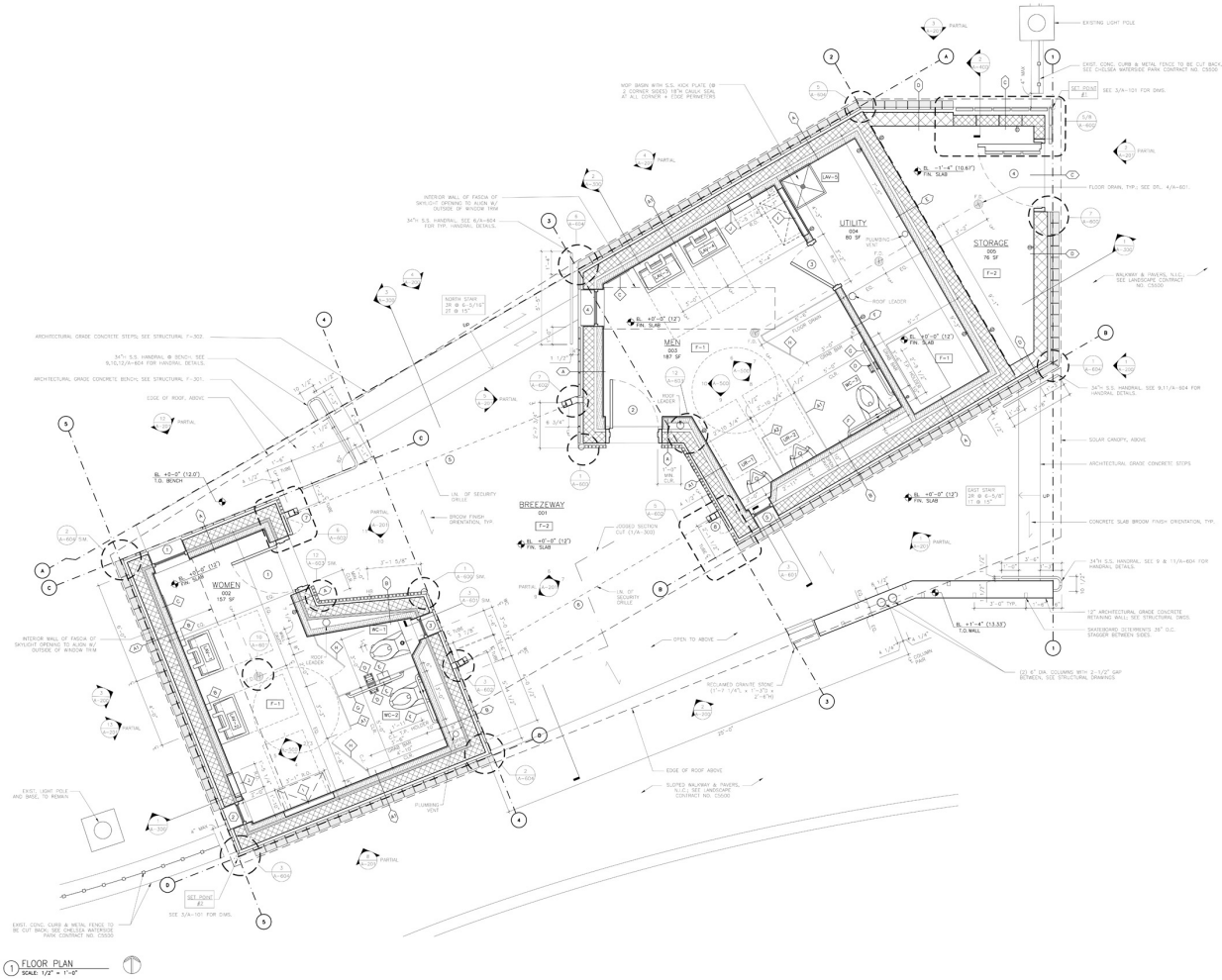
chelsea waterside park
cdr studio architects

the comfort station at chelsea waterside park was conceived as an initiative to repurpose materials from the existing park into a much needed functional space for its users. the project is a precedent for future renovations and reuse efforts throughout the expansive public infrastructure system supported by the hudson river park trust.

