



ALEXANDER DOYI
ARCHITECTURE / 2023
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SELECTED
WORKS
2023

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hello!

My name is Alex Doyi!

I firmly believe that creativity transcends boundaries, and the essence of the creative process remains constant across disciplines. Consequently, I actively adopt a multidisciplinary approach in all my endeavors.

This involves embracing inspiration from diverse sources and viewing the unknown as a chance for growth and learning.

alex doyi

contact

adoyi@uwaterloo.ca
[high quality portfolio](#)
[video reel](#)

summary of qualifications

I've honed strong design, drafting, and collaborative skills through my studies at the University of Waterloo's Architectural Studies program and professional experiences at various offices. This background has cultivated excellent communication skills.

I excel in creating compelling drawings and renderings, with proficiency gained from academic, professional, volunteer, and personal projects. Additionally, my unique skill set includes animation and video work, which significantly contributes to my distinctive visual communication style.

skills

2d/3d production	adobe creative suite
rhinoceros 6/7	photoshop
autocad	illustrator
sketchup	indesign
revit	premiere pro
v-ray	after effects
blender	lightroom
davinci resolve	fabrication
microsoft office suite	cnc router
word	laser cutter
excel	3d printing
powerpoint	analog drafting
	analog model making

distinctions

2022	outstanding design work in 3B design studio <i>University of Waterloo</i>
	Granted for highest grade average in 3B studio
2020	outstanding design work in 2A design studio <i>University of Waterloo</i>
	Granted for highest grade average in 2A studio
present 2019	excellent academic standing <i>University of Waterloo</i>
	University of Waterloo, for an academic average of 80%+
2019	McPhic family scholarship <i>University of Waterloo</i>
	Granted based on excellence in entrance portfolio and interview

relevant experience

jan 2023 aug 2023	student intern <i>Diller Scofidio + Renfro</i>
	Worked on teams to help design and deliver 11 competition submissions over the course of 8 months
	Roles included rendering, animation, and drawing for typologies such as bathhouses, museums, and performance halls
	Responsible for the production of 7 animations as part of competition/presentation requirements
	Lead an internal workshop to help teach junior members the fundamentals of animation for architecture
may 2022 july 2022	assistant project manager <i>taktyk landscape + urbainsm, Paris, France</i>
	Developed a large-scale urban revitalization project addressing the remnants of an incomplete highway project as an opportunity for biodiverse water landscape
sept 2021 dec 2021	student intern <i>McKinley Studios, Vancouver, Canada</i>
	Utilized digital fabrication tools including CNC router, laser cutter, and 3d printing to create architectural models for use in design development and representation
jan 2021 april 2021	student intern <i>FIA Interiors and Architecture, Toronto, Canada</i>
	Attended client and internal meetings to inform and develop interior design concepts
	Created and presented concept renderings for client design approval
	Drafted in AutoCAD to create drawing sets for permit

education

present 2019	candidate for bachelor of architectural studies <i>University of Waterloo</i>
	Create design concepts through a back-and-forth process of model-making and sketching, defining key themes and architectural ideas
	Addressed site and design brief considerations by utilizing diagrammatic and data driven analysis
	Developed final images and drawings using CAD and rendering software to prepare final project proposals

To Whom It May Concern,

I had the pleasure of working with Alex Doyi from January to August 2023, while he worked as an intern at DS+R. Over the course of those 8 months, he demonstrated exceptional design skills, contributing to the development of a variety of studio’s projects and competitions.

From the outset, he was able to take on complex digital modeling tasks for schemes of a museum expansion competition. He quickly proved resilient in receiving criticism and progressively improving his work as part of the design process. For the final stage of this competition, he assisted by crafting concept and programmatic diagrams, developing renderings, and finalizing digital models—all while single handedly producing the final animation in direct collaboration with Liz Diller (PIC). His ability to take on new challenges, while managing his time to meet important internal milestones and client deadlines was impressive. He then continued to make major contributions to many other competitions and the concept design phase for an innovative public bathhouse project planned for locations in both the Middle East and North America.

Toward the end of his tenure at DS+R, Liz Diller personally asked Alex to lead a design workshop in he which taught visualization and animation techniques to new junior hires in the studio. He received great reviews from the workshop participants, thus demonstrating a budding knack for leadership and teaching others.

Alex is a rare talent, and I whole-heartedly recommend him for all this and all of his future endeavors in the practice of design. Please call (+1 917-575-9379) or email (charles.h.curran@gmail.com) me if you would like to discuss Alex’s time at DS+R further.

With kind regards,



Charles H. Curran
Director, Diller Scofidio + Renfro

Letter of Reference

January 17, 2022

To Whom it May Concern,

It is with great pleasure that I write this letter of reference for Alex Doyi. Alex worked with our Vancouver studio for a 4 month work term in the fall of 2021.

Alex joined our team with the express intent to have him focus on presentation quality model making, his skillset and creativity aligned perfectly with our studio goals.

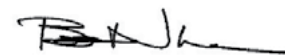
An intensive and rigorous requirement to produce 6 basswood architectural models within a short timeline showcased Alex’s flexibility, and collaborative approach. He worked closely with studio team members to strategize production methodologies with the goal of creating efficiency without compromising quality. When working with the design teams, Alex’s interest in understanding the true nature of the design concept allowed him to take on ambitious modelling approaches and techniques to evocatively narrate the concept.

Alex’s strong communication and critical thinking skills are key skillsets, ensuring the team is aligned and on target to meet milestones and deadlines while also elevating the design dialogue for both the project teams and the overall studio.

Alex’s creativity, strategic and philosophical approach to his work has been impactful to our studio culture and output. We would highly recommend Alex for future work terms and would embrace opportunities to work with him again.

Sincerely,

Bao-Nghi Nhan



Director of Architecture / aaa, mraic
McKinley Architecture Inc.

Fostering Communality

The City of Cambridge has provided the University of Waterloo’s School of Architecture with a place to call home. It acts as a point of stability within the students constantly changing lives. However, this relationship is unreciprocated as the city acts as a middleman between the students and the institution of the school. With this identified, it feels imperative that this relationship is developed to become equal and mutually beneficial.

To accomplish this, “Fostering Communality” takes the underwhelming, but highly trafficked site of the schools parking lot as an opportunity to extend and enhance the existing walking trail, while addressing identified gaps in programming within the existing school.



Project Date:	Fall 2022
Location:	Cambridge, ON, Canada
Instructed by:	Jaliya Fonseka
Software used:	Rhino, AI, PS, Blender



