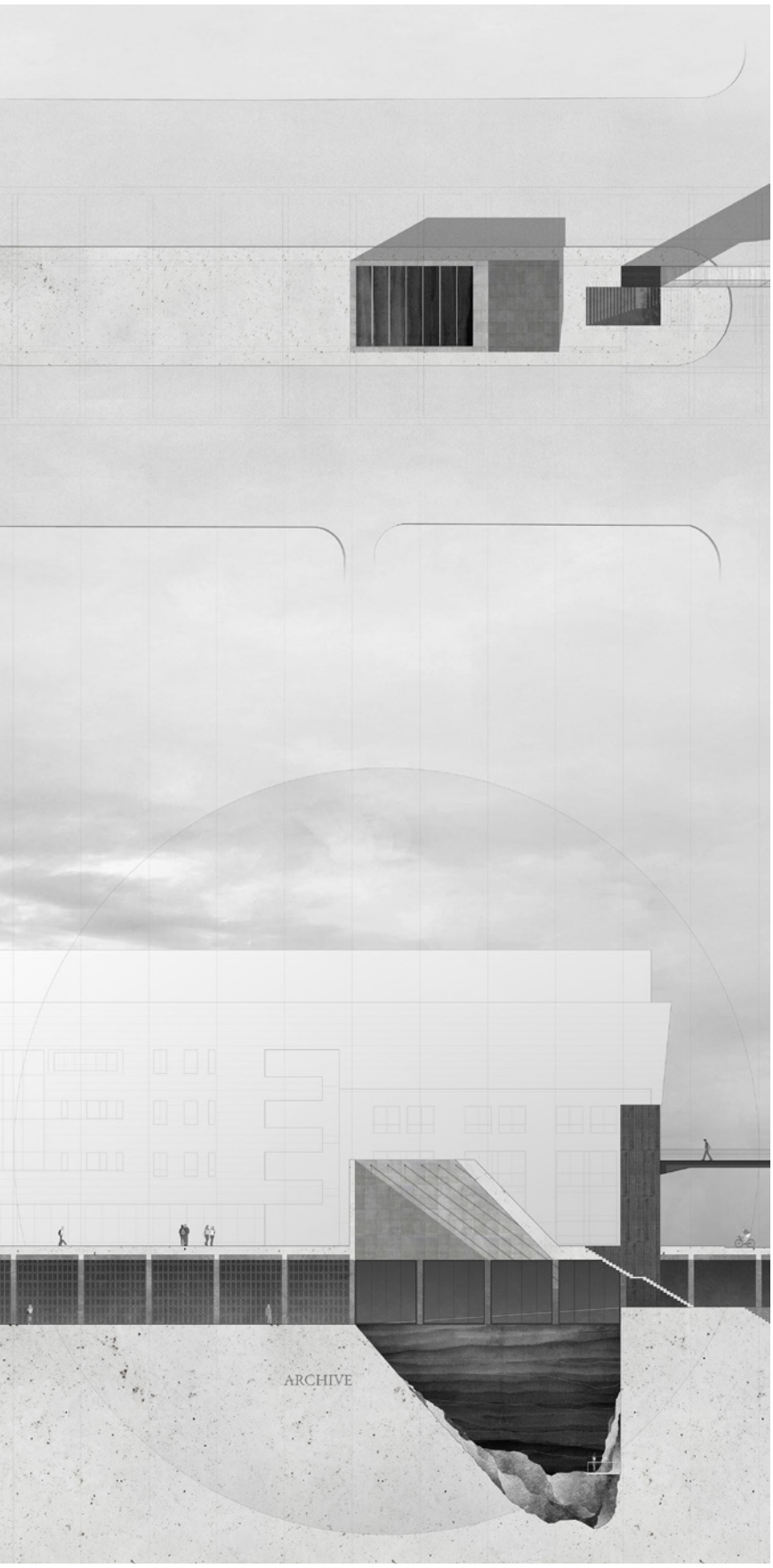
welcome center

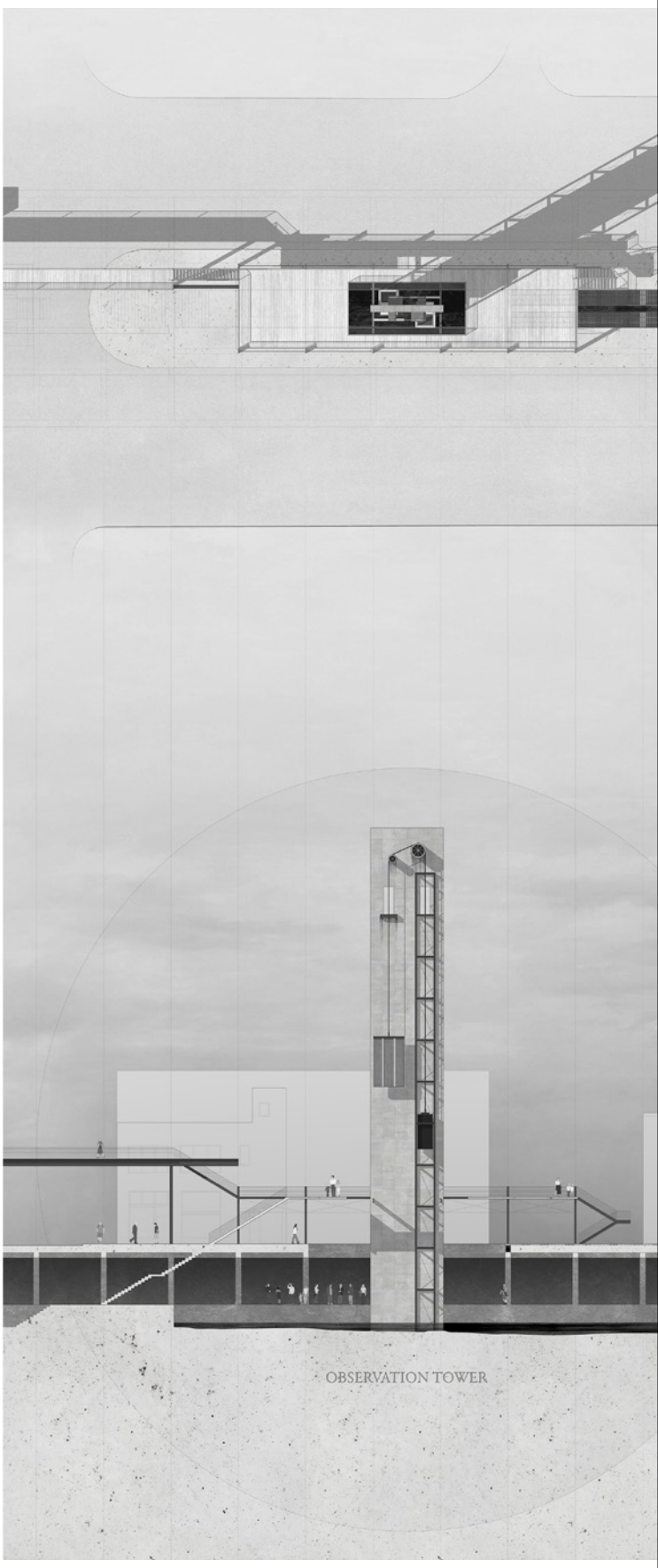


archive







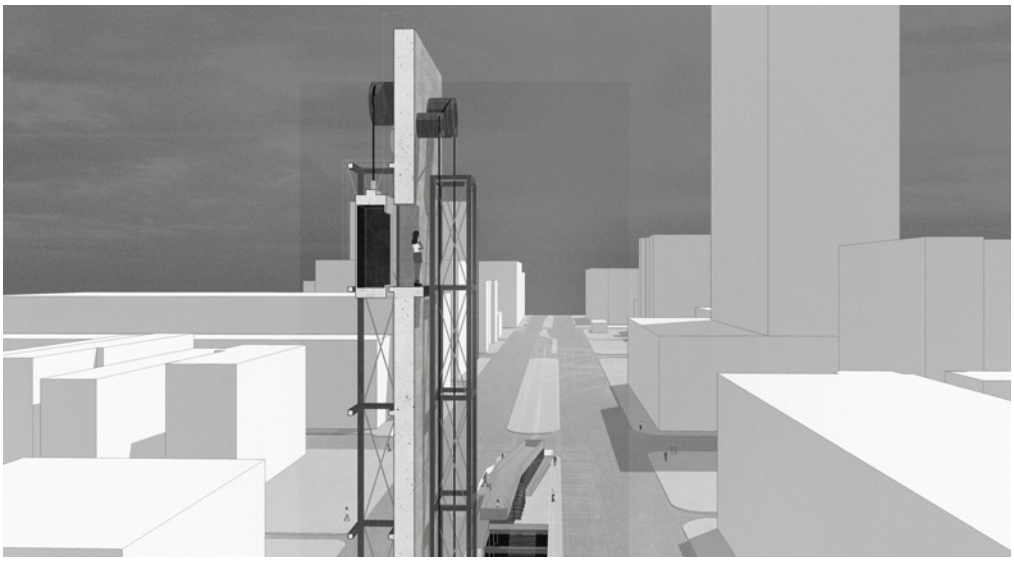


SITE PLAN
SECTIONAL TRIPTYCH

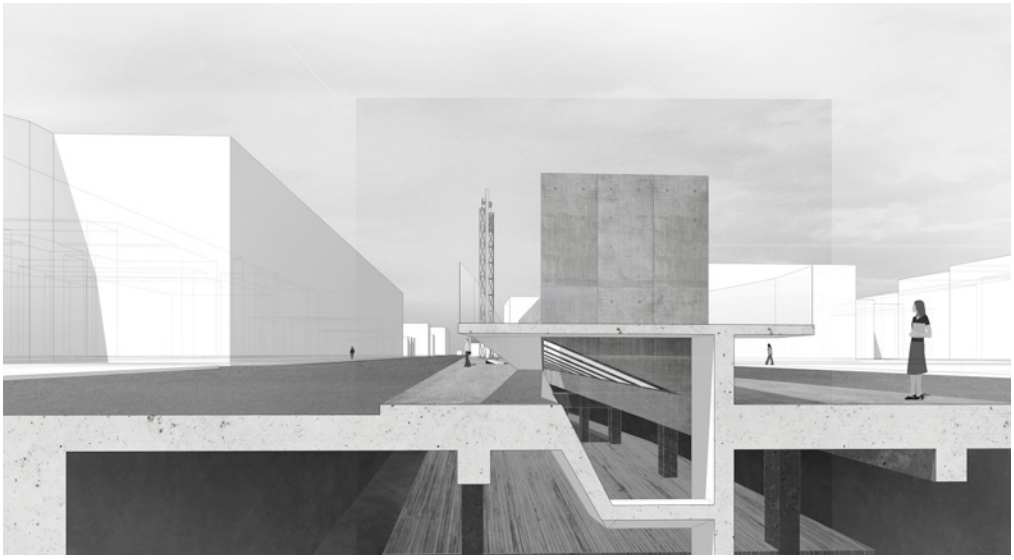


The three program elements - an archive, observation tower, and welcome center - are placed along the wide central median of the primary road separating downtown Cincinnati from Over-the-Rhine.

The structures are connected by paths at all three experiential levels - above ground bridge, grade level landscape, and the underground abandoned subway tunnel platform. The layering of these experiences provides unique vantage points from which to experience the city.



The Observation Tower provides the user with a bird's eye view of the city, as it emerges from the subway tunnels. To get to the top, one must enter the elevator from the original waiting platforms. The tower contains two elevators, one facing downtown and the other facing over-the-rhine. The counterweight is a piece of excavated train tracks and glides up and down the blank wall as the users ascend and descend from the tower.

