



Aaron Strayer

Architectural Portfolio

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Preface Projects Interests

SOFTWARE

Autodesk

AutoCAD	● ● ● ● ●
Revit	● ● ● ● ●
3DS Max	● ● ● ● ●

Adobe

Illustrator	● ● ● ● ●
Photoshop	● ● ● ● ●
InDesign	● ● ● ● ●

Additional Software

Rhinoceros	● ● ● ● ●
V-Ray	● ● ● ● ●
SketchUp	● ● ● ● ●
Enscape	● ● ● ● ●
Keyshot	● ● ● ● ●

SKILLS

Digital Fabrication

3D Printing	● ● ● ● ●
Laser Cutter	● ● ● ● ●
CNC Machining	● ● ● ● ●

Visual Scripting

Grasshopper	● ● ● ● ●
Dynamo	● ● ● ● ●



Experienced in parametric design and digital fabrication, I hope to create unique clinical environments that have a positive impact on the sick and injured. I have worked with real-world clients on multiple occasions, serving as the lead designer in cost estimation with preliminary designs for the Edmund F. Ball Medical Education Building addition and assisting on a remodel for Muncie Missions.

During my time in Ball State's M. Arch program, I have represented my studio on multiple occasions including the Waterside Design Competition and the 2020 Solar Decathlon. Additionally, I took charge of managing the digital files in order for my team to collaborate as seamlessly as possible.



MASTER OF ARCHITECTURE | AUG 2019 - May 2022 | BALL STATE UNIVERSITY

Major: Architecture
Graduate Certificate in Digital Fabrication
Completed 39 credits towards M. Arch degree.

BACHELOR OF SCIENCE | AUG 2015 - May 2019 | BALL STATE UNIVERSITY

Major: Architecture
Minor: Interior Design



ARCHITECTURAL INTERN | ARTEKNA HEALTHCARE DESIGN SOLUTIONS

AUG 2019 - March 2020 (Internship cut short due to COVID-19)
Redlining Architectural Drawings
Render Scenes using 3DS Max

COOK | EDDY'S NEIGHBORHOOD BAR AND GRILL

SEPT 2012 - Current
Prepare food for customers
Clean station at the end of shift

DOCK HAND | GEIST MARINA PARTNERSHIP

APR 2015 - AUG 2015
Assist customers with fueling boats
Manage cash register and concessions
Handle and clean rental boats

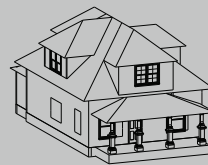
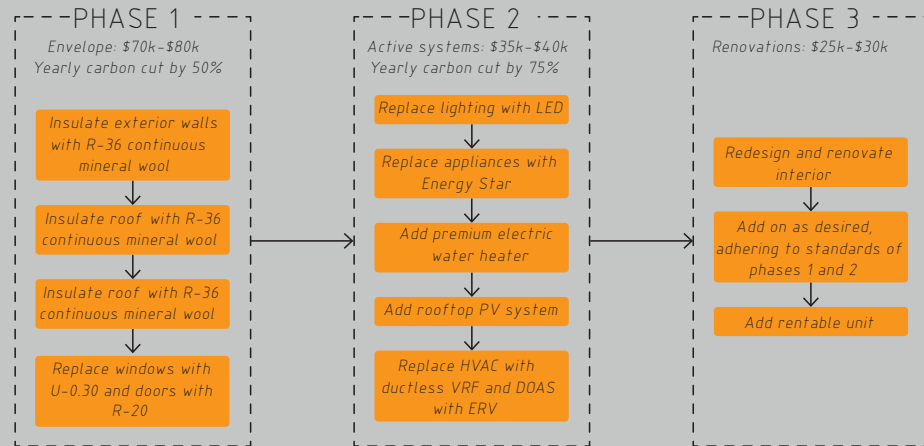
As part of an international zero-energy design competition, I acted as conceptual lead and BIM manager for a group of seven graduate students to produce a proposal to renovate an abandoned Indianapolis home to high-performance standards. The project would go on to win 3rd place in the Urban Single-Family division, placing our team among some of the largest design schools in the world. This experience sharpened me both as a sustainable designer and managing a comprehensive project as I reconciled the both the group's design choices and varying methodologies into an articulate design package for the committee.