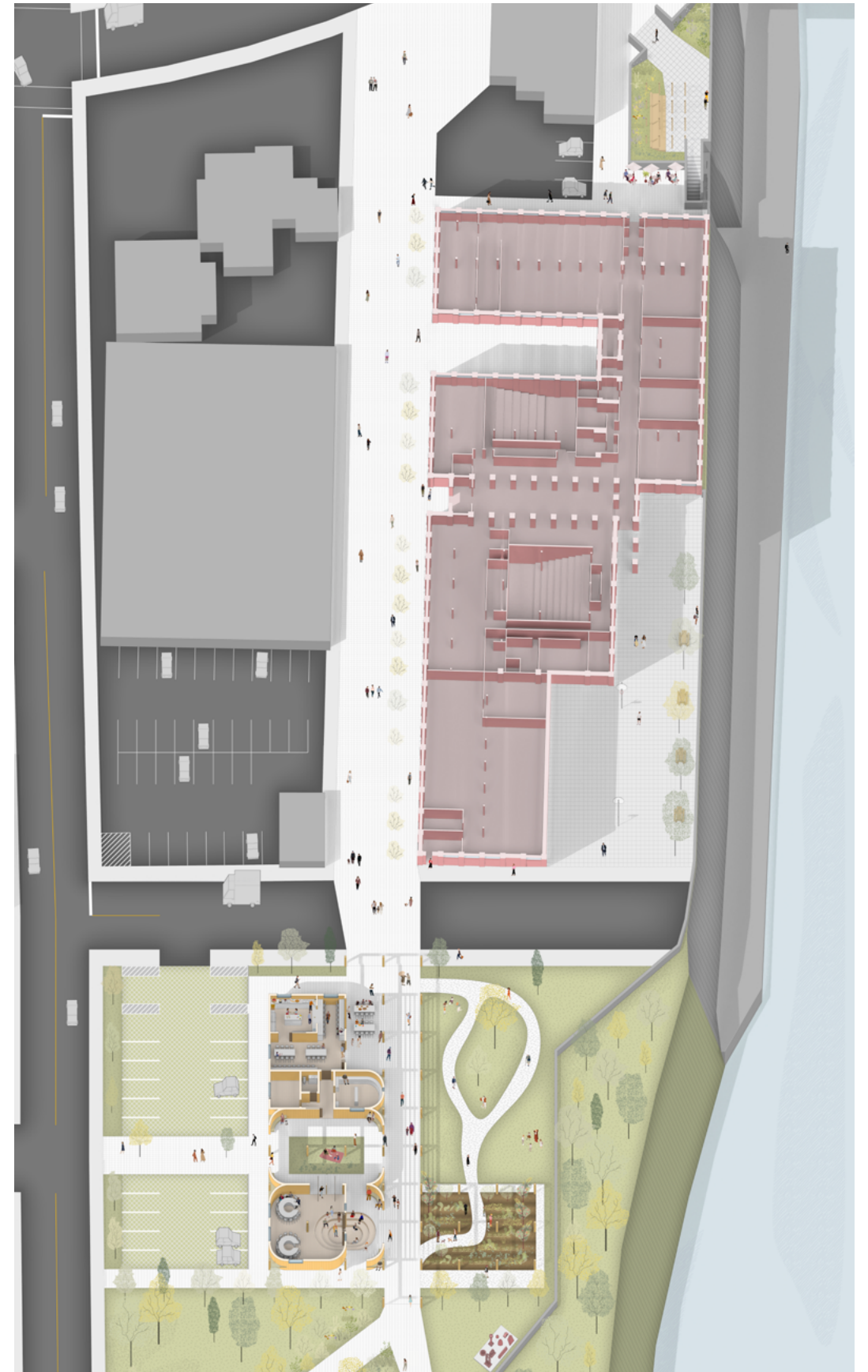
Public Lecture / Gathering Space



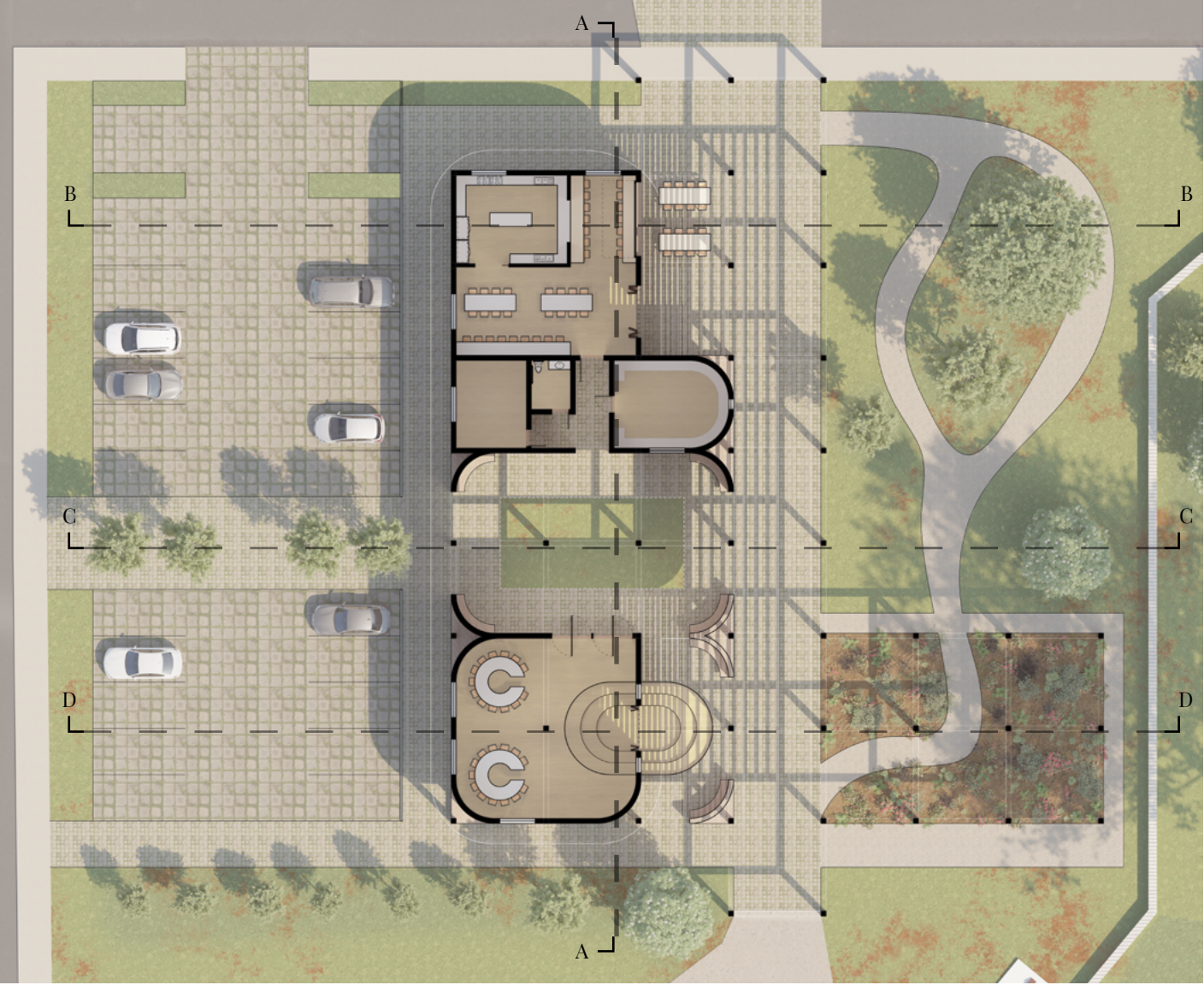
Dining Area



Public Courtyard



Site Plan



Ground Plan



Long Section

A-A



Kitchen Section

B-B



Courtyard Section

C-C



Gathering Section

D-D

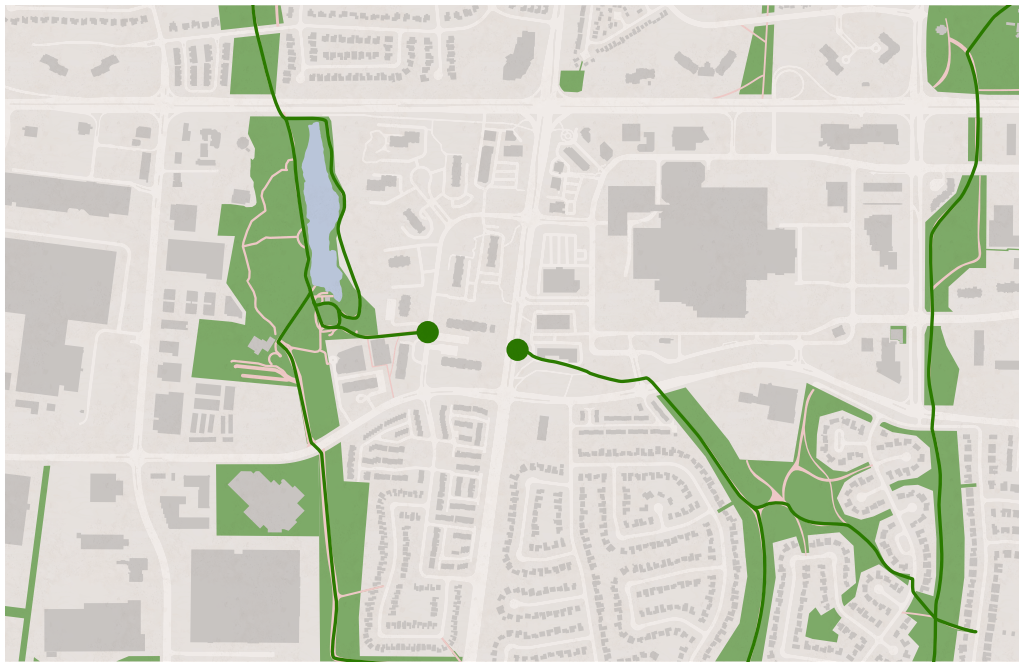
BRAMALEA 2039

For too long, Bramalea City Center has been in a state of stagnation. For too long there has been a lack of affordable housing. For too long cars have dominated the streets, oppressing the pedestrian population. For too long, areas of greenspace have been disconnected. And for too long, neighborhoods have not been given the amenities they need. The time for an urban revolution has come.

