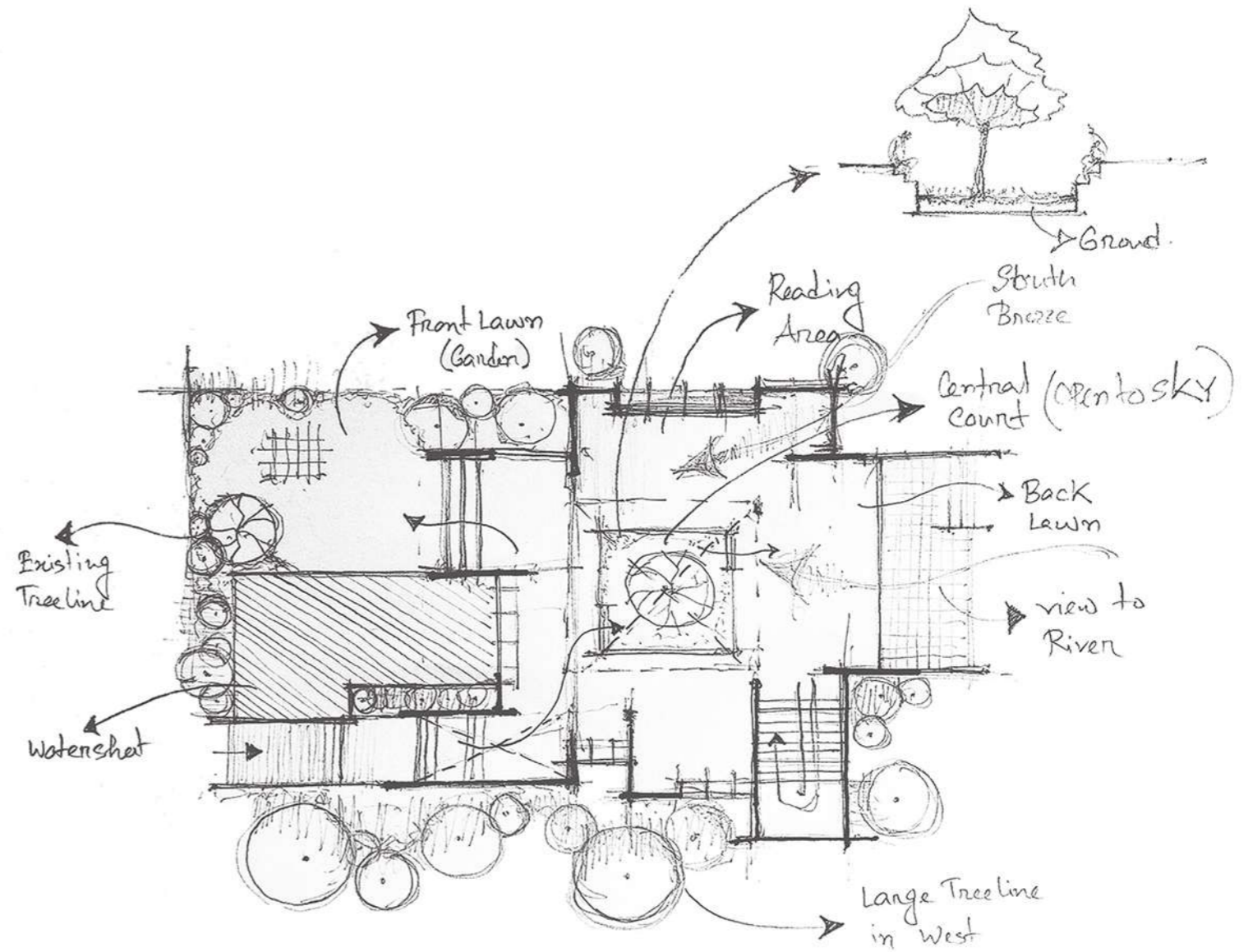


# Portfolio

Md Nabid Hasan Shovon  
Architect | Service Designer



## ABOUT ME



I'm an architect with a growing passion for space that surrounds us. While I've always been driven to create positive change through architecture, I'm now fascinated by the power of well-designed public spaces to build strong communities. My postgraduate studies are shaping me to look at the big picture: how services, user interaction, and the physical environment can work together to create thriving spaces. I'm excited to combine my architectural background with this human-centered approach to design spaces that are both aesthetically pleasing and sustainable.

Connect with me



76 Rembert Dodoensstraat, 2800 Mechelen,  
Belgium  
+32467815335  
shovonnabid@gmail.com

## PERSONAL INFORMATION

Name : Md Nabid Hasan Shovon  
Date of Birth: 27 August, 1996  
Nationality : Bangladeshi  
Address : 76 Rembert Dodoensstraat,  
2800, Mechelen, Belgium

## EDUCATIONAL BACKGROUND

### POSTGRADUATE IN SPACE & SERVICE DESIGN

THOMAS MORE UNIVERSITY OF APPLIED SCIENCE  
MECHELEN, BELGIUM  
Session: 2023-2024

### BACHELOR OF ARCHITECTURE, 2020

KHULNA UNIVERSITY  
SET SCHOOL  
KHULNA, BANGLADESH  
**GPA 3.53 OUT OF 4.00**

### HIGHER SECONDARY SCHOOL CERTIFICATE, 2013

GOVT. RAJENDRA COLLEGE  
FARIDPUR, BANGLADESH  
**GPA 5.00 OUT OF 5.00**

### SECONDARY SCHOOL CERTIFICATE, 2011

FARIDPUR ZILLA SCHOOL  
FARIDPUR, BANGLADESH  
**GPA 5.00 OUT OF 5.00**

## WORK EXPERIENCE

### Intren- Jeugdruimte (Youth Room)

STAD LEUVEN  
February- March



### ARCHITECT

ARCHTRAVE CONSULTANTS

ARCHTRAVE CONSULTANTS ( 2020-2023)

## PROFFESIONQL EXPERIENCES

Proficient in AutoCAD, SketchUp, Photoshop, Lumion, and Twinmotion. Additionally, I excel in persona creation, co-creation coordination, user journey mapping, prototyping, and facilitating workshops. My service design skills include user research, systems thinking, ideation, interaction design, storytelling, and service blueprinting etc.

## WORKSHOPS & SEMINARS

Netwerkdag De Toekomst, Leuven  
networking and learning day for youth space design  
22 March 2024

Service Learning, KU leuven  
Introduction for designing playground for Youth- Katelijne Wouters  
16 February, 2024

Architecture "Matters"- Dr Nurur Rahman Khan, Khulna University  
25 August, 2022

Green Building & Passive Architecture- Sadia Akter, Dhaka  
13 October, 2022

International Architecture Conference- Bengal Institute, Dhaka  
10-11 February 2016

# CONTENT

- 01.** Bachelor Thesis | Faridpur
- 02.** Apartment Design | Khulna
- 03.** Mass Housing | Jessore
- 04.** Single Family Residence | Purbachal
- 05.** Vacation House | Nagarpur
- 06.** Mass Housing | Dhaka
- 07.** Ukhia Sports Complex | Chittagong
- 08.** Re-cup Shop | Thomas More
- 08.** Hiking in Antwerp | TPA
- 09.** Experience Center | Vrijbroekpark | Mechelen
- 10.** Inclusive Play scape : Design for ASD | Leuven

01

Bachelor Thesis

## **Creating Public Realm through Socio-Spatial Cohesion: A Case of Tepakhola Lake, Faridpur**

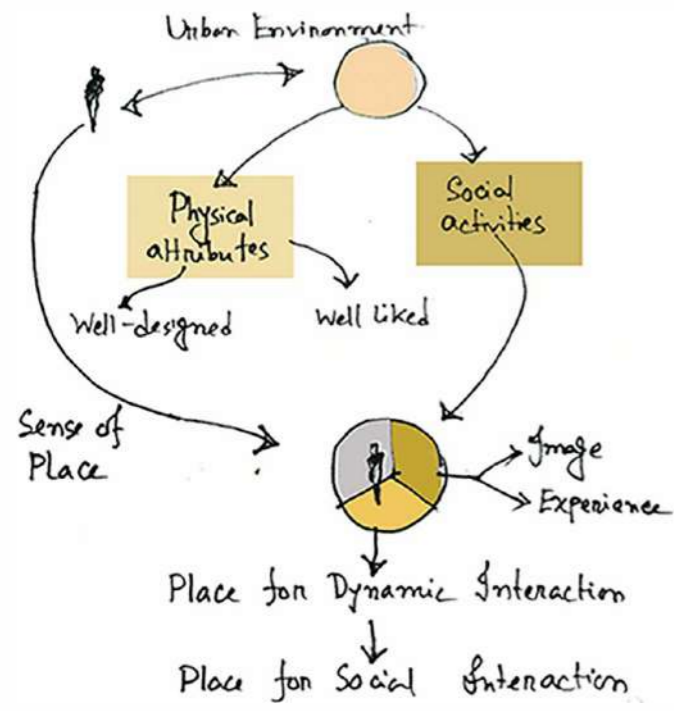
The project aims to develop a vibrant waterfront area in Faridpur, where people can enjoy various social, economic, and cultural activities throughout the year. The goal is to create a space that is not only visually appealing but also serves multiple purposes, such as living, working, and playing. By promoting small local businesses and incorporating local culture and traditions, the project seeks to enhance the quality of life for all residents of the city. Additionally, the project aims to revitalize the community and provide a break from the monotony of daily life.



This lakeside Complex is a public square that offers a unique blend of local culture and commerce. As visitors enter the site, they are welcomed with universal access to the shops on the left side, offering local products and goods. On the right side, visitors can take a leisurely stroll along the lake walkways and explore the exhibition showcasing Faridpur's rich cultural heritage. This immersive experience provides an opportunity for visitors to learn about the local community and their way of life. Whether you're looking to shop or learn, this Square has something for everyone to enjoy.



Concept Formulation



Scheme



Local Market



Amphitheater



Bindupara Ghat



Lake Complex & Walkways



Community Complex & Walkways



Community Complex & Amphitheater



Bindupara road & Boat Club



Main Road Section





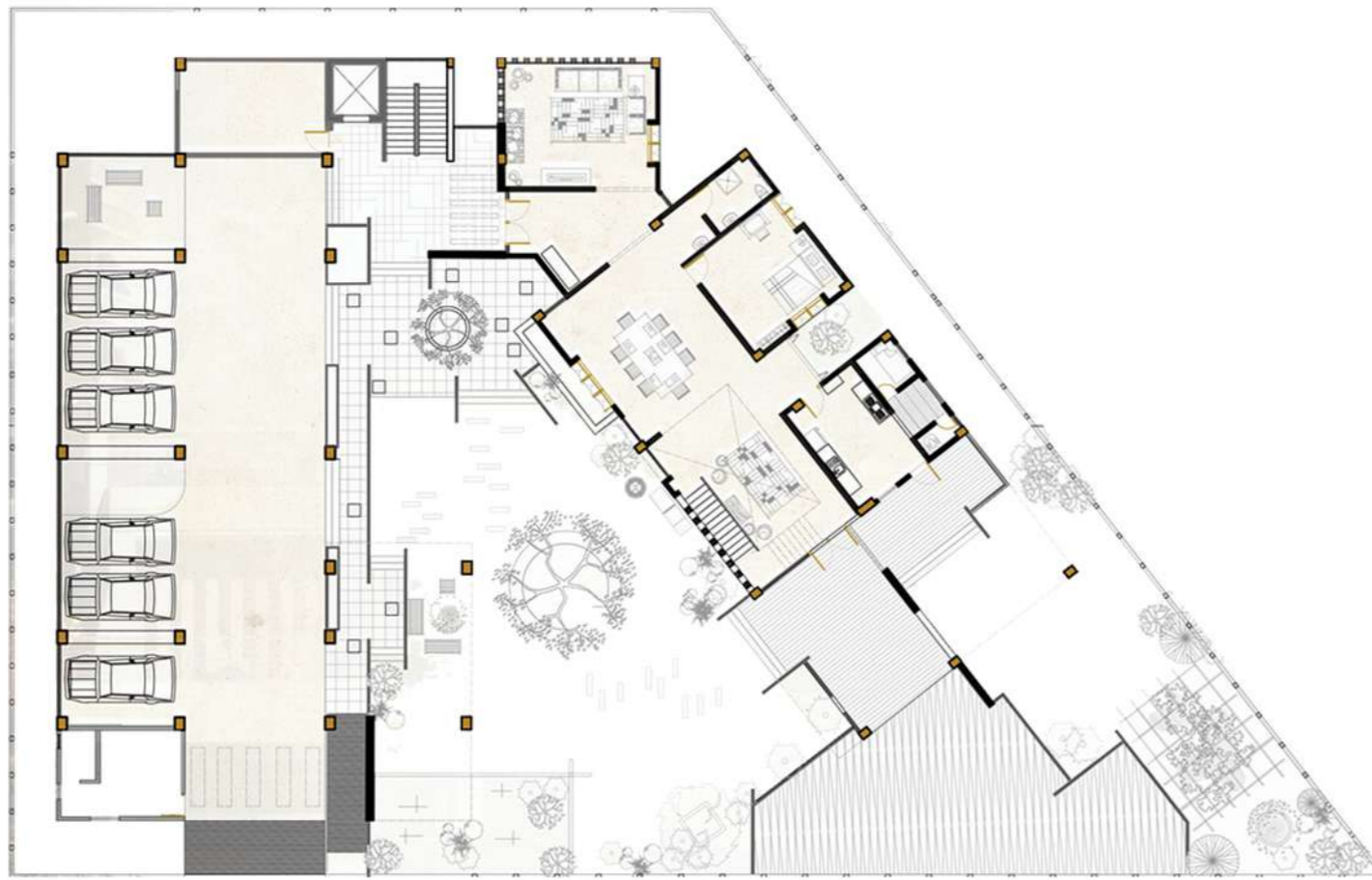
Designing architecture entails extensive research, analysis, and comprehension. I had the privilege of participating in the project "Fostering Public Spaces through Social and Spatial Cohesion," which allowed me to delve into the complexities of Faridpur city, explore its socio-spatial fabric, and collaborate with its inhabitants.

## 02 Studio 5.1

### Living with Six Seasons: Apartment Design

Welcome to our apartment project, celebrating the six seasons of Bangladesh. My focus is on the rainy season, with a duplex for the owner and a five-story tenant floor designed for climatic comfort and functionality. Enjoy modern amenities and stunning views in the owner's duplex, or choose from a range of unit sizes on the tenant floor for comfortable and affordable living. Come home to a stylish and unique living space, inspired by the beauty of Bangladesh's diverse seasons.

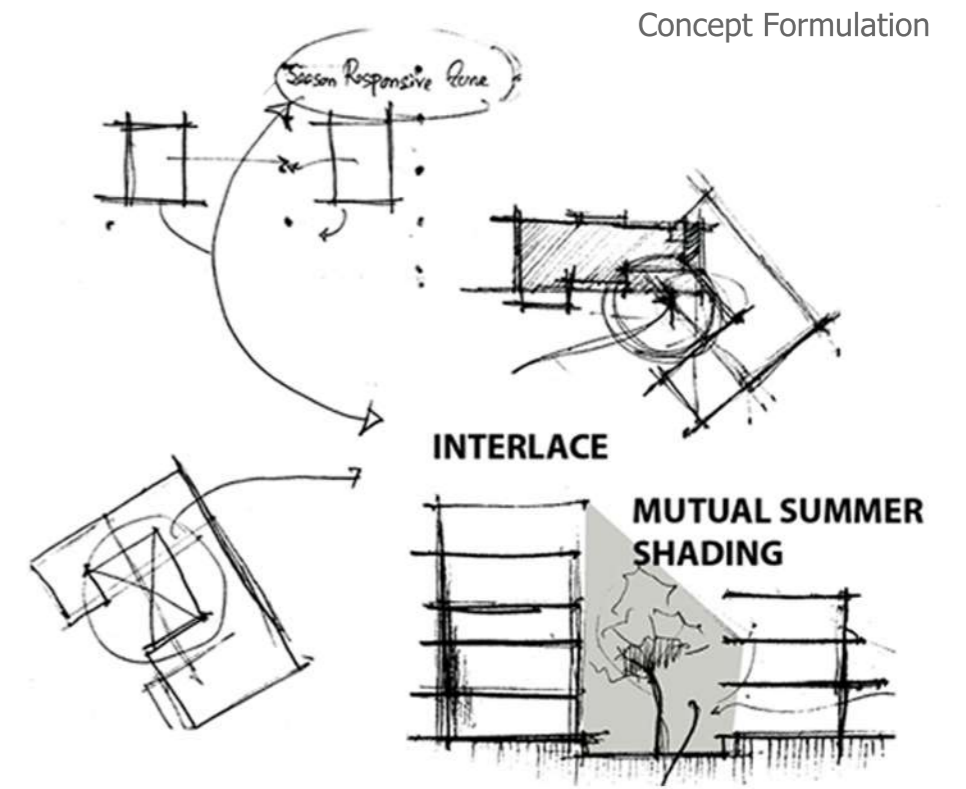




Ground Floor Plan



First Floor Plan



Concept Formulation

Single Unit per floor 2500 sqft





Elevation



Section



03

Academic Project

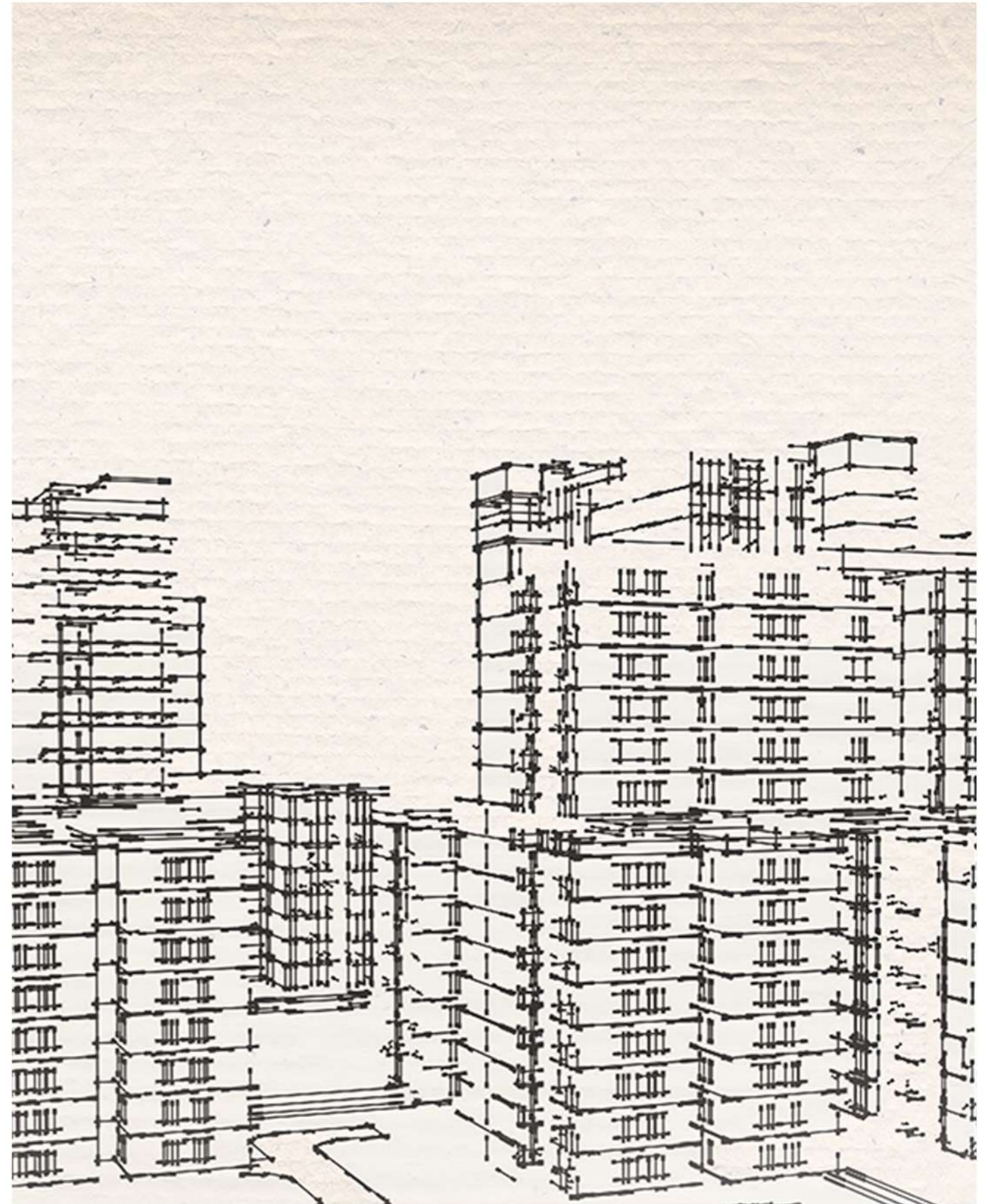
### **Inclusive Housing : (RE)Think public Housing**