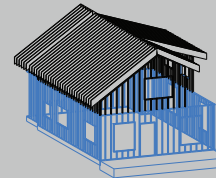
Solar Decathlon

Preface Projects Interests

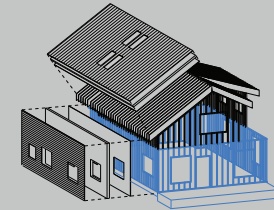




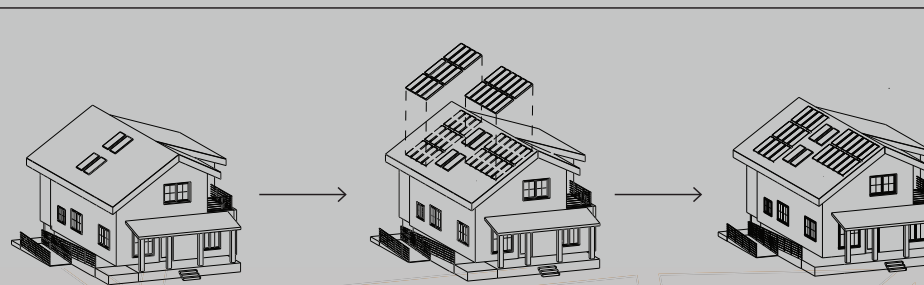
Existing house



Re-skin and re-roof



Remove exterior envelope; Apply necessary exterior studs



Apply ADA ramp

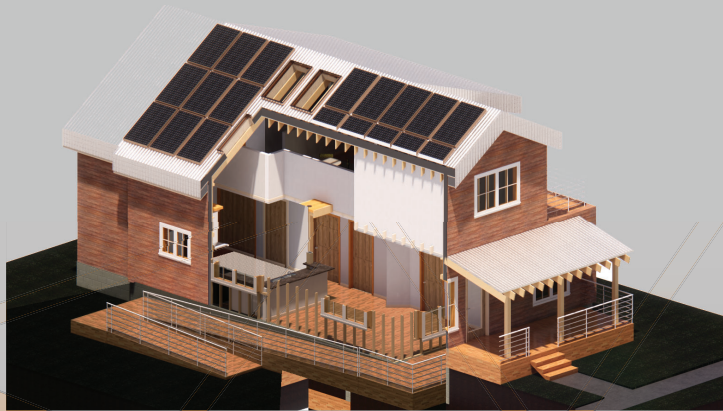
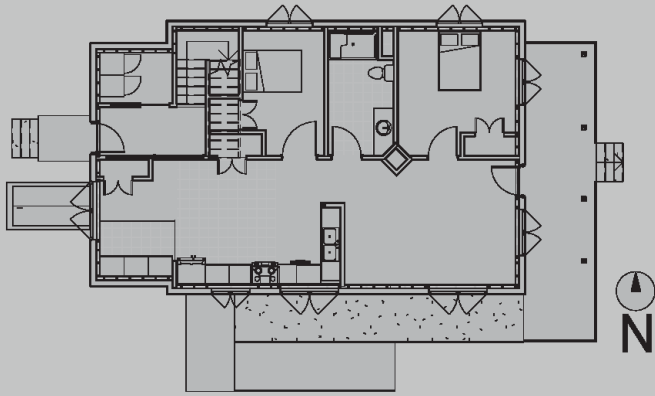
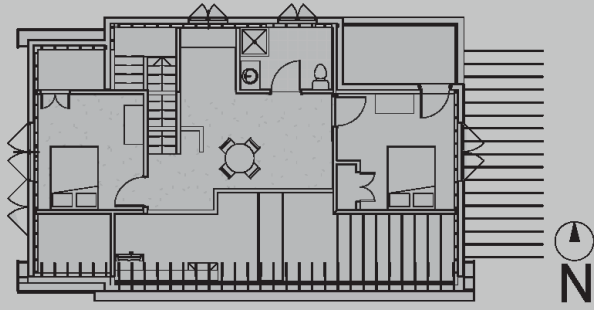
Update active systems
Apply solar panels
Replace appliances
Install VRF system

Renovate interior

Credit to Ethan Talbot

Solar Decathlon

Preface Projects Interests



Stationed in downtown Muncie, Produce[r] Hub serves as an easily accessible mercantile, a meeting space that can cater to a variety of clientele, and facilities that include 3D printing, digital fabrication, photography studio, and more.

In a post-COVID landscape, the ability to work remotely has opened up opportunities for new spaces that can accommodate this paradigm. Access to digital fabrication tools and dedicated spaces mean that the hub goes beyond a collection of desks.



Produce[r] Hub

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First Floor Maker Space



Second Floor Cafe



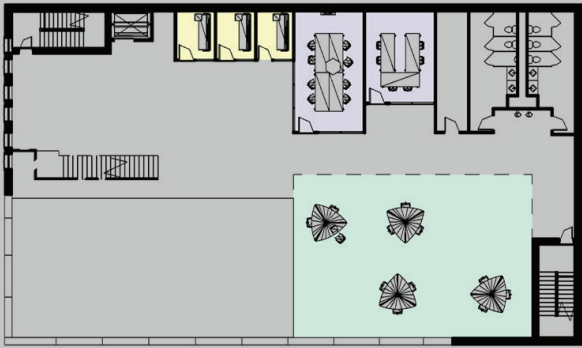
Third Floor Workspace/Meeting Rooms



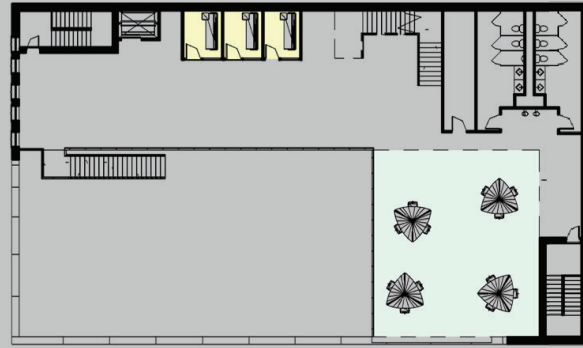
Rooftop Social Space

Produce[r] Hub

Preface Projects Interests



Level 3



Level 4

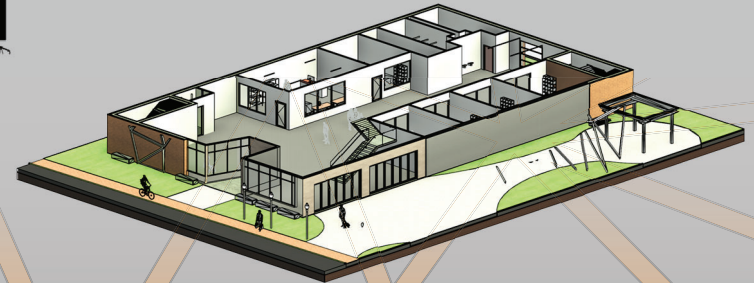
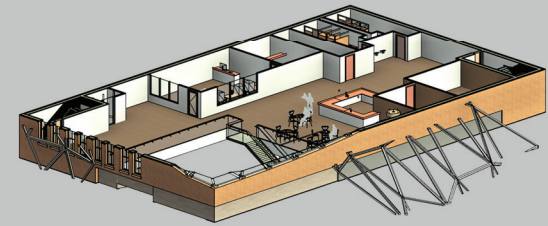
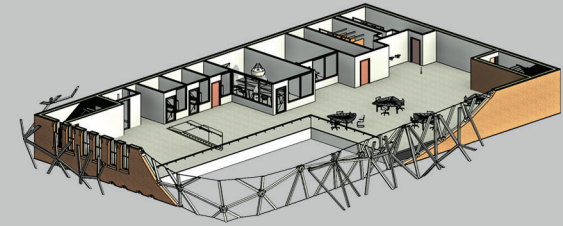
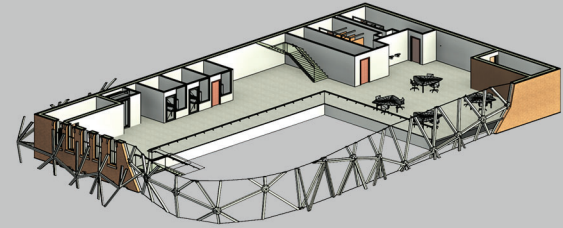
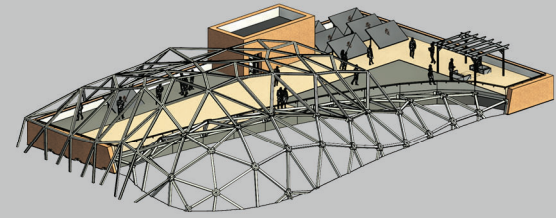