location
new york, ny

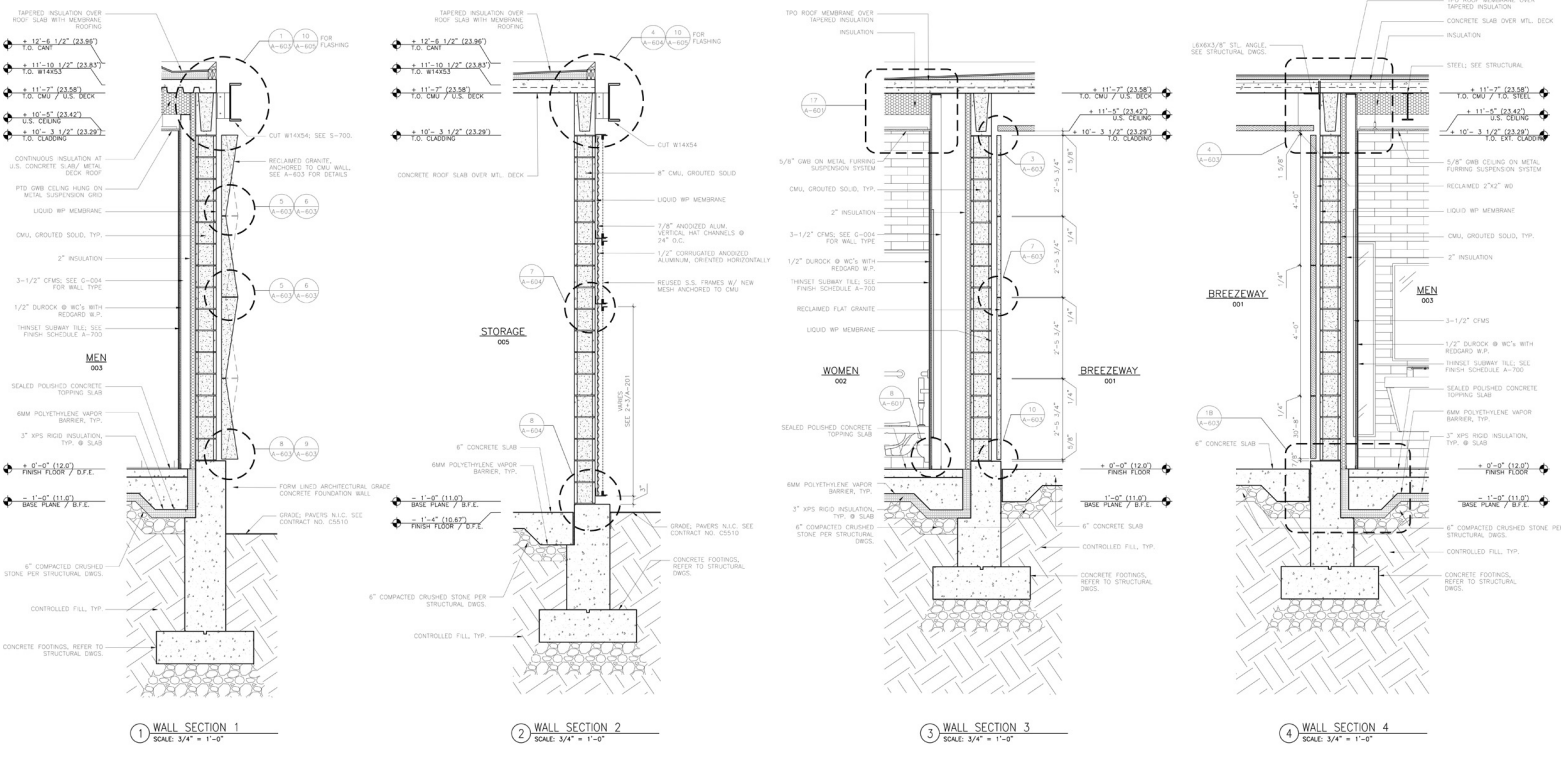
status
built

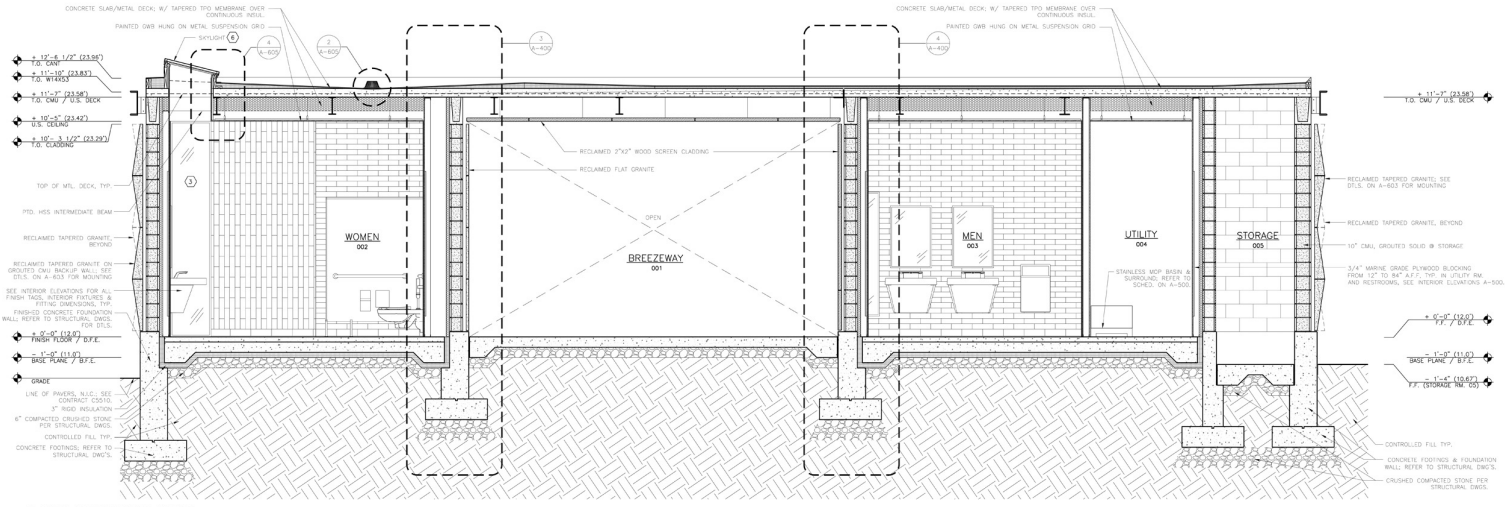


1. approaching comfort station from park. photograph by pavel bendov.
2. architectural floor plan.
3. aerial view of chelsea waterside park. photograph by pavel bendov.

the comfort station is entirely clad in the materials that formed the previous iteration of the park: granite blocks, steel fence, and ipe slats. these materials were carefully removed, cataloged offsite by the design team, and then thoughtfully integrated into the new structure to minimize waste.

1. northwest corner of comfort station facade. photograph by pavel bendov.
2. wall sections.





1 EAST–WEST BUILDING SECTION
SCALE: 1/2" = 1'-0"

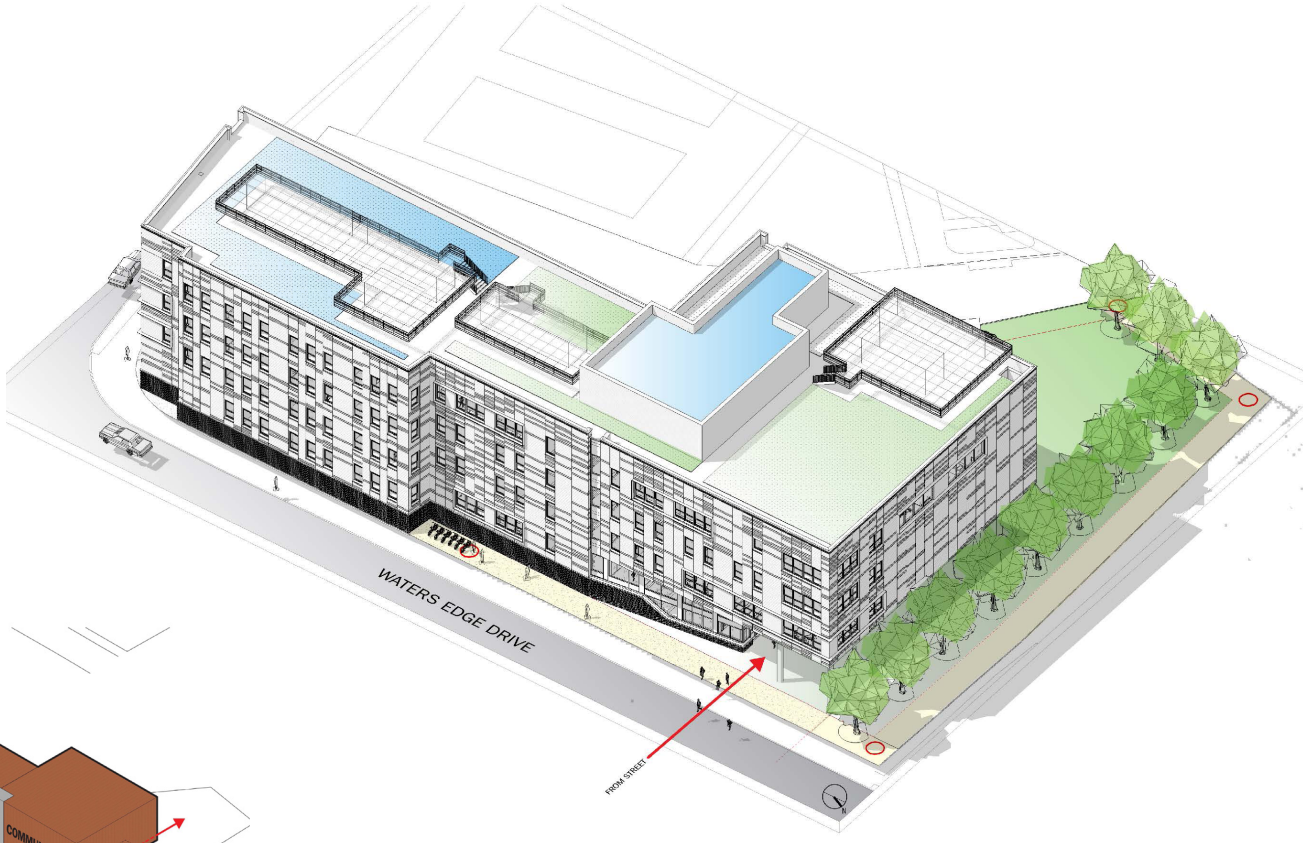
1. view of comfort station from playing field. photograph by pavel bendov.
2. architectural section of comfort station looking to playing field.

