



*Eric Lawler*

Design &  
Professional  
Experience

Work  
Sample

2025

Eric Lawler

eric.j.lawler@gmail.com

Education

- 2024 Princeton University School of Architecture Princeton, NJ  
M.Arch I Candidate
- 2016 Ball State University College of Architecture and Planning Muncie, IN  
BS in Architecture, Minor in Philosophy

Work Experience

- Aug 2024-  
Dec 2024 **Princeton University, Assistant Instructor** Princeton, NJ  
Assisted Professor with lectures, course material, and general administration. Led weekly workshops for undergraduate students to teach them Rhino and digital fabrication techniques.
- Feb 2024-  
Aug 2024 **TOLO Architecture, Designer and Business Development Coordinator** Los Angeles, CA  
Responsible for award and publication submissions, RFP/RFQ packages, exhibition coordination, as well as project support such as design, drafting, and visualization for single family residential projects.
- Jan 2023-  
Aug 2023 **OPEN OFFICE, Inc. Architectural Designer Level II** Hollywood, CA  
Part of a team responsible for 4 concurrent 100% affordable housing projects (80-190 units each) with SoLA Impact, utilizing Mayor Bass's Executive Directive 1 to expedite affordable housing permits. Worked closely with my project manager to deliver plan check sets, respond to city planner comments for Disabled Access, Green, and Fire.
- May 2022-  
Jan 2023 **Johnson Favaro Architecture and Urban Design, Design Associate** Culver City, CA  
Worked on 50% and 100% CD sets for 2 elementary school additions, SD phase public presentation for a community center in Huntington Beach, DD design work for beachfront amphitheater
- Nov 2019-  
April 2022 **Eric Owen Moss Architects, Project Designer** Culver City, CA  
Led the schematic design and visualization for Venice Dell Community Housing, Shenzhen Opera House, Ince Office Complex. Assisted the business development director on various renderings, animations, RFQs/RFPs, client presentations. Coordinated layout design on the Nanjing Charter book published with Michael Sorkin's UR Books.
- Oct 2019-  
March 2020 **Archinect, Freelance Writer** Online  
Wrote features and interviews with architects and thinkers such as Leong Leong, Kyong Park, and Rohan Silva.
- May 2018 -  
Sept 2019 **Kevin Daly Architects, Junior Designer** Los Angeles, CA  
Worked on the design of Facebook offices in NYC and LA. Assisted on the design for a renovation of the historic Nimoy heater. Assisted on the winning proposal for the Houston Endowment Headquarters.
- May 2017 -  
March 2018 **Morphosis Architects, Architectural Intern** Culver City, CA  
Worked with the fabrication team on presentation models for the Unicorn Island Competition, Beirut New Embassy Campus, China Telecommunications Company Tower Competition, Vialia Estación de Vigo, and Public Storage building. Fabricated a number of small projects for Thom Mayne's Cheviot Hills residence. Assisted marketing director with photography and social media posts. Assisted the archivist with cataloging, tagging, and crating the vast archive.
- June 2016 -  
April 2017 **Bureau Spectacular, Designer** Los Angeles, CA  
Designed projects and managed fabrication for InsideOutsideBetweenBeyond exhibit at SFMoMA, PS1 Proposal "Pool Party", REDCAT Gala, House in Joshua Tree
- Summer 2015 **Mark Foster Gage Architects, Architectural Intern** New York City, NY  
Led the 3D modeling and visualization for the House on Île René-Levasseur and provided visualization for the 2018 MFGA Rizzoli monograph.

Software Experience

Revit 3 years, Revu Bluebeam 3 years, AutoCAD 5 years, Photoshop 10 years, Indesign 10 years, Illustrator 10 years, Premiere Pro 2 years, After Effects 4 years, Vray 6 years, Lumion 4 years, Enscape 2 years, Keyshot 5 years, Rhino 7 10 years, Cinema 4D 1 year, Grasshopper 3 years