Group Project-4th Year 2nd Term

Contribution : Conceptualization and Presentation

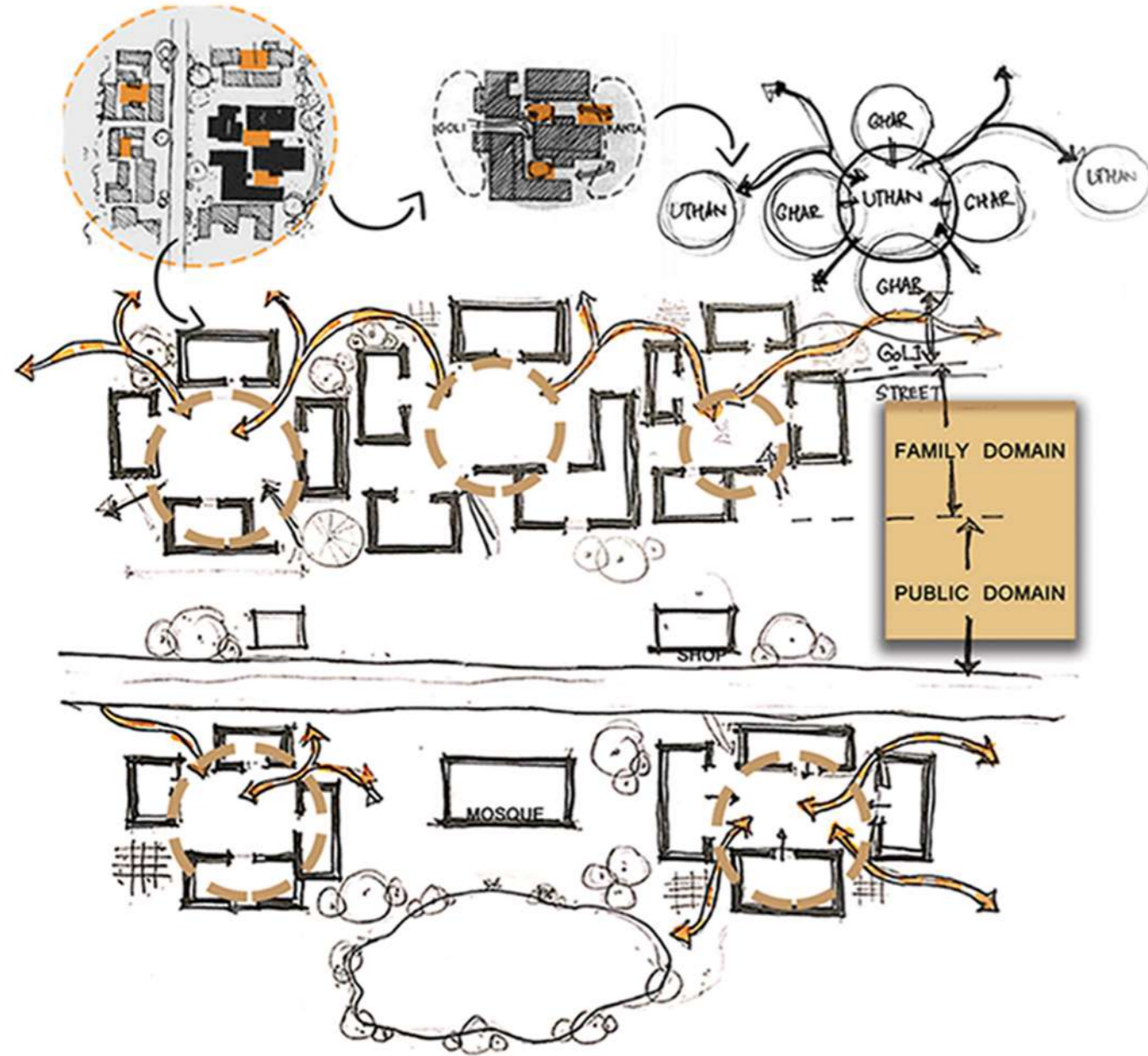
Inclusive Housing refers to a type of housing that caters to individuals who desire to be part of a more interconnected community.

Our project aimed to revamp public housing in Jessore by thoroughly examining the current housing and market situations and integrating housing provisions to enhance public housing. Our vision was to create a cooperative community that shares a common goal of improving society.

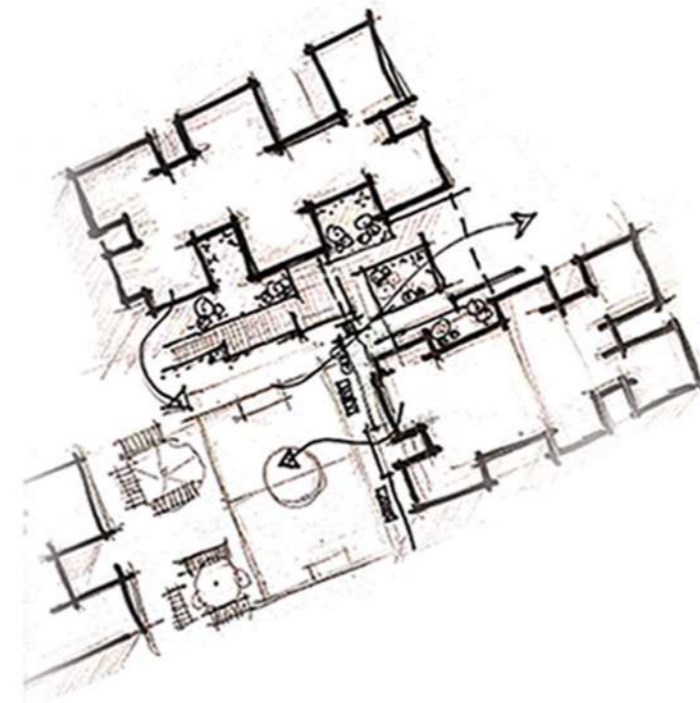


Our project draws inspiration from traditional Bangladeshi villages and their housing patterns, as well as their daily activities. We have focused on creating inner courtyards that connect each housing block to foster a sense of community and encourage daily activities. By integrating these courtyards into our design, we aim to bring the community closer together and promote a sense of togetherness among residents.

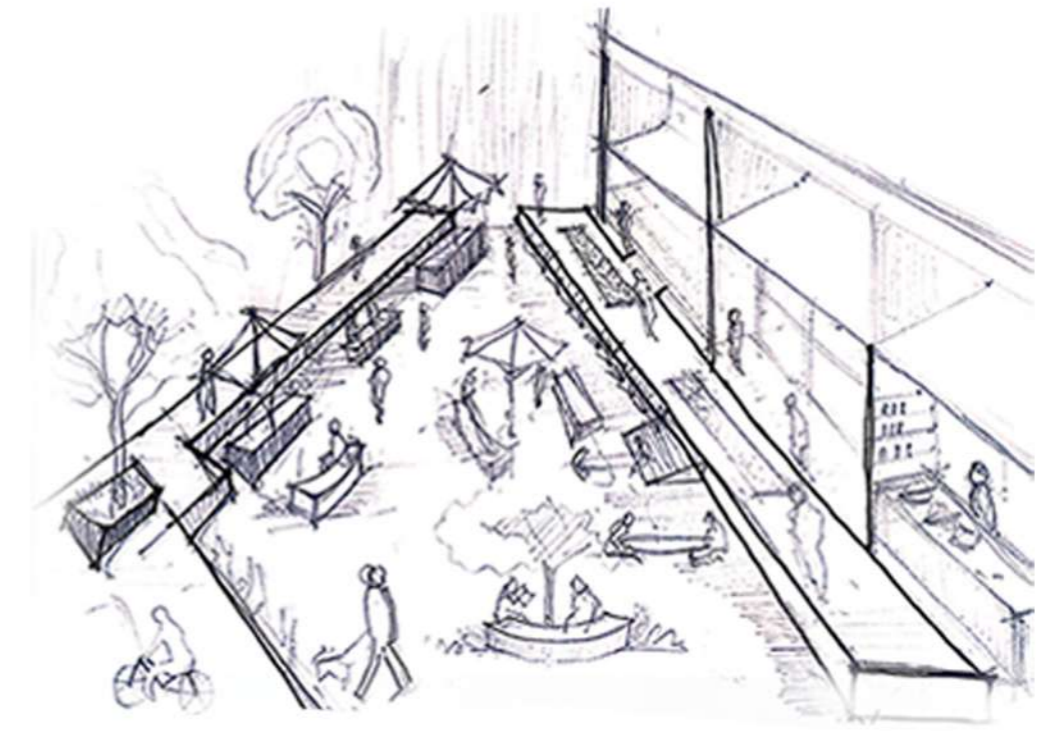
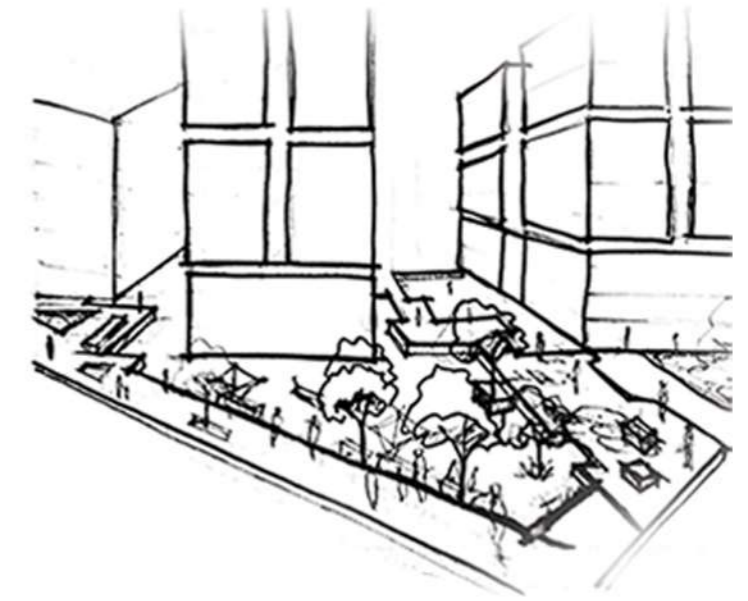
### Conceptual Formulation



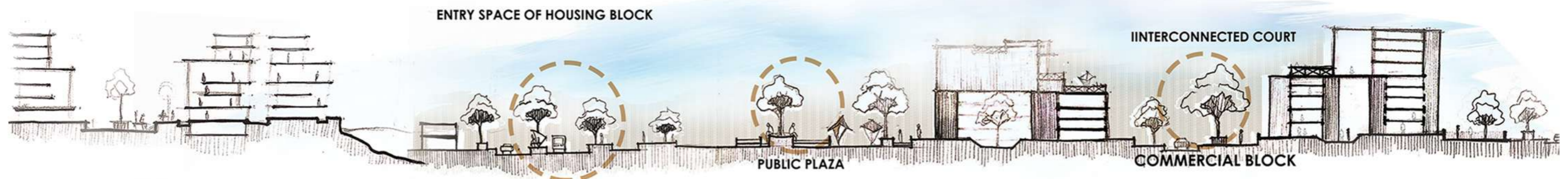
House pattern in traditional Village block



Conceptual Spaces



### INTER-CONNECTIVITY BETWEEN BUILT FORM





**PROPOSED MASTER PLAN**  
NOT IN SCALE



Our vision is to foster a cooperative community with a shared vision for societal betterment, and we believe that our housing project is a step in the right direction towards achieving this goal. With a focus on inclusivity, community, and innovation, we hope that our housing project will serve as a model for future development in the region.

04

Professional Work

## SINGLE FAMILY RESIDENCE

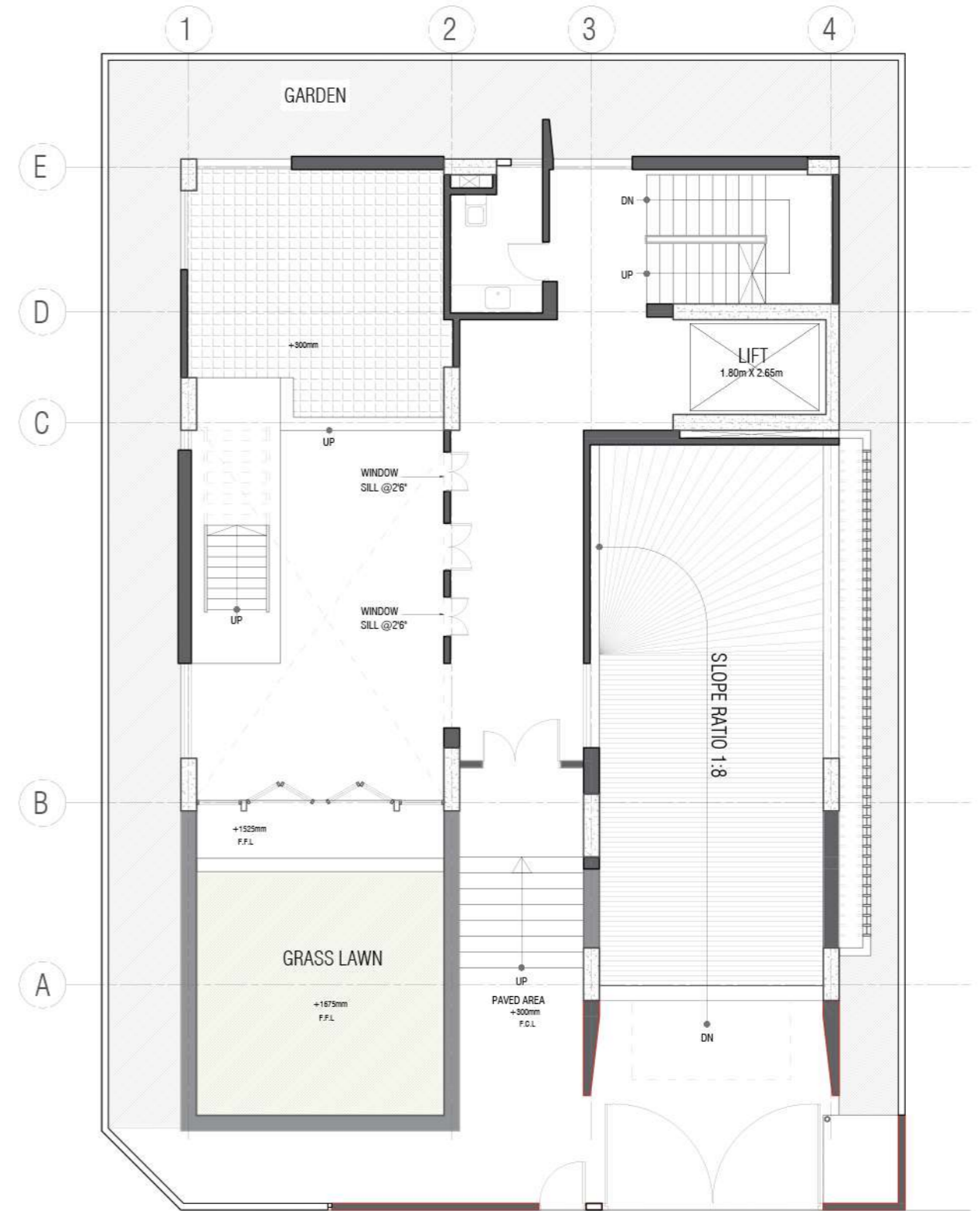
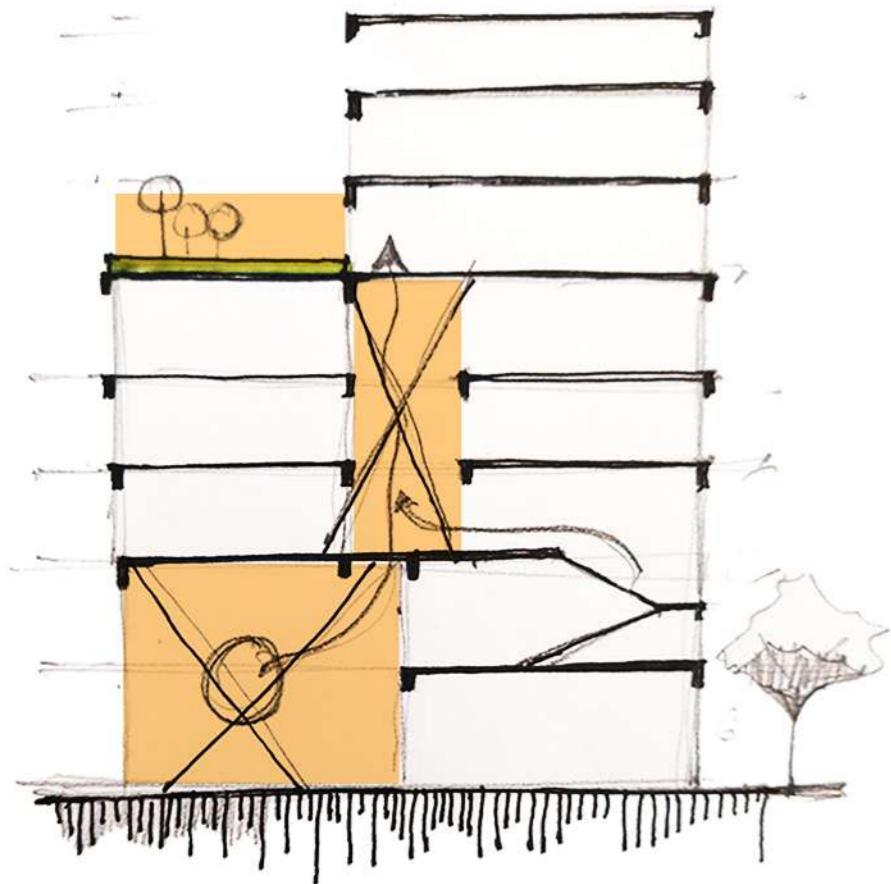
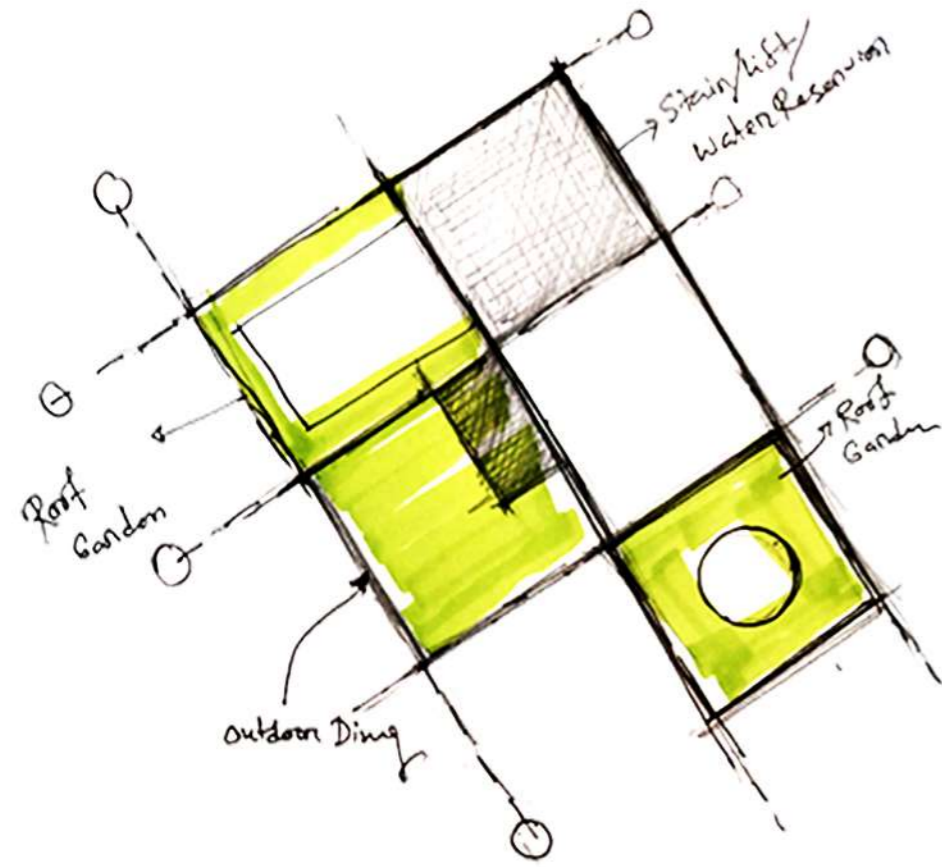
PURBACHAL