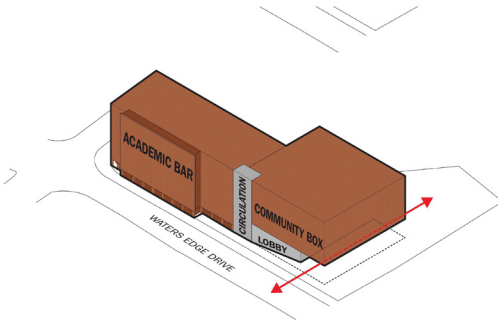
ps388q waters edge
marvel designs

ps388q is a climate resiliency pilot project developed by the school construction authority for a flood-prone site along the little neck bay in queens. conceptually the primary school is broken apart into an academic bar and communal box raised above the design flood elevation and held together by the ground floor lobby and vertical circulation core. situated with expansive views of the bay along the academic bar, students can learn in an environment that fosters curiosity in the natural world and evolves as they progress through grades.

location
new york, ny

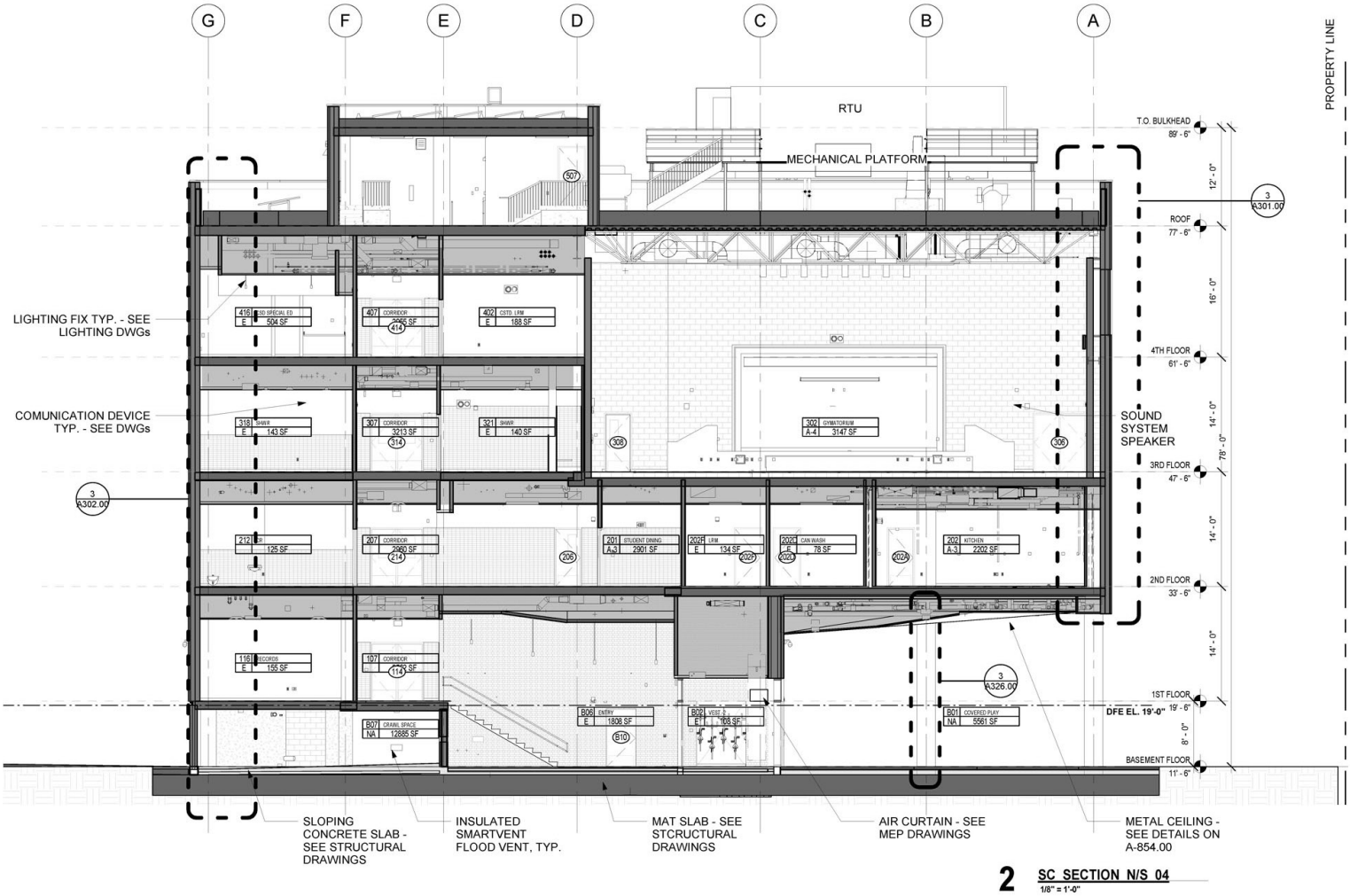
status
under construction





1. rendering of ps388q from waters edge drive.
2. axonometric diagram highlighting entrance to school.
3. conceptual massing diagram.
4. rendering of green roof and pv array overlooking the little neck bay.

the entry sequence into the school was carefully orchestrated from the sidewalk to the 1st floor classroom level. the angular ceiling of the covered play space continues into the lobby and up the main stair forming a shifting space for the young students to pass through before and after the long school day. as a part of the paps (public art for public schools) initiative, a piece designed by artist rachel hayes will be integrated into the ceiling, further enhancing the phenomenological intrigue of the drawn out entry condition.