Level 1



Level 2

- Cafe
- Maker Space
- Meeting Room
- Mercantile
- Solo Workspace
- Workspaces

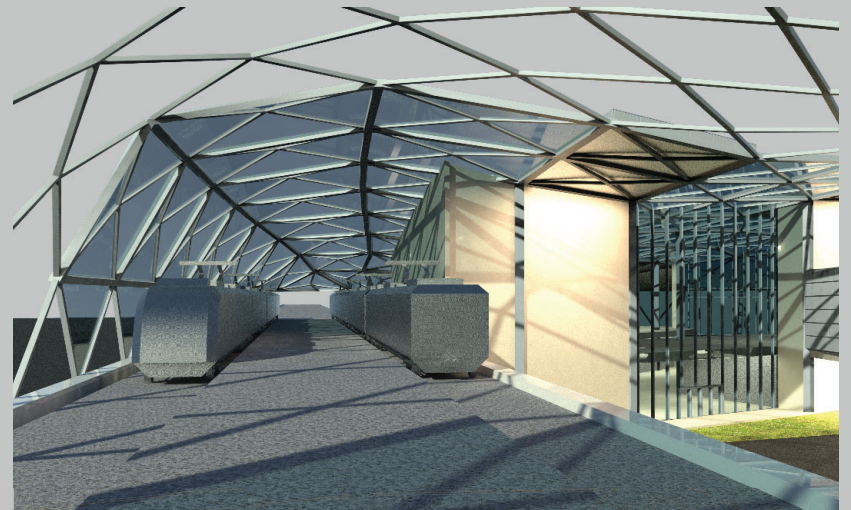
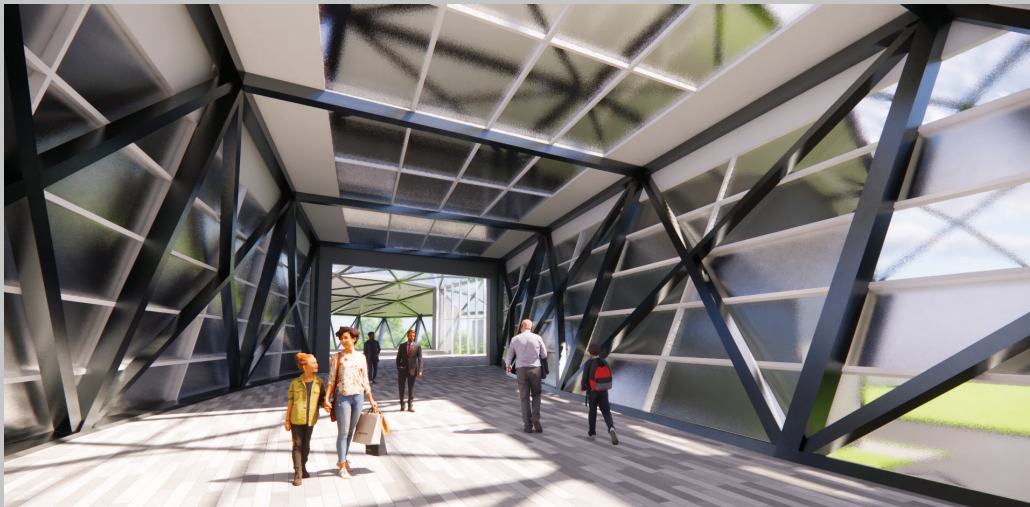
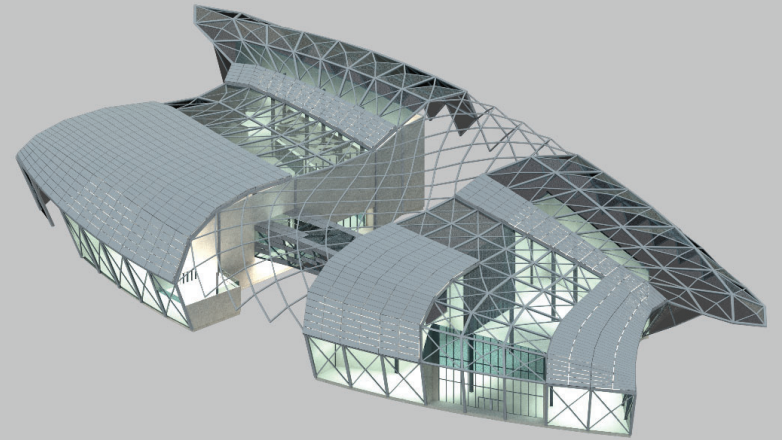
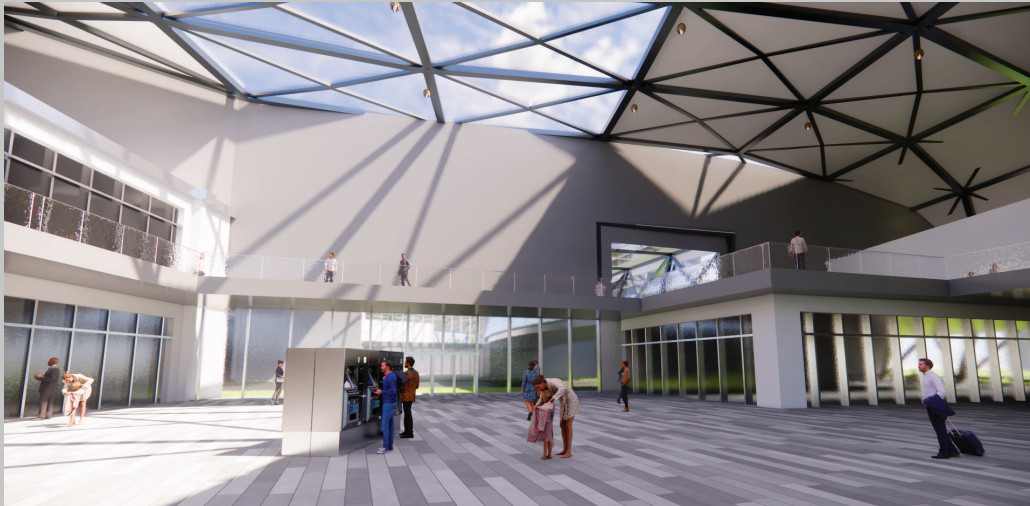


The intent of this competition was to design a new interurban transit center that would revitalize downtown Gary, Indiana. As a transit station, this site provides a prime opportunity to act as a welcoming gesture to the commuters that use the South Shore Line. Instead, the current station has been considered one of the least accessible stations on the route. The main concept of this design is to unapologetically pull people into the city, using glass curtain walls and open spaces. Given the history Gary has as an industrial town, steel is celebrated by exposing the structure instead of hiding it behind walls.