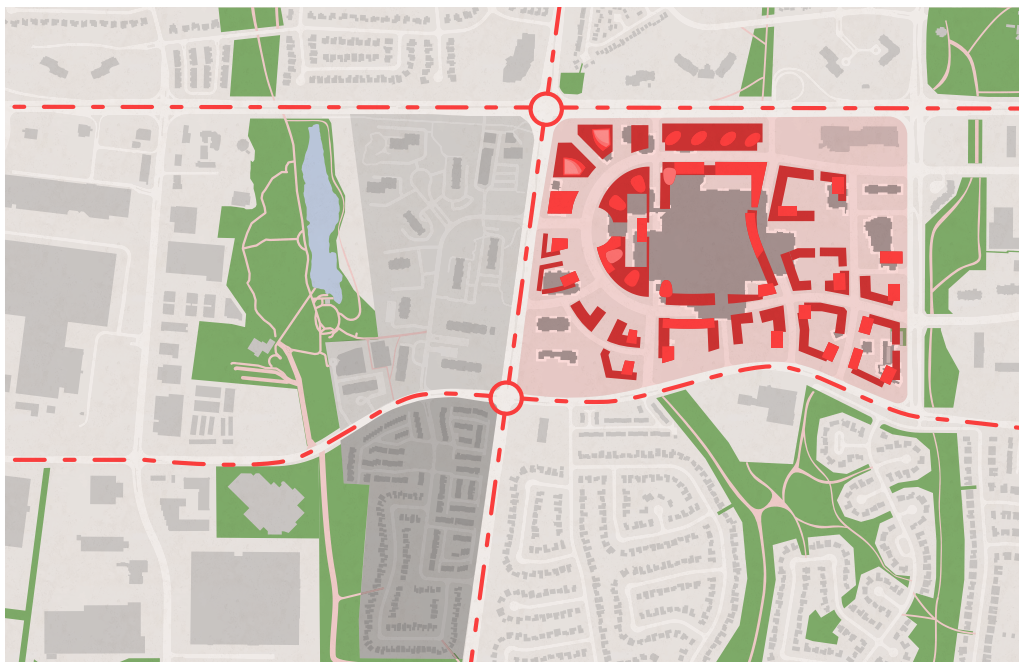
BRAMALEA 2039 is committed to affordable housing and is built upon a limited equity co-op housing structure, thus allowing units to remain available for residents of all incomes, while also providing new amenities and redistributing the 2040 amenities that were originally disconnected from the surrounding neighborhoods.



Project Date:	Winter 2022
Location:	Brampton, ON, Canada
Instructed by:	Adrien Blackwell
Software used:	Rhinoceros 3D, Revit, AI, PS, Blender
In collaboration with:	Samuel Correa, Matthew Lam, Luca Ricci, Adri Saha



Disconnected Greenbelt

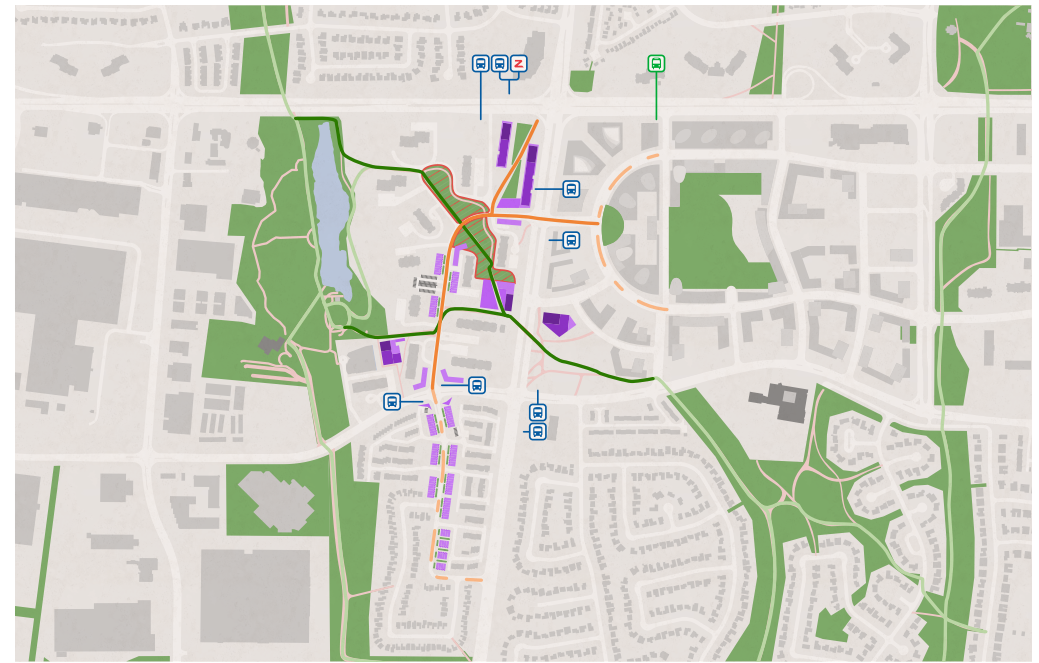


Disconnected Neighbourhoods Created by 2040 Plan



The “Tower in a park” style residences on the site create a paradox where the densest housing is placed in an area comprised mostly of wasted space. 2039 takes advantage of such areas by introducing new housing density, pedestrian street activation, and public oriented amenities to the Lisa Street residential complex. Developments of low, mid, and high level affordable housing are combined with new amenities such as commercial store fronts, a sports center, daycare, co-working spaces, and civic services.

In the 1960’s, Early plans for the GTA followed a model inspired by Ebenezer Howard’s Garden City, thus creating a definitive greenbelt and populating the periphery with self contained satellites. 2039 aims to help realize this plan through the introduction of new public green space, creating a new connection for the existing greenbelt, while also providing residents with better access to transit and the city center. Public plazas create new opportunities for Lisa street to flourish.



BRAMALEA 2039 Proposed Plan



- | | | | |
|---------------|---|--------------|---|
| Prosperity | ■ | Transit stop | 🚏 |
| Social Equity | ■ | zum LRT | 🚇 |
| Biodiversity | ■ | GO Transit | 🚆 |
| Connectivity | ■ | | |





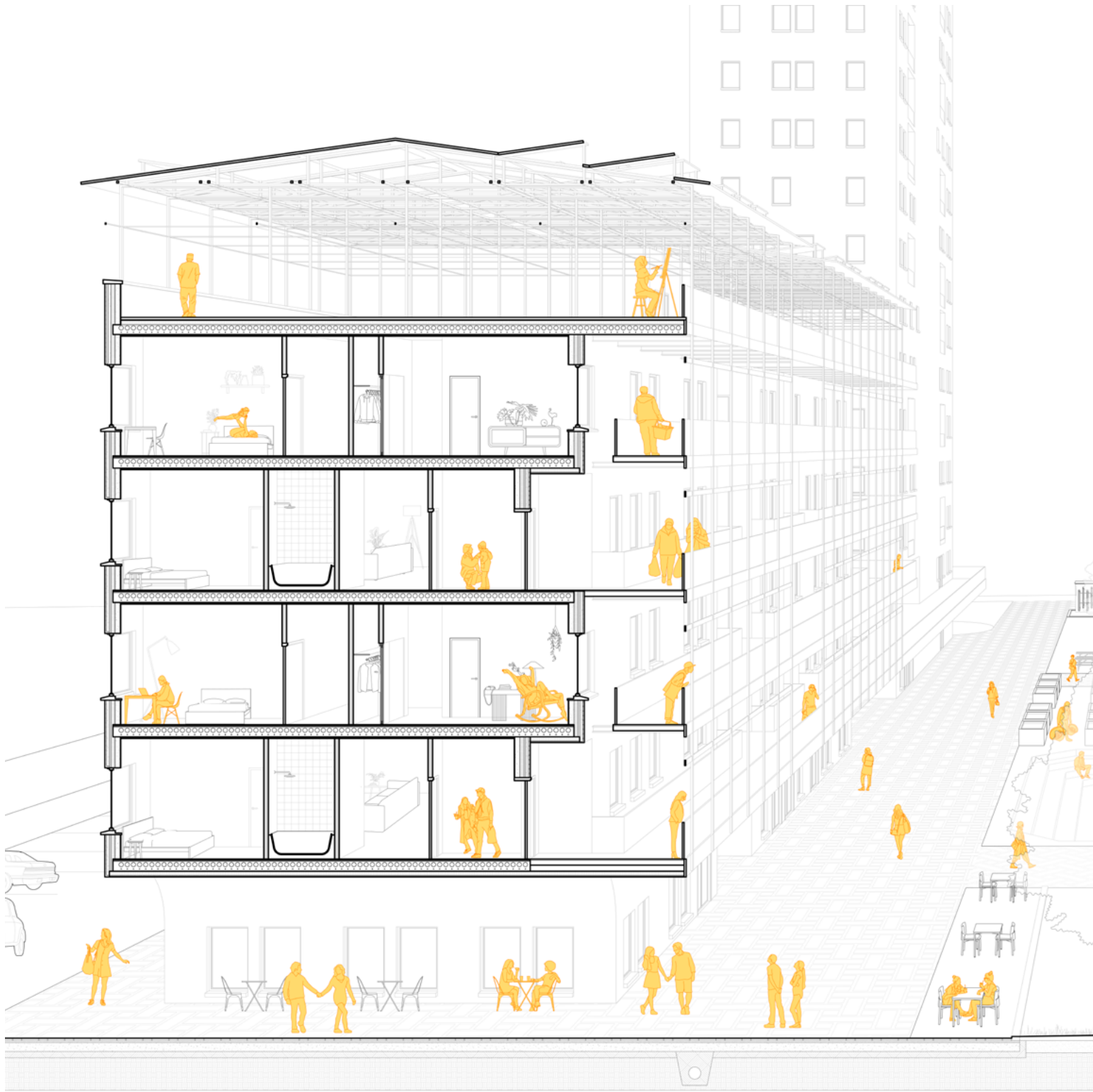
Park(ing) Lot

The *Park(ing) Lot* takes the familiar condition of a retail plaza surrounded by parking within Brampton and redevelops it to create a mixed-use affordable housing project within the Bramalea Land Trust. However, rather than allocating the majority of the surface-at-grade to code required parking, it instead creates an exhibition space displaying what can be afforded when designing with people over parking.