Status : Completed

Contribution : Presentation, Working Drawings & Site Supervision

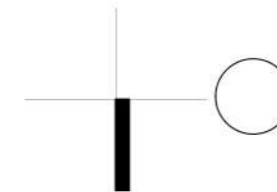
The 335sqm residence, belonging to our beloved client Tushar Abdullah, is a reflection of our innovative vision. Our goal was to create a home that fosters a strong sense of connectivity between each floor, utilizing various design elements such as centered voids and open-to-sky dining halls. To further elevate the living experience, each floor has been adorned with flourishing gardens and green spaces that bring the beauty of nature inside the building. Our integration of nature within the building not only enhances its aesthetic appeal but also promotes a sense of well-being for its occupants. With a seamless combination of natural and architectural elements, we have successfully created a residence that is both functional and visually stunning.

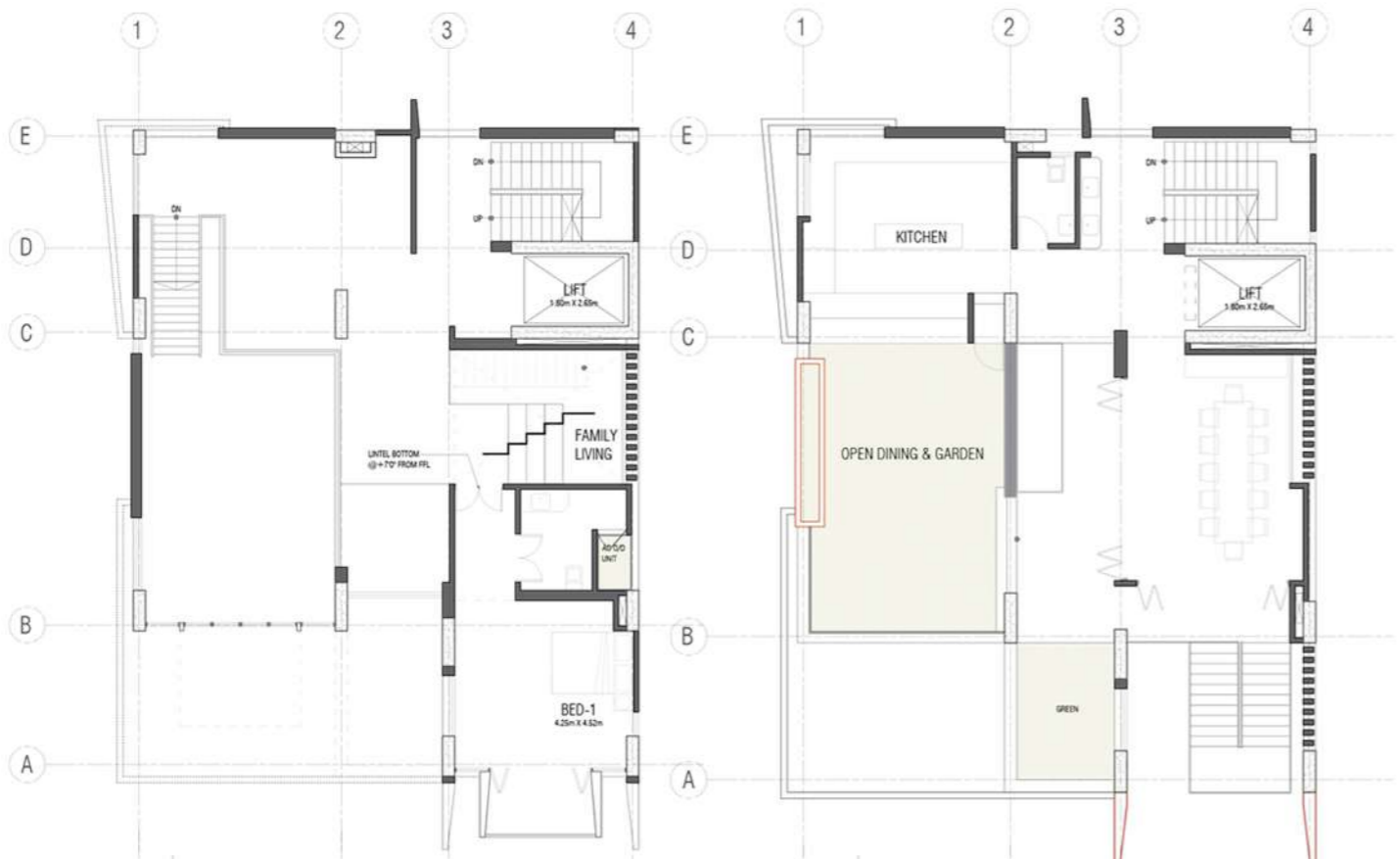




9.14M WIDE ROAD

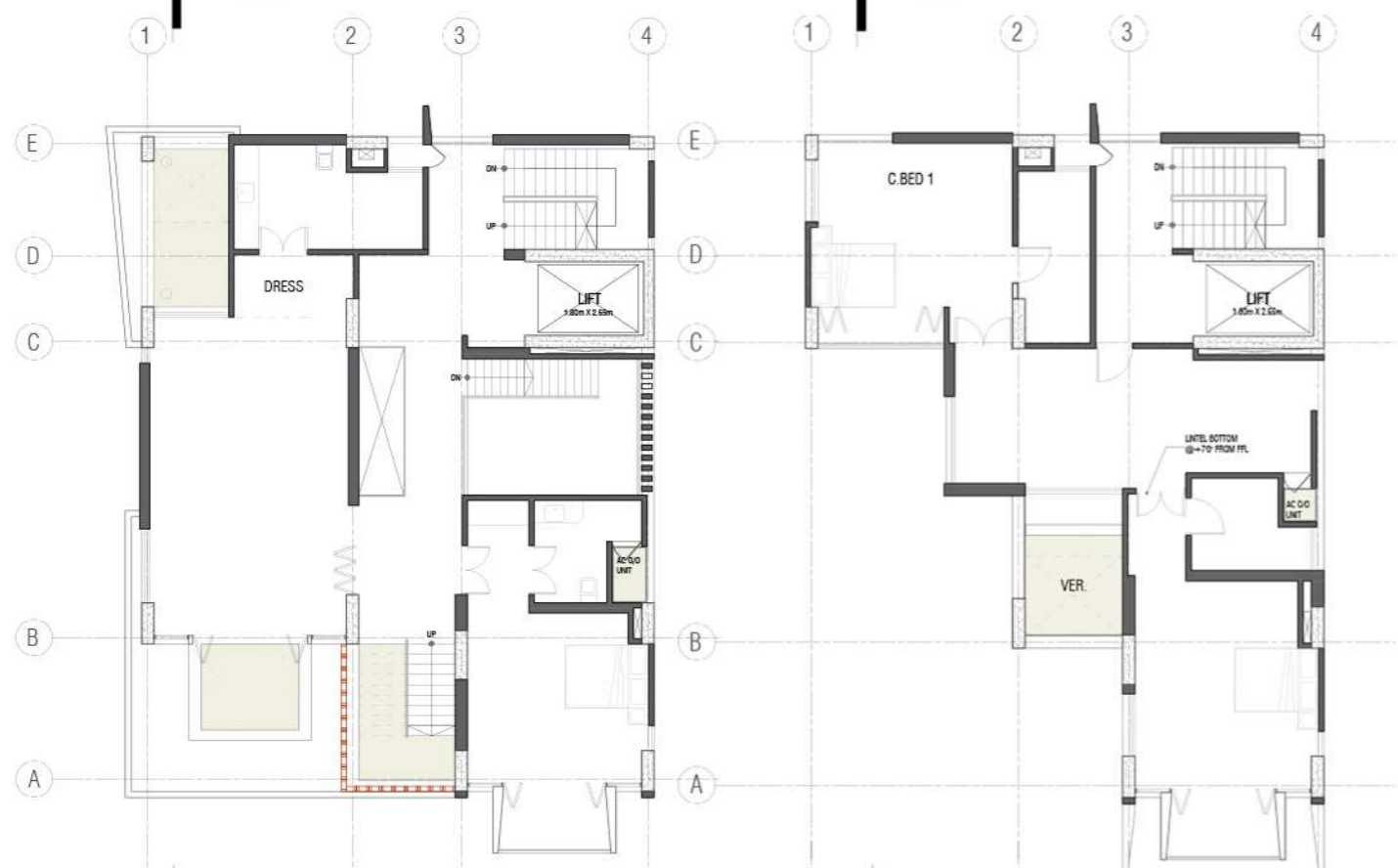
GROUND FLOOR PLAN





1ST FLOOR PLAN  
SCALE: 1:100

4TH FLOOR PLAN  
SCALE: 1:100



2ND FLOOR PLAN  
SCALE: 1:100

6TH FLOOR PLAN  
SCALE: 1:100





Winter Festival at our project, December 04, 2022.

05

Professional Work

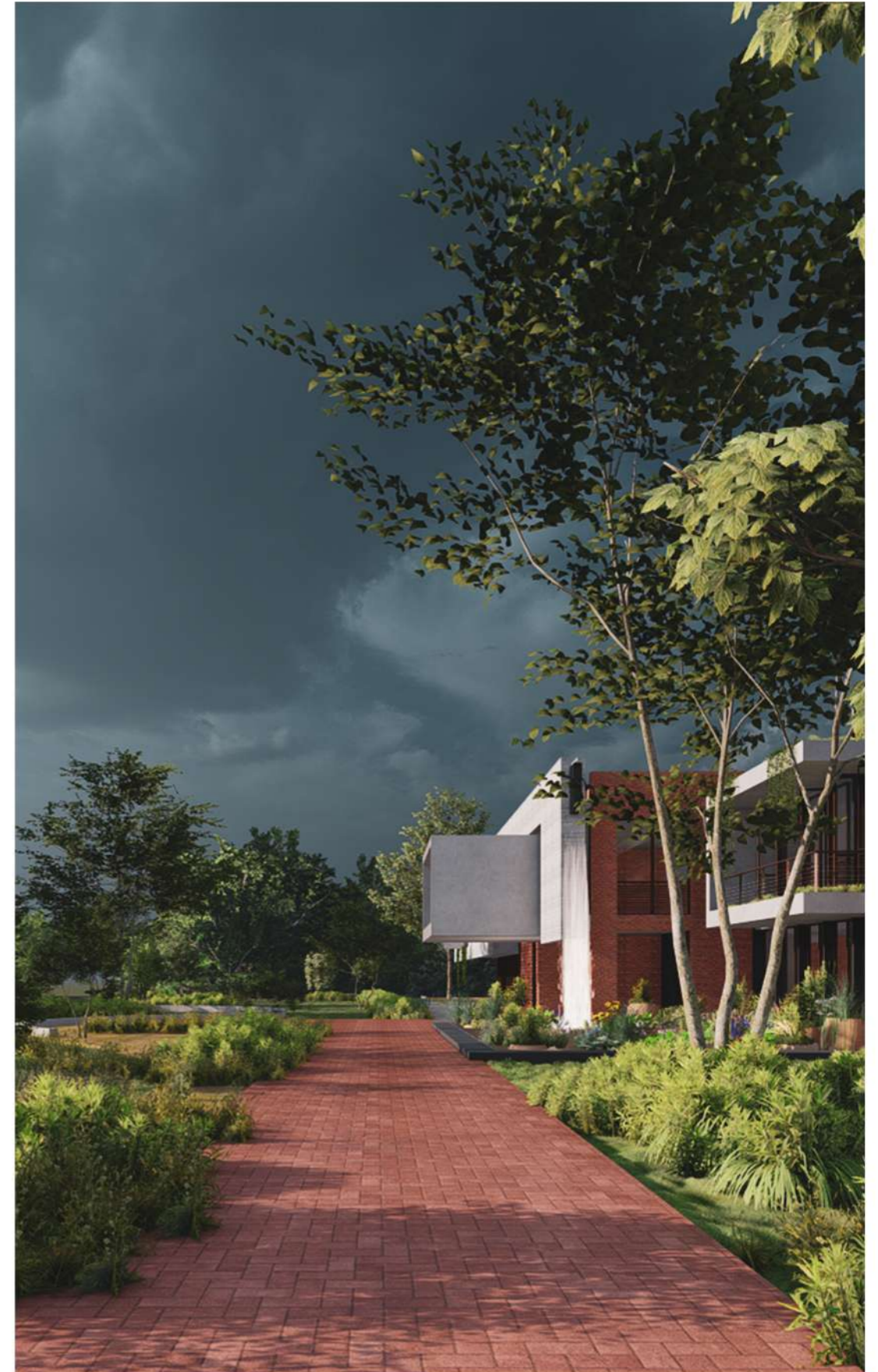
### Retreat : Vacation House

Location : Nagarpur, Bangladesh

Status: Construction Ongoing

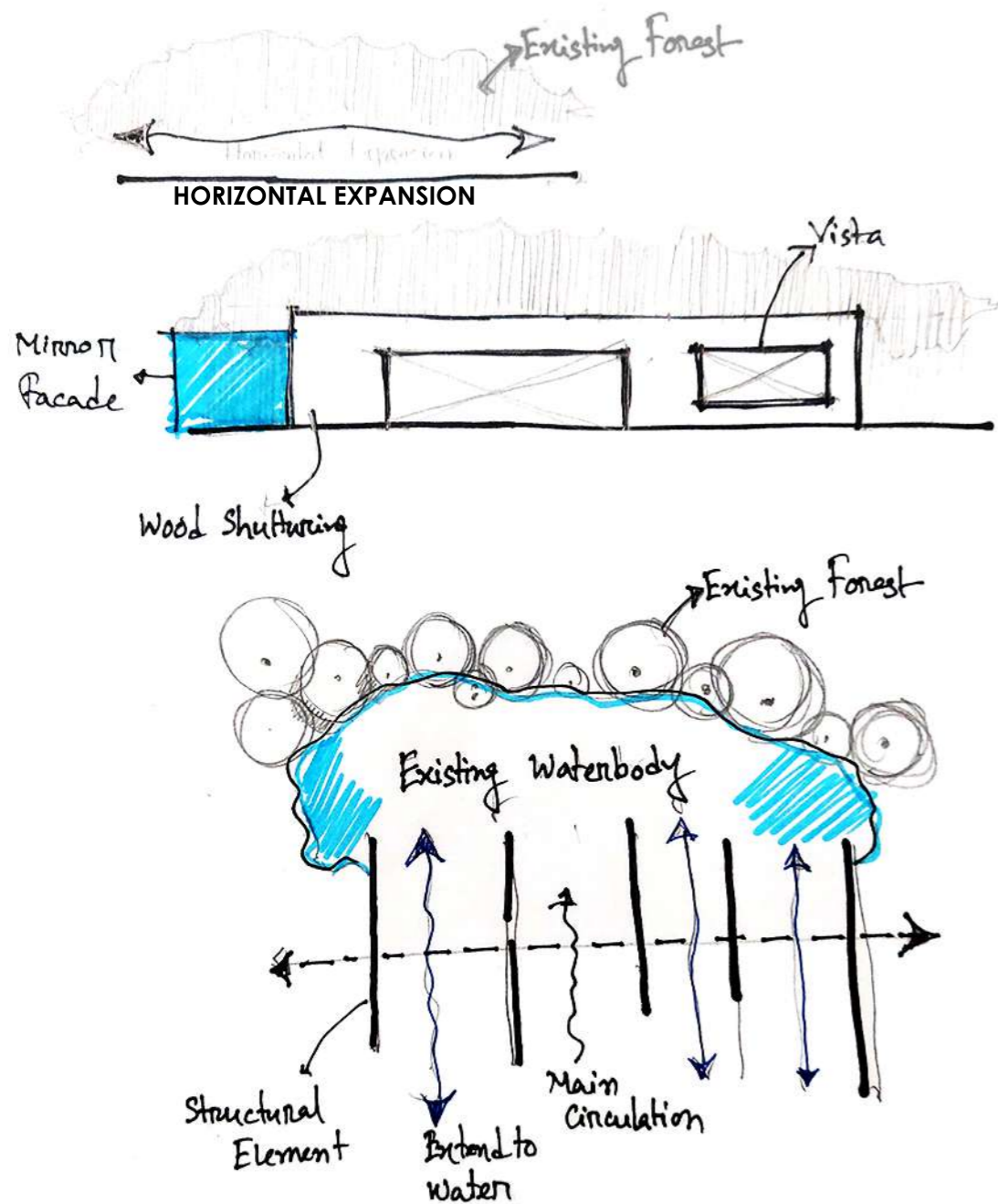
Contribution : Conceptualization, LandscapeDesign & Visual Presentation

This luxurious duplex boasts four stunning suites and is nestled within a picturesque natural setting complete with trees, a serene lake, and an expansive complex. Our design concept for this property emphasizes horizontality, with a seamless flow between indoor and outdoor spaces. The stunning views of the natural surroundings can be enjoyed from every angle, creating a serene and calming atmosphere. This property offers a rare opportunity to indulge in luxurious living while being surrounded by the beauty of nature.