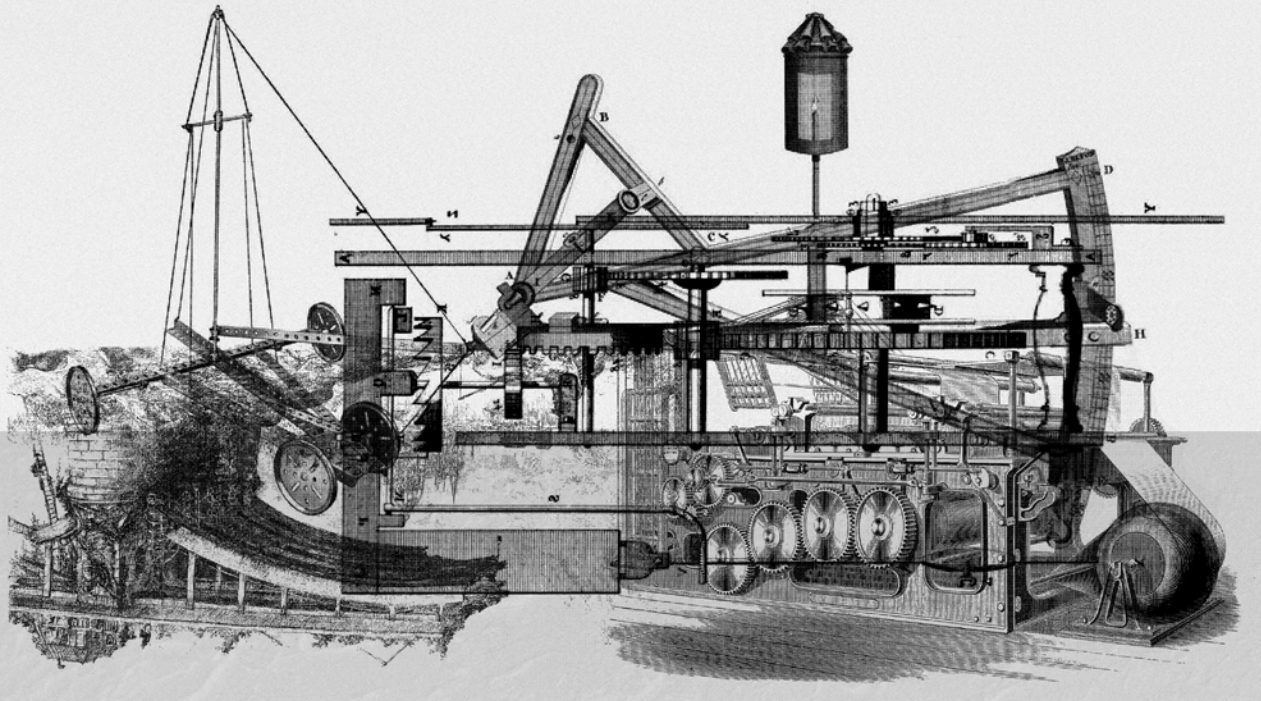


The Welcome Center provides the initial entrance down into the abandoned subway tunnels. It is a long, narrow bar that contains a shifted grid in order to locate due north. It contains a ramp that ascends along the outside of its body and up to a viewing platform that cantilevers over a section of the tunnels that has been opened to the sky.



The Archive is an archeological dig. Excavating down below the subway tunnels reveals even more layers of the history of the city, as well as a new vantage point at which to view it. One enters the archive either from the original stairs for the subway or from the elevated bridge from the Observation Tower connecting to an elevator shaft. The Archive contains historical documents and artifacts focused on the forgotten history of the city.

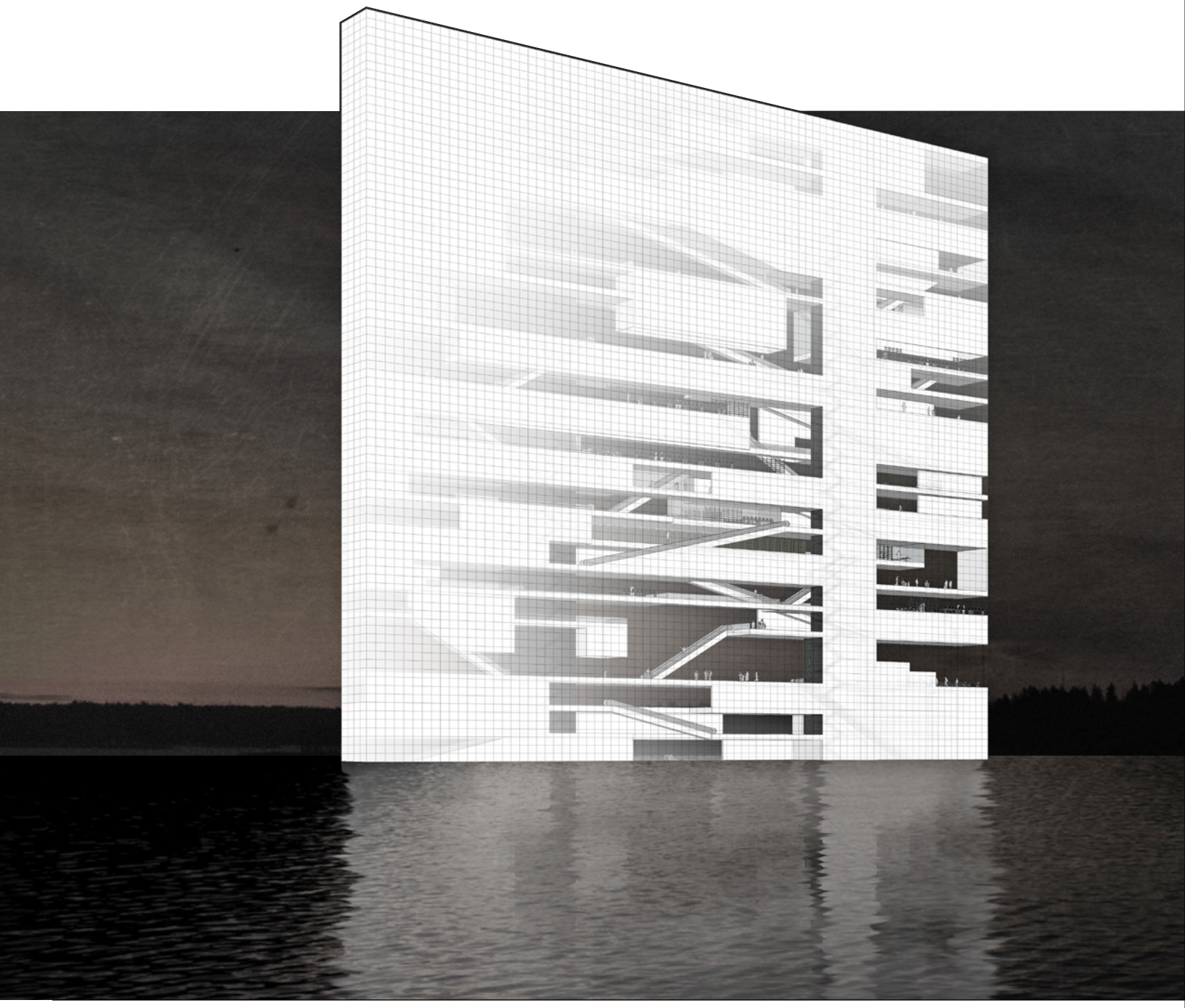
Tlön, Uqbar, Orbis Tertius is a topographical surface. It is a map. It contains a network of signs and traces leading in and out of its many entrances and exits. Tlön accomplishes a level of performativity. It performs. It creates. Using its context and elements of the familiar, Tlön manipulates and transforms the familiar into a new composition, providing new associations and interpretations. Architecture has the potential to perform in a similar manner, providing a new or different understanding of space, of building, of material, of history, of the city, even of one's self.



A DIGITAL MUSEUM

AN EXPLORATION IN THE PROJECTION OF/THROUGH SPACE

SPRING 2013 ELECTIVE STUDIO INSTRUCTOR: AARON BETSKY



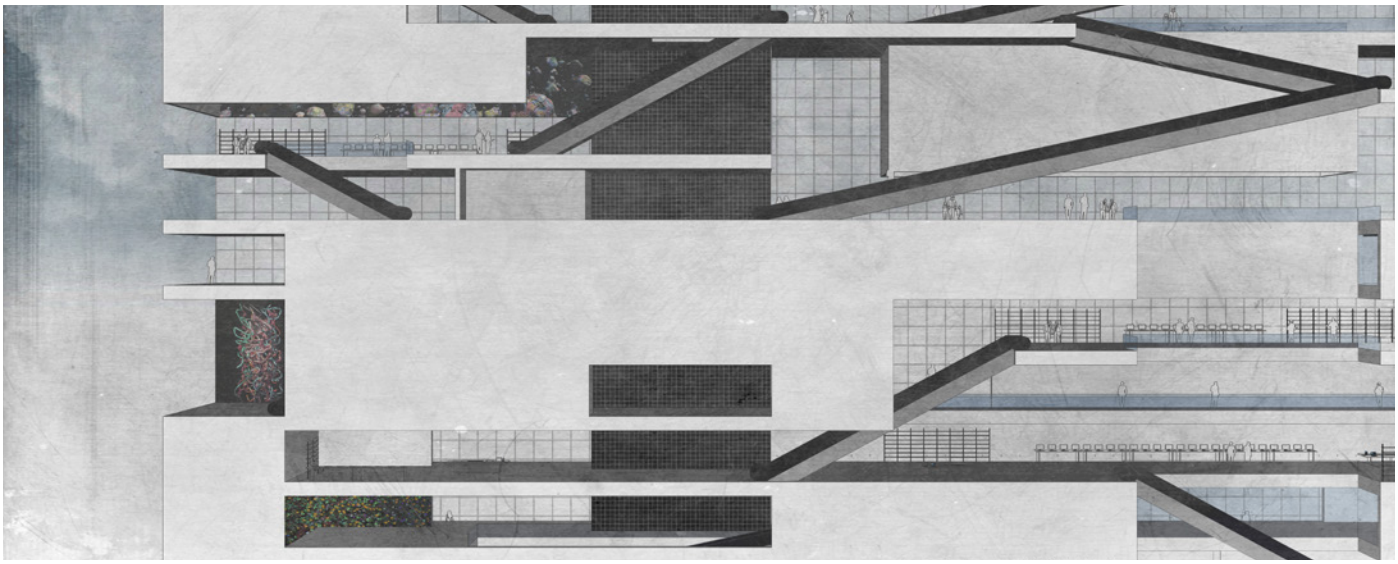


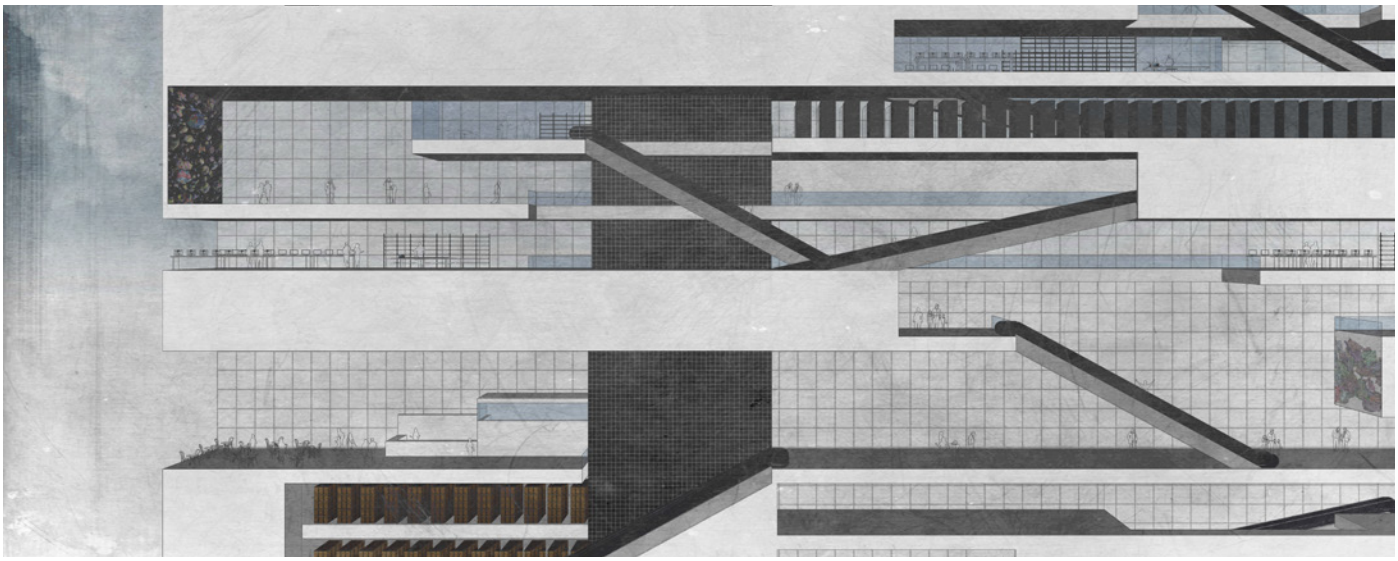
The projection of digital art requires a surface to receive it. This essential surface was my starting point. I was initially interested in the notion of planes and how they could be manipulated in order to give a skewed understanding of the image. The project evolved from a horizontal organization to a vertically stacked slab structure of repeated planar surfaces navigated by a labyrinth of circulation.