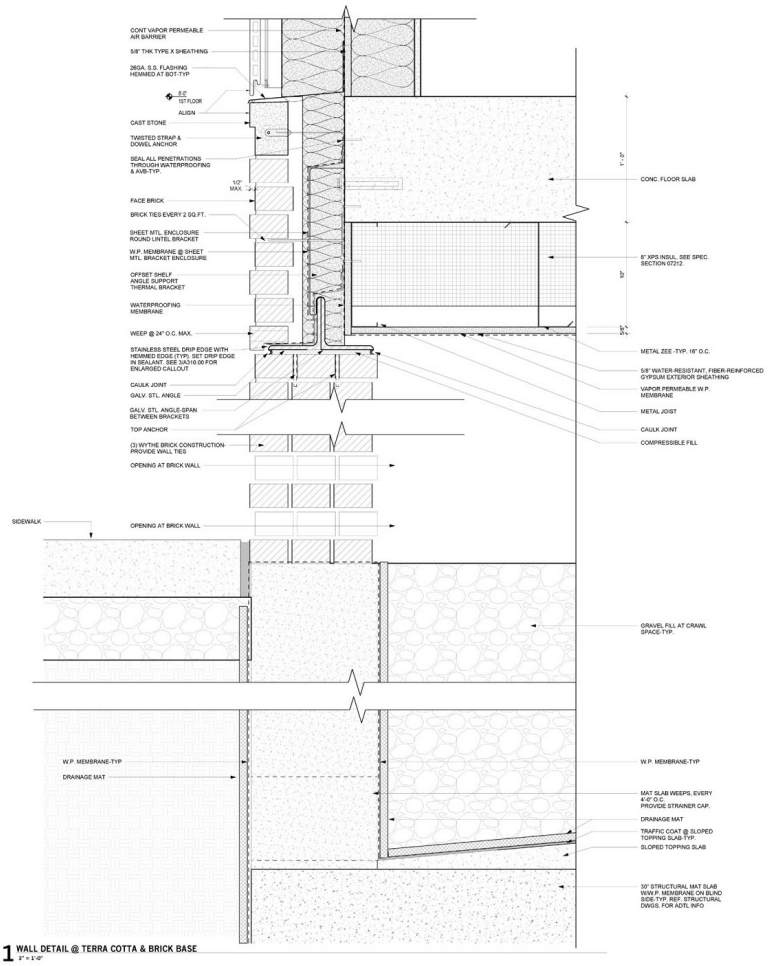


2 SC SECTION N/S 04
1/8" = 1'-0"

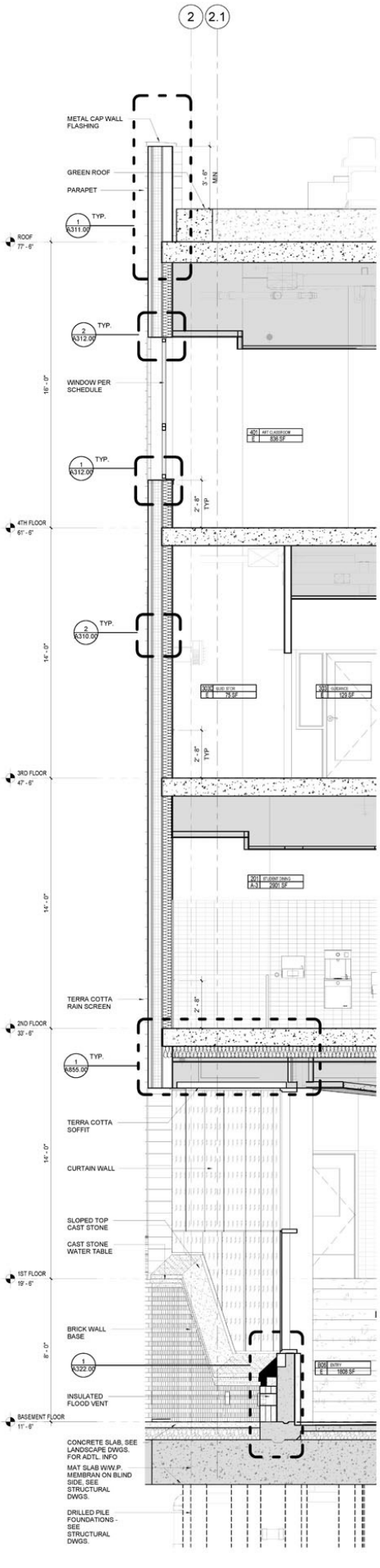
1. rendering of bronx museum from intersection of grand concourse and east 165th st. image courtesy of marvel designs.
2. conceptual massing model.
3. 3/16 scale working model.

to allow flood waters to flow freely under the building, the base brickwork is perforated- maintaining a consistent monolithic plinth free of commercial flood opening products. various brick and terracotta products were researched with the ultimate goal of unifying the durable base with the rainscreen above while establishing a datum line on the facade at the 8’ base flood elevation.

1. detail of perforated brick base wall and terracotta rainscreen transition.
2. rendering of terracotta rainscreen.
3. full wall section at sloped lobby base wall to roof.



1 WALL DETAIL @ TERRA COTTA & BRICK BASE
3" = 1'-0"



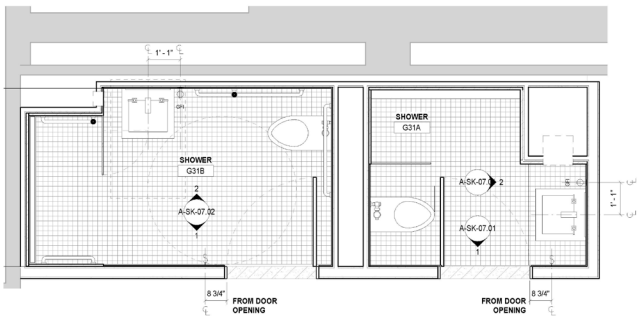
1 WALL SECTION E1
3/8" = 1'-0"

the knickerbocker club
marvel designs

the renovation of the landmarked knickerbocker club consisted of a phased construction timeline separating building systems repairs, new vertical circulation, and updates to existing amenity spaces. the construction administration for the leading phase included developing and finalizing the finish and fixture schedule for bathrooms and other interior spaces.

location
new york, ny

status
under construction



ENLARGED GYM RESTROOM PLAN SK
1/2" = 1'-0"

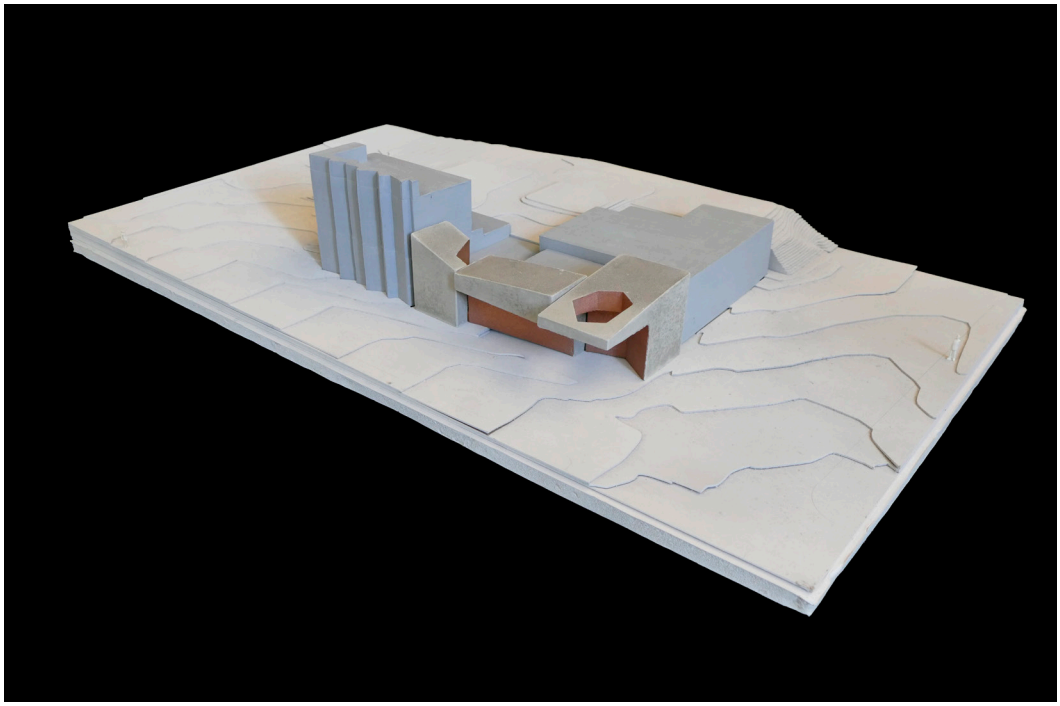
1. rendering of enlarged gym restroom ada compliant fixtures.
2. rendering of roll in shower with grab bars.
3. rendering of mounted toilet and flushometer to match brass fixtures.
4. construction sketch response to contractor rfi.