The duplex's interior is open and spacious, with large windows that allow natural light to flow in, creating an inviting and welcoming atmosphere. The four suites are arranged to maximize privacy while also providing ample space for comfortable living. The suites feature large balconies that offer stunning views of the surrounding greenery and provide a seamless connection with nature.





Ground Floor Plan



Level 01 Plan



06

Comepetition

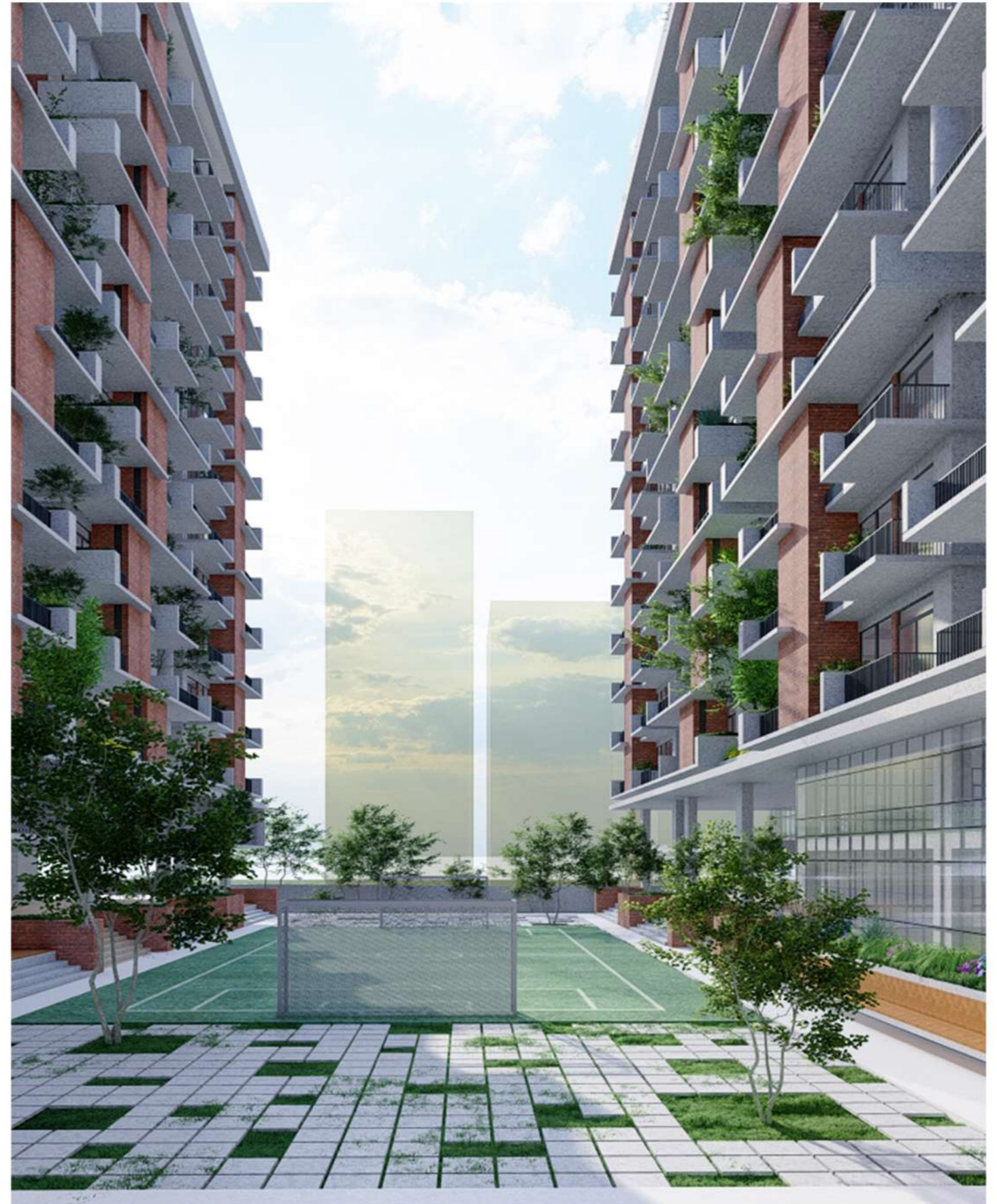
## Condemenium Complex, Dhaka

Location : Aftabnagar, Dhaka

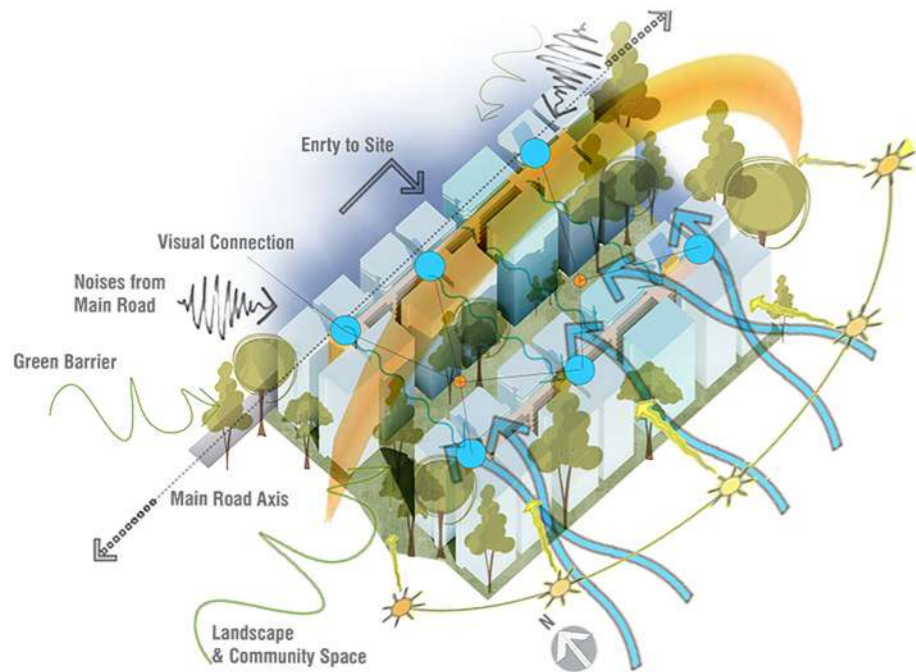
Status: 2nd Place

Contribution : Conceptualization & Visual Presentation

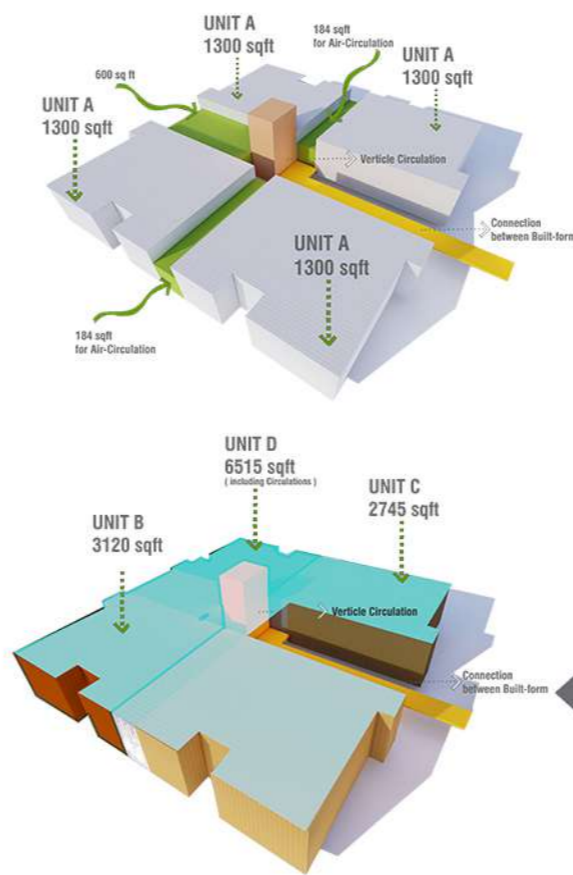
As the building is intended to accommodate a community of approximately 1500 individuals, we have taken great care to incorporate the necessary community facilities into the design. These include a community hall, a fully-equipped mosque with ablution facilities, a supermarket, a hair salon, a pharmacy, a gymnasium for both males and females, and swimming pools for both genders with appropriate privacy considerations. Furthermore, we have created dedicated spaces for children's play, toddler activities, and indoor games, in addition to 330 car parking spots. Throughout the design process, we prioritized community-building and connectivity, ensuring that the apartments are connected via internal bridges, which could serve as meeting places for the residents. The rooftop areas are also thoughtfully designed, featuring beautiful landscapes with flower gardens, a BBQ area, jogging tracks, gymnasium facilities, and more, for the enjoyment of all.



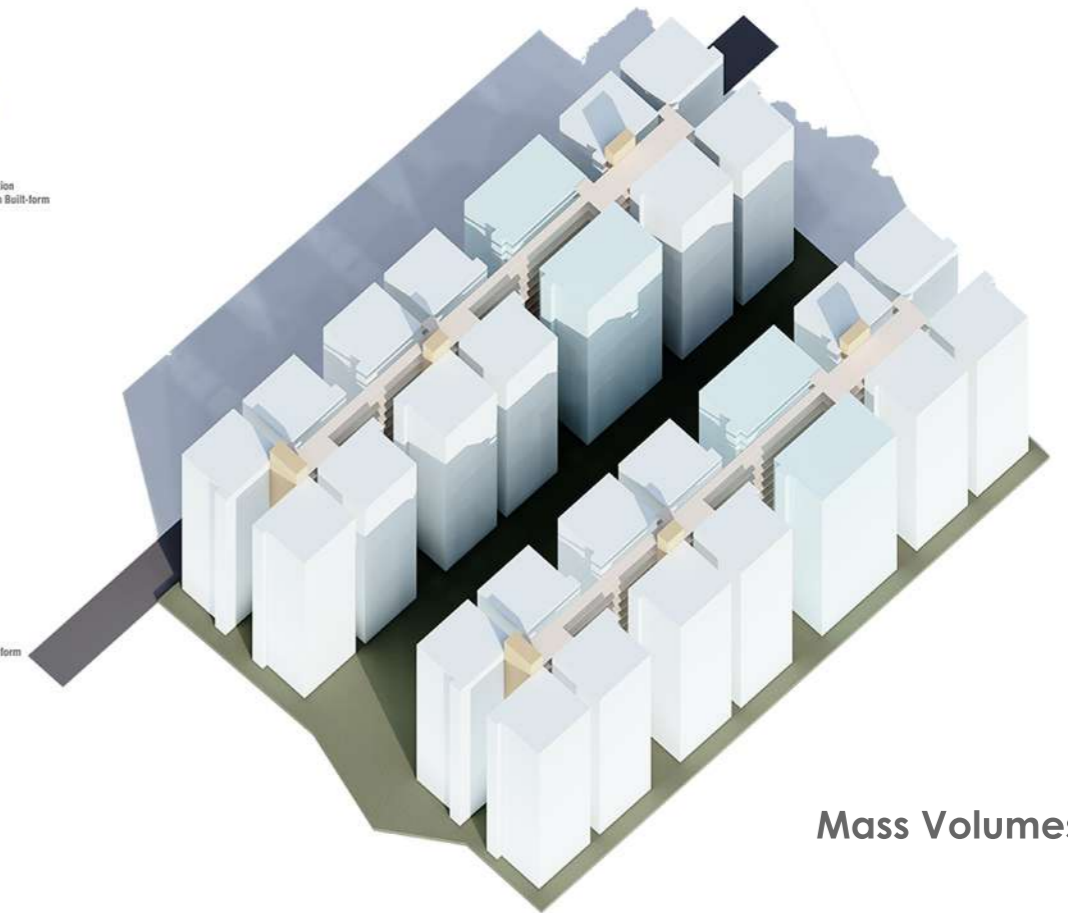
**DESIGN DEVELOPMENT**  
**Volumetric Analysis**



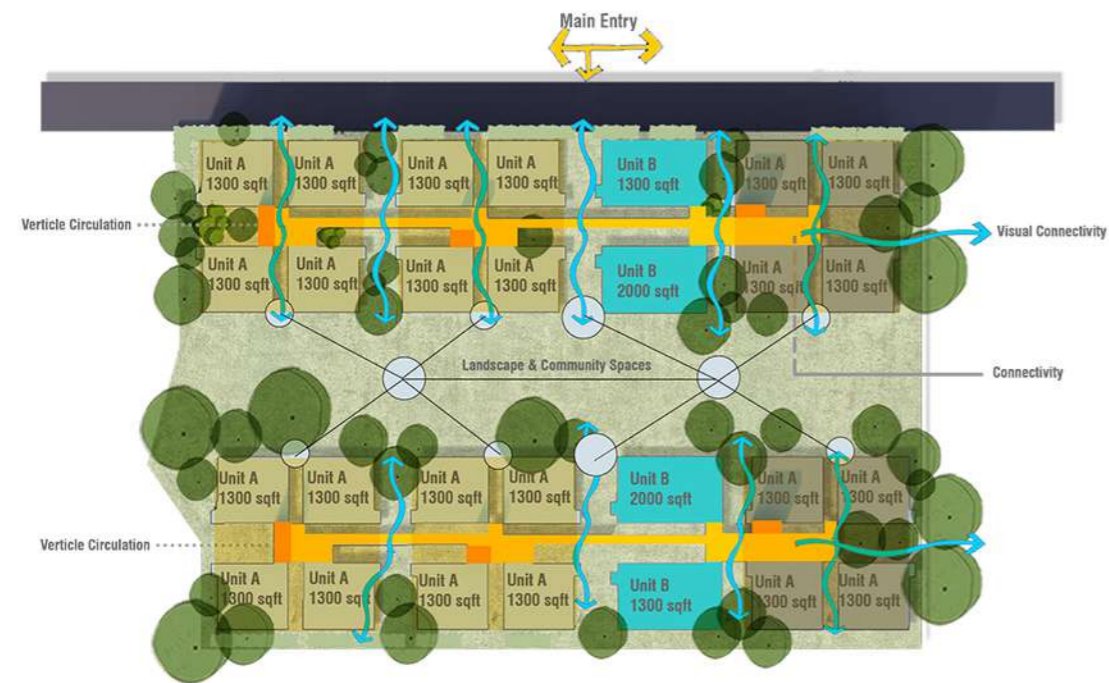
**Site Analysis**



**Unit Patterns**



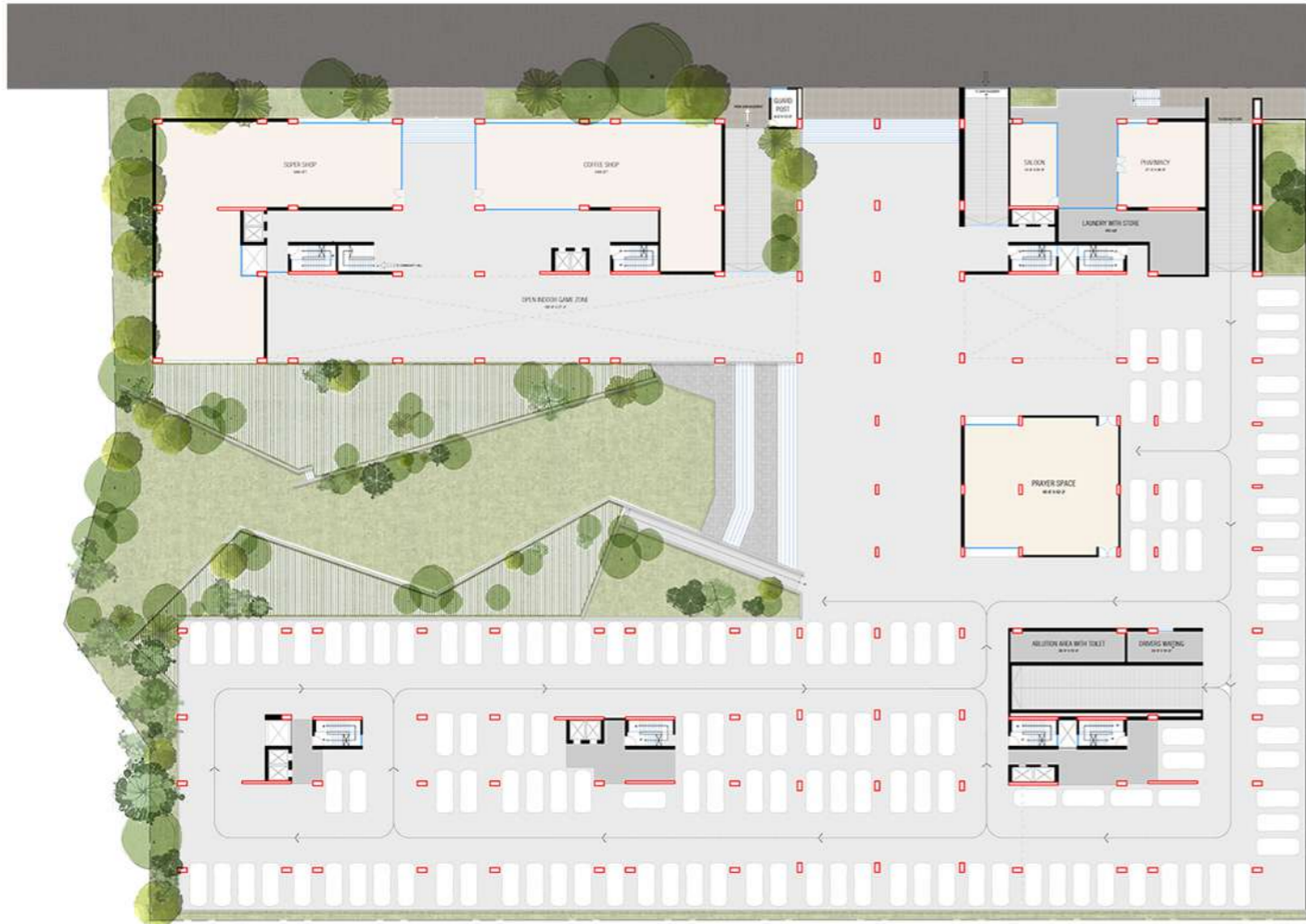
**Mass Volumes**



**Units & Connection**

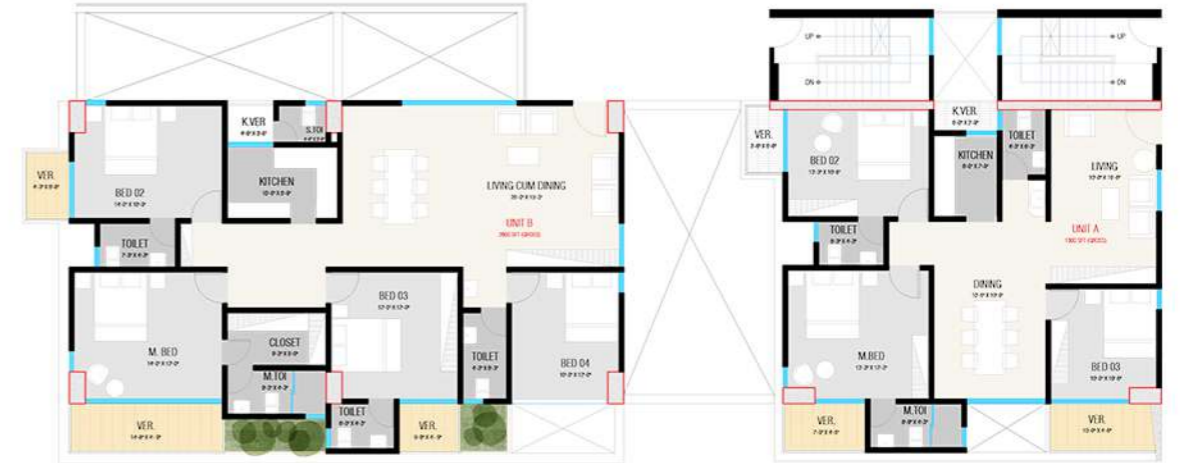
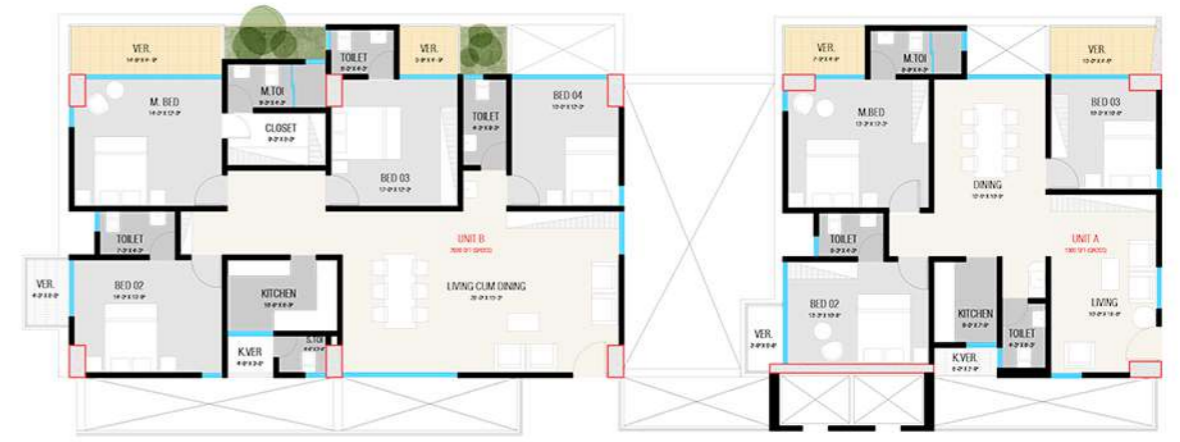