Project Date:
Location:
Instructed by:
Software used:

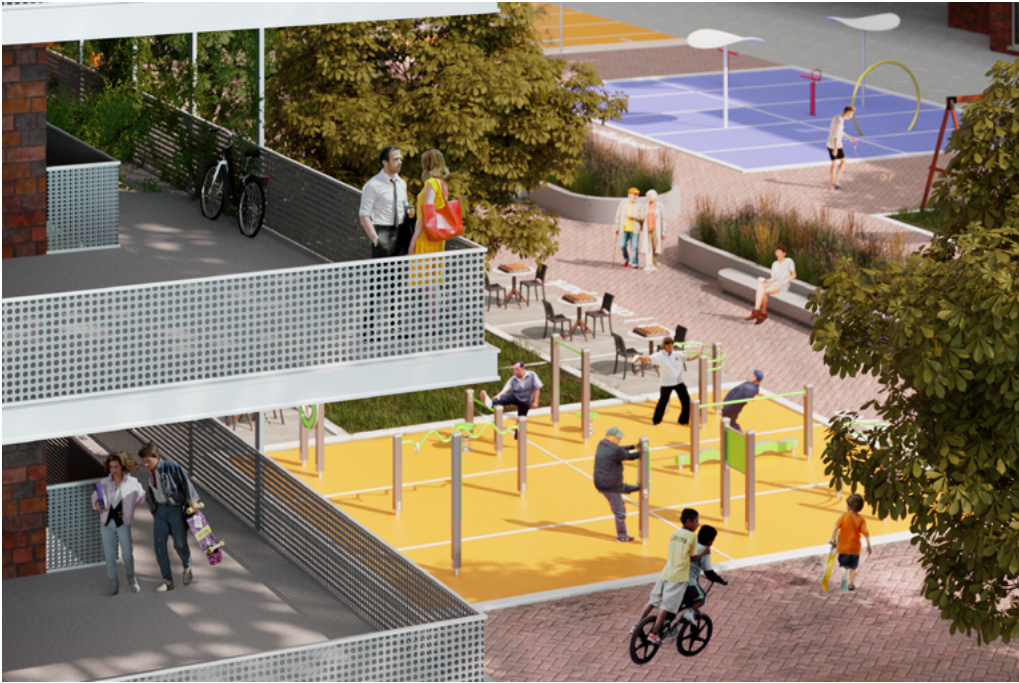
Winter 2022
Brampton, ON, Canada
Adrien Blackwell
Rhinoceros 3D, Revit, AI, PS, Blender



Section A-A



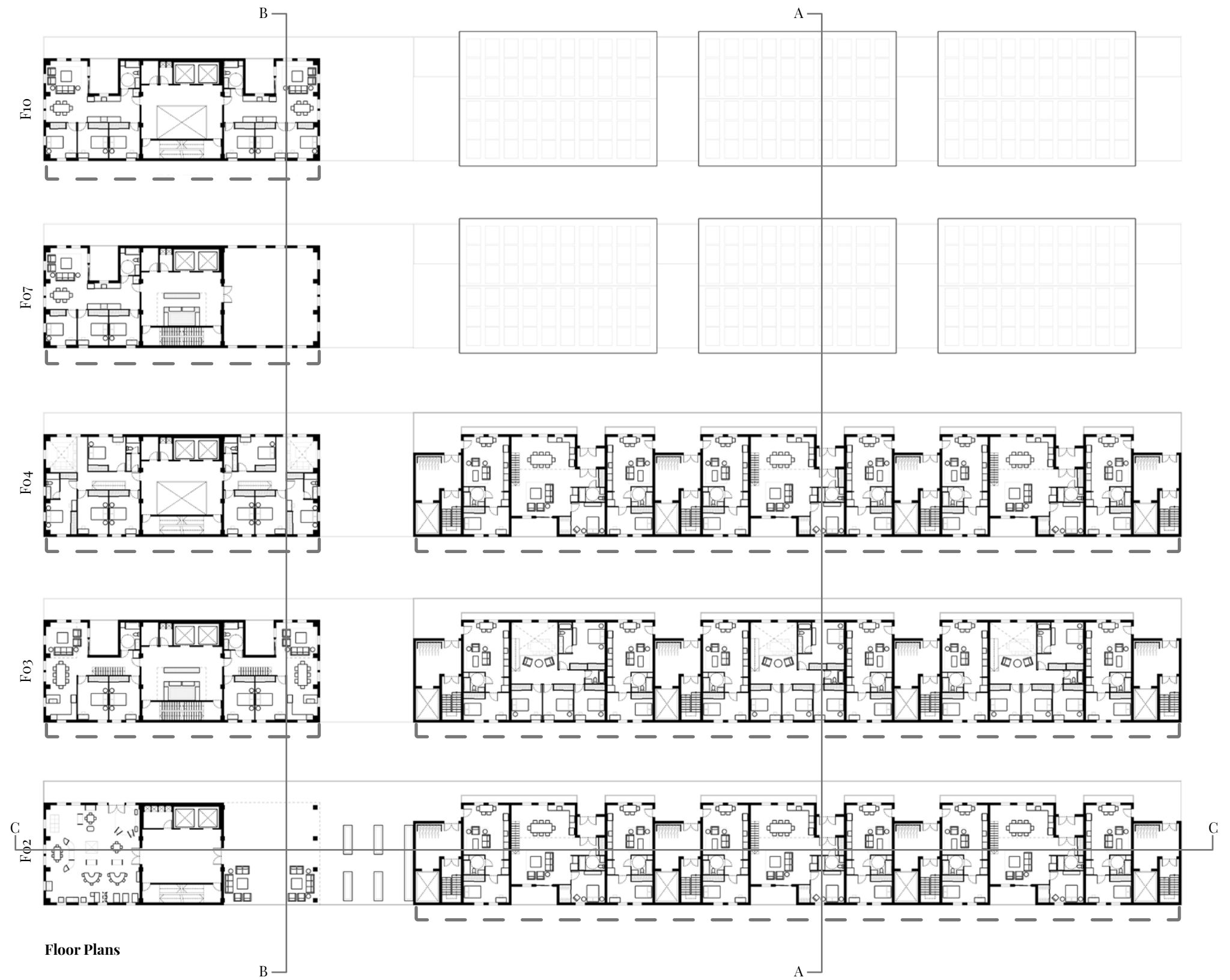
Proposed Site Plan



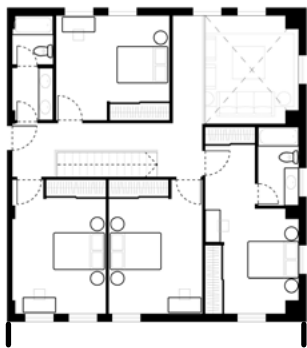
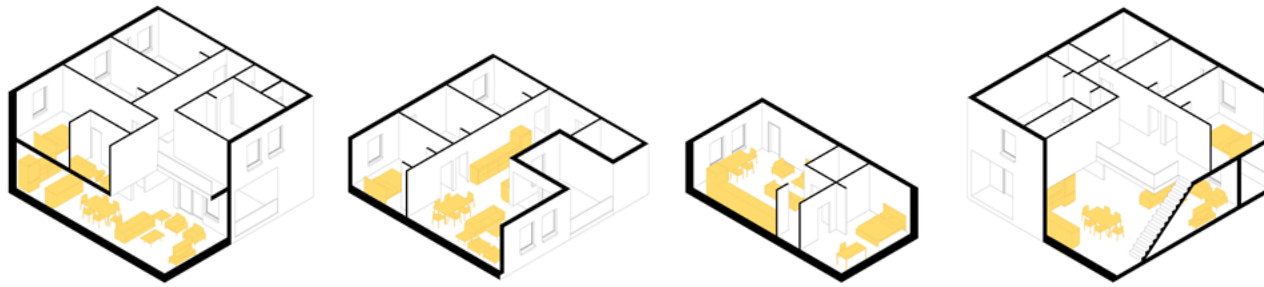
Seniors Exercising