MKM Design Competition

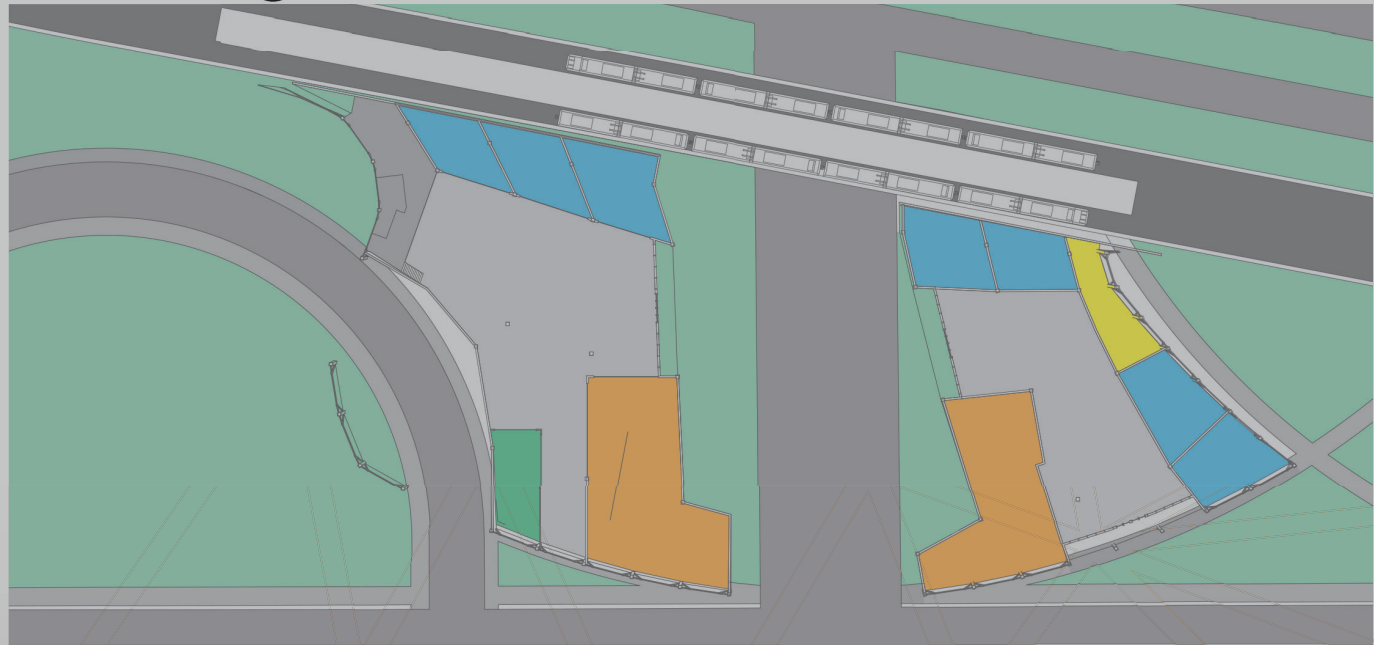
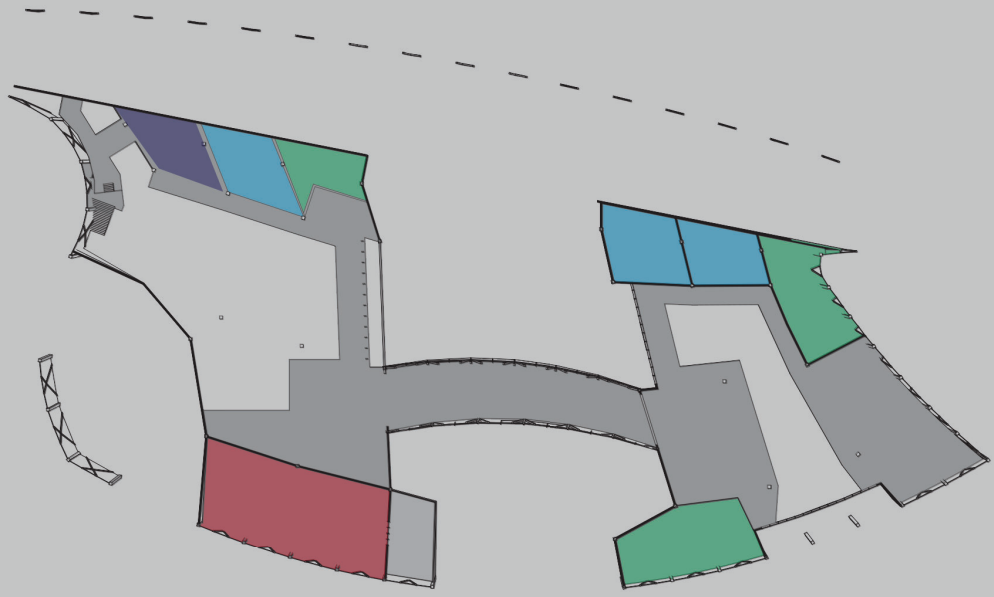
Preface Projects Interests