**Conceptual Section**

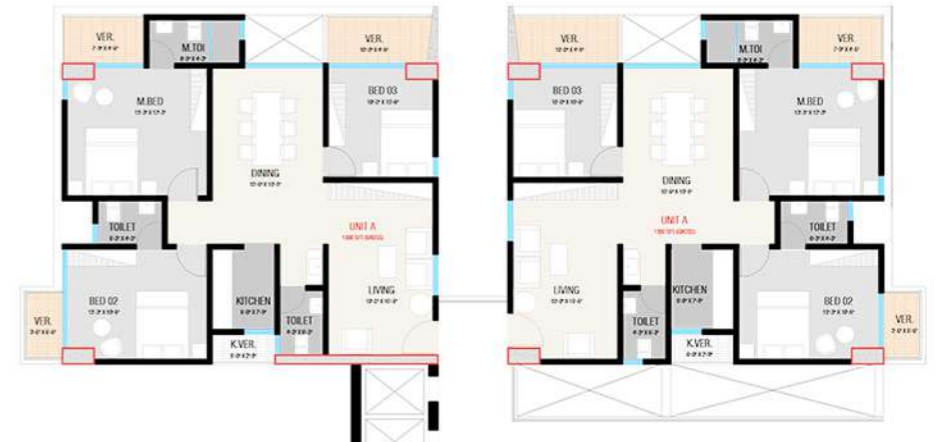


Ground Floor

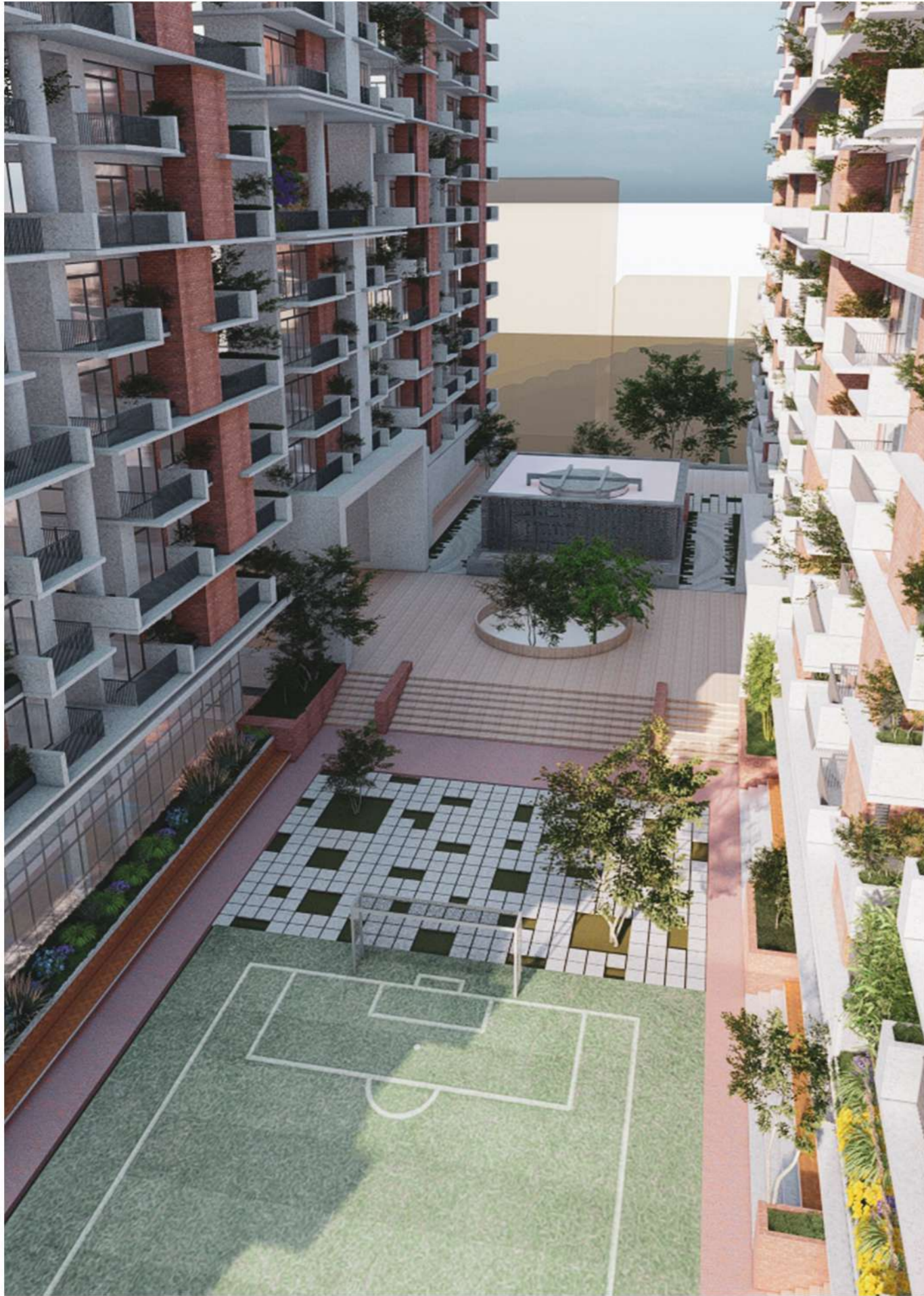
Community Spaces



Block Plan



Block Plan



07

Professional Work

## Ukhiya Sports Complex, Chittagong

Location : Ukhiyam Chittagong

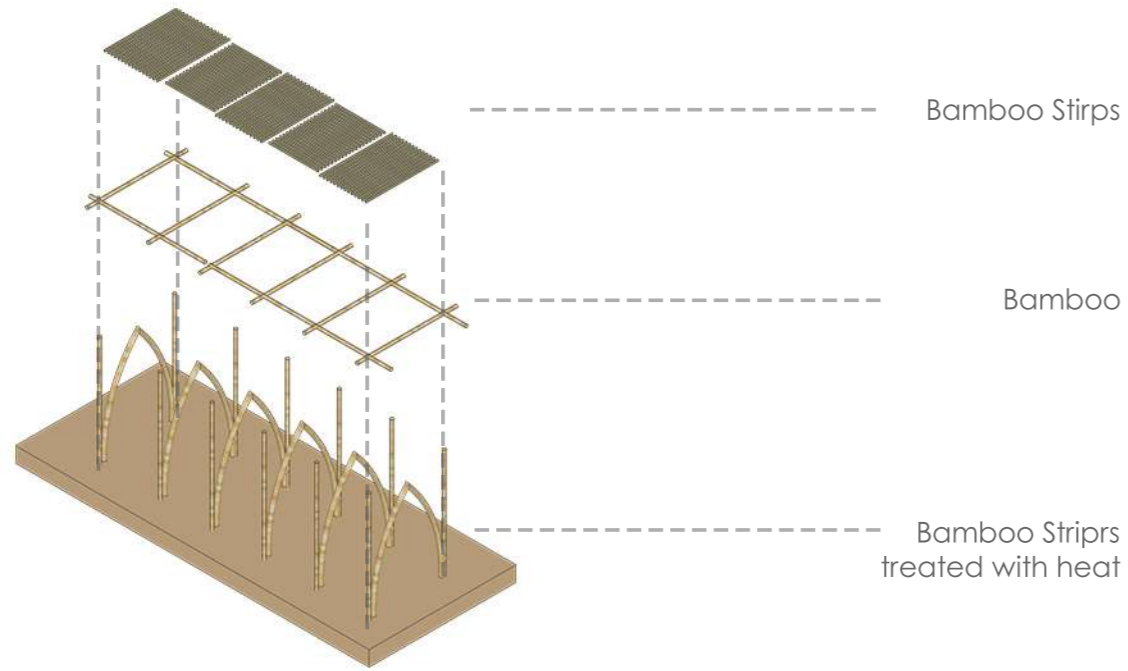
Stuatus : Ongoing

Contribution : Conceptualizationm Construction docements & Visualizations

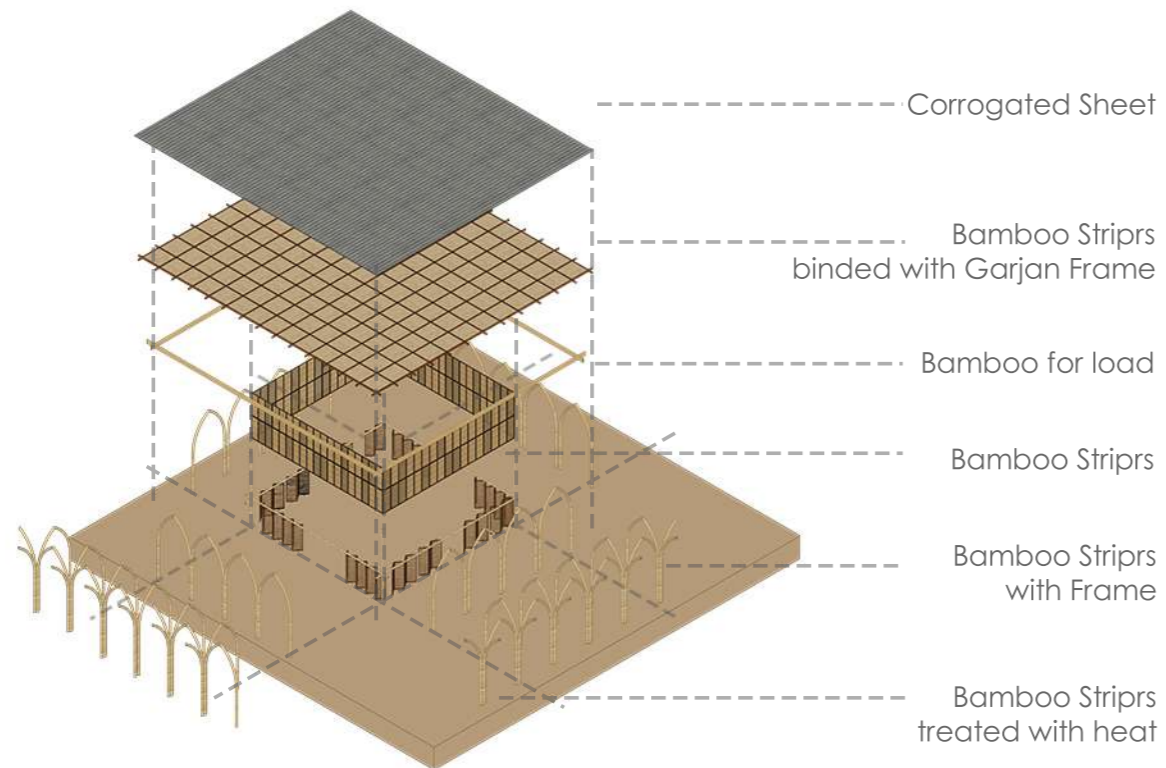
This project aims to provide a space for cultural and recreational activities for the Rohingya refugees in Chittagong, who face many challenges and hardships in their daily lives. The site is an abandoned field that we transformed into an office auditorium for workshops and cultural events, and a play field for toddlers and young adults. We used only local materials such as mud, limestone, bamboo and brick to create a sustainable and low-cost design that respects the environment and the culture of the Rohingya people. This project is a demonstration of how architecture can contribute to social justice and human dignity.



Details and Masterplan

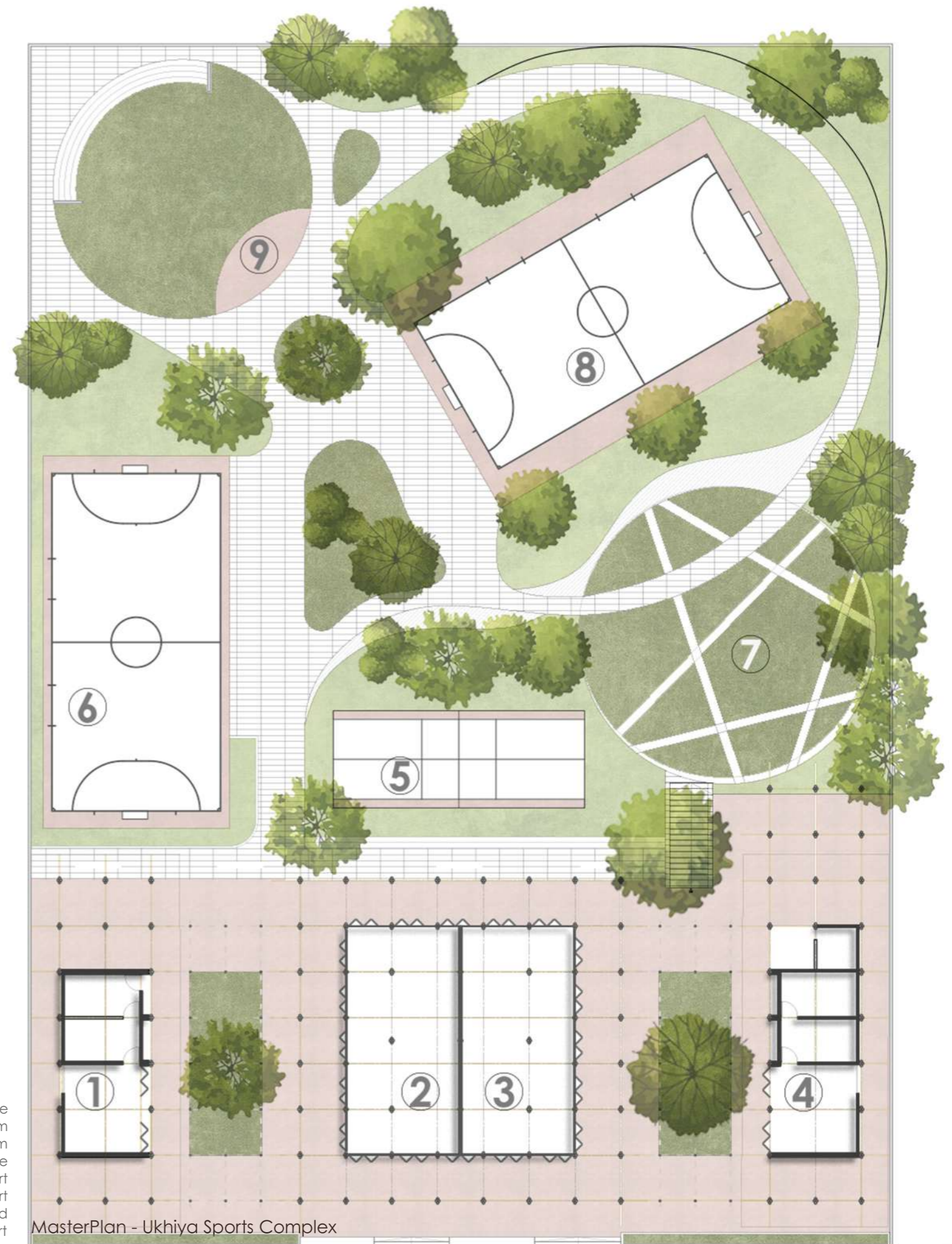


Corridor Structure System



Main Auditorium Building Structural System

- 01. male office
- 02. male auditorium
- 03. female auditorium
- 04. female office
- 05. badminton court
- 06. basketball court
- 07. childs playground
- 08. football court
- 09. amphitheater





07

Post Grad Project

### Re-cup Shop

Initiate the 'Recup' Initiative at the Thomas More campus for the Interior, Design, and Architecture Department's Circular Design Shop. This initiative is designed to create a space where students can either contribute or purchase surplus crafting materials for their design projects. The goal is to promote sustainable practices, minimize waste, and advocate for the repurposing of resources. Our design team is dedicated to the physical realization of the shop, meticulously planning everything from the shop's layout, lighting, and flow to the organization of sorting, storage, and overall spatial allocation.



# Research Phase

Main selling point :  
Cheaper than new materials

Main failing:  
1. Too much dead stock,  
2. No real payment method.  
3. The general process was confusing and messy.