The vertical slab is in itself one enormous projection surface. The pure exterior form is juxtaposed with the complex circulation system of escalators and moving walkways that shift past surfaces and through spaces. The labyrinth of escalators and interior partitions create a dynamic spatial experience. Some art is only accessible while on one of these moving pathways. This provides a very curated experience of the art, both spatial and durational, which begins to speak to the ephemeral nature of art itself.

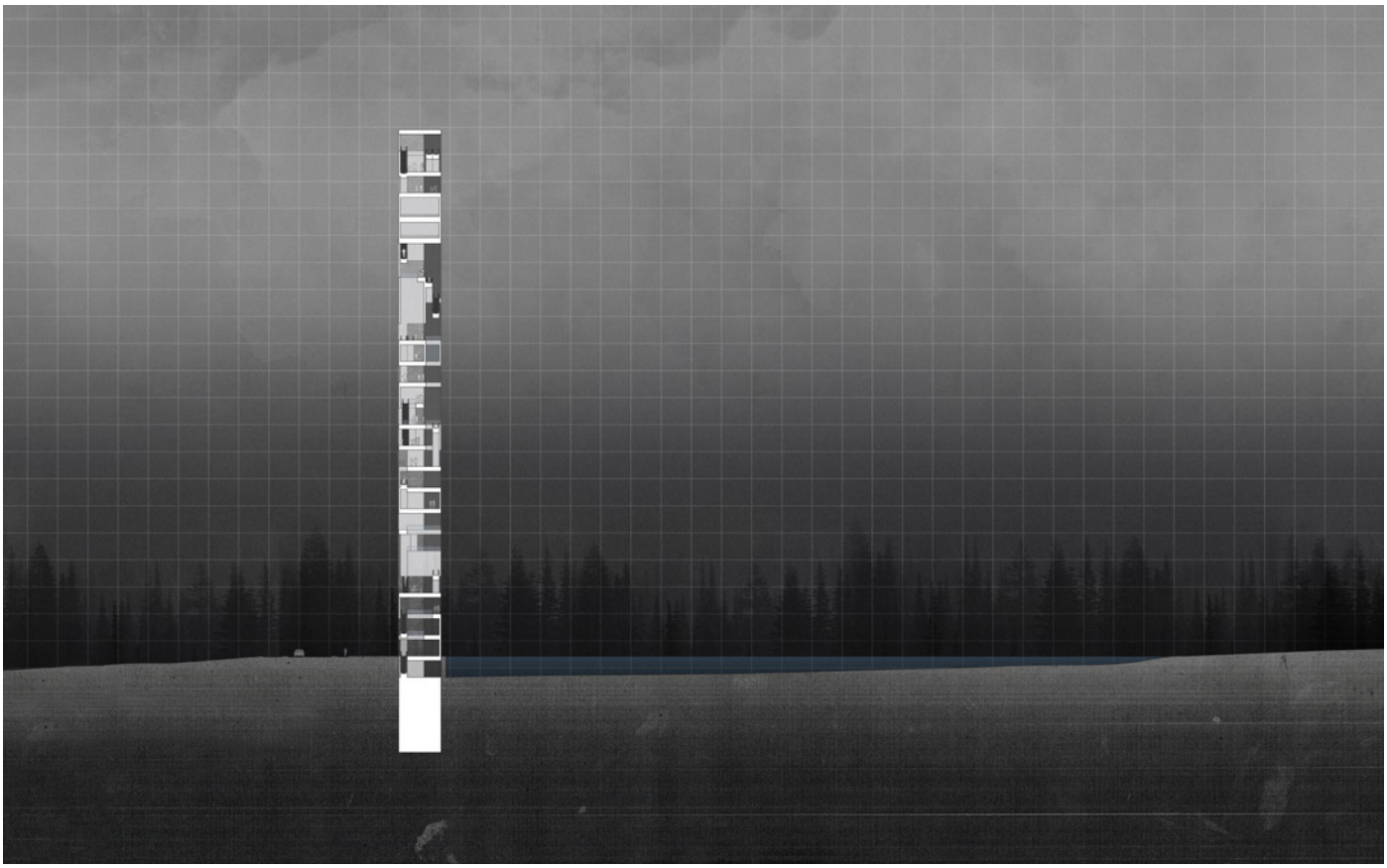
The building, standing at 350' tall and 400' by 25' in plan, is easily visible from anywhere within Skolkovo. The cladding of the museum is a technologically advanced 'smart glass' that can either be opaque, creating a purely white monolithic appearance, or it can be transparent, allowing the elaborate inner workings of the structure to be displayed.