MKM Design Competition

Preface Projects Interests



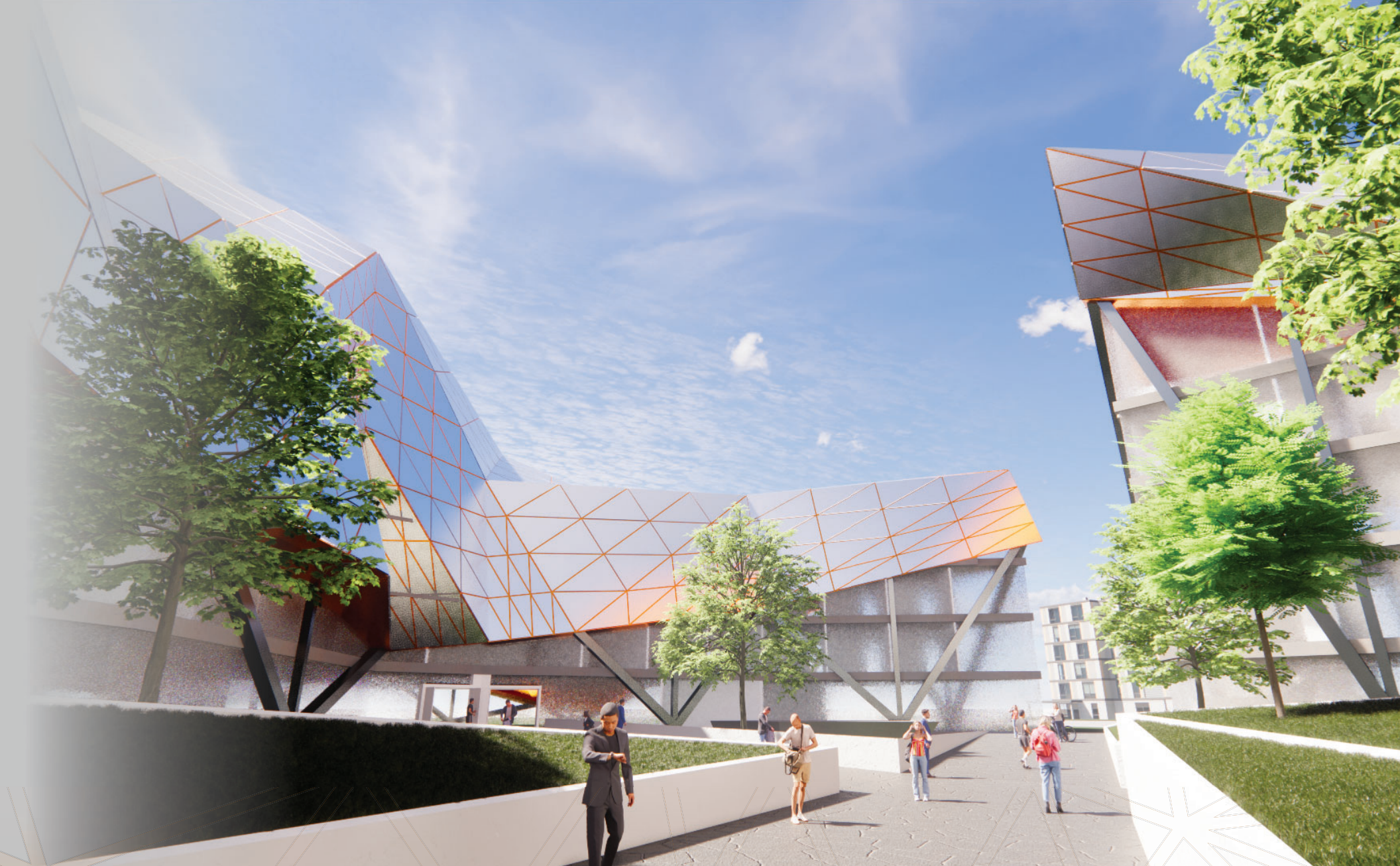
<i>Program</i>	<i>Sq. Ft.</i>
<i>Restaurant</i>	11,767
<i>Recreation</i>	5,108
<i>Retail</i>	17,624
<i>Office</i>	10,576
<i>Concourse</i>	8,126
<i>Sundries</i>	~4,000

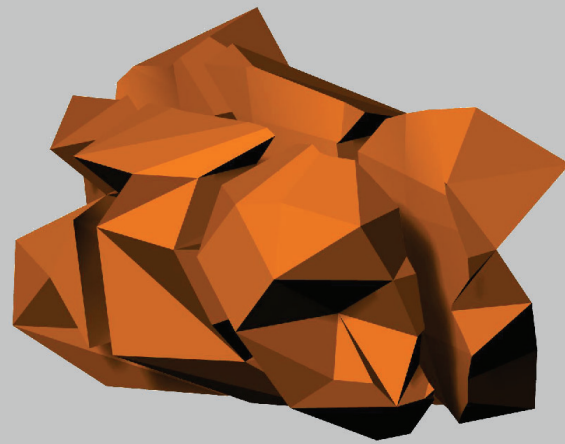
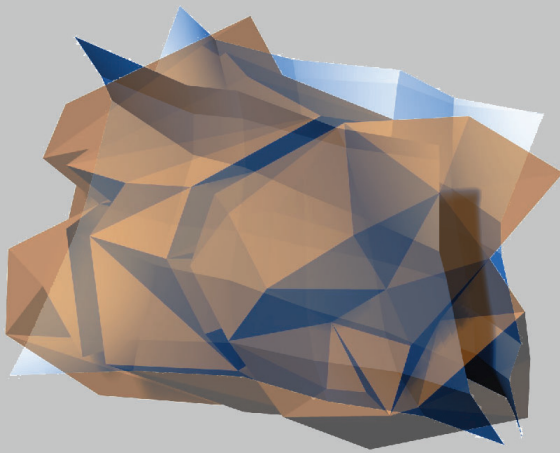
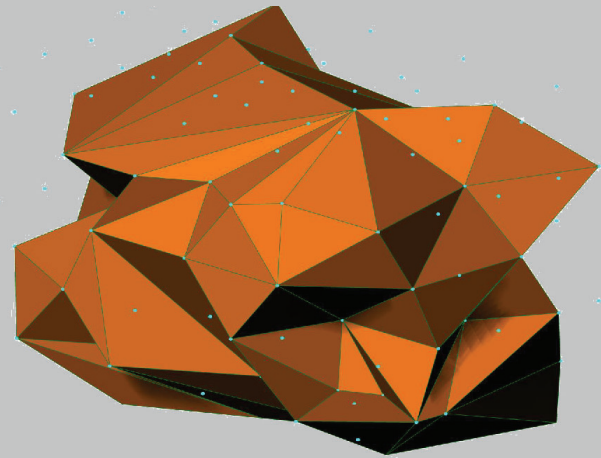
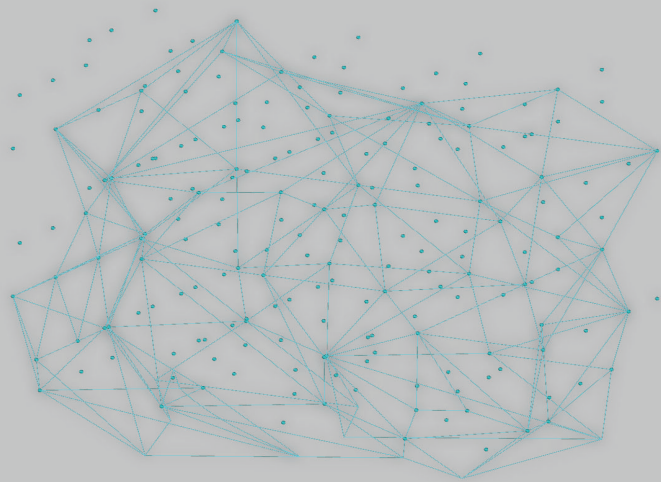
For this exercise, we were to investigate the interaction between solid and void through the use of boolean operations. For my project, I was inspired by how one sense would manifest through another (sound-to-sight/geometry). I then quantified a piece of music into a point cloud and from there converted that into a coherent geometry.