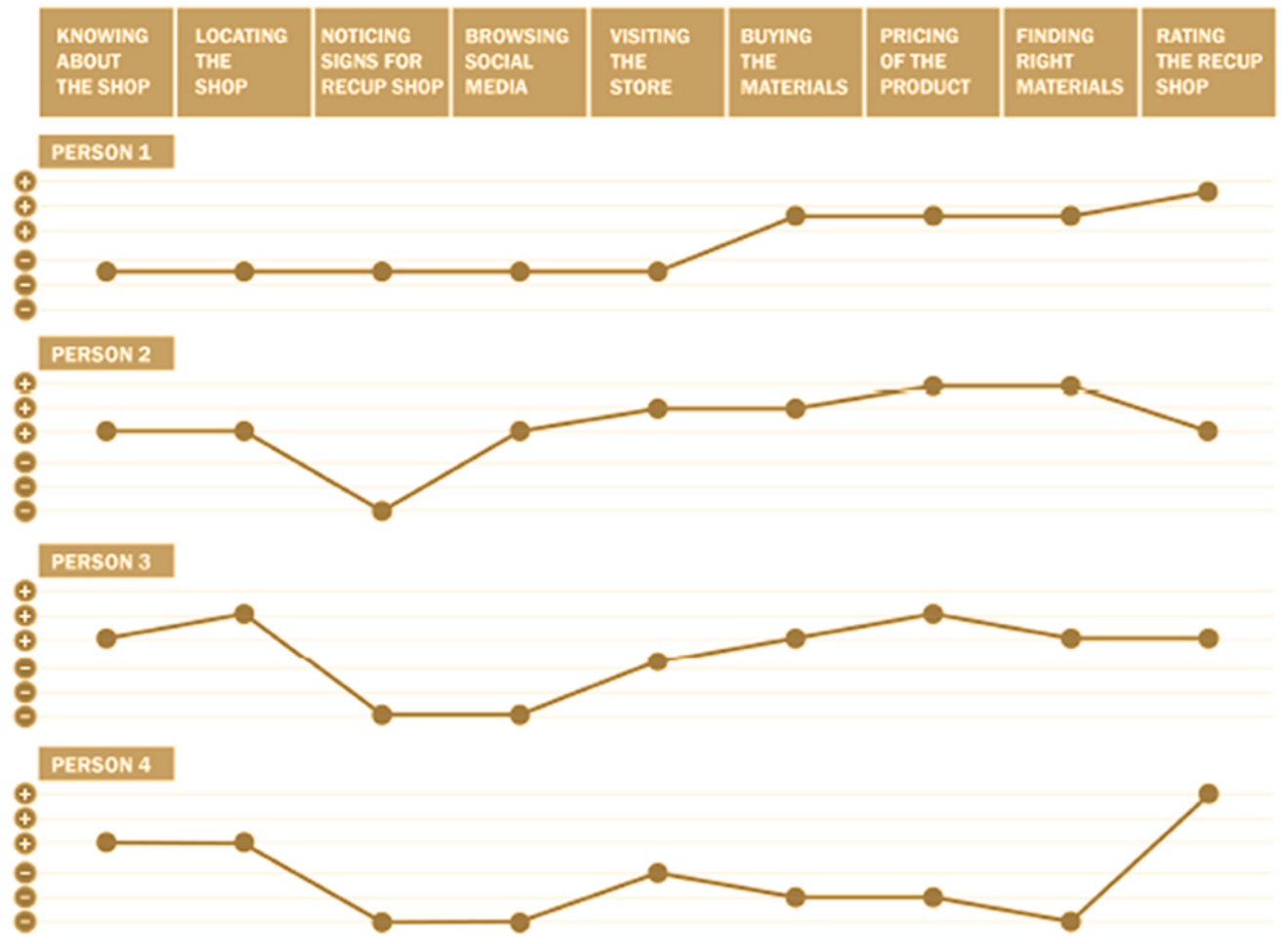
Re-cup shop



Rearranged for testing

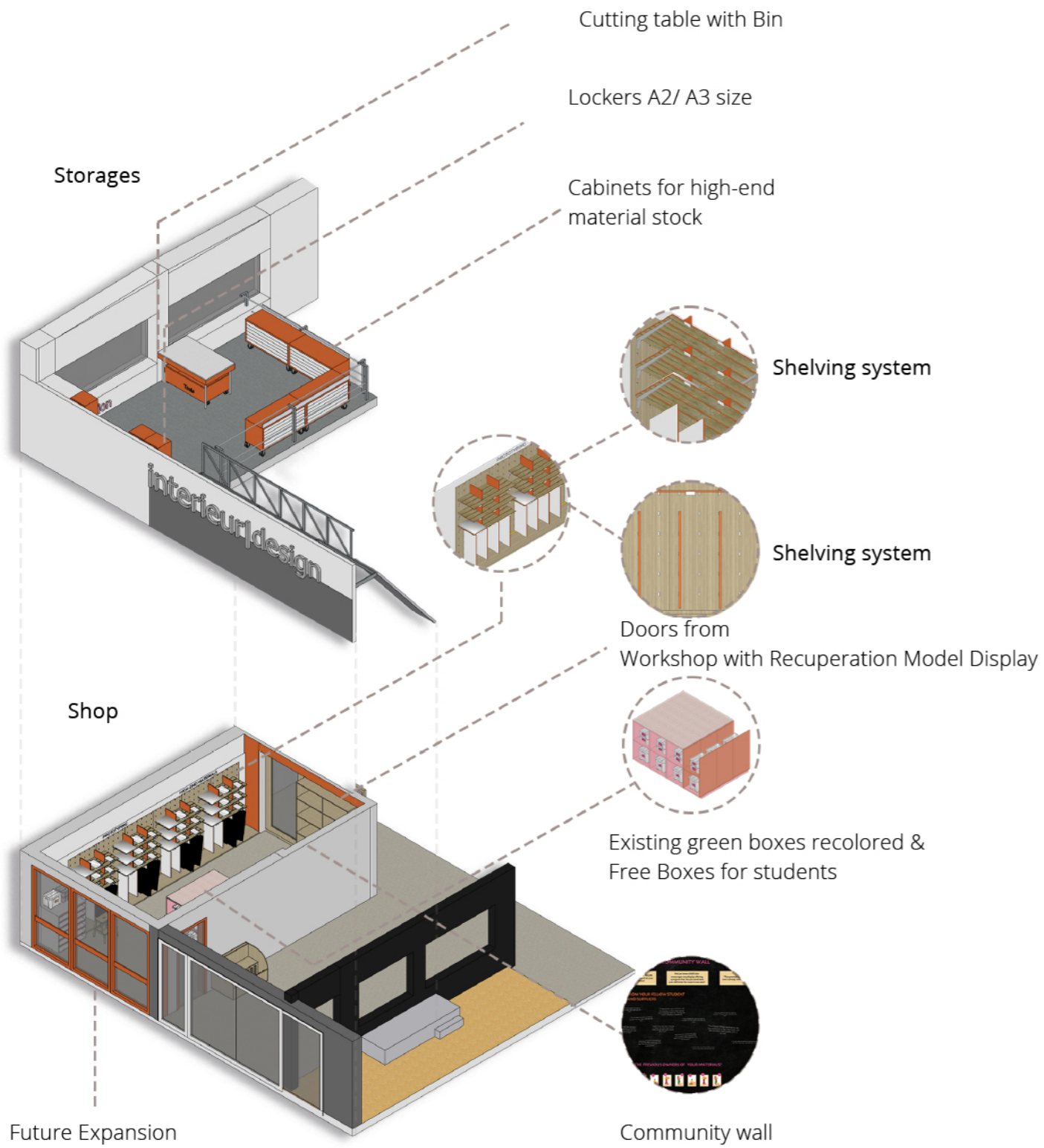


### Users Journey from Before to After



# User Experience

# Design Phase

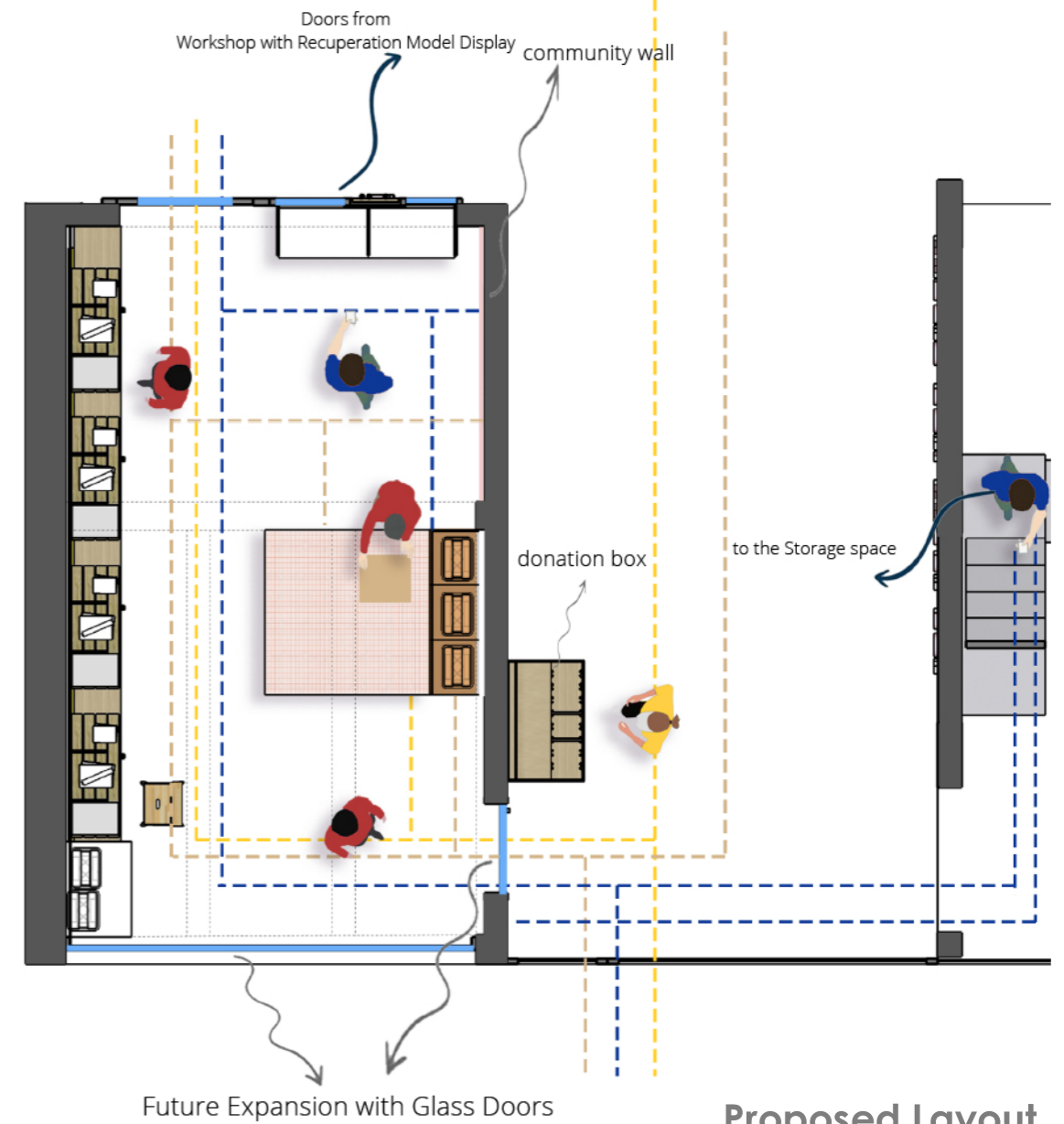


## 3 main Personas

The Buyers

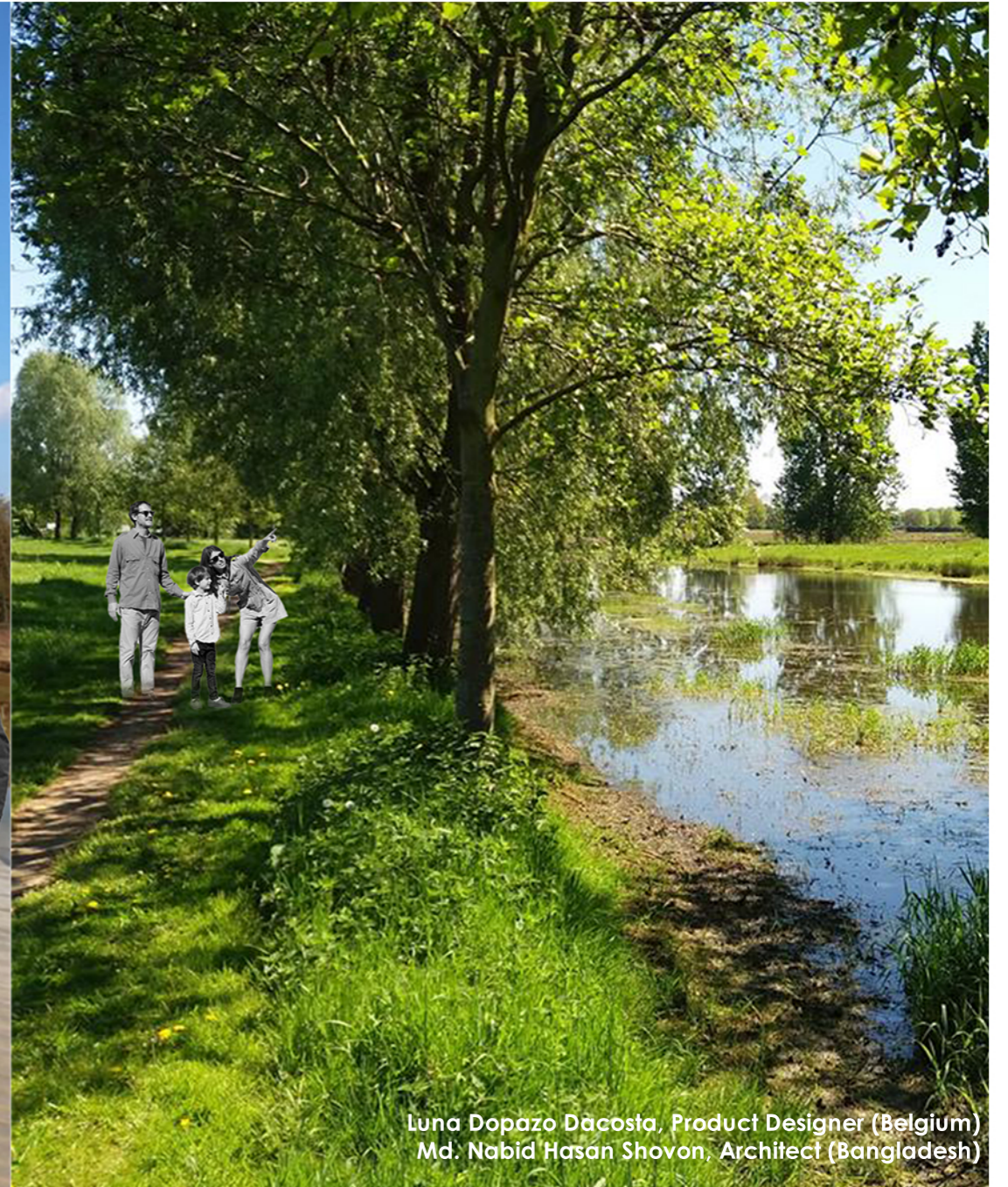
Donators

Manager





"Building Tomorrow with Yesterday's Materials: Crafting Circular Minds, One Design at a Time."- Nabid



Luna Dopazo Dacosta, Product Designer (Belgium)  
Md. Nabid Hasan Shovon, Architect (Bangladesh)

## 08

Post Grad Project

### Hiking in Antwerp | TPA

A holistic approach for tailored explorations for hiking experience in province of Antwerp. Our team took a comprehensive approach to uncovering the missing link between user and tailored explorations. We conducted extensive research, including interviews, and co-creation sessions with users and experts to gain new insights. After analyzing existing routes and services, we developed additional services and touchpoints to enhance walking experiences in the Province of Antwerp. Our goal was to create a cohesive solution that could be implemented across all walking routes.

## Changing the perspective



### DEMOGRAPHIC BASED

'Elderly' (68+)  
Presumptions: Short walks.  
Walking with family or carer. Paved roads.

VS

### NEED BASED

'Leon 73'  
Loves long slow walks, preferably zero tech.  
Leon likes to explore, he just wants a challenge!

## INTRODUCING A NEED BASED STRATEGY

MOODS -  
to help hikers identify with their needs.

The moods reduce thousands of different hiker types down to three.

It guides hikers to one of the 3 options based on their mood in that moment.

The moods reduce thousands of different hiker types down to 3

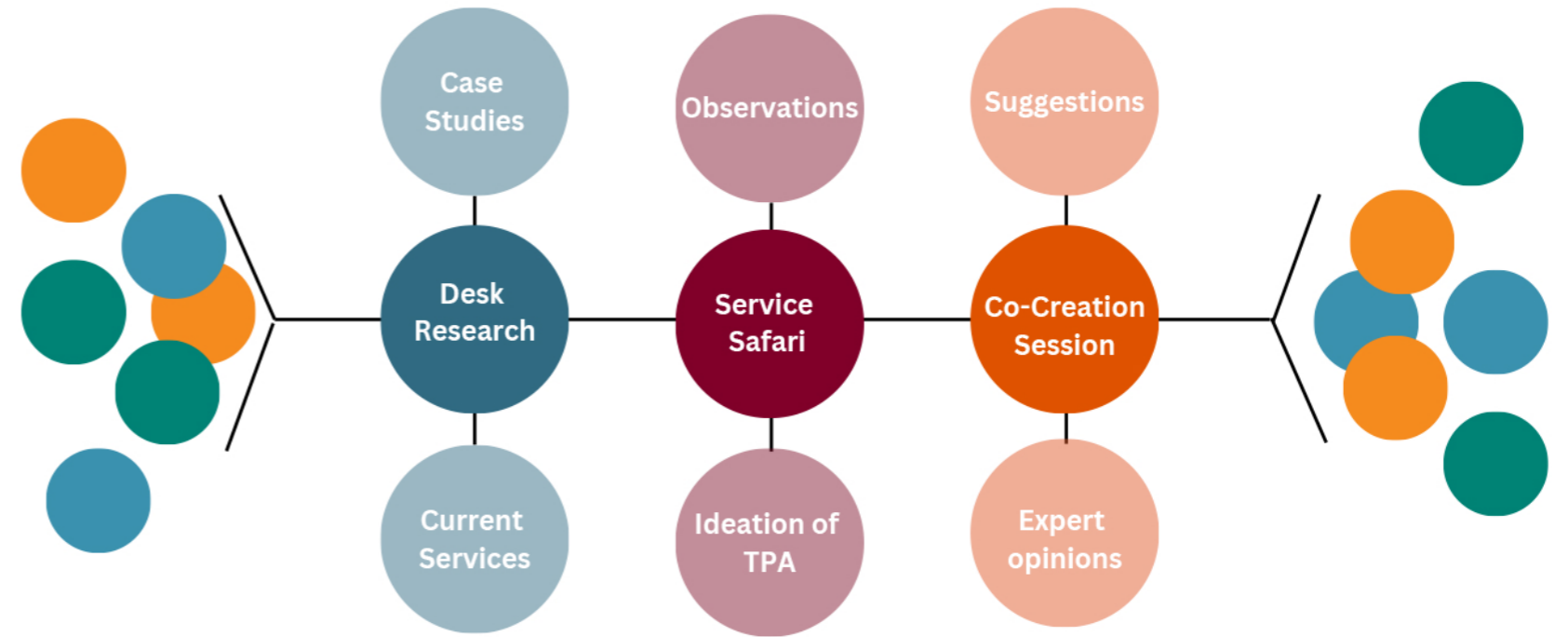
The moods channel people to the right place/service.



WHAT KIND OF HIKING SERVICES AND ROUTES CAN WE CREATE FOR EACH TYPE OF HIKER?