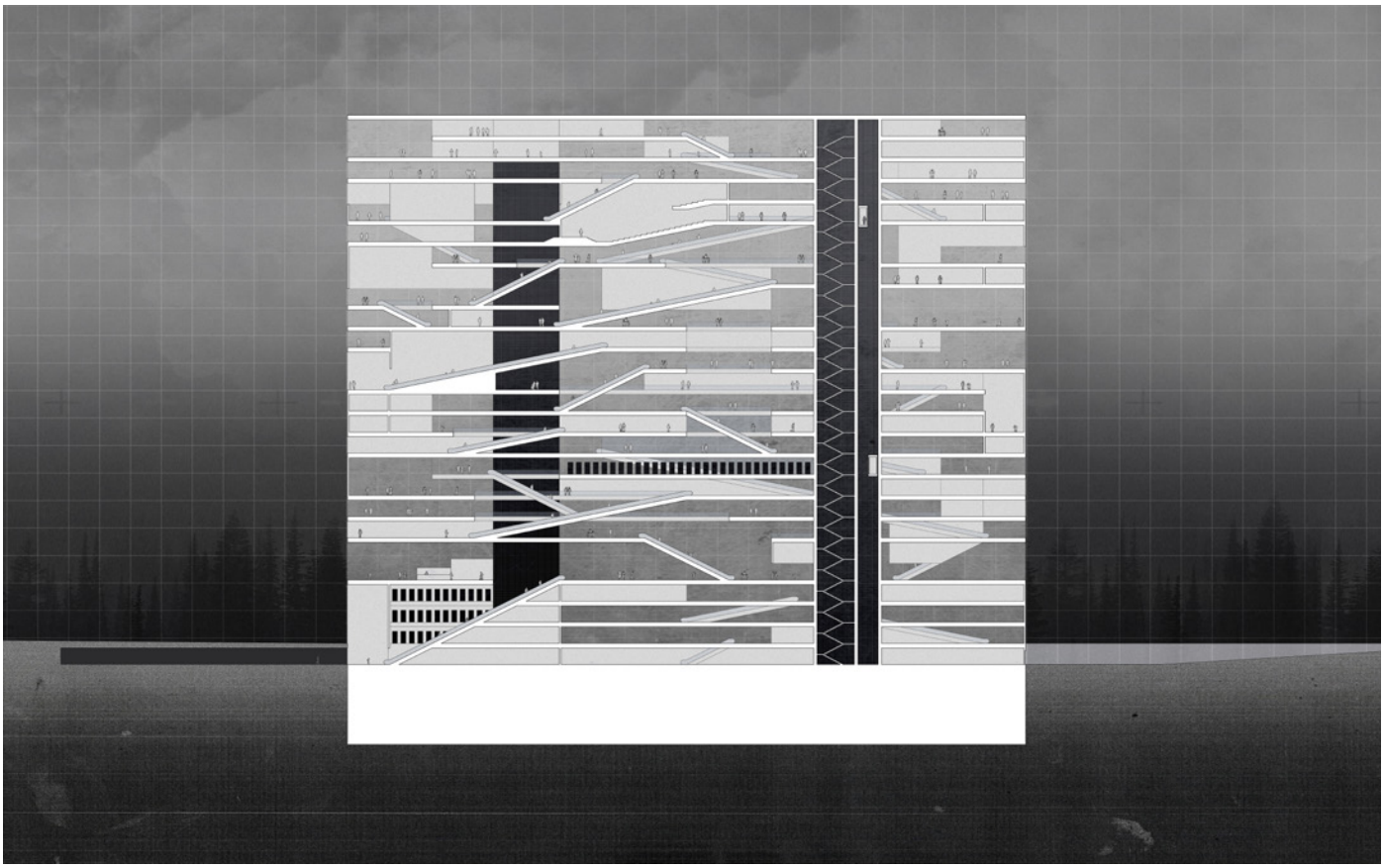


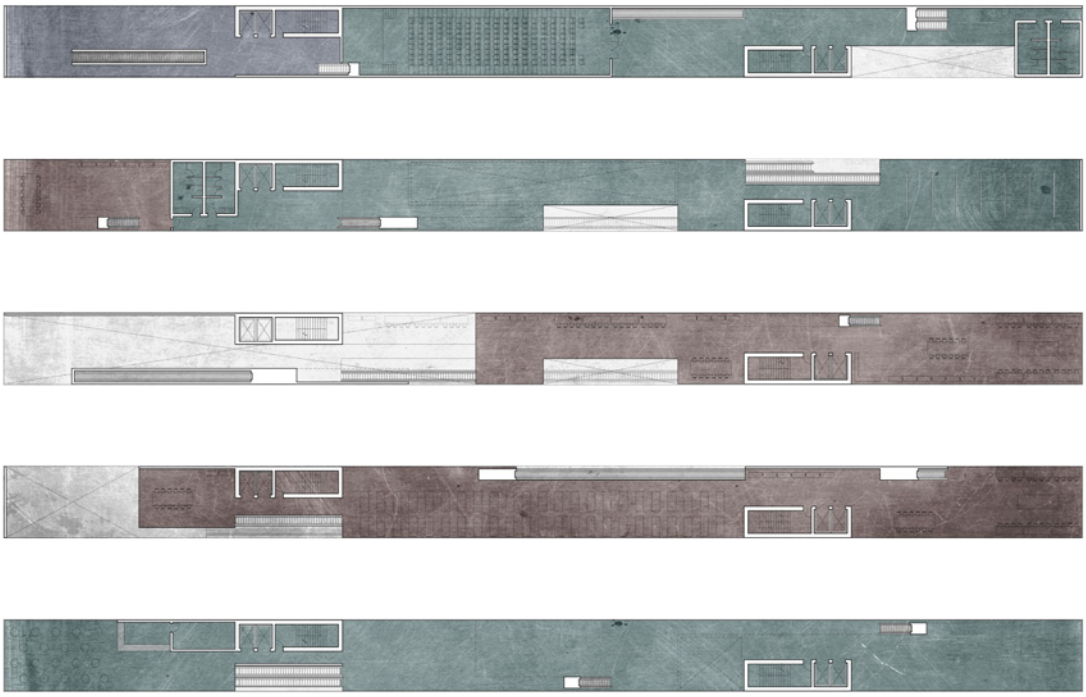


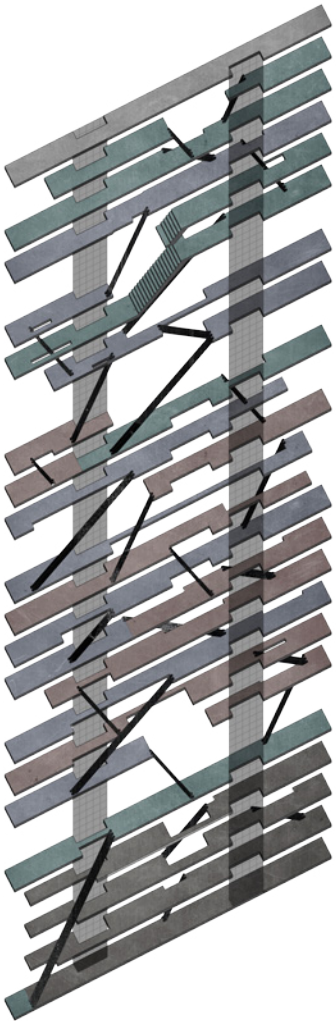












public galleries

labs and classrooms

common spaces

private offices & staff

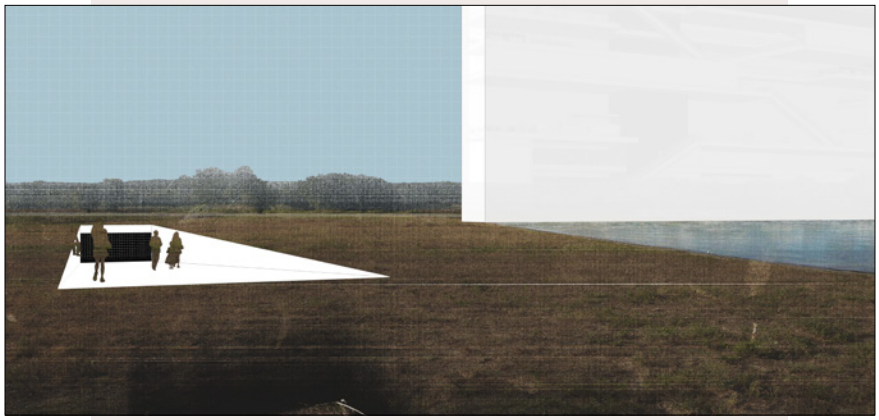
Programmatically, the museum employs an interwoven spatial organization. By offsetting the floors, every user is able to experience the spaces of the 'other' programs (exhibition, classrooms, artist studios, etc). It is a dynamic flow of user types within the same system, but still separate from one another. The museum-goer is constantly being projected through space and allowed specified views into the educational work spaces and visa versa.



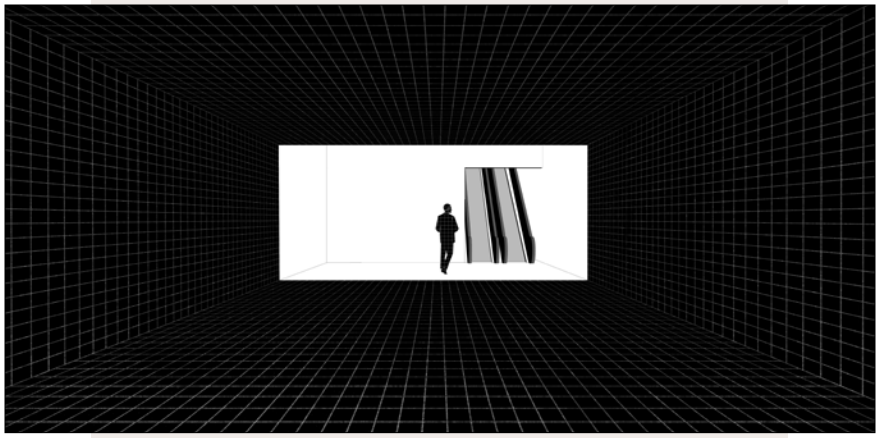
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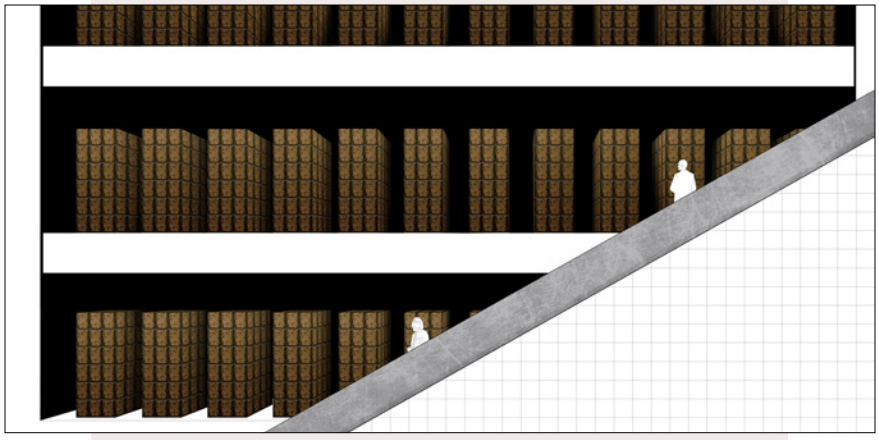
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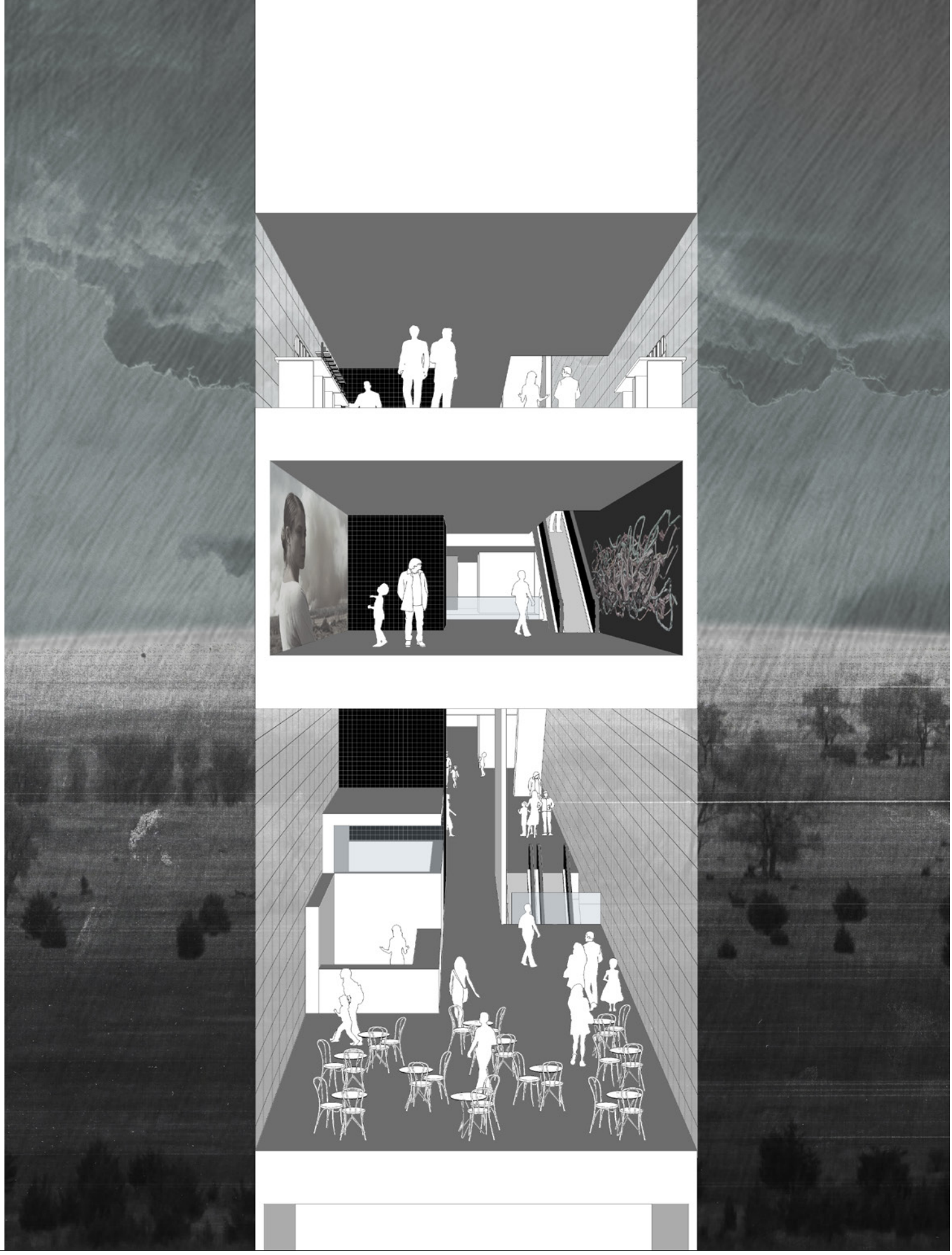


3



4





CRANBROOK SPA

A CONTEMPLATION OF NATURE

SPRING 2012 COMPREHENSIVE STUDIO INSTRUCTOR: TOM BIBLE



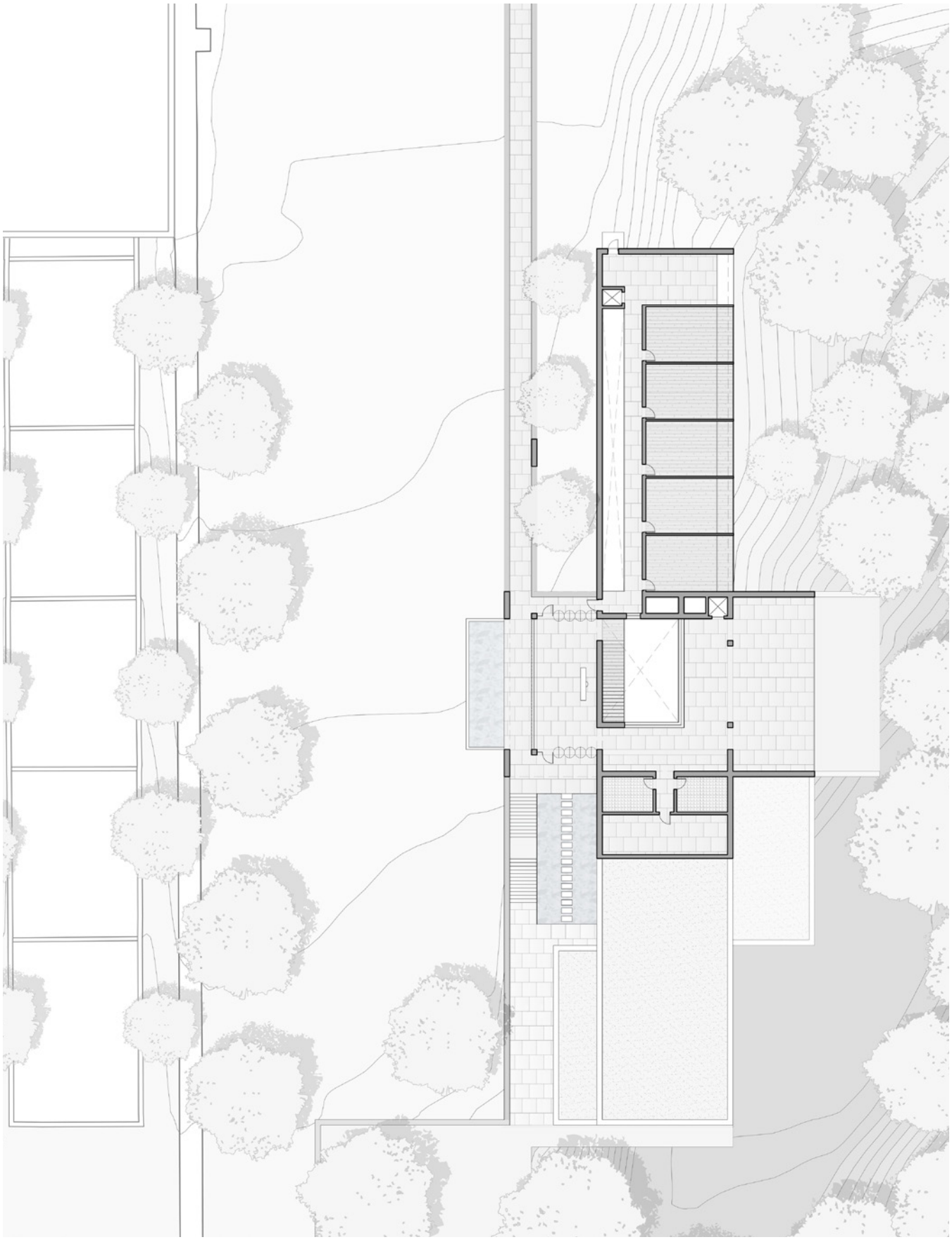
Cranbrook Academy in Bloomfield Hills, Michigan is set in a climate that exhibits drastic differences between the seasons. This variance was my initial inspiration for the design of a wellness spa. By orienting the building along the edge of a densely wooded area, the spa achieves a public entry facing the original monumental entry to the Academy, while the back of the site provides for a private and secluded experience.