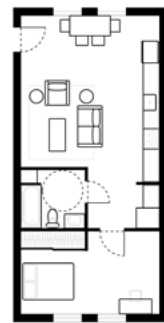
Section B-B



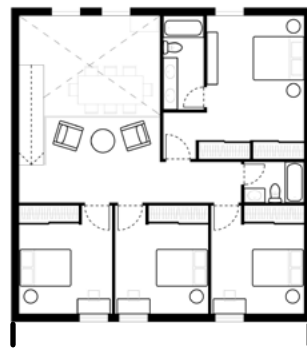
Floor Plans



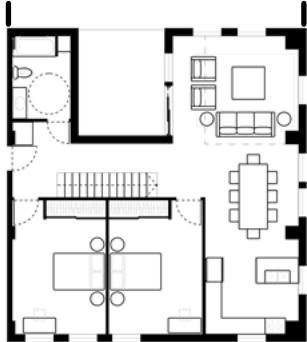
Tower - 3 Rooms



Bar - 1 Room



Bar - 5 Rooms



Tower - 6 Rooms



6 Bedroom Unit



5 Bedroom Unit



Section C-C



Children Exploring



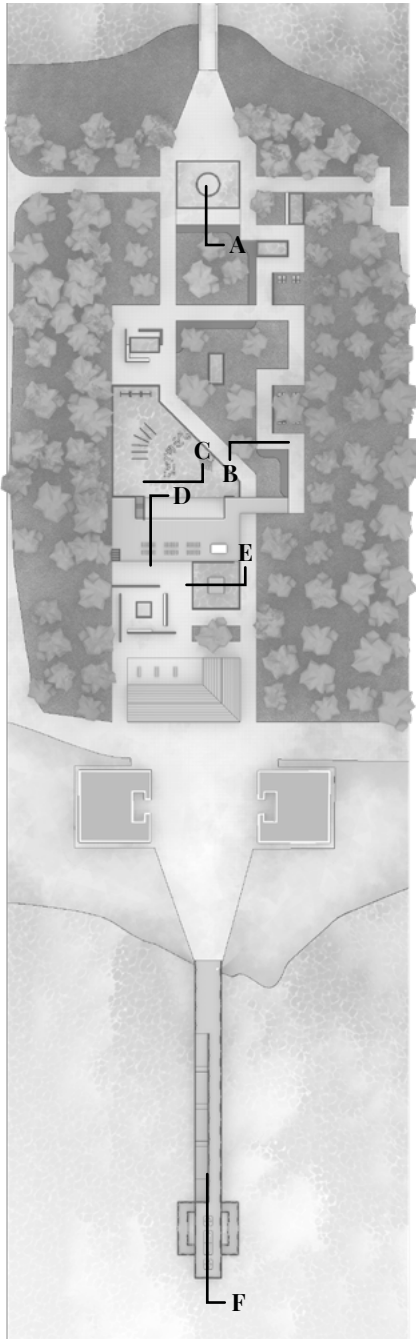
Youth Playing

Plaza of the Islands

The “Plaza of the Islands” re-imagines the public avenue located on the Toronto Islands. Founded on the principle that “to linger is to appreciate,” every intervention intends to invite the visitor to meander and “forget” their day plans. Water plays a key role in this concept; integrated in various ways, from natural, controlled, still, and flowing. This variety invites the occupant to explore their relationship with water, and speaks to the relationship between the island and the city.



Project Date:	Summer 2021
Location:	Toronto, ON, Canada
Instructed by:	Christie Pearson
Software used:	Rhino, AI, PS, Blender



Island Plan



Fountain Pathway | Section A



Bathing Pavilion Bridge | Section B



Waterpark | Section C



Bathing Pavilion | Section D



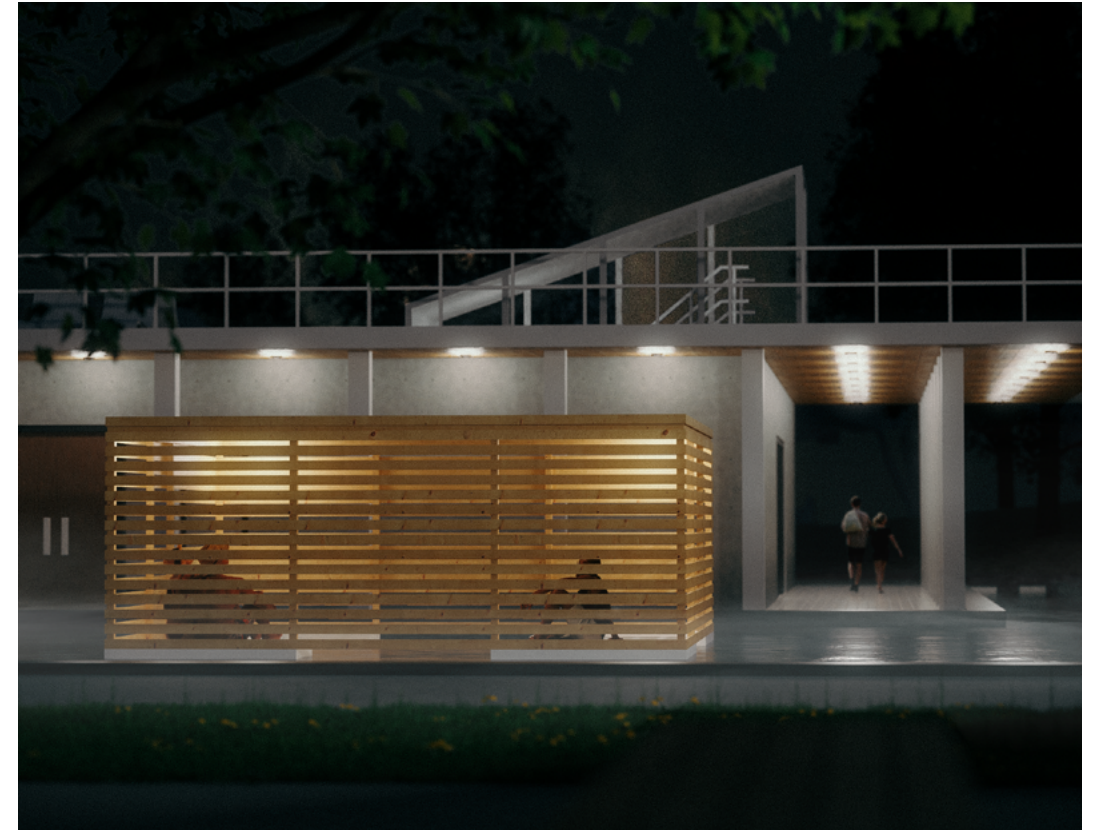
Pool Pavilion | Section E



Pier | Section F



Water Park



Pool Pavilion



Reflecting Pool



Steam Room and Shower



Pier



Pier Reflecting Pool

A Desk to Facilitate Belongingness

“A Desk to Facilitate Belongingness” was created in response to the question, “how can we create a sense of belongingness within a community?” In order to properly interrogate this, we created a localized project targeting the University of Waterloo’s School of Architecture, and used the criteria of design, routine, and community as the basis for our intervention.

The project is not meant to be prescriptive or conclusive, but was instead thought of as research, and as a way to start to break down this complex topic.



Project Date:	Fall 2022
Location:	Cambridge, ON, Canada
Instructed by:	Jaliya Fonseka
Software used:	Rhino, AI, PS, Blender
In collaboration with:	Juhi Puri

The Role of Design

We wanted to avoid trying to predict or impose our own ideas of belongingness onto others. Instead, we wanted to provide others the opportunity to design, as one's design sensibilities are influenced by their sense of self, and in turn, their sense of belonging. Through design, one can create their own sense of belonging, even if they are unaware of it themselves.

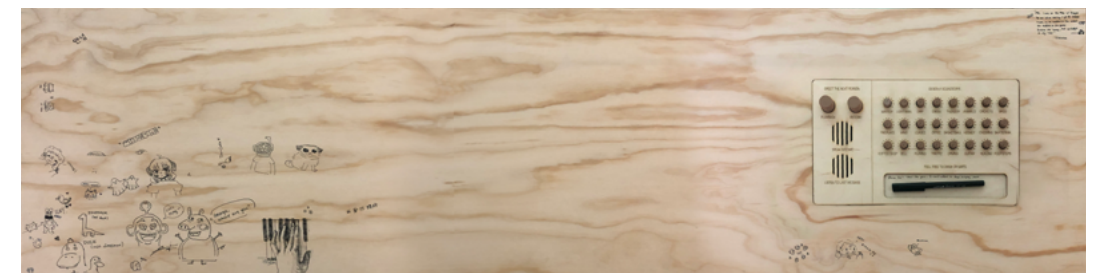
While design is thought to be “for the human” or as a tool to “redesign the human”, we wanted to utilize it to understand the human. Ideally, our role as the designer would be minimal, with the intervention becoming self-sufficient. This would result in the artifact shifting from ours to theirs.