# Dots to Connect



Zero Hassle

Colored Route

Easy Navigation

Short Distance

Zero Tech

Physical Map

Clear Signposts

Interactions

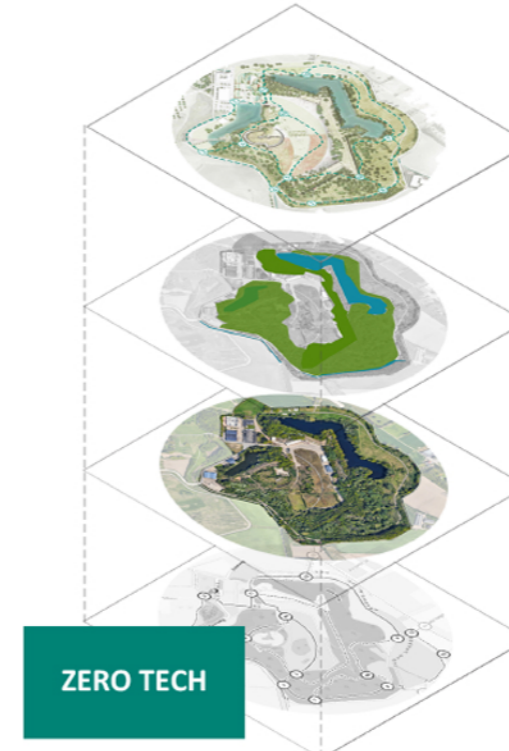
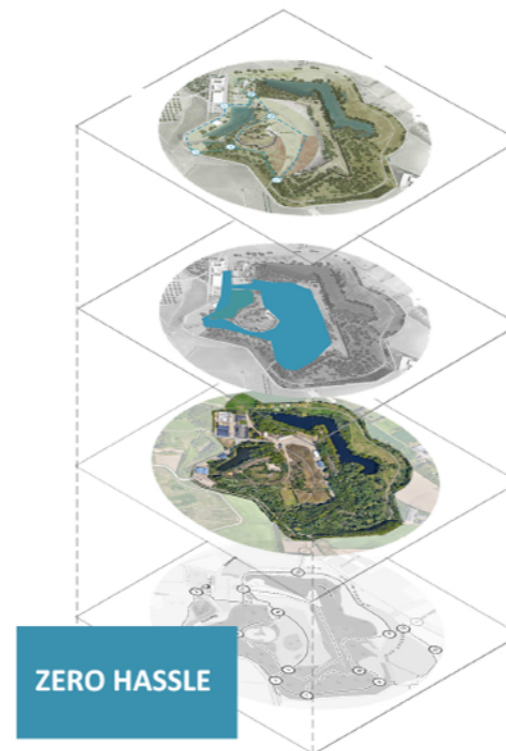
Exploration

Adventure

Challenges

Modifications

## Working process



*What's the point of a walk in nature if you're on your phone?*

*How could Bob enjoy an Unplugged Adventure?*



- ▶ Bob discovered the unplugged route in the website and downloaded the map
- ▶ Then visited the spot and left his digital devices in the locker
- ▶ Now, he is getting ready for unplugged adventure



## CHARACTERISTICS

People in this mood want a quality nature experience.

Its key to note that many hikers can fall into this mood occasionally as well as those who are regularly looking for zero tech

The idea is to let people completely step away from their digital devices, to make a point of it.

We could provide special lockers for peoples' digital devices, or to have walkers leave them securely within a tourist office at the beginning of their walk.

Additionally signposts can be used to educate the walker as they explore, about nature or their bodies and minds.

Additional activities can be added, like guided meditations, yoga or silent retreats.

## 09

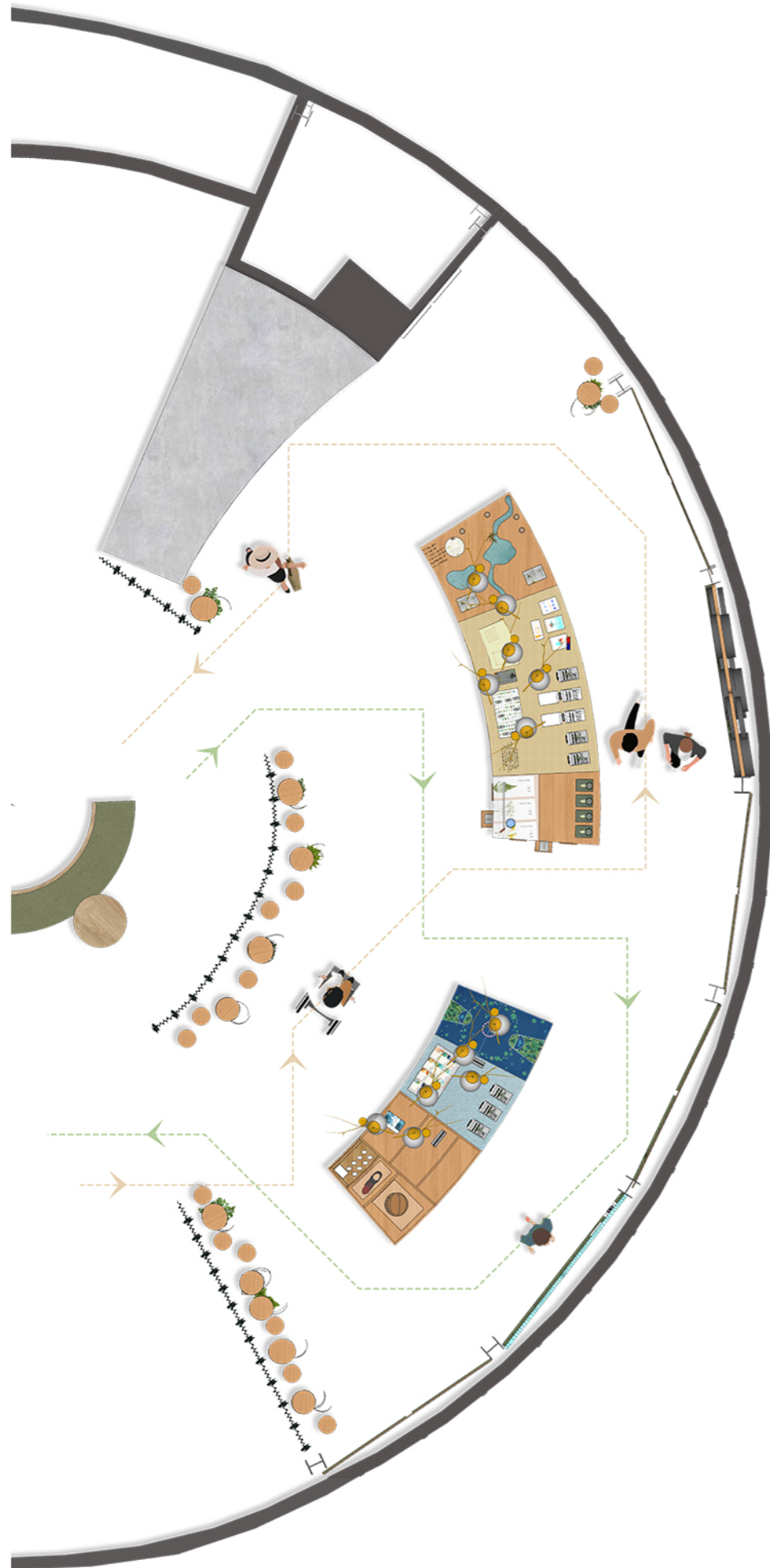
Post Grad Project

### Experience Center I Vrijbroekpark, Mechelen

The bustling Vrijbroek Park on the outskirts of Mechelen already currently offers a wide range of services, including sports and games, hiking, plant collections and events. This project, commissioned by the Vrijbroek Park, explores how brasserie Vrijbroekhof, located in the heart of the park, can become a center of experience for all its visitors. Here people of all ages can learn and meet, with nature in the park as the common thread. The experience center should provide a place for new services with a shop, an exhibition area, a learning environment and an updated catering service. In addition, an interactive path will guide visitors to the center.



Group Member  
Eva Burger- Building and Construction Engineer  
Brent Van Genechten - Interior Designer  
Md Nabid Hasan Shovon- Architect  
Mohamed Adkaich- Graphics Designer



## THE EXPERIENCE IN PARCO

### Where you can learn about the VrijbroekPark

Our Group focused on Section of Exhibition space in the Experience center what we love to call it " PARCO"

The goal of this project is to let visitors discover the hidden treasures and importance of the Vrijbroek Park. The inclusive experience space facilitates intergenerational play and interaction. The park consists of three parts: Active (VRIJ), Adventure (BROEK) and Admire(PARK). This division is also reflected in the exhibition. Visitors are introduced to the park's sports, competition history, fauna and flora and how they contribute to a sustainable society.

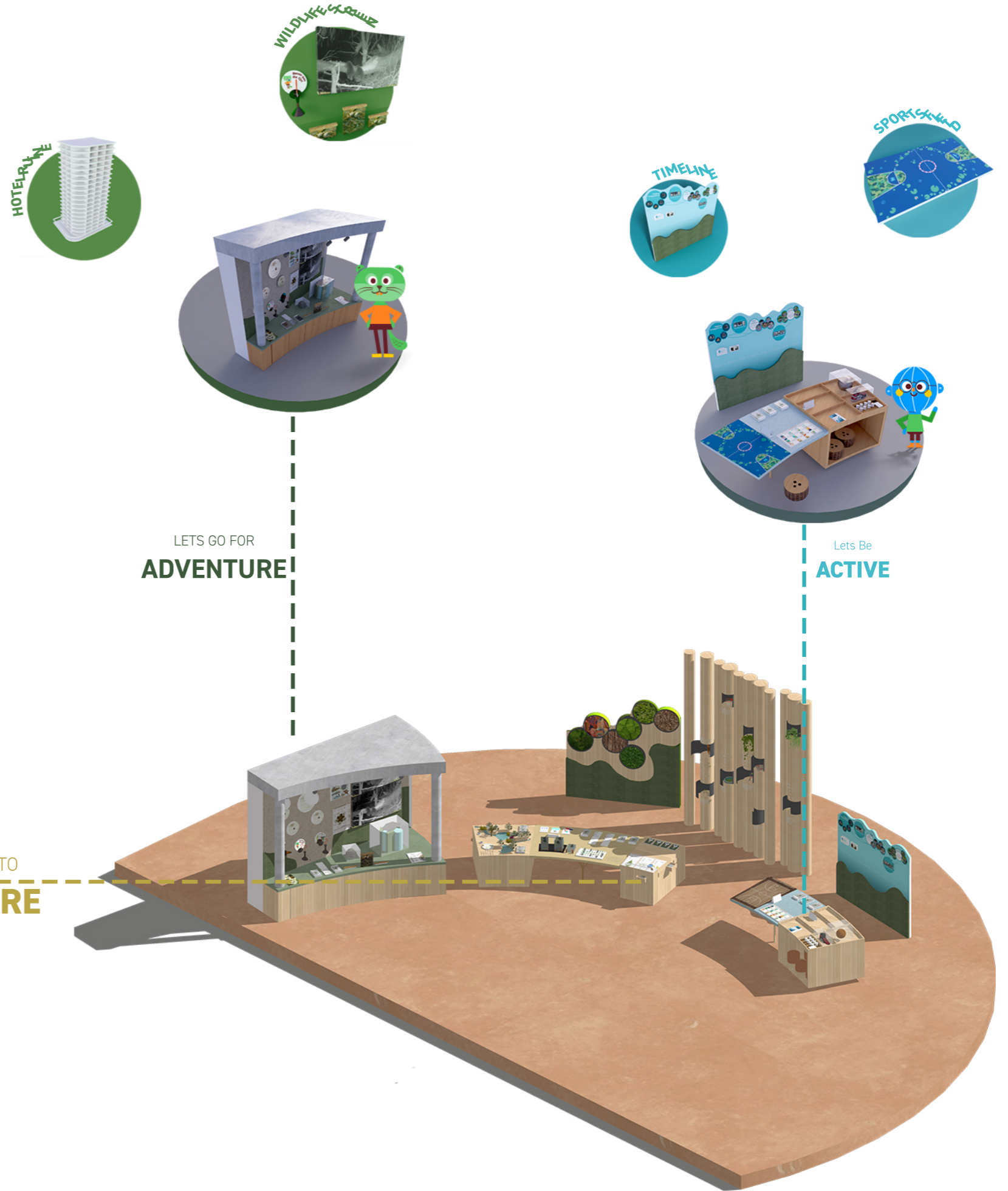


Our concept originated from a modest beginning. Living in proximity to the park, I frequently find solace in its tranquil vistas. However, it was the trees that truly captivated me. Their towering presence provided an almost spiritual embrace, a reminder of nature's grandeur compared to our own fleeting existence. This profound connection with the natural world inspired me; I wanted visitors to experience this same sense of awe upon entering the exhibition space. Thus, I put pencil to paper, transforming this vision into a tangible reality.

# Learn. Play. Grow. TOGETHER

The experience center at Vrijbroek Park offers an interactive and stimulating exhibit for all ages and talents. The experience is the same for everyone whether you are visually impaired, use a wheelchair, are tall or short. We offer additional services such as the activity books we hand out, lending a magnifying glass and offering a souvenir with the souvenir coin. Visitors experience the greatness of nature and the possibilities of learning, playing, growing and socializing.

Each part of the exhibition contains sections that are seasonal and change content. This makes it interesting for visitors to revisit the exhibition. Changing contents is done through a low-tech system. For example, this can be a sliding system where you change one picture with content for another picture. In the storage area of the exhibition furniture, the different seasonal elements are stored.



# Learn. Play. Grow. TOGETHER



Individuals are informed about Parco, the free experience space, through various media of the Province of Antwerp and tourism services in Belgium.



Signage at the park entrance directs visitors to the experience center. Once inside the experience center, the experience begins.



In the second part, Admire is the theme. Here you discover nature in a way you have never done before. Blindfolded and feeling the different textures of nature, you grow beyond your fears and are taken into an interactive experience.



The exhibit begins with the Adventure section. To call Mr. Beaver, a button somewhere else in exhibit space must be pressed. This action serves as the impetus for various visitors of all ages to work together.



The last section is all about Active. Here you can try out a (new) sport. A table that allows a wheelchair to ride under it, children who can grab a tree trunk to reach it and rules of play explained in Braille make the miniature sports game inclusive.



The final destination, after exploring the exhibition, is the park. The park is the place where hidden treasures can be discovered and the assignments from the activity booklet can be checked off. The park also serves as a reflection point where experiences about the exhibition and memories from the park are shared.





Our main focus was to create an immersive experience for all using low-tech exhibition materials that are seasonally changeable to keep everything fresh and avoid repetition for our visitors. Through site visits, case studies, and co-creation sessions with users, we aligned the personas and developed various ways to showcase what the PARK offers. Additionally, we aimed to encourage people to explore the park and enjoy some amazing stories.

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Internship

### Inclusive Playspace : Design for ASD

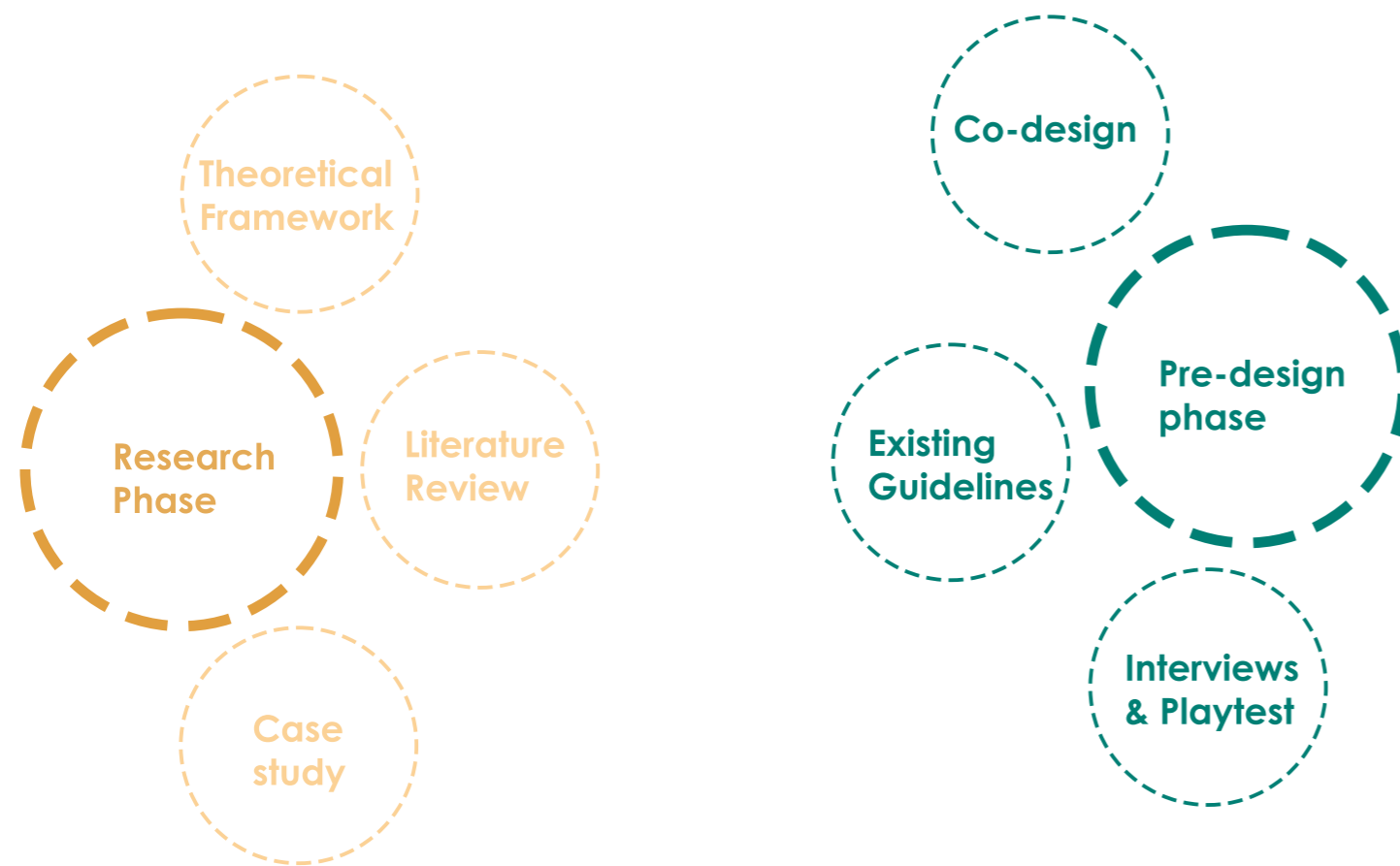
I embarked on an innovative project to create a base for designing inclusive playgrounds for children with Autism Spectrum Disorder (ASD), which also cater to dementia patients. Over two months, I engaged in thorough research and co-creation with users, leading to a dual-purpose design. This collaborative approach resulted in a set of foundational design principles for ASD-friendly outdoor spaces, paving the way for future inclusive designs.



## How can we design a playground for children with Autism? What are the essential design factors?

### Research Methodology

The method used in this research design is a combination of self studies and participatory process where relevant stakeholders and professionals are involved in the process.