As a continuation of the boolean form study, this project aimed to provide housing for students of the University of Chicago and families living within the community. Both buildings work together to enclose a central courtyard providing a serene gathering space.

Dormitory / Boolean Form Study

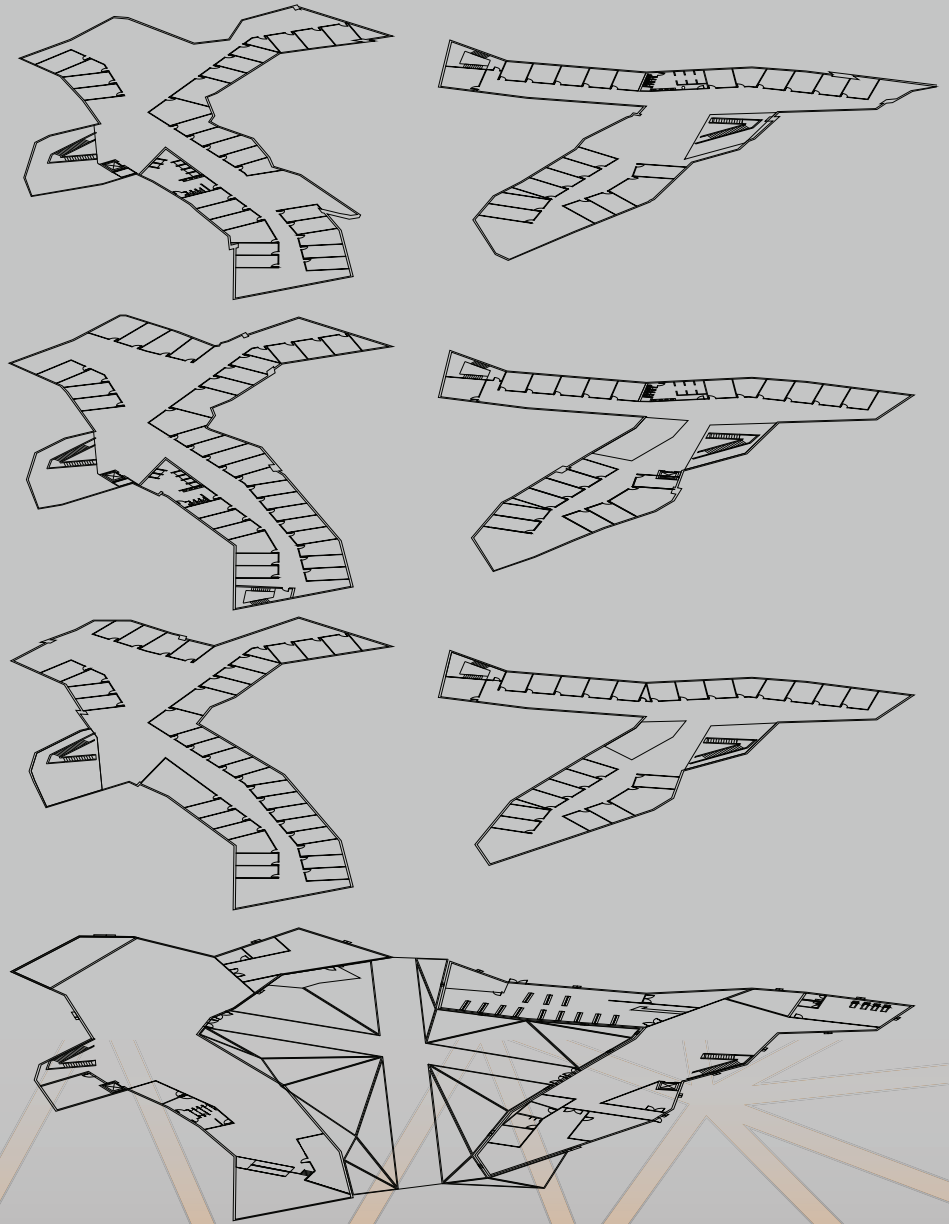
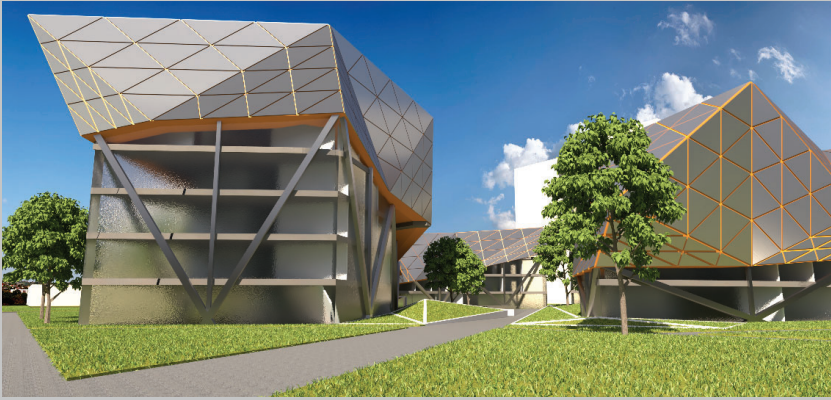
Preface Projects Interests