bronx museum of the arts
marvel designs

the new bronx museum bridges the gap between gallery and street, bringing art into the public facing spaces along grand concourse and east 165th st. integrated into the design team, i produced conceptual models, one of which became the basis for the identity of the museum and aspects of its final design. throughout the design process i presented models to the bronx museum board and nyc edc representatives.

location
new york, ny

status
under construction



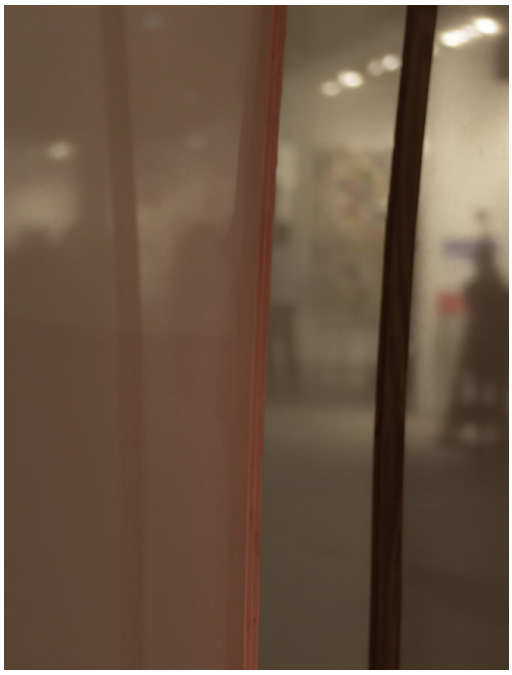
1. rendering of bronx museum from intersection of grand concourse and east 165th st. image courtesy of marvel designs.
2. conceptual massing model.
3. 3/16 scale working model.

voided space
studio firm

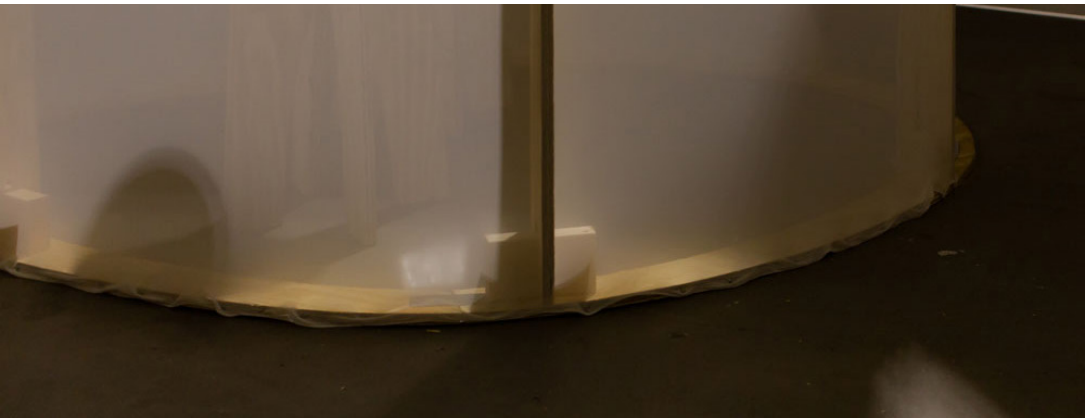
voided space was installed at the navy pier in chicago for the 2018 sculptural objects and functional art (sofa) fair. originating from a student-led design-build competition proposal, the team had 8 weeks post-award to develop the concept into a buildable design with integrated lighting and seating. this included procuring materials and fabricating components all while adhering to a modest budget of $1,500. the project embraces a multi-sensory spatial experience, achieved through the strategic use of common construction materials and techniques.

location
chicago, il

status
installation

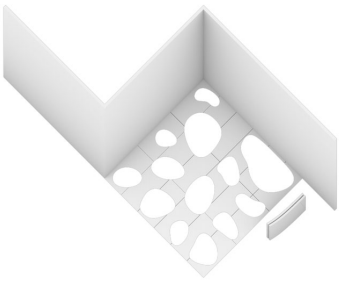


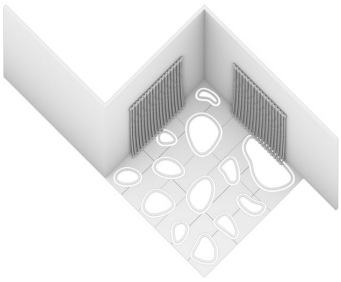
1. approaching voided space from the entry to the exhibition space.
2. a visitor rests in one of the occupiable voids.
3. the “spine” of the void becomes apparent in the right lighting conditions.
4. the voids take on the color of the light glowing throughout the installation.

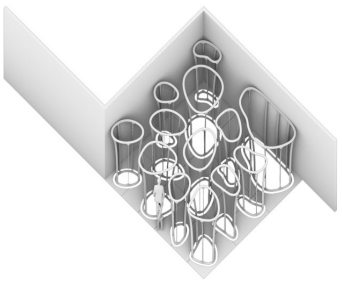


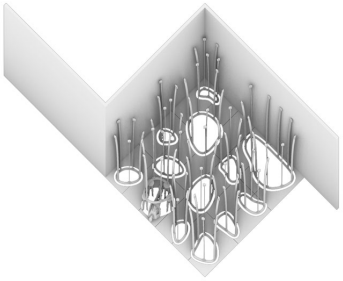
1. the voids each contain one double “spine” fitted with a hidden led light strip programmed to be motion activated.
2. inhabiting one of the occupiable voids reveals an unobstructed view of the navy pier ceiling.
3. the voile is pulled taut to the bottom “rail”

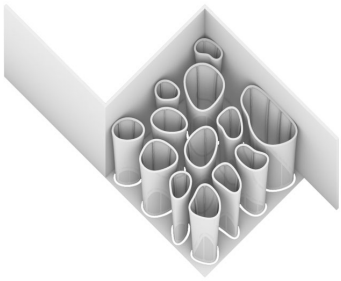
the primary structural components of voided space were prefabricated at virginia tech facilities and transported to chicago, illinois. the sequence of construction was intricately designed to accommodate time and site constraints. a digital model was used to plan and rehearse each step before on-site execution, ensuring a seamless and optimized workflow.

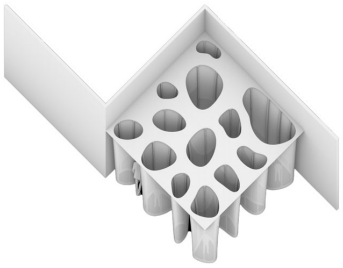












1. roof panels are laid out on the ground, serving as a template for the structural voids.
2. the bottom “rails” for the structural voids are placed in their respective locations.
3. the void “spines” are connected to bottom “rails” with screws.
4. the top “rails” are connected to the void “spines” with screws.
5. voile is wrapped around the void skeleton and pulled taut.
6. the roof is raised above the voids and connected with screws.

material obsessions
virginia tech

for my thesis i wanted to make inventions. i wanted to create processes that i would be able to call my own. the foundation of the thesis is five tenets, my beliefs and principles that guide me and the work. the thesis is organized by these tenets and not by the chronology of the work. each piece stands on all five tenets, but takes its primary position in its strongest belief.