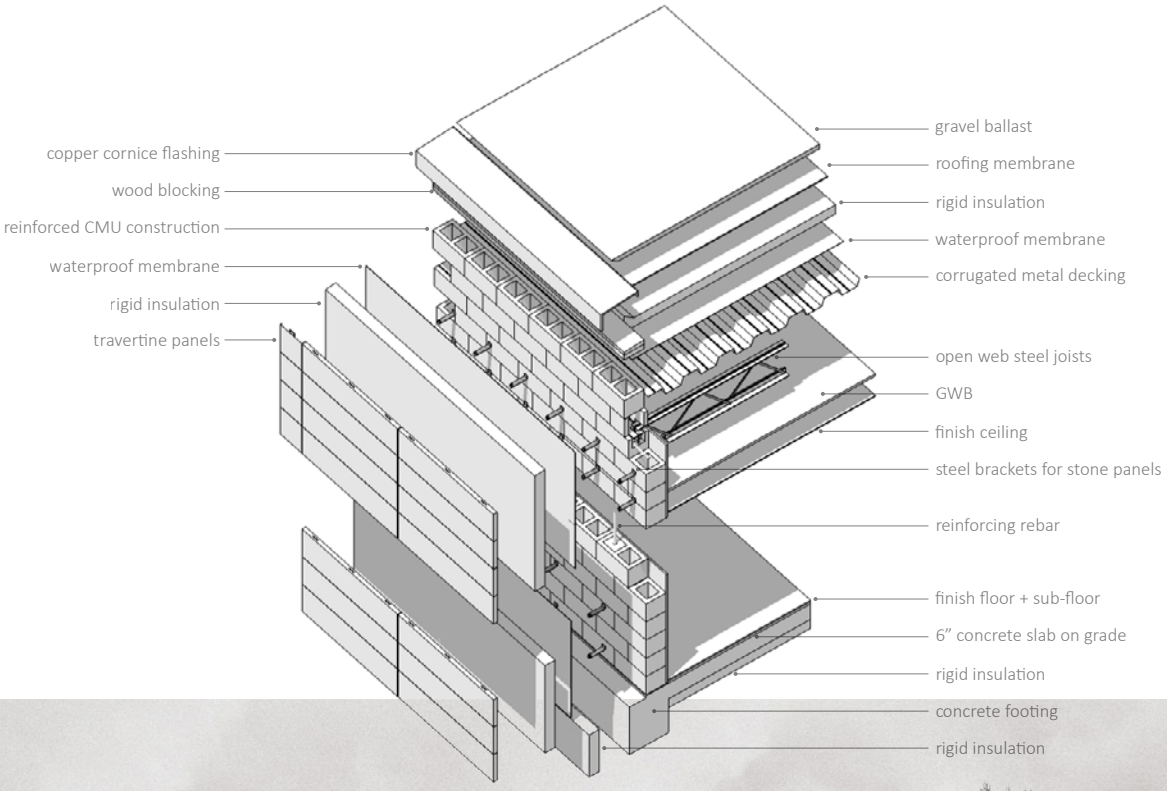
Due to the harsh weather conditions and the architectural history of the school, my concept was to create a structure that put weather and the passing of time on display. This is done by a central void, open to the elements, that has a glass-enclosed stairway cutting through it that surrounds the user with the elements. In addition to the circulation, the entire building envelope also acts as a canvas to exhibit weathering by use of copper cornices, catalyzing the staining of the stone facade.

The front elevation facing the public campus commons has no visible windows. It sits in repose, quietly marking the beauty of nature. The back of the building opens up completely to the secluded forest, where one is now immersed in the trees.