Dormitory / Boolean Form Study

Preface Projects Interests



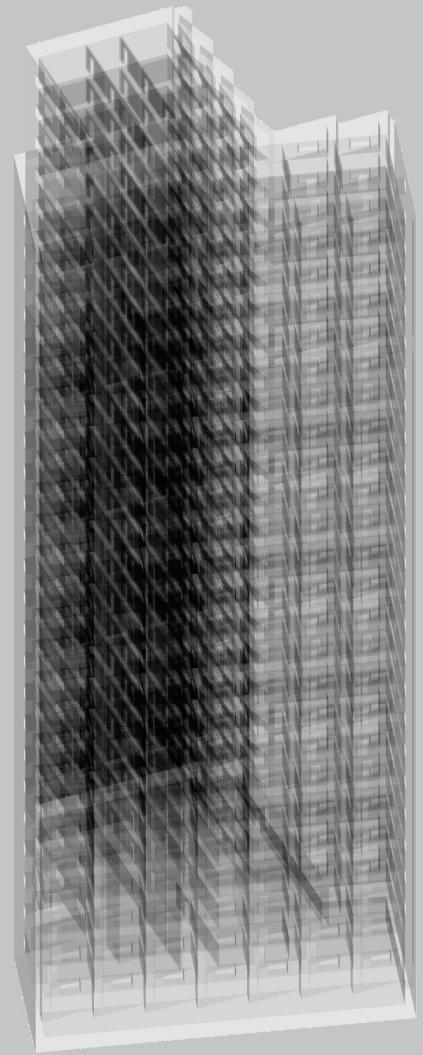
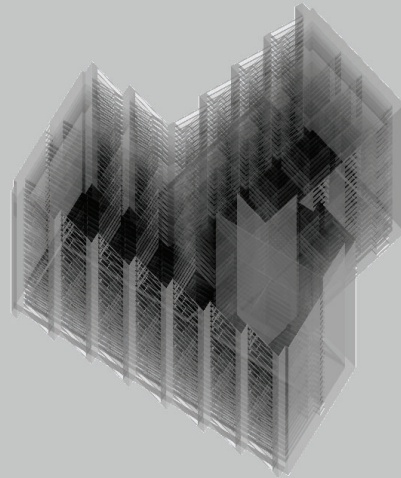
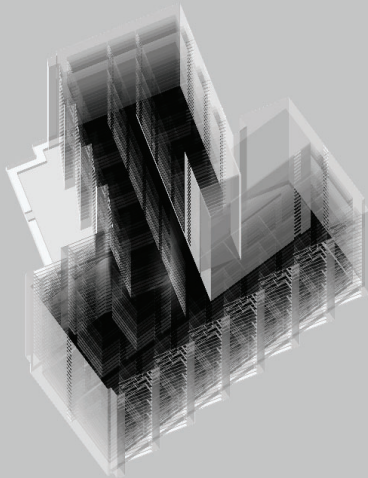
The objective of the studio was the process of finding the latent potential within a generic hotel typology's poché to generate new/alternative compositional strategies for space & programming for a new high rise. First, began by producing and cataloging a series of iterations aimed at exploring alternative spatial and volumetric compositions within a generic hotel typology after projecting geometric extrusions through the existing condition, being called x-ray.

The tower's form was refined over four stages of design development. Stage one centered around the dissection and reassembly of a traditional Japanese hotel building. Stage two looked at attributing discernible patterns of architectural logic to the new assemblies. During stage two, dissected chunks of the hotel began to be identified as discrete objects, rather than pieces of a whole. These objects were transformed and placed into different compositions over many iterations in section and perspective views. Stage three brought further order to the conglomeration of discrete objects. Smaller chunks of the tower were studied in detail to ascertain innovative approaches to the floor plan and section. The building was also set into its final position on the site at Shibuya Crossing. The final stage required five highly detailed images that effectively represented the relationship of the architecture to its surroundings with an emphasis on "Cyberpunk" iconography and themes.

Ghosts of Tokyo

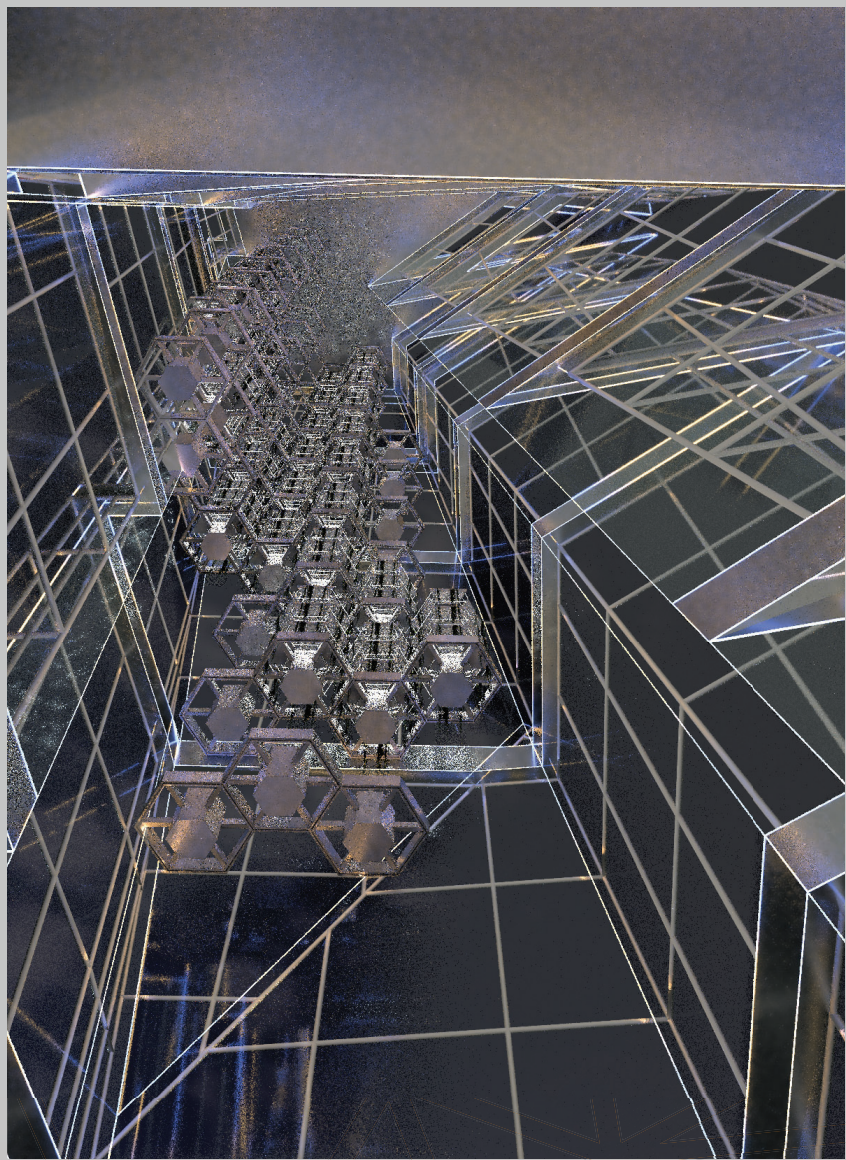
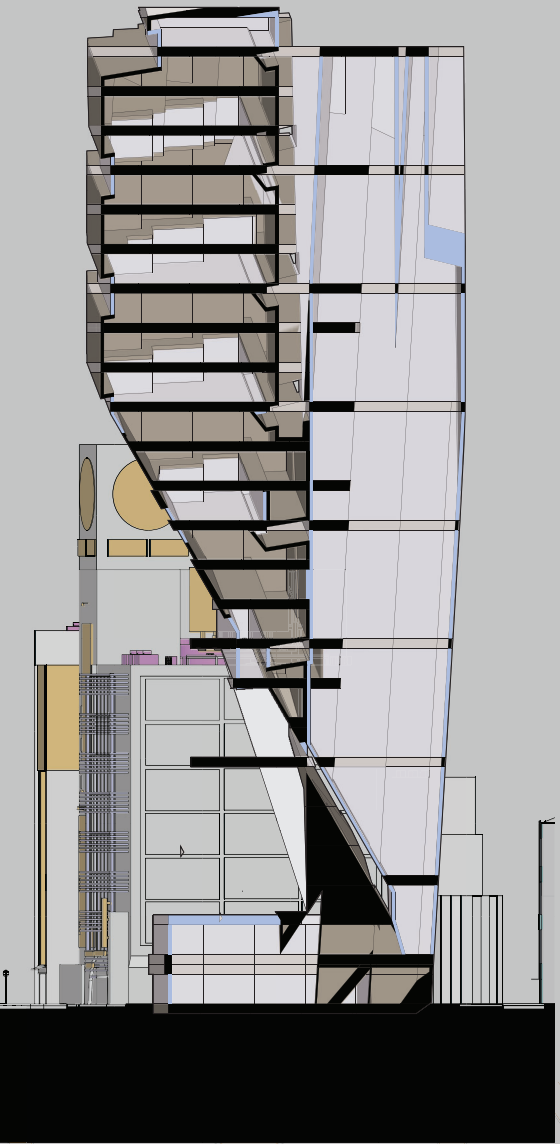
Preface Projects Interests