origins

i. the beginning and the end at once

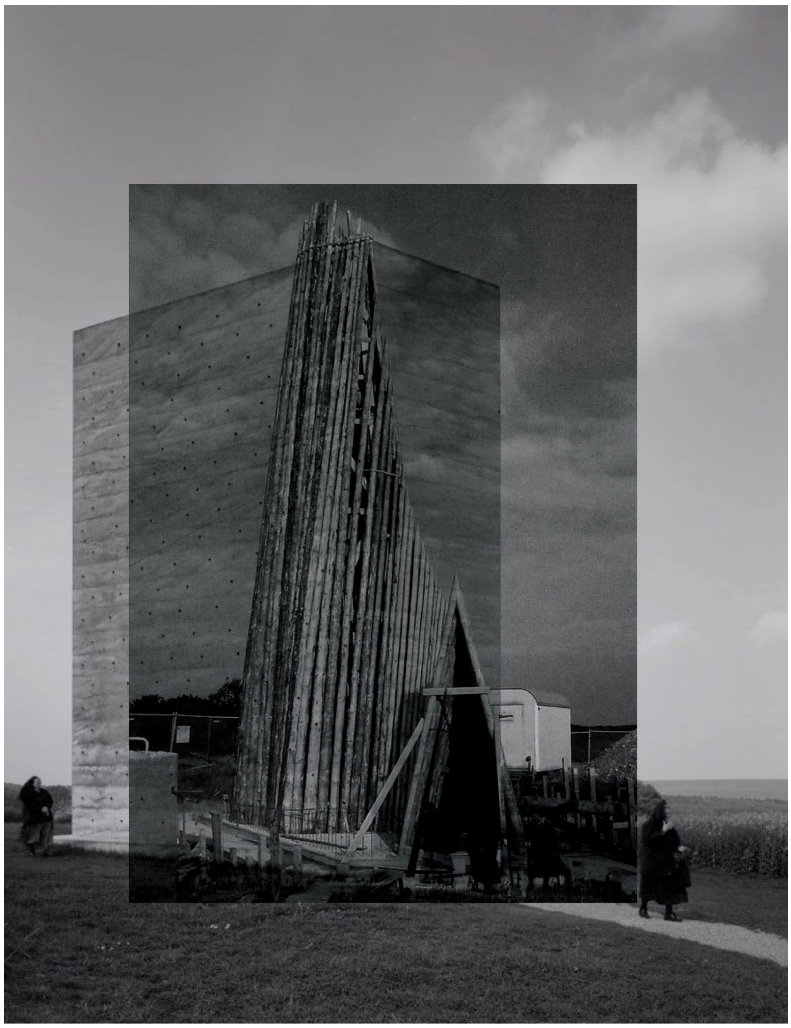
ii. the process is the idea

iii. the formwork is architecture

iv. the process of construction is a performance

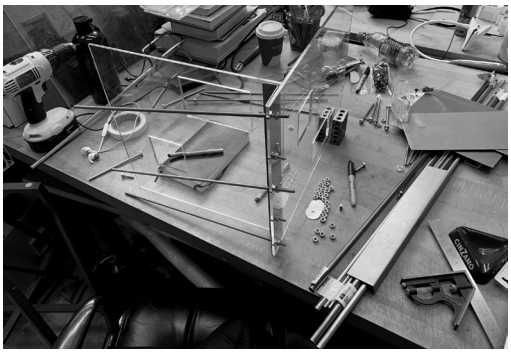
v. the building makes its site

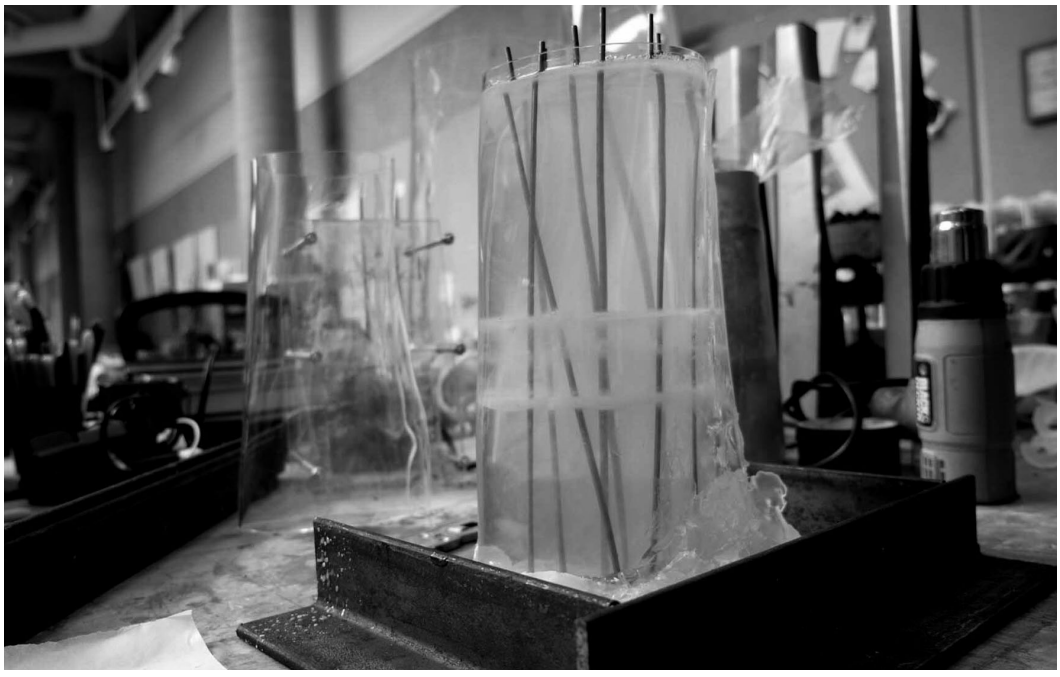
futures

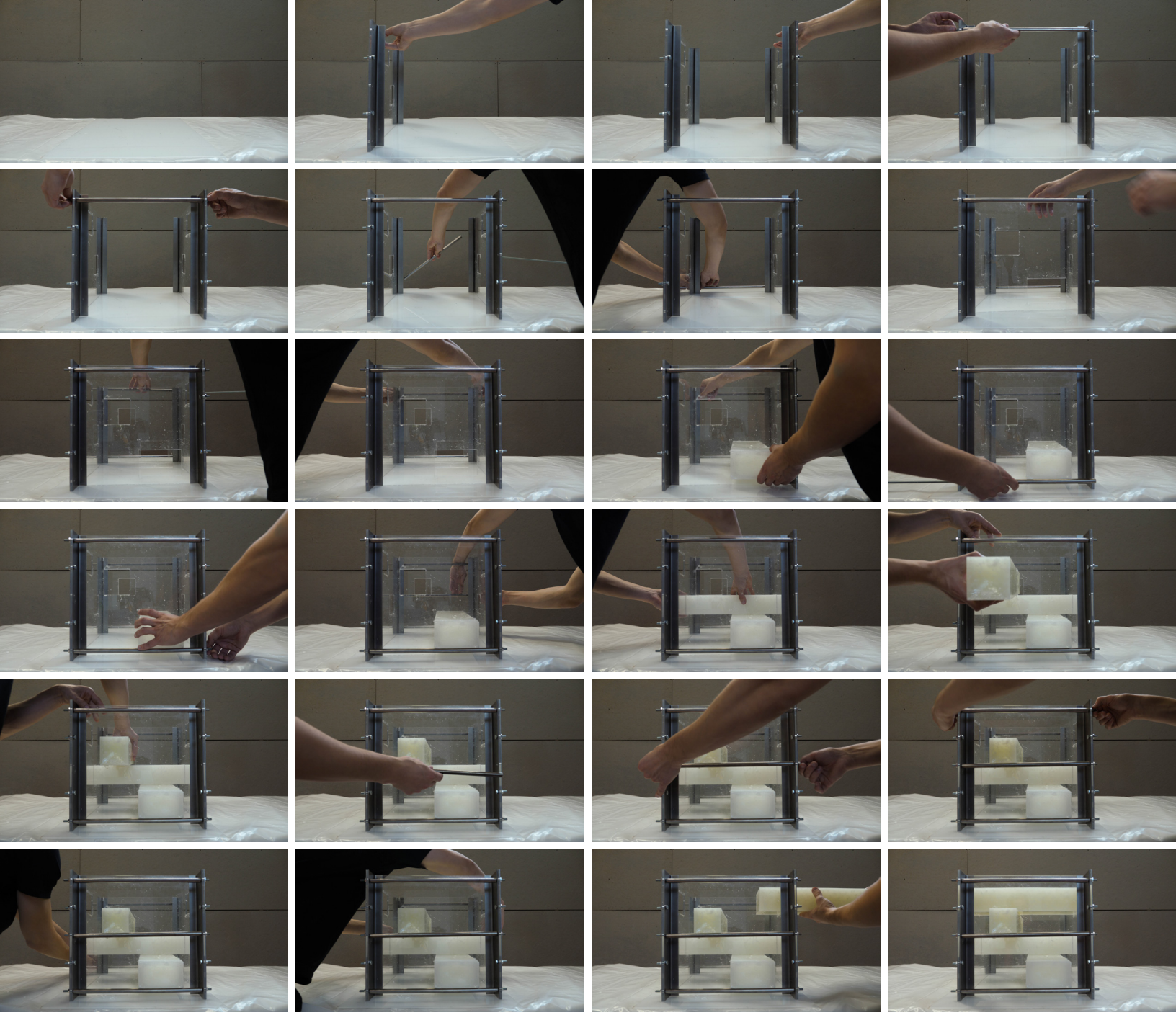


1. bruder klaus chapel superimposed onto interior formwork.
2. formwork for “the block”.
3. cast wax melting to reveal voids in “the block”
4. a formwork for soap.

material-obsessions.com





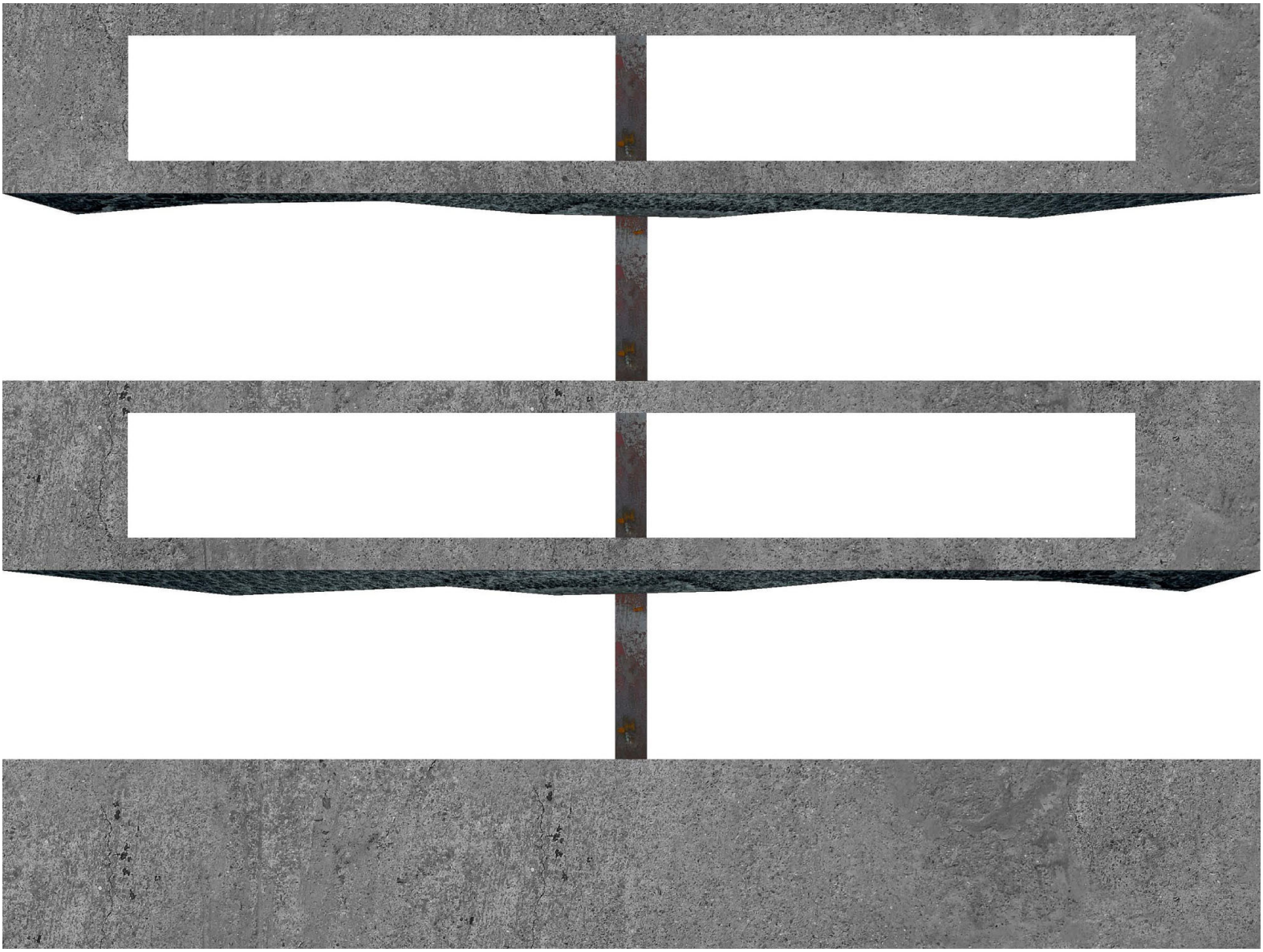


the process of construction is a performance

dance exists only in the moment that it is happening. after the last dancer leaves the stage, the stage is empty, it is just how you found it. the process of constructing a building leaves something behind that was not there in the beginning.

1. the sequence of construction for the formwork of “the block”.

1. rendered elevation of unbuilt block



futures

the foundation of architecture is beauty. this much i know to be true. beautiful things last forever, but the buildings that are being built now do not. too often buildings are destroyed before their useful life is over. their unsustainable materials seem designed for failure and destined for a second life as trash. the materials we use should look like the earth they come from and the buildings they make should evoke the same earth. and if buildings do not last forever, then what we take from the earth we must return. i want to make buildings that look 100 years old on the day they are completed and just completed on the day they turn 100. i imagine these buildings forming like the great mountains of the alps and himalayas. i want them to be built over the span of a million years, perhaps never completed at all, this way their beauty might last forever.