The Effect of Drawing

Drawing on the desk offers the purest and most free form opportunity for design. Architecture is portrayed as a primarily visual medium, and as such, the students have an aptitude and comfortability through drawing. Therefore, it was important to create a space for drawing as it provides the user with the greatest opportunity to express themselves.

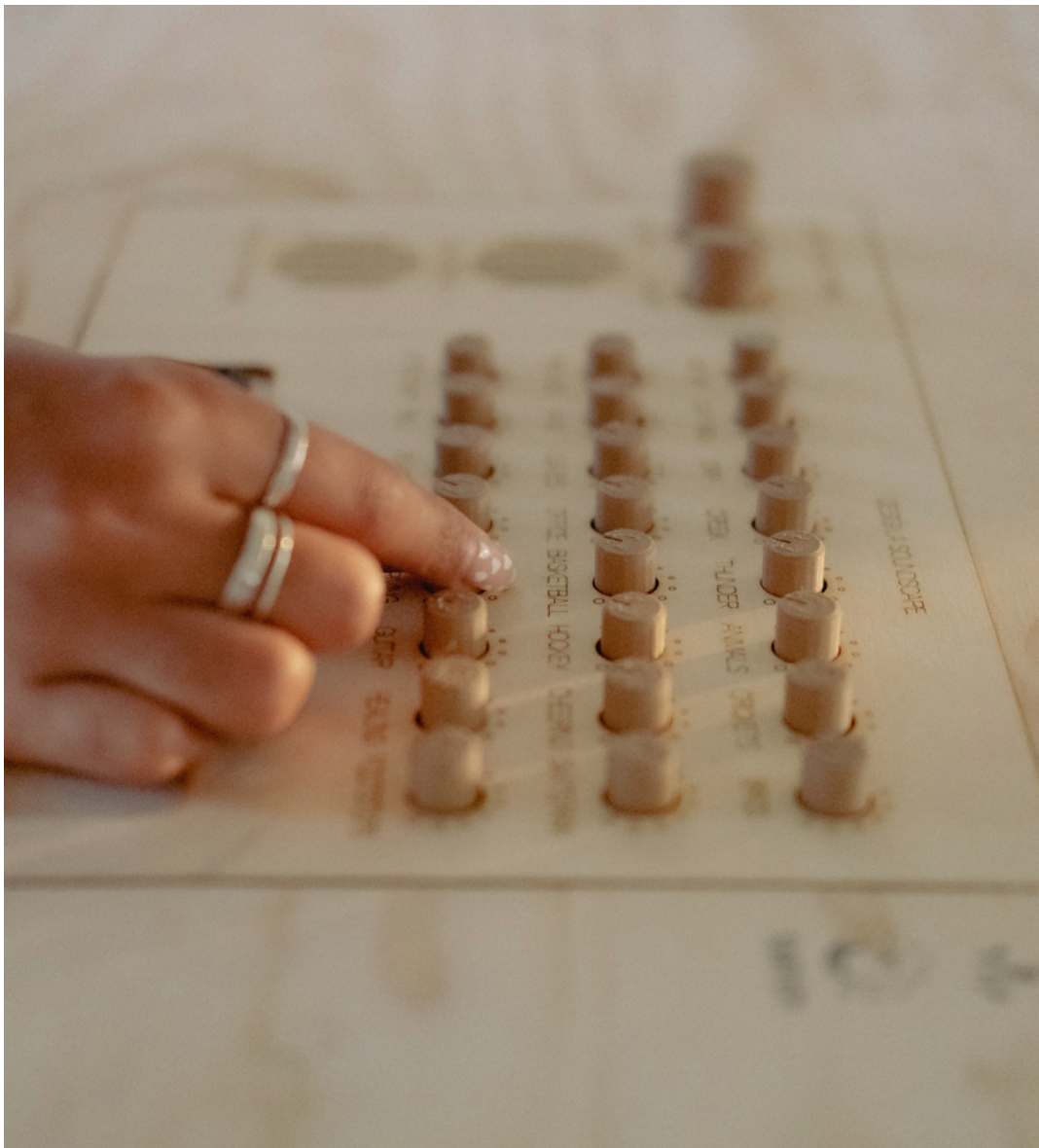
An unexpected observation was made where the act of drawing became a community event, where groups of students would come and draw together simultaneously. It also became a joyful experience to see someone drawing from a distance and approach them and ask what they drew.



The Soundboard

While drawings are the freest form of design, it also asks the most from the user. It calls for a commitment of time, creativity, and has a intrinsic pressure of permanence that may dissuade engagement. The soundboard was introduced to counteract these pressures. Design is expressed through the act of curation, bypassing “the fear of the blank page”, while the impermanent nature of the soundboard is liberating to the designer.

Through interacting with the soundboard, one is confronted with the question of, “what am I leaving behind for the next person?” and conversely, “what have I received from the last?” Unlike a drawing which has sole authorship, with the soundboard, authorship is cumulative and anonymous. There is a nuance to modifying a sound versus creating a whole new one from scratch.



The Voice Message

Both the soundboard and the drawing table offer community through indirect and abstract communication. The “greet the next person” provides a more direct medium for connection. The insertion of ones own voice allows for a level of humanity and soul to exist within the desk. While the voice message calls for the highest level of commitment to interaction from the user, it also yields the greatest potential for connection.

Transcript // Oct 31- Nov 1 2022

Person 1: Hello hello hello!

Person 2: Hope you have a goooood day!

Person 3: Going hoooooome *inaudible grunt* ... home home.

Person 4: Happy Halloweeeen!

Person 5: *The whole love sosa intro*

Person 6: You look really good today.

Person 7: Good luck to the 3B's, don't stay up too late for your deadline!

Person 8: Boo! Did I scare you?



An Evening at the Bowling Alley

An Evening at the Bowling Alley was birthed towards the end of my time living in Paris. The time away from North America caused a yearning for “American” culture, which manifested itself in the idea of the “bowling alley”.

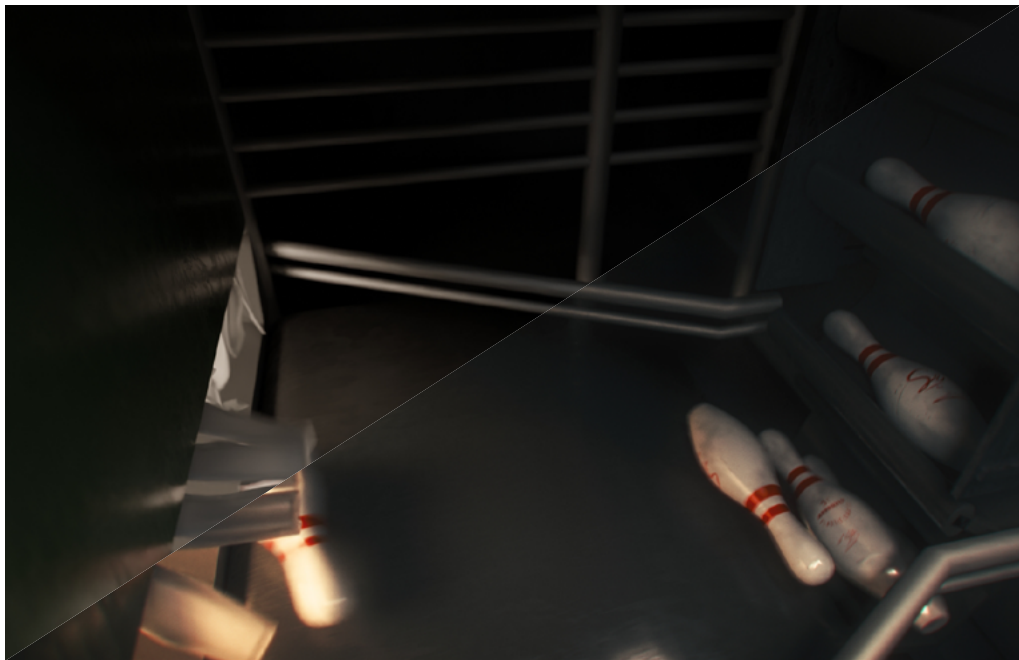
Thus this projected acted as a catalyst for my energy and exploration into what I felt as a uniquely cultural setting. The aim was to capture the atmosphere and energy of the space through the visual and audio environment, in addition to acting as an exercise in capturing the more intimate and technical components of a bowling alley.



[Video Link](#)

Project Date:
Software used:

Summer 2022
Blender, Davinci Reslove



Color Grade | Before and After

One of the main objectives of the project was to use it as an opportunity to learn Davinci Resolve. I was really impressed with the depth and strength of the software as the melancholic and nostalgic feeling of the shots were really pushed through the post-processing.



Shot Overview

The shot sequence was very deliberate and a constant negotiation. From shot to shot I wanted clear contrast in compositional scale and auditory soundscape, while still having the sequence of action make sense.