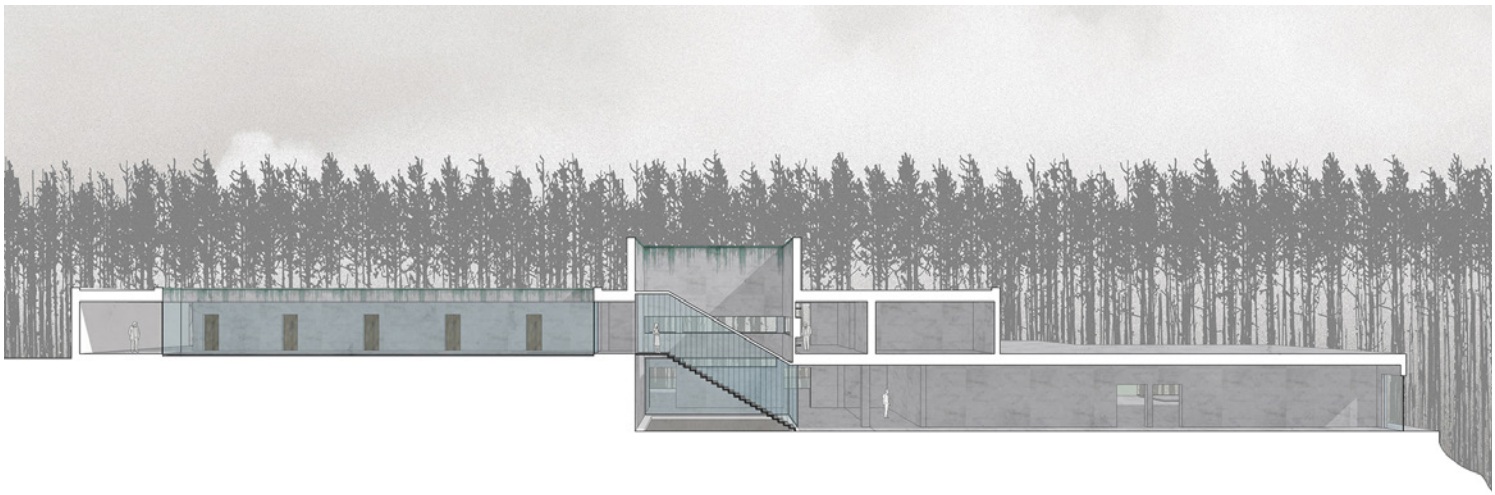




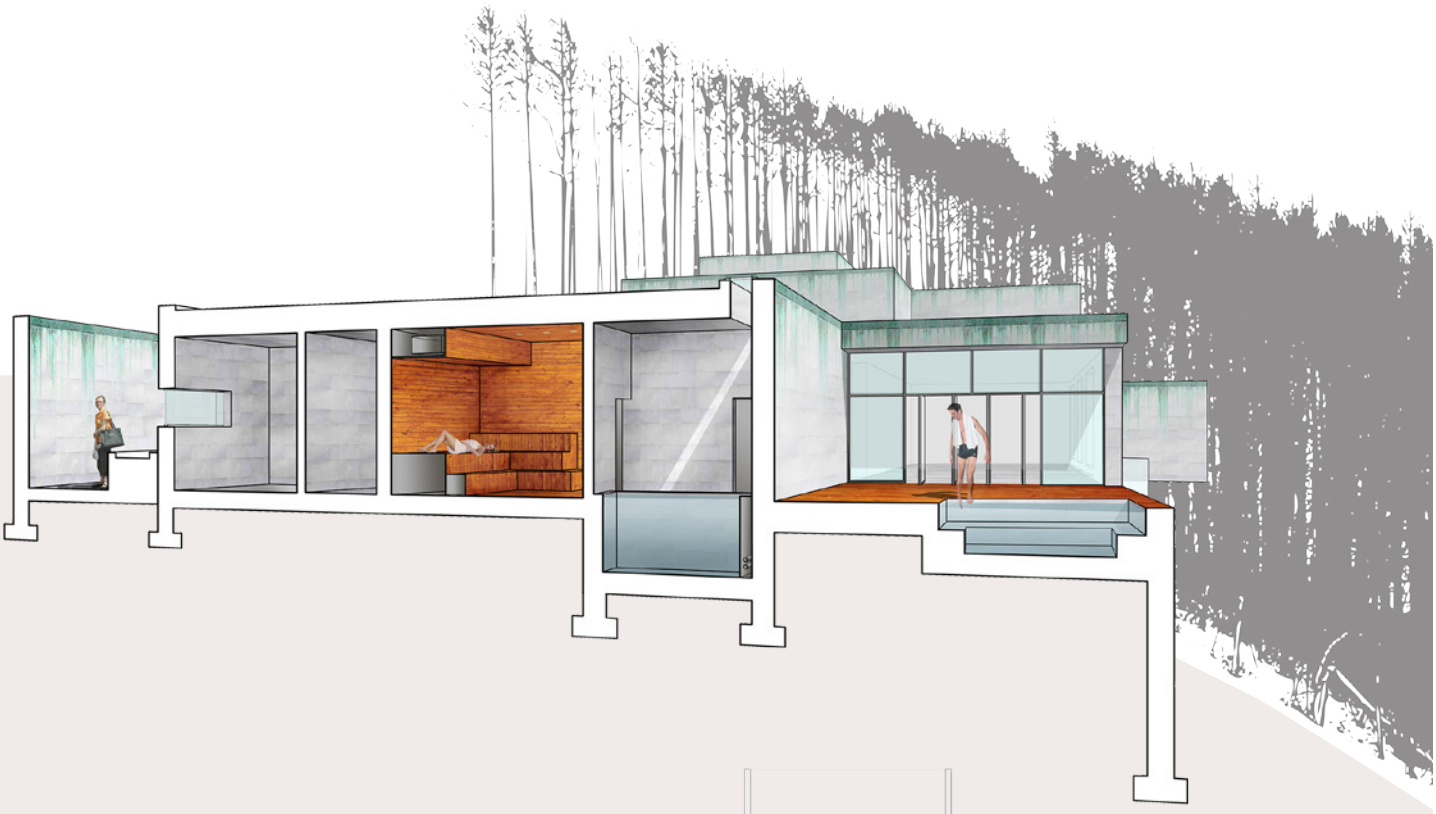


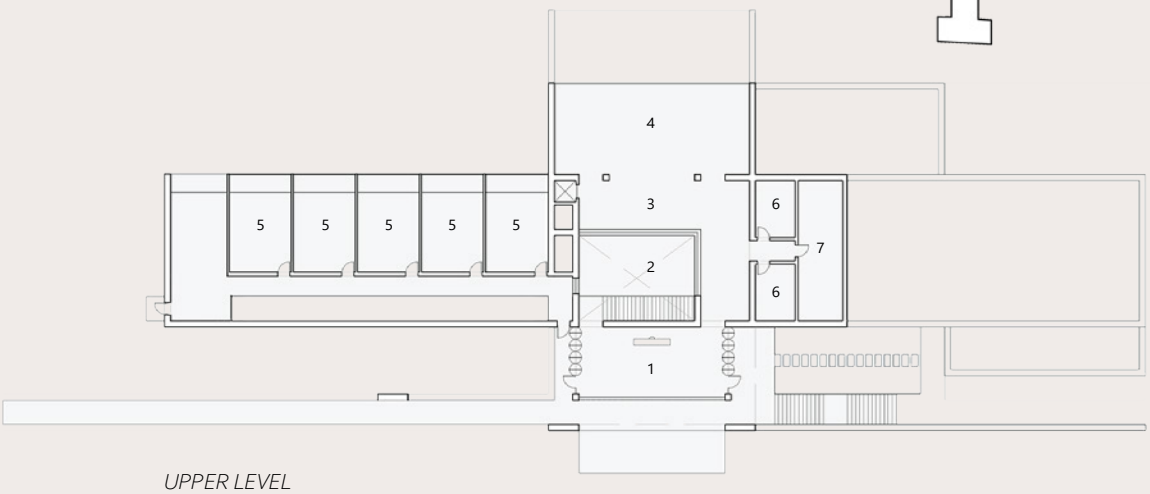






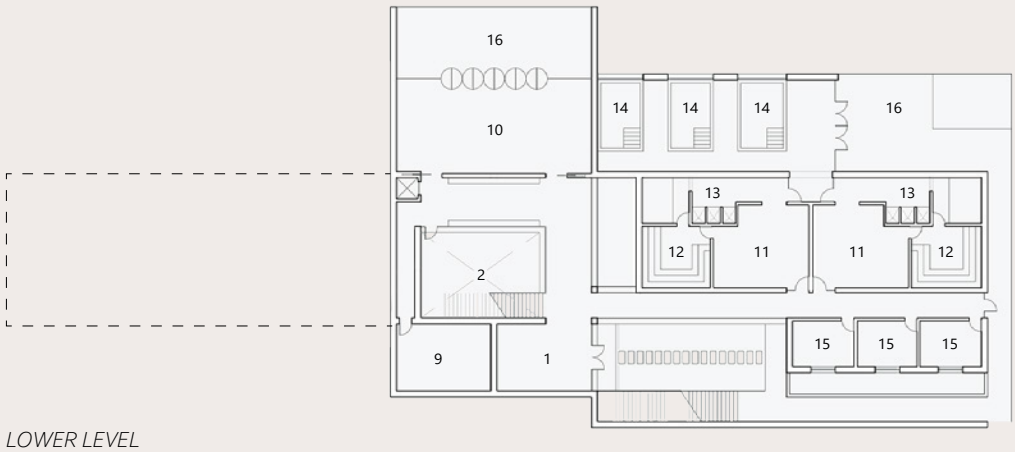
EXPLODED AXON OF BUILDING ENVELOPE
PHYSICAL BAY MODEL





UPPER LEVEL

1 RECEPTION
2 COURTYARD
3 LIBRARY
4 READING ROOM
5 GUEST ROOM
6 RESTROOMS
7 OFFICE
9 STORAGE
10 YOGA ROOM
11 CHANGING ROOM
12 SAUNA
13 SHOWERS
14 THERMAL BATHS
15 MASSAGE ROOM
16 OUTDOOR DECK



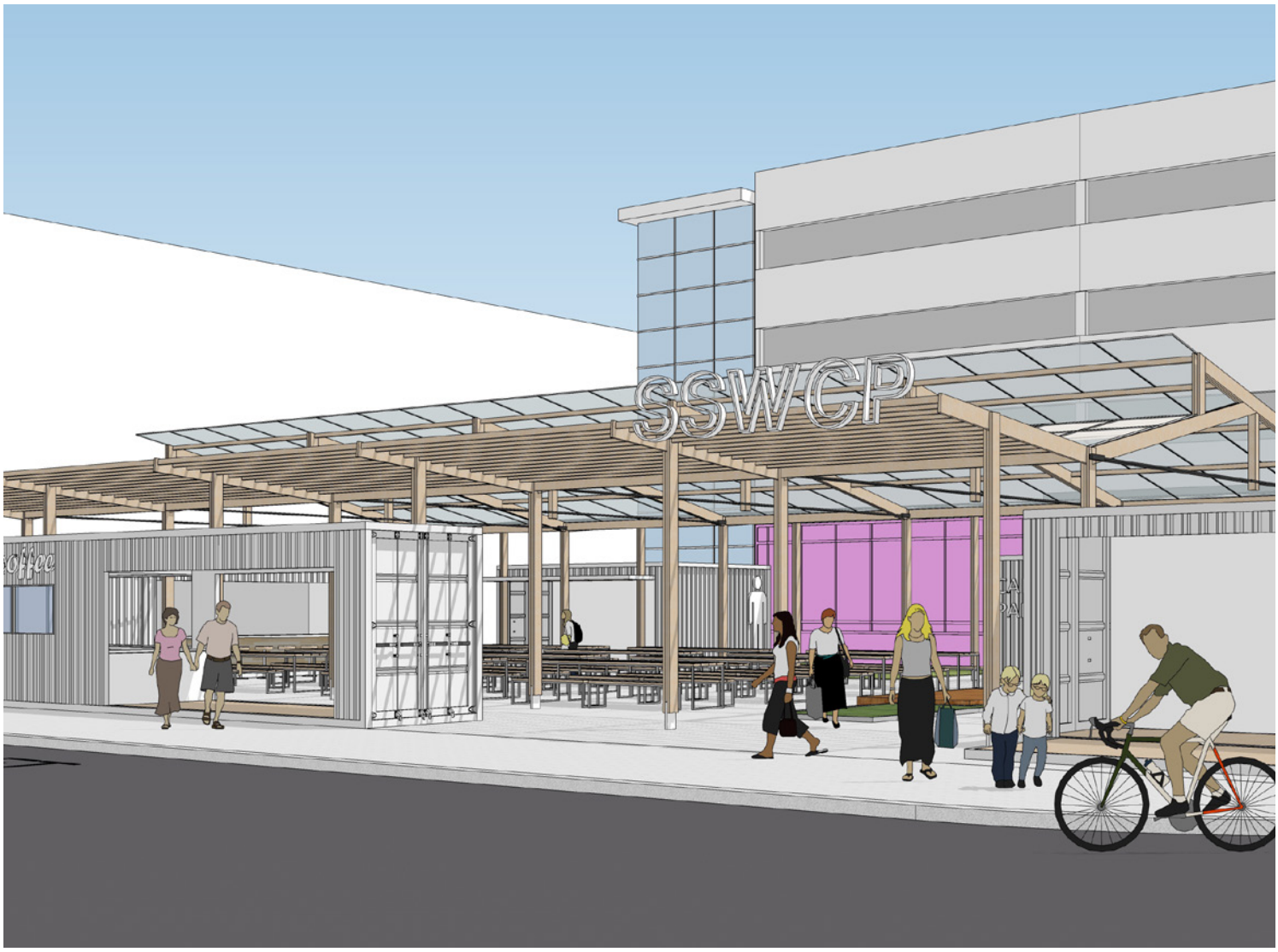
LOWER LEVEL



MIXED MEDIA
spatial collages

C.

MISCELLANEOUS

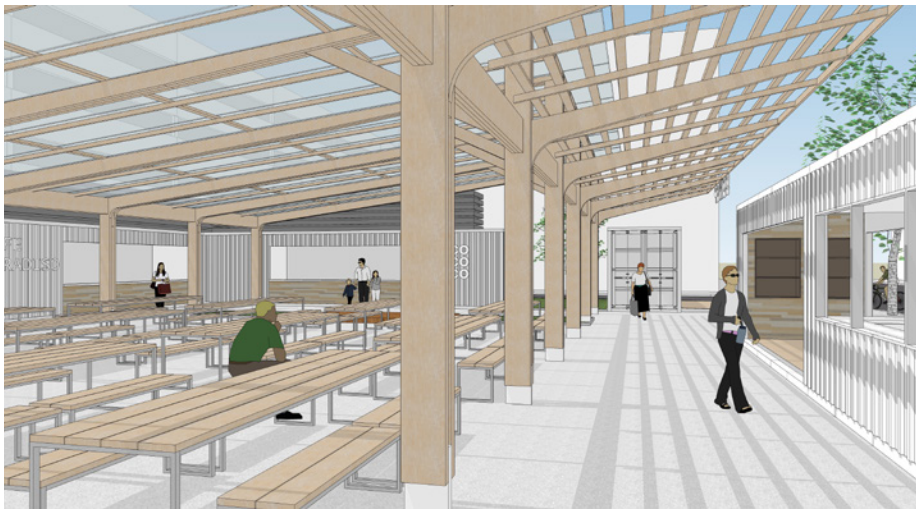


CANOPY DESIGN STUDY

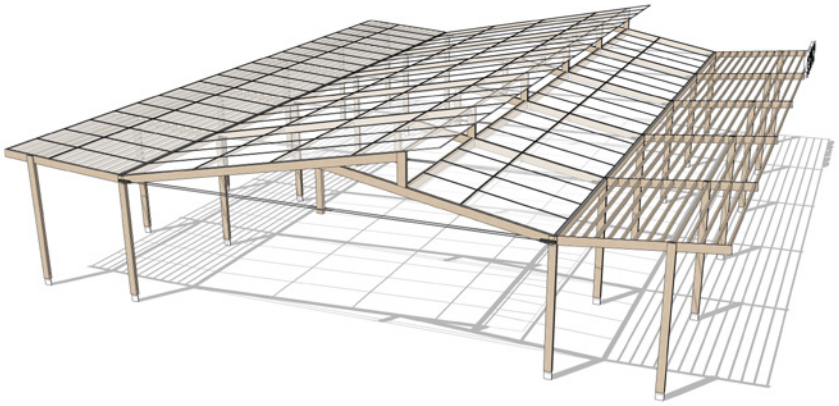
PITTSBURGH, PA | AE7

The Southside Works Container Park is an upcoming outdoor F&B space located in Pittsburgh. I was involved with the initial planning and design of the project. Several shipping containers for food vendors are placed along the perimeter of the site, with the center space left open for a large seating area and entertainment stage.

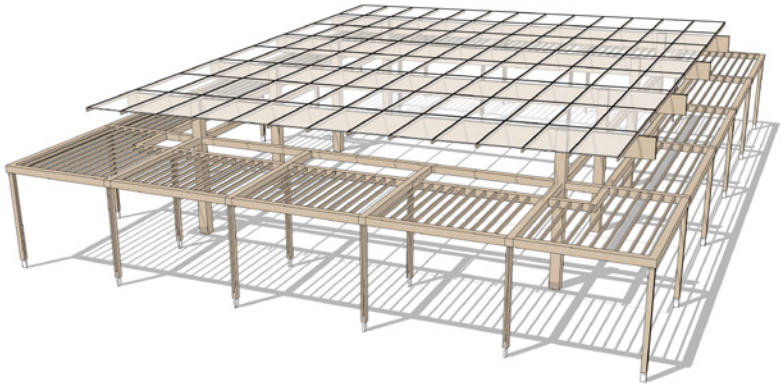
This spread is focused on the options that I designed and modeled for the canopy structure. The options explore various roof profiles, column organizations, and degrees of shading elements.



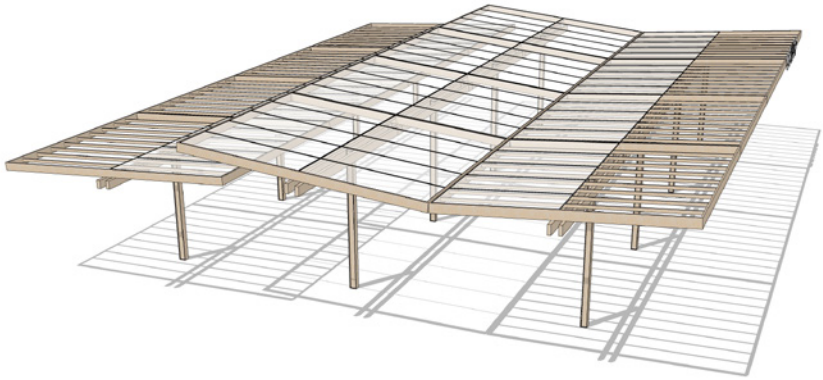
FIRM: AE7 ARCHITECTS
PROJECT TYPE: RETAIL AND F&B



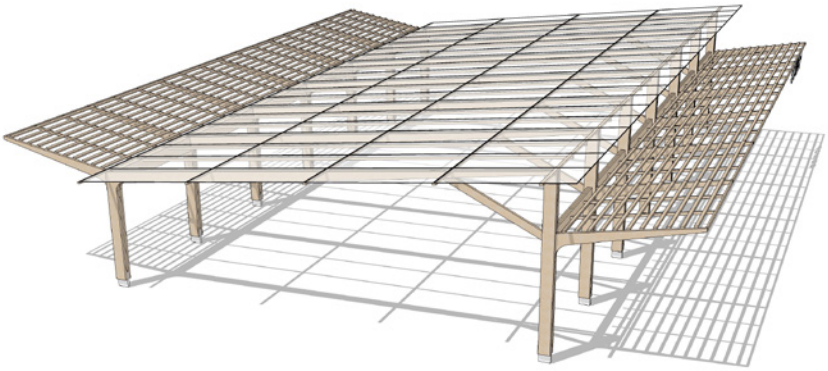
















INFORMATION DESK

ABU DHABI, UAE | AE7

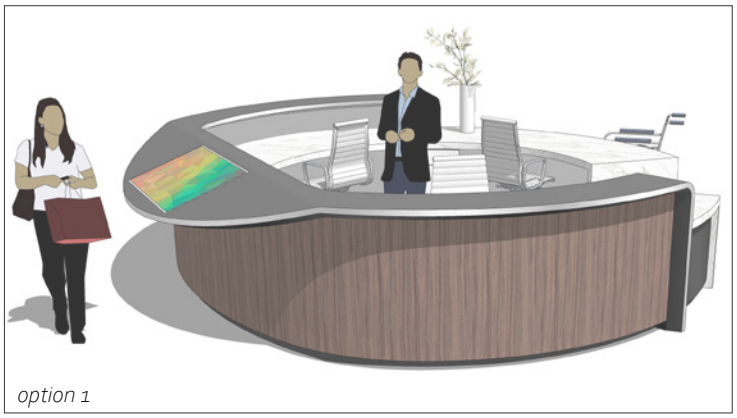
The information desk is located in the new Galleria Mall at Al Maryah Central in Abu Dhabi. Located an a primary intersection of two galleries, the circular shape allows the information desk to address visitors from all directions.