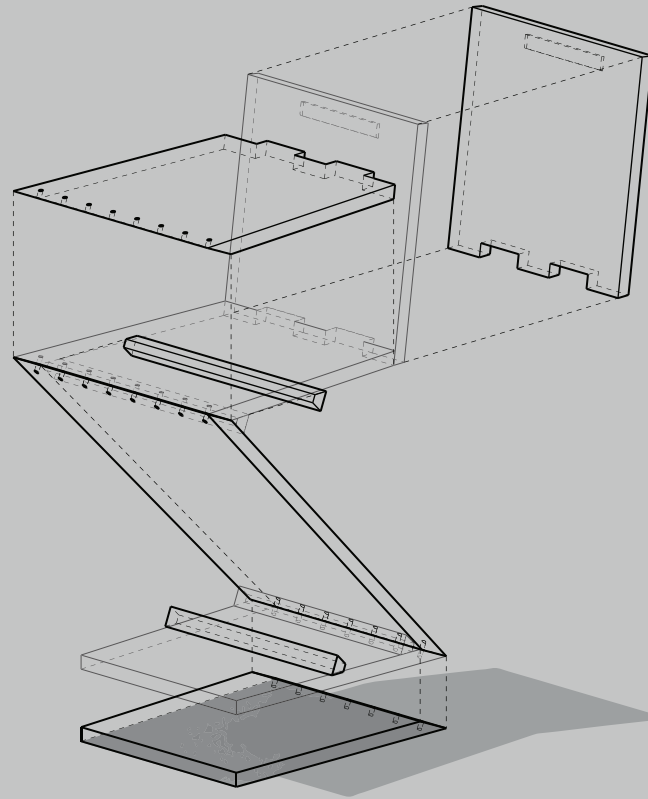
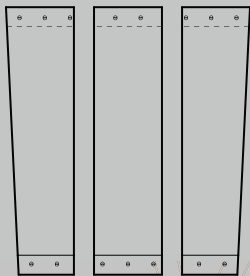
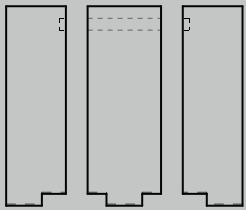
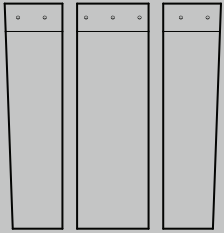
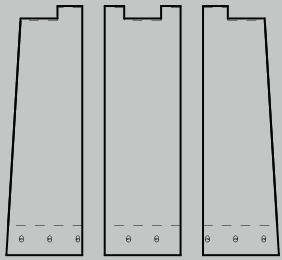




Ghosts of Tokyo

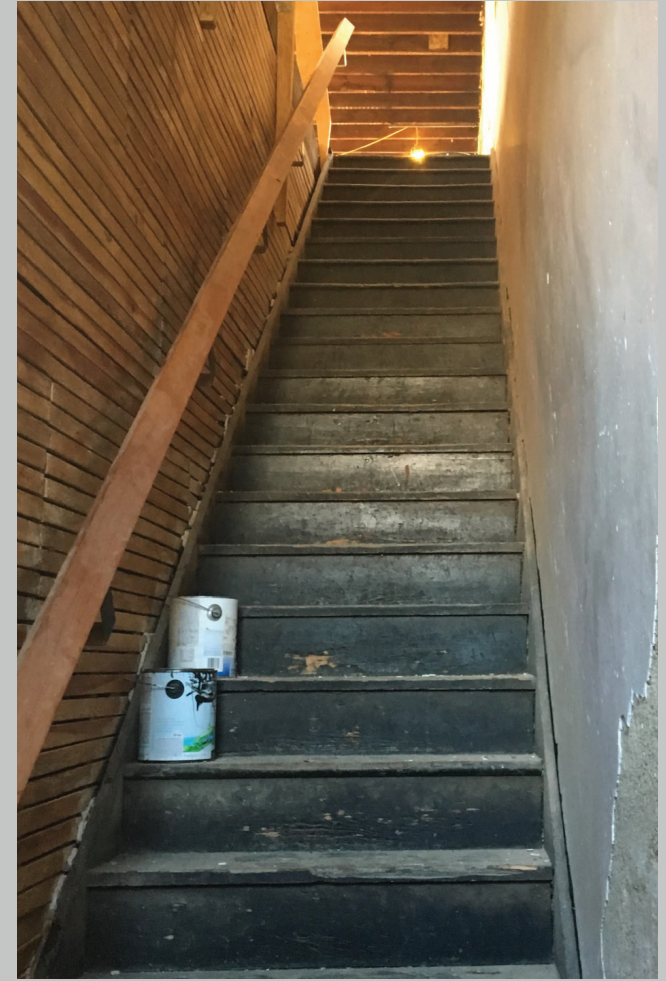
Preface Projects Interests





Woodworking

Preface Projects Interests





Glassblowing

Preface Projects Interests