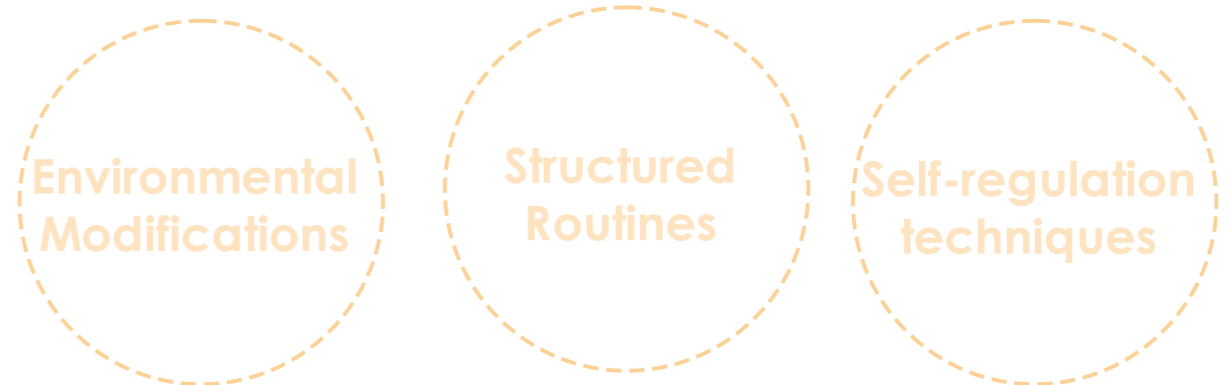


### General Considerations



### Outcome

**HYPERSENSITIVE**



**HYPOSENSITIVE**



### 4 Main Parts

An effectively designed playground for children with ASD should:

**Accommodate sensory sensitivities:** Include areas with soft surfaces, quiet corners, and shaded areas to provide comfort for those with hypersensitivity.

**Encourage structured play:** Guide children through play sessions to help them learn social rules and interaction patterns

**Promote inclusive play:** Allow children of all abilities to play together, fostering social interaction and understanding.

**Address safety concerns:** For example, enclosing the playground with fencing can help keep children prone to wandering within a safe space.

## SENSORY CONSIDERATIONS



Five senses

### HYPERSENSITIVE

**Quiet zones needed**  
(Barakat, Bakr, & El-Sayad, 2019)  
Through:

- Landscaping
- Open Lawn
- Play with loose materials

**build a shelter.**

### HYPOSENSITIVE

**Stimulating zones needed**  
(Barakat et al., 2019)  
Through:

- Stimuli play area
- Open space to run and move.

## Playtest

While researching, it became evident that designing a playground to cater to children with Autism Spectrum Disorder (ASD) is not an easy task. ASD is a spectrum, which means **each user is different, and every action is unique.** That's why I attempted to create a basic zoning layout on the proposed site, drawing from research to facilitate a day out for families. This would allow us to observe which play elements are most effective.

Motor Activity

Loss Play

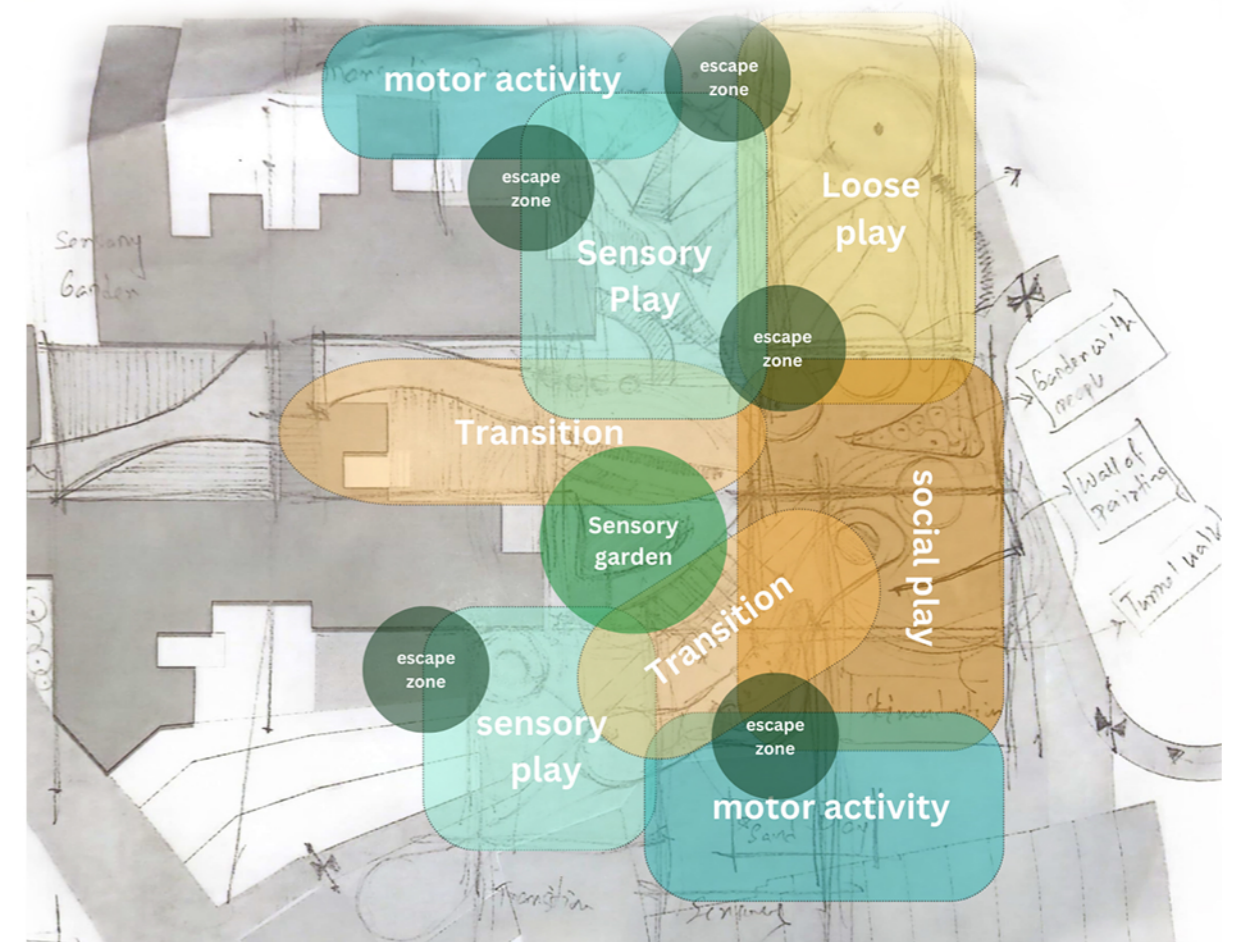
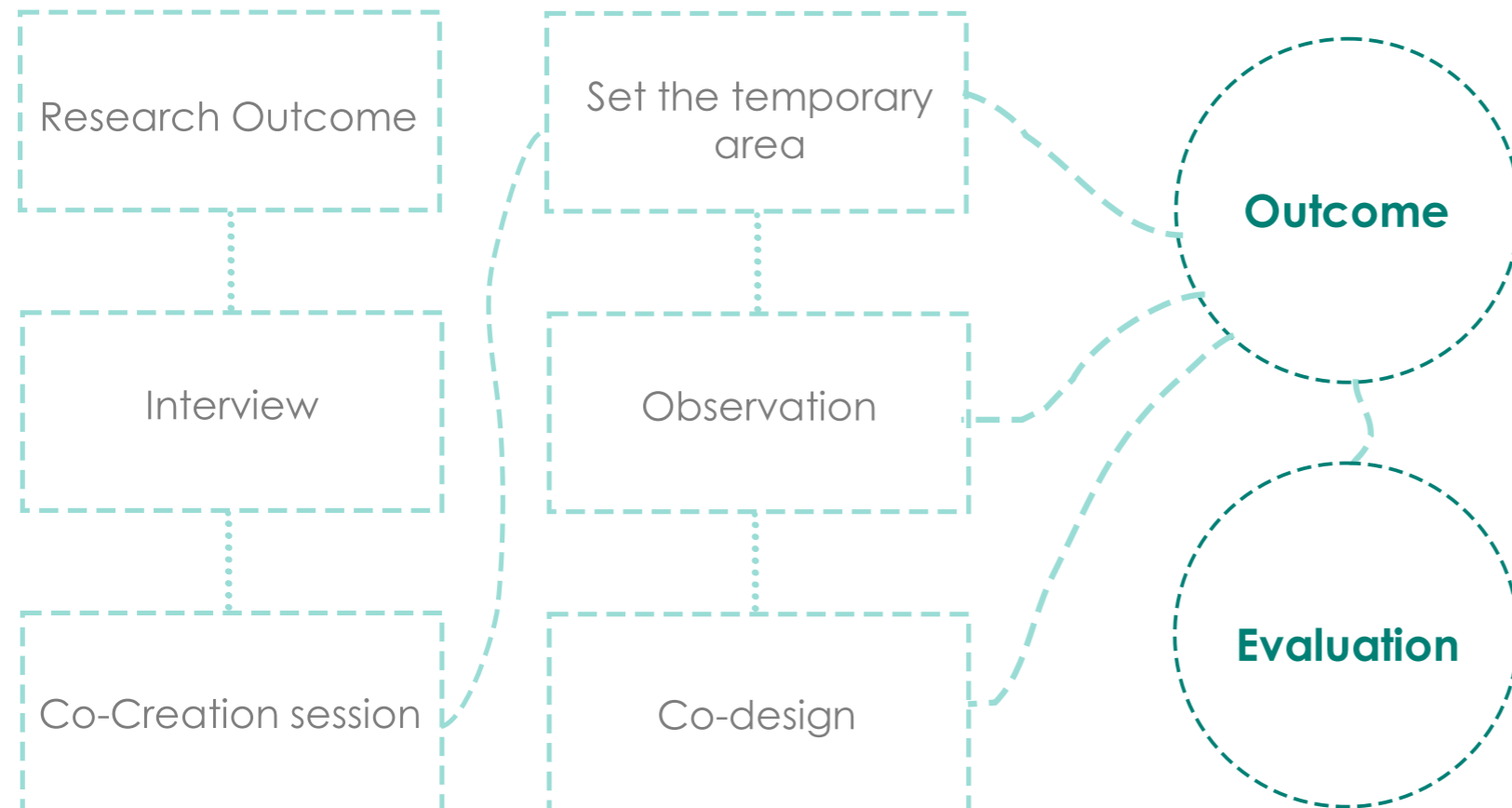
Transition

Social Play

Sensory Garden

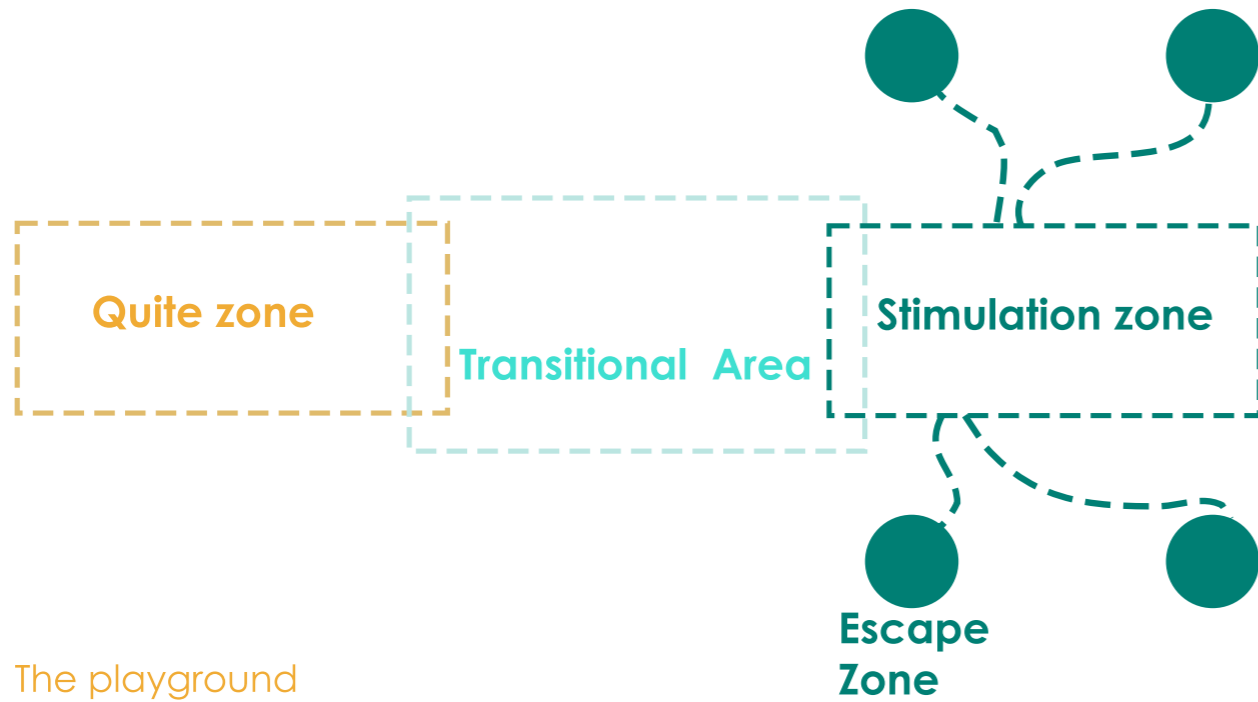
Sensory play

## Strategic Framework



## Skeleton of Zoning

Before the play test day, it was clear that we needed to create a basic zoning layout to evaluate the space effectively. Therefore, I focused on various play elements and conducted online searches for inclusive and sensory equipment. This allowed me to order the necessary items in advance to determine their suitability for the designated playground.



The playground equipment should be spaced far apart allowing children to play without touching or being touched by another child.



Escape areas in the playground are needed for children with ASD, where children who are experiencing over-stimulation might need to go to come down and feel safe.

- The playground would create ideal transection between indoor and outdoor learning spaces for children with ASD due to the quiet zone and stimulation zone.

## Playtest



## Design Guidelines ( Condensed from research & Playtest)

Given the limited time and resources available as my internship draws to a close, we decided to develop a set of design guidelines for future implementation. Below are some basic and intuitive guidelines for future reference.

01. Give proper attention for loose play

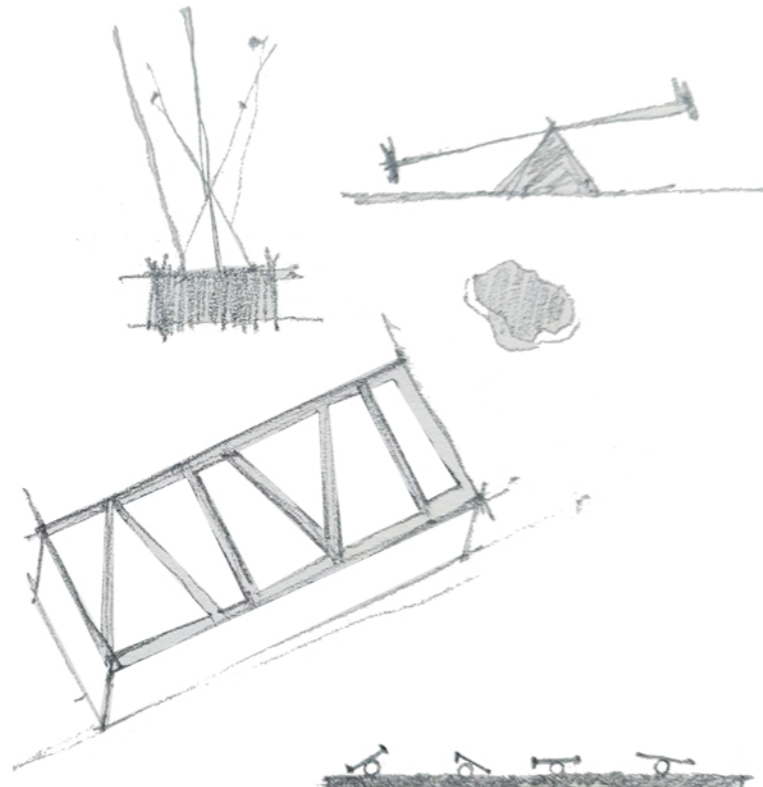
02. Social Play is key

03. Sensory Play is a Must

04. How about some challenges ???

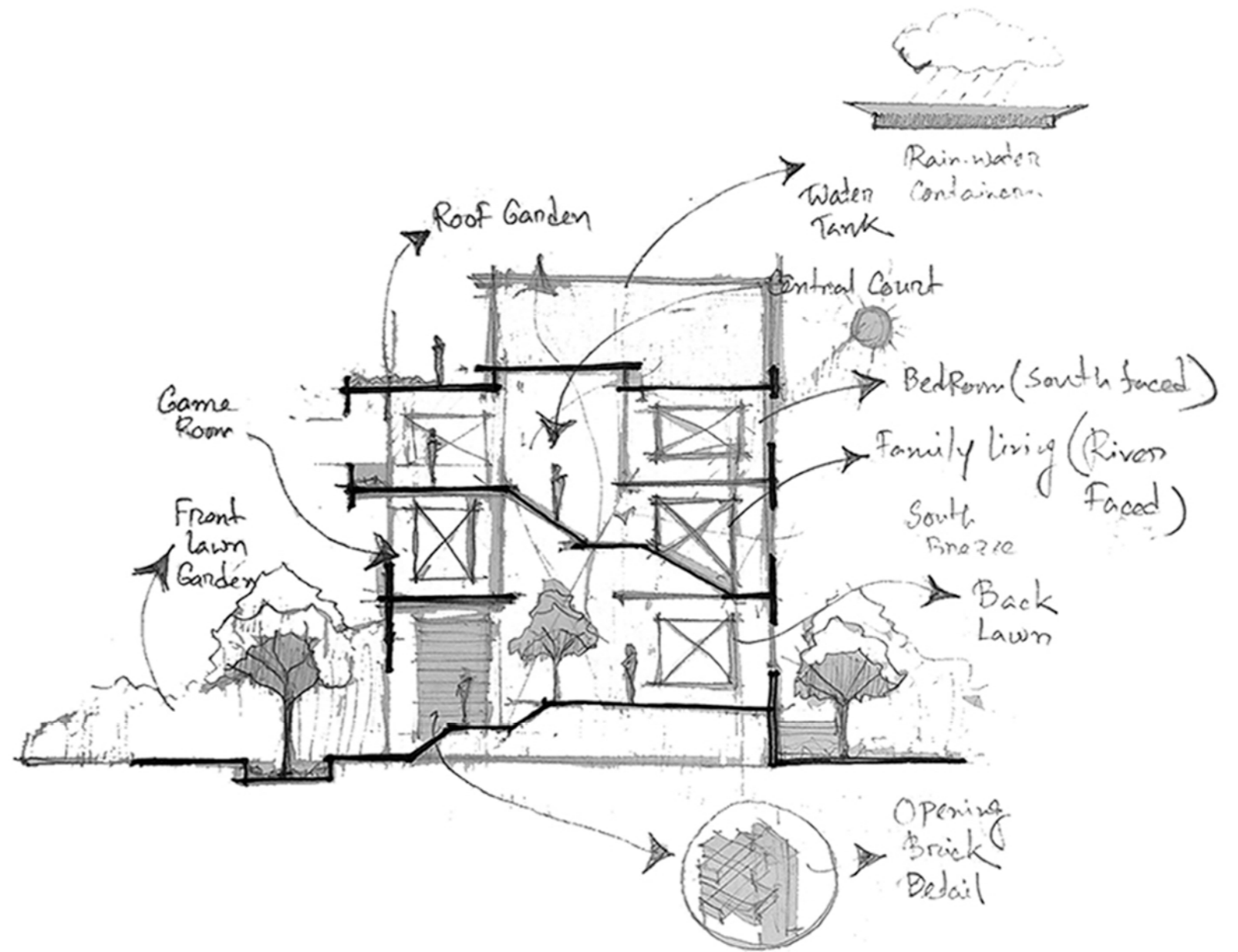
05. Don't forget about Quite Space

Evaluation Phase



## First Draft zoning





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Thank You