I designed, modeled, and presented several design options, shown on the top of the opposite page. After a design was selected, I generated the necesseary construction drawing set and selected the final finishes.





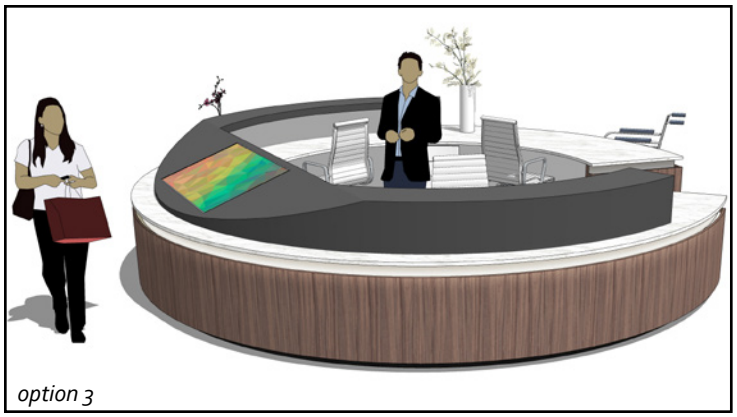
FIRM: AE7 ARCHITECTS
PROJECT TYPE: CUSTOM FABRICATION



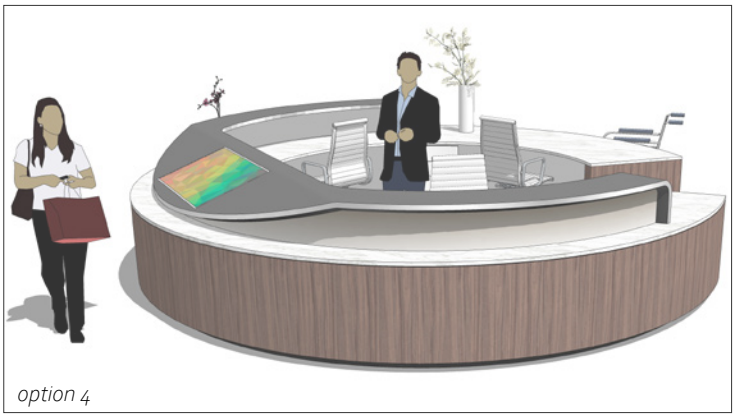
option 1



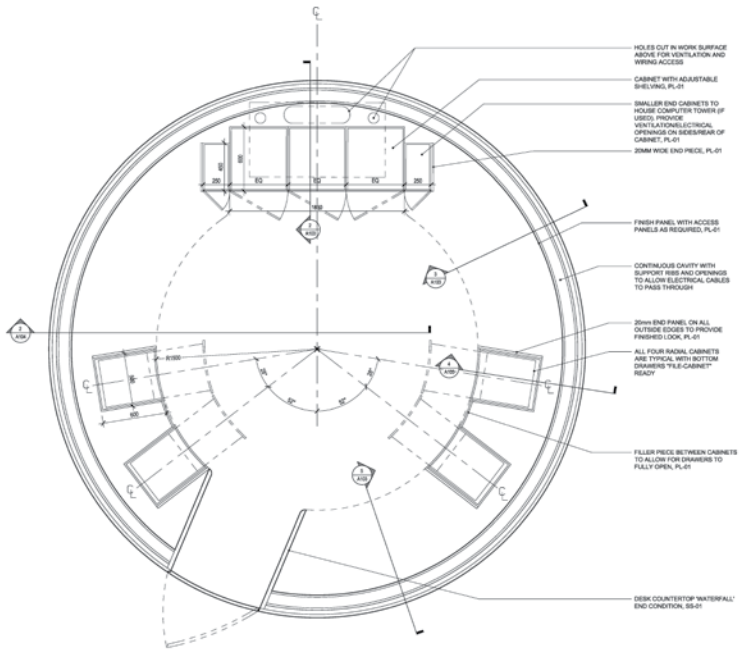
option 2



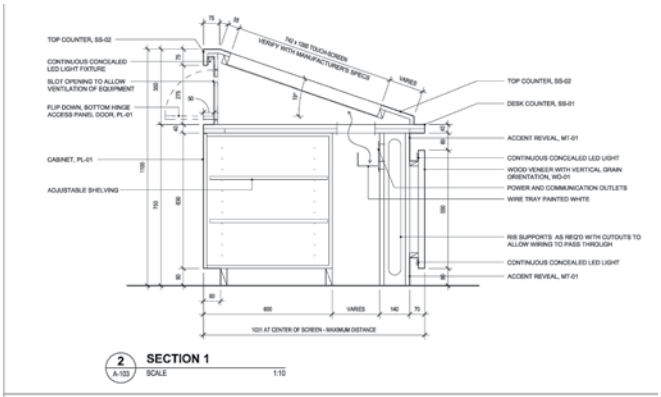
option 3



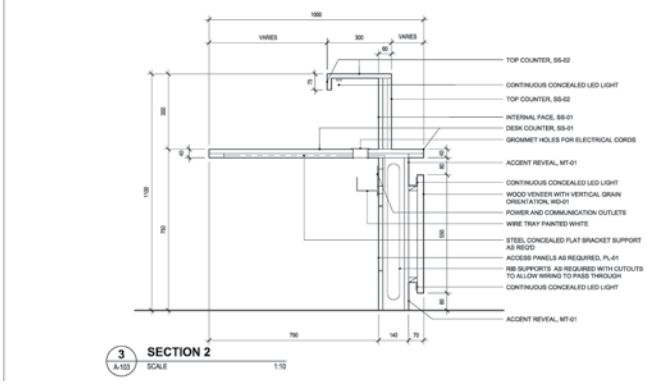
option 4



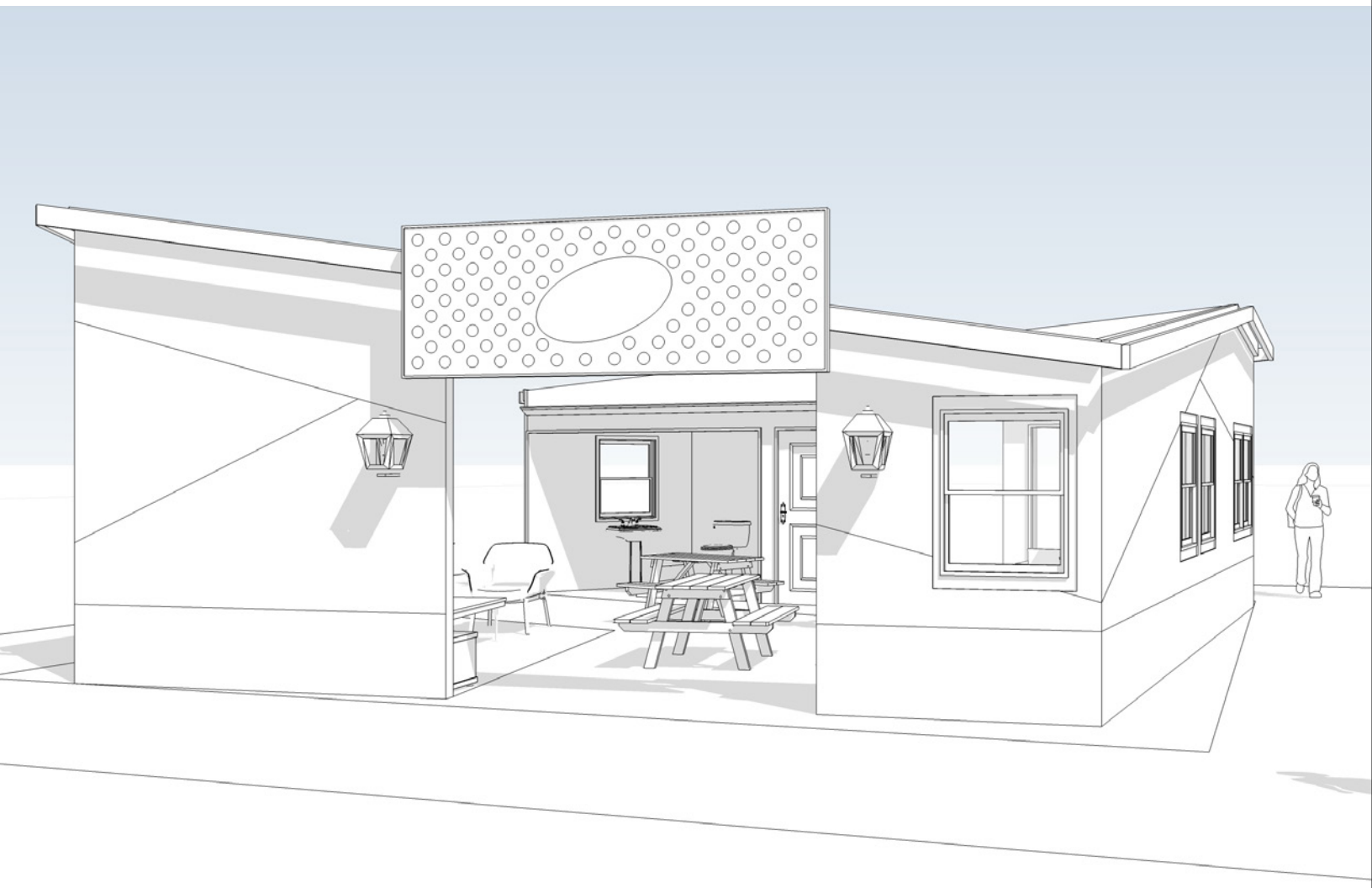
1 A-103 **UNDER DESK CABINETRY PLAN**
SCALE 1:20