Procedural Bowling Ball and Pin Material

The look of the balls and pins were pivotal in the believability of the project, because if they didn't hold up, the entire project would feel wrong.

The bowling balls used a procedural material which would randomize the pattern, color, and scratches to recreate the iconic look of classic bowling balls.



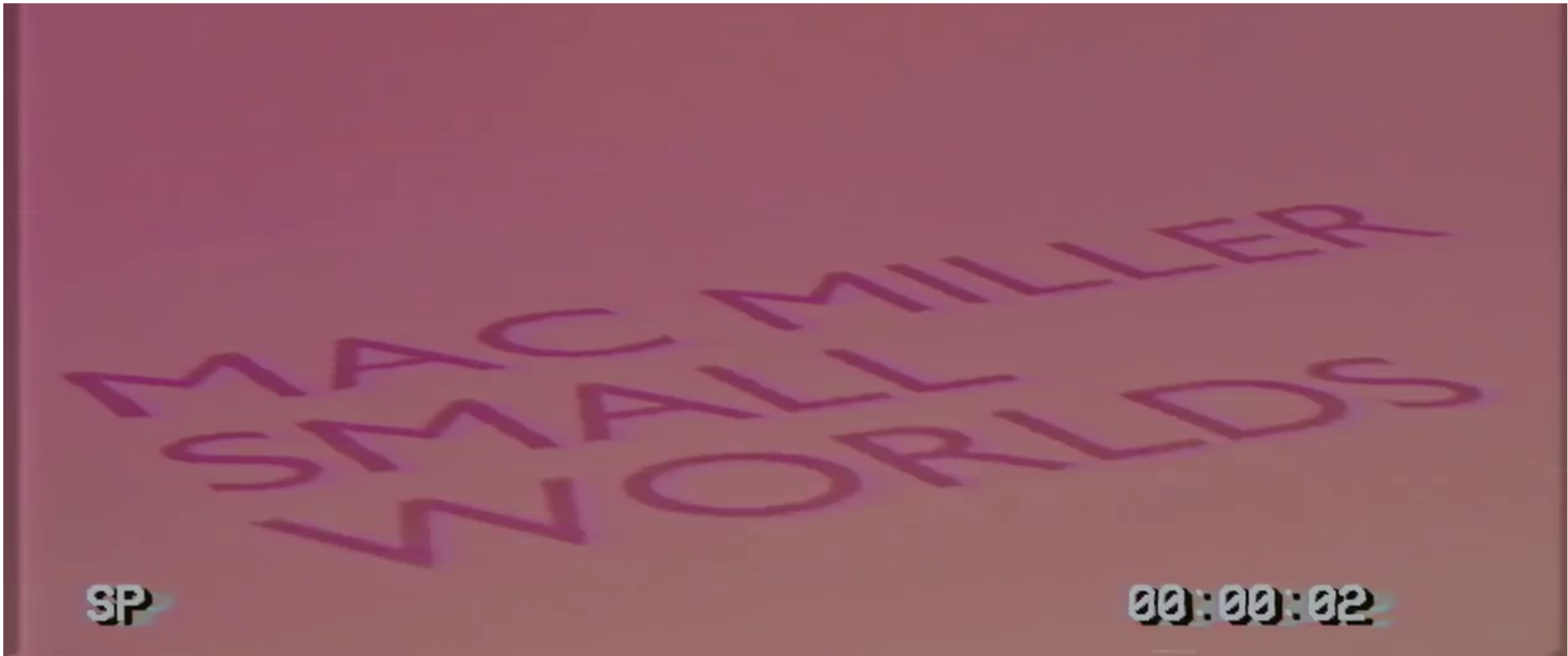
Main Bowling Alley Assets

In order to avoid feeling overwhelmed by the scope of the project, I began with the creation of the base assets I knew were intrinsic to the identity of the bowling alley. With these key components, the space immediately read as a bowling alley, and the majority of the shots were centrally focused around these assets.

Small Worlds Music Video

A fan made music video for Mac Miller’s *Small Worlds*, a song that speaks to themes of perspective, growth, and nostalgia. The album from which it’s from, *Swimming*, is very important to me personally, so this video was created as a form of tribute.

The video was created through a process of experimentation and improvisation over the course of a couple months. I approached each scene as a blank slate allowing me to display a large variety of techniques, including 3D animation, hand drawn 2D animation, traditional painting, motion graphics, and visual effects. As such, each portion of the video acts as a unique vignette while keeping a consistent theme as they all draw inspiration from the song.



[Video Link](#)

Project Date:
Software used:

Spring 2019
Blender, After Effects, Premiere,
Photoshop, Illustrator

Physical Objects

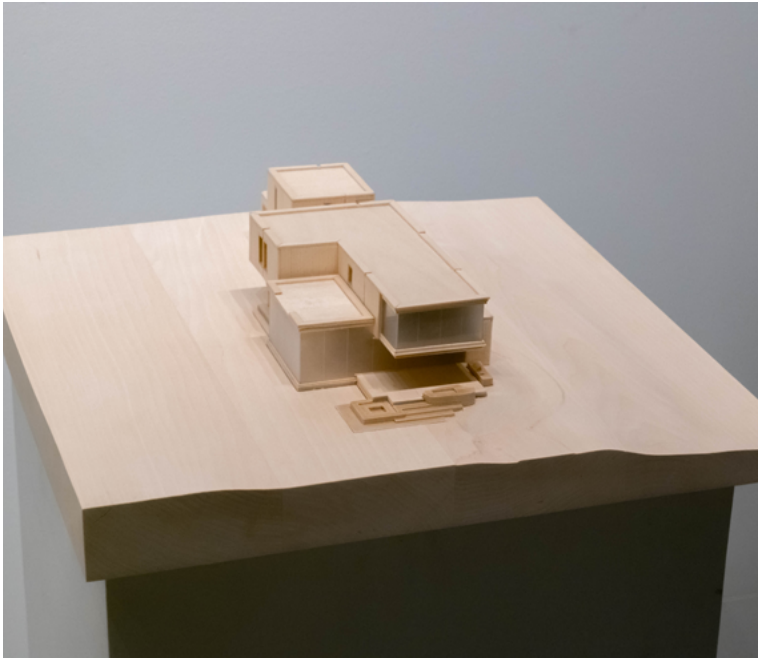
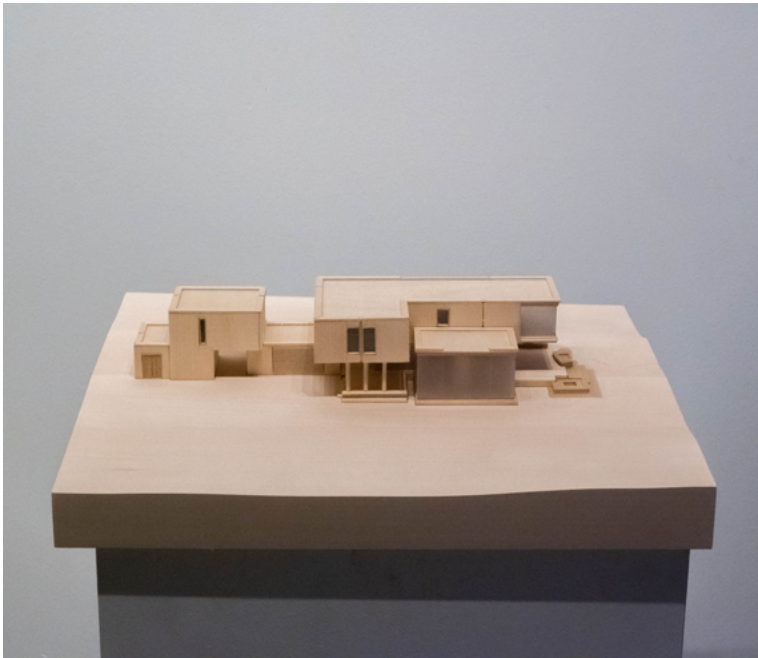
Through my time in architecture, I have grown a deeper attachment to the *physical*. Architecture exists through both the drawing and the material world. Design is often supplemented and explored through the physical model; and materiality is a key component in making compelling buildings.

As such, my own relationship with the physical object has grown, and I've discovered that in my free time, I want to design for the physical as much as I do the digital.