Matthew DiPietro mattwdipietro@gmail.com material-obsessions.com
(973) 787 4951

Experience

Building Ground Designer	Contributed to site strategy and massing diagrams for RFEI for large-scale, mixed-use redevelopment of a historic landmark and adjacent lots. Completed design development of a historic building's adaptive reuse into a market, and nightlife venue. Developed design studies and permit sets for single-family residential projects in PA and NJ. Prepare internal and client presentations.	Pittsburgh, PA (Remote) 2024
Marvel Designer & Model Shop Lead	Contributed to a NYC School Construction Authority pilot project for a new primary school focused on climate resiliency. Engaged in design development, contract documentation, bidding, and construction administration. Researched and collected building materials. Produced owner and community presentations and led FF&E documentation and coordination. Prepared drawings and specifications for milestone submissions, addressed contractor RFIs, produced addenda, and reviewed submittals for the early work site package. Served as MARVEL point of contact for Construction Administration. Planned, designed, and managed model construction ensuring timely completion for competition and presentation deadlines. Developed physical models from 3D models, drawings, and sketches, optimizing workflows. Led an intern model-making team, presented models in client meetings, and maintained the workshop's material and tool inventory.	New York, NY 2021-23
CDR Studio Architects Designer	Completed construction documents for a park comfort station and residential projects on an accelerated schedule. Developed exterior cladding design by cataloging existing materials on site and translating them to viable building materials. Developed schematic designs for a park kiosk and prepared passive house certification sets, millwork drawings, plumbing diagrams, and presentation drawings.	New York, NY 2021
Air Power Technician Assistant	Procured and delivered materials to project sites, aided in commercial and residential installations and repairs, including fabrication of ductwork. Maintained shop and material stock.	Fairfield, NJ 2020-21
Margulies Hoelzli Architecture Summer Intern	Produced construction documents, presentation drawings, and sets. Developed facade design studies and delivered physical drawing sets. Participated in site visits and meetings with clients, contractors, consultants, and marketing teams.	New York, NY 2016-18
Columbia University Pre-College Program Teacher's Assistant	Advise students in architecture studio environment and lead theoretical discussions. Guide excursions to museums, exhibitions, and buildings of focus in NYC. Provide instruction on architectural drawing and model making. Critique student work during studio walkthroughs.	New York, NY 2017

Education

Virginia Tech 2016-20
Bachelor of Architecture
Blacksburg, Virginia

Steger Center For International Scholarship 2019
Residency Program
Riva San Vitale, Switzerland

Achievements/Awards

Virginia Tech Institute of Creativity, Arts, and Technology 2018
SEAD Grant Recipient

Sculptural Objects and Functional Art Fair Student Competition 2018
Finalist

Second Year Studio Competition 2017
First Prize

Foundation Studio Competition 2016
First Prize

Installations

Va Dove Ti Porta Il Cono 2019
Studio-Firm (Hayden Bernhardt, Peter Daian, Alex Hoelzli)
Riva San Vitale, Switzerland

Voided Space 2018
Studio-Firm (Hayden Bernhardt, Peter Daian, Alex Hoelzli)
Chicago, Illinois

Community

American Institute of Architecture Students 2018-19
Graphic Design Chair

Graphic Design Committee 2015-20

Skills

AutoCAD, Bluebeam, Coding, Enscape, Illustrator, InDesign, Model Making, Photoshop, Premiere Pro, Procore, Revit, Rhino

Exams Passed

Construction & Evaluation, Project Management, Practice Management, Programming & Analysis

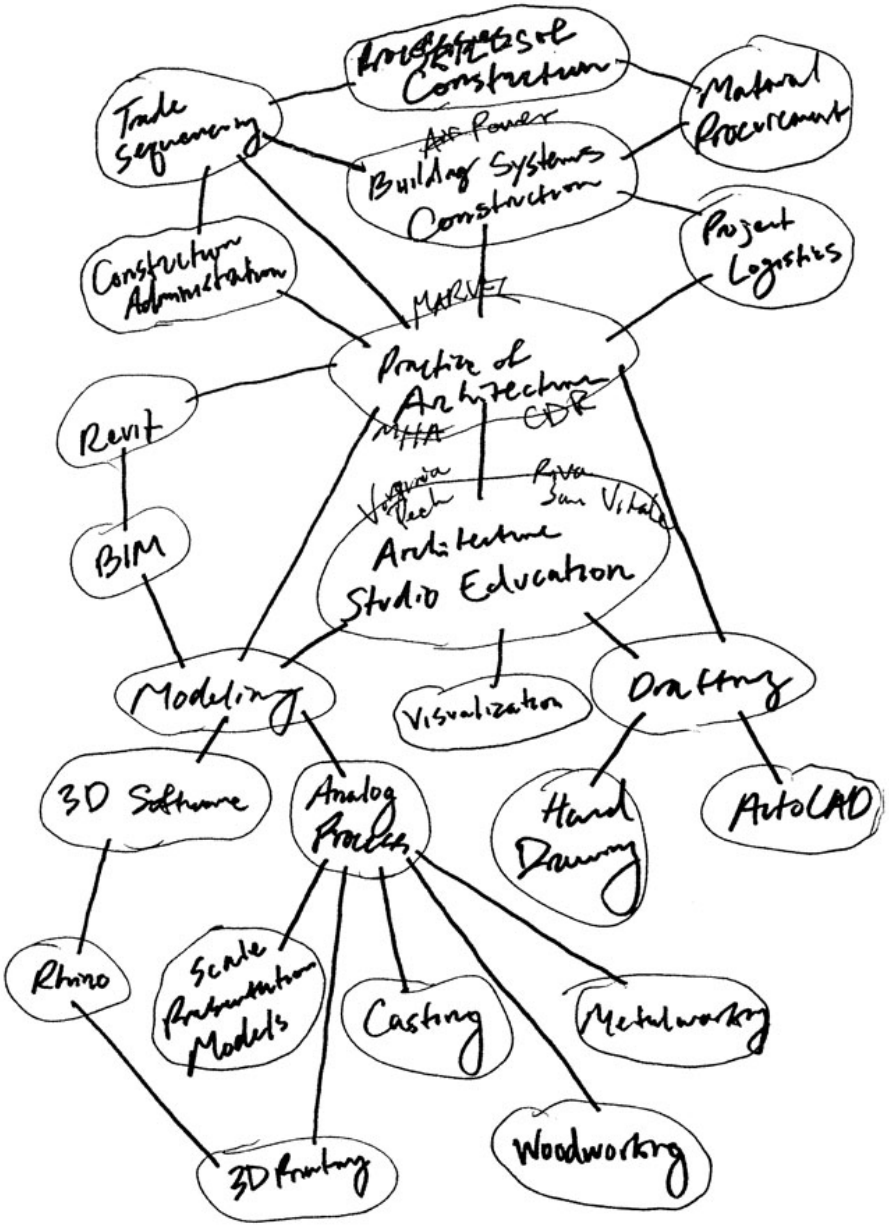
list of projects

building ground
0 sierra st townhouses
harrisburg market
ymca harrisburg
harrisburg affordable housing

marvel
the knickerbocker club
ps388q waters edge drive

marvel model shop
bronx museum of the arts
iac geneva competition
pace university competition
somerville tech office
southampton theater
wcma competition

cdr studio architects
chelsea waterside park
bushwick ave townhouse
humboldt st townhouse
long island residence



a muir web is a type of ecological network diagram that visually represents the complex interactions within an ecosystem, particularly focusing on the relationships between species and their environments.

this “web” illustrates how skills build upon each other in a non-linear way by establishing relationships between seemingly unrelated experiences.