2 A-103 **SECTION 1**
SCALE 1:10



3 A-103 **SECTION 2**
SCALE 1:10



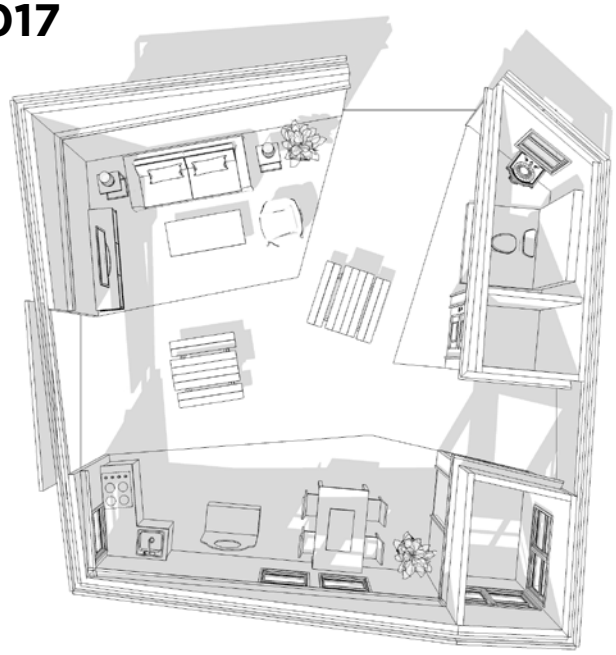
HASBRO GAMEHOUSE VIDCON 2017

SAN DIEGO, CALIFORNIA | POP2LIFE / CONDÉ NAST

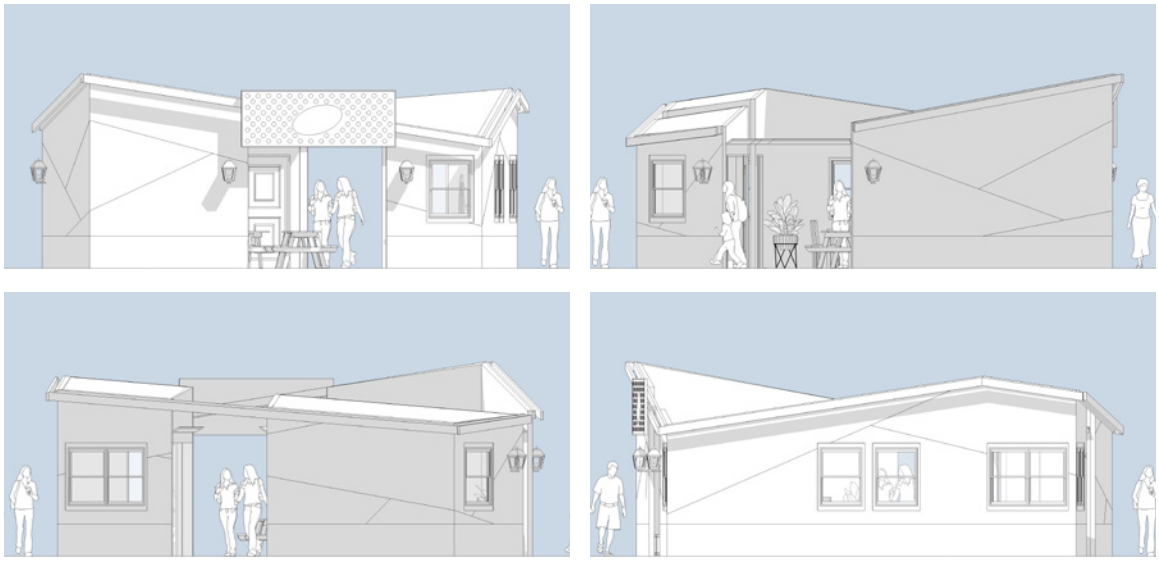
The Hasbro pop-up at the 2017 VidCon in San Diego was one of many projects I assisted with during my freelance time with Pop2Life, now a part of Conde Nast. My role for this project was to generate ideas, then design and model the selected concept.

The final concept for the Hasbro 2017 VidCon was the Gamehouse. The Gamehouse included spaces like a living and dining rooms, a kitchen, bathroom, and outdoor space. In each of these areas, different hasbro games that related to those spaces were placed for the attendants to play.

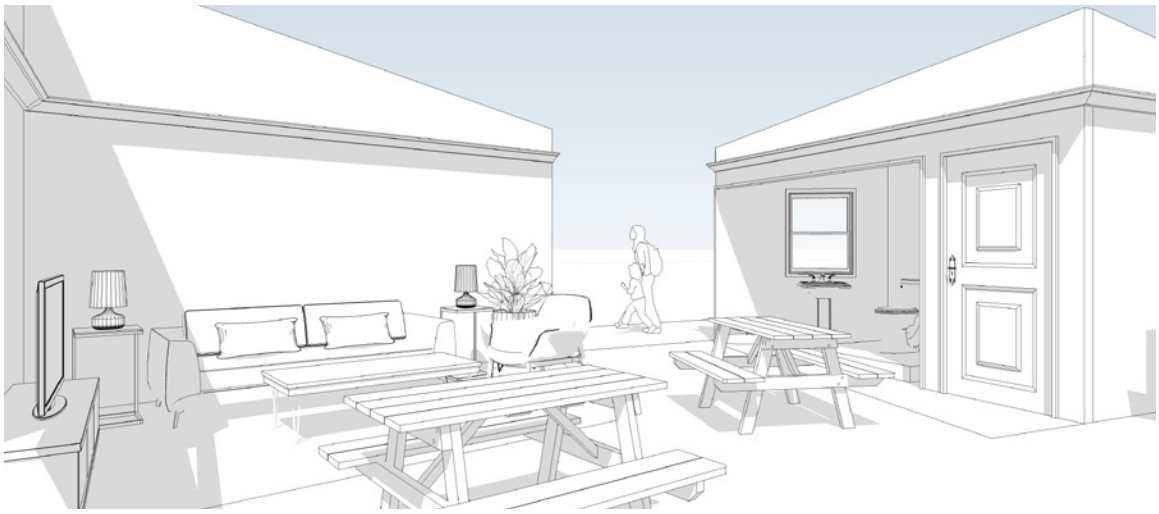
The design itself needed to remain open, with multiple entrances into the space, thus a deconstructed layout and aesthetic was used.

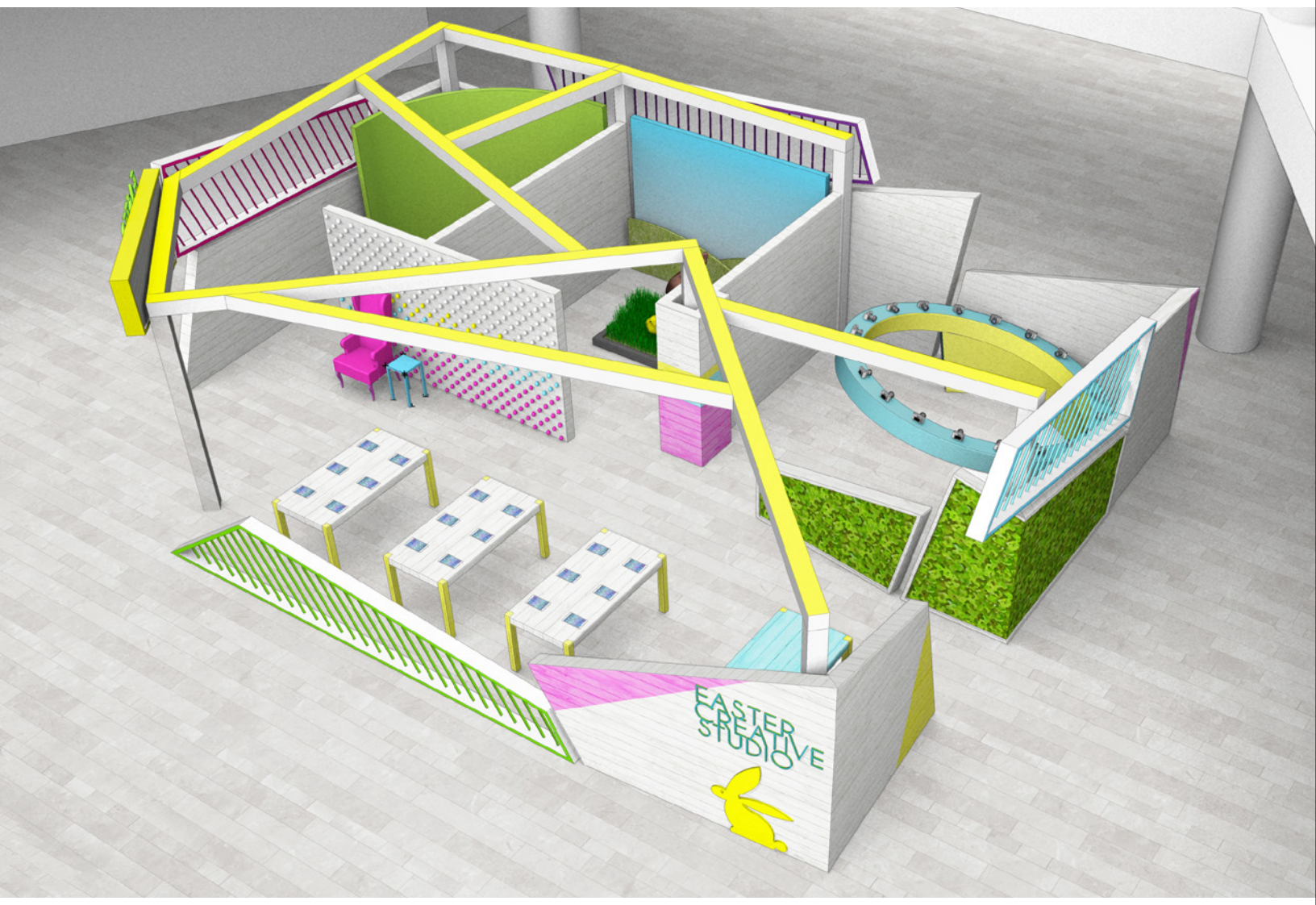


FIRM: POP2LIFE / CONDÉ NAST
PROJECT TYPE: TEMPORARY / POP-UP









EASTER CREATIVE STUDIO POP-UP

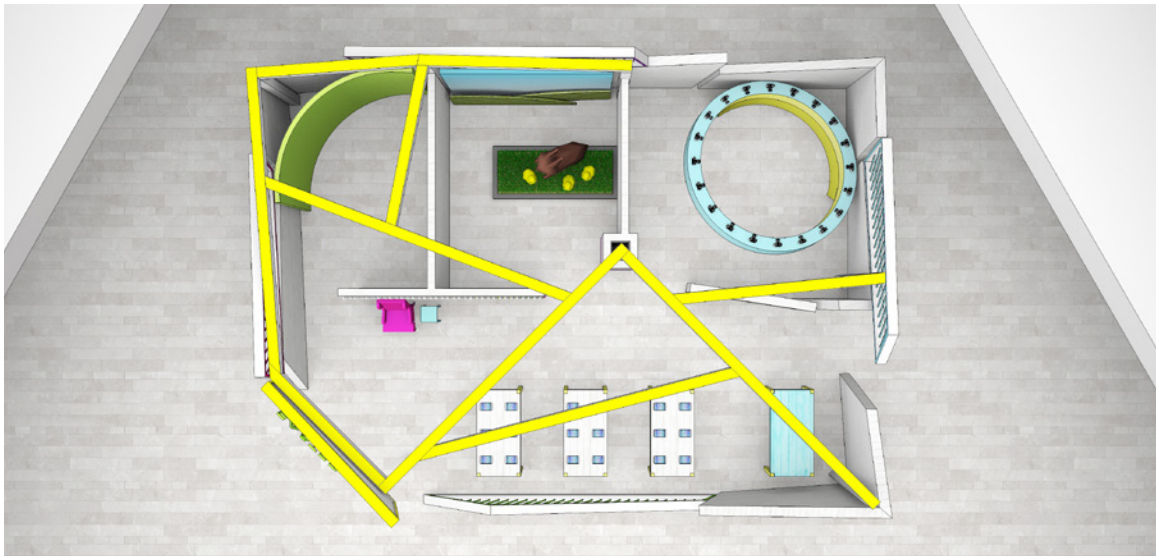
DEPTFORD TOWNSHIP MALL, NEW JERSEY | POP2LIFE / CONDÉ NAST

The Easter Creative Studio pop-up was located in a mall in New Jersey. The program included several unique spaces for photo opportunities and tables with iPads for visitors of the mall to review, select, edit, and print their photos.

My role was to generate concept ideas and then develop the concept design in 3D and generate views.

The selected concept was inspired by hatched egg shells - with the broken, jagged forms of the walls and the angled overhead structure.

FIRM: POP2LIFE / CONDÉ NAST
PROJECT TYPE: TEMPORARY / POP-UP




EASTER
CREATIVE
STUDIO


EASTER
CREATIVE
STUDIO