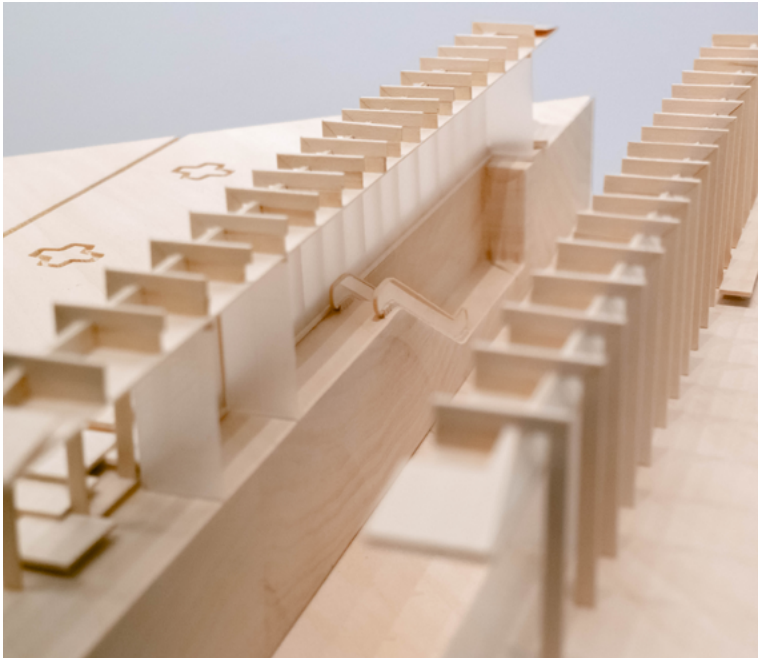
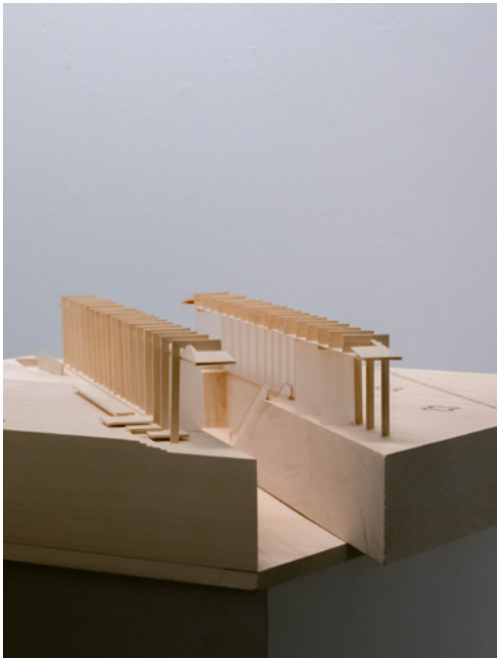
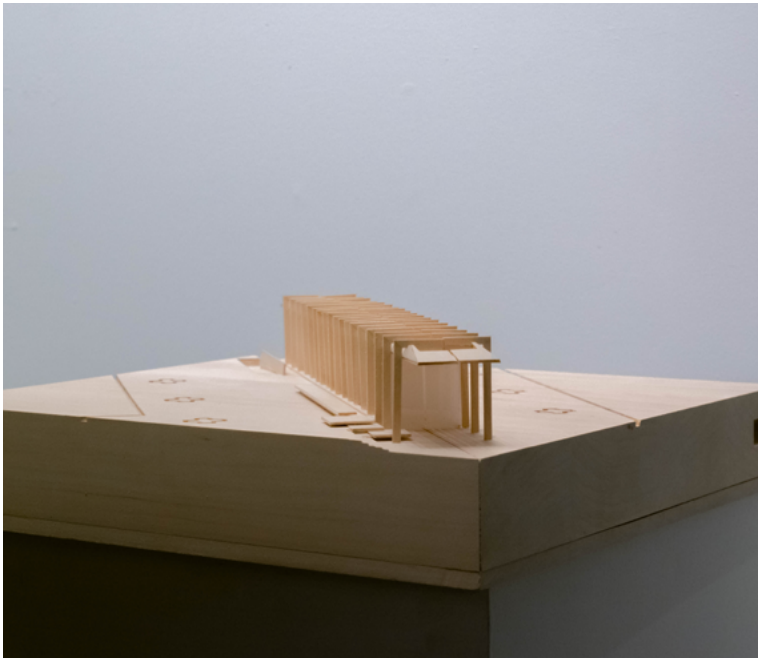
Project Date:	Various
Tools Used:	Analog, CNC Router, Laser Cutter, 3D Printer
Software used:	Rhinoceros 3D, Blender, Illustrator

Chesterman Residence Model



Project Date: Fall 2021
Location: Vancouver, BC, Canada
Created For: McKinley Studios
Scale: 1:200
Tools Used: Analog, CNC Router, Laser Cutter, 3D Printer

Portico Model



Project Date: Fall 2021
Location: Vancouver, BC, Canada
Created For: McKinley Studios
Scale: 1:75
Tools Used: Analog, CNC Router, Laser Cutter, 3D Printer

Candle Holder



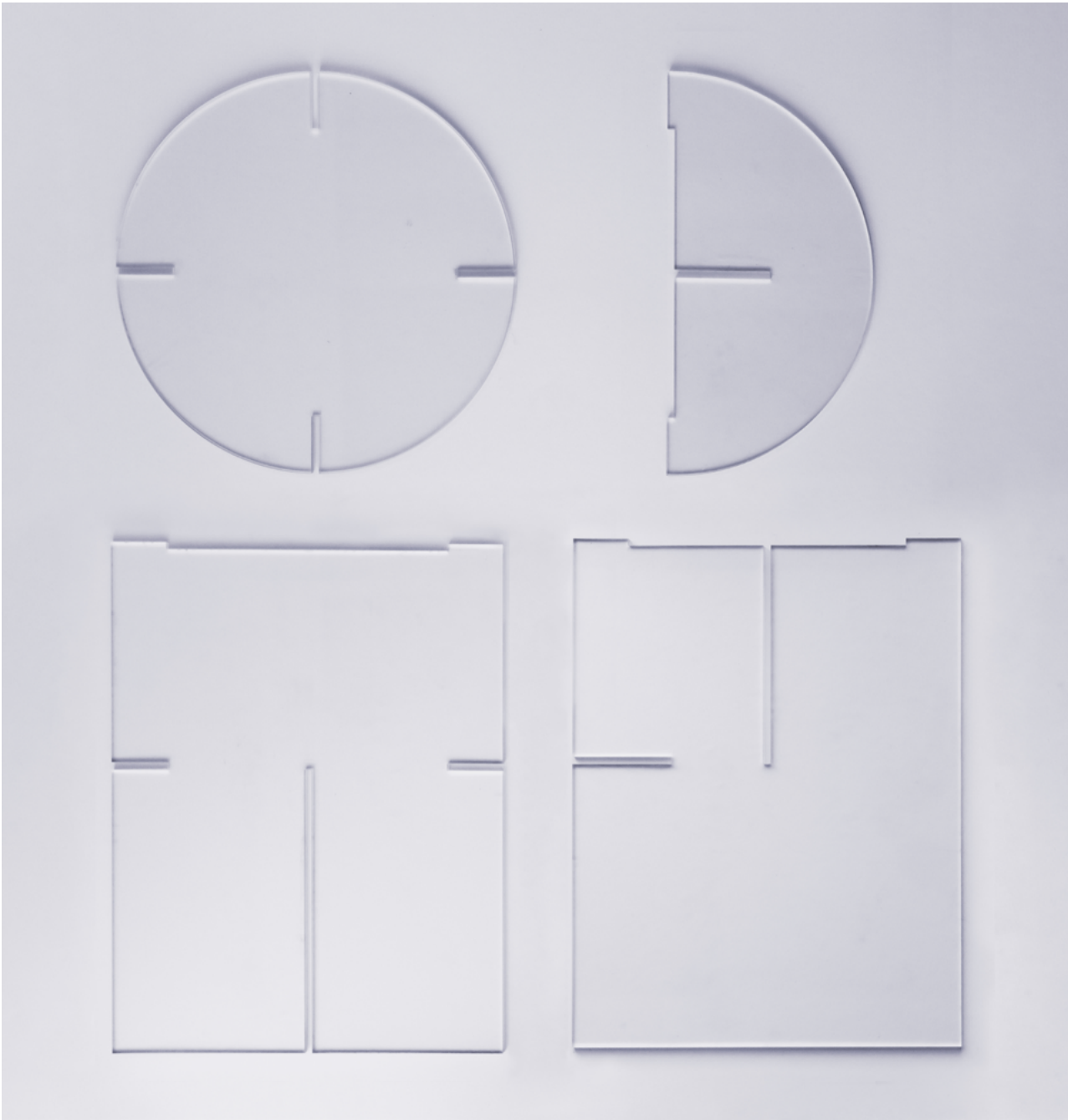
Project Date: Fall 2021
Created For: Personal
Tools Used: Analog, CNC Router

Hand Jewelry Tray



Project Date: Fall 2022
Created For: Personal
Tools Used: Analog, Laser Cutter

Side Table



Project Date:
Created For:
Tools Used:

Fall 2021
Personal
Analog, Laser Cutter

**Thank you for
reading!**

Feel free to reach out at:
adoyi@uwaterloo.ca