## Professional Experience

- 04. 4327 S. Vermont Renderings and DD Samples Open Office 2023
- 06. 1725 Florence Renderings and DD Samples Open Office 2023
- 08. McKinley Elementary Classroom Building CD Samples Johnson Favaro 2022
- 10. Will Rogers Elementary Classroom Building CD Samples Johnson Favaro 2022
- 12. Venice Dell Community Housing DD Samples Eric Owen Moss Architects 2019-2022
- 14. Wrapper 1 Potential Tenant Package Eric Owen Moss Architects 2022
- 16. 3960 Ince Complex SD Samples Eric Owen Moss Architects 2021-2022
- 18. Facebook Offices SD and DD Samples Kevin Daly Architects 2018
- 20. Tech Office Tower Test Fits Kevin Daly Architects 2019
- 22. Models for Competitions Photographs Morphosis Architects 2018
- 24. SFMoMA: insideoutsidebetweenbeyond Photographs Bureau Spectacular 2017
- 26 Galileo Project SD Samples Bureau Spectacular 2016

## Academic Works

- 28. Linear ADU Renderings and Drawings Princeton SOA 2024
- 30. Duplex in Princeton Renderings and Drawings Princeton SOA 2024
- 32. Mixed Use Complex for Gary Renderings and Drawings Speculative Work 2018
- 34. Museum of Industry Renderings and Drawings Ball State CAP 2015



## 4327 S. Vermont Avenue

2023, OPEN OFFICE for SoLA Impact. Our client, SOLA Impact, had been utilizing Opportunity Zone incentives since they were established in the Tax Cuts and Jobs Act of 2017 to build affordable housing in less affluent neighborhoods of Los Angeles. On top of this, ED1 prioritized the permitting of any project that followed 100% affordable guidelines and met criteria for Section 8 vouchers. My job at Open Office was Architectural Designer II, working with my project manager to put together DD and early CD sets to submit to the city planning office.



**Code Summary :** Reference Sheet G0.12 - G0.13 for Occupant Load Tabulations

[illegible][illegible]

Summary of Work :

The ground floor has 109 long-term and 14 short-term bike parking spaces. The upper floors will be used for multi-family housing with 158 residential units. There is a common open space of the rooftop and three stairs and two elevators.

Required Planning Factors						
California Health Care 2015/2016 Update						
Organizational	City, Local	Public Counts	Localities	Localities	Districts/ Federals	Others
Q.1	100	100	100	100	100	100
Q.2	100	100	100	100	100	100
Q.3	100	100	100	100	100	100
Q.4	100	100	100	100	100	100
Q.5	100	100	100	100	100	100
Q.6	100	100	100	100	100	100
Q.7	100	100	100	100	100	100
Q.8	100	100	100	100	100	100
Q.9	100	100	100	100	100	100
Q.10	100	100	100	100	100	100
Q.11	100	100	100	100	100	100
Q.12	100	100	100	100	100	100
Q.13	100	100	100	100	100	100
Q.14	100	100	100	100	100	100
Q.15	100	100	100	100	100	100
Q.16	100	100	100	100	100	100
Q.17	100	100	100	100	100	100
Q.18	100	100	100	100	100	100
Q.19	100	100	100	100	100	100
Q.20	100	100	100	100	100	100
Q.21	100	100	100	100	100	100
Q.22	100	100	100	100	100	100
Q.23	100	100	100	100	100	100
Q.24	100	100	100	100	100	100
Q.25	100	100	100	100	100	100
Q.26	100	100	100	100	100	100
Q.27	100	100	100	100	100	100
Q.28	100	100	100	100	100	100
Q.29	100	100	100	100	100	100
Q.30	100	100	100	100	100	100
Q.31	100	100	100	100	100	100
Q.32	100	100	100	100	100	100
Q.33	100	100	100	100	100	100
Q.34	100	100	100	100	100	100
Q.35	100	100	100	100	100	100
Q.36	100	100	100	100	100	100
Q.37	100	100	100	100	100	100
Q.38	100	100	100	100	100	100
Q.39	100	100	100	100	100	100
Q.40	100	100	100	100	100	100
Q.41	100	100	100	100	100	100
Q.42	100	100	100	100	100	100
Q.43	100	100	100	100	100	100
Q.44	100	100	100	100	100	100
Q.45	100	100	100	100	100	100
Q.46	100	100	100	100	100	100
Q.47	100	100	100	100	100	100
Q.48	100	100	100	100	100	100
Q.49	100	100	100	100	100	100
Q.50	100	100	100	100	100	100
Q.51	100	100	100	100	100	100
Q.52	100	100	100	100	100	100
Q.53	100	100	100	100	100	100
Q.54	100	100	100	100	100	100
Q.55	100	100	100	100	100	100
Q.56	100	100	100	100	100	100

Code Appeals:					
	Appeal #	Date	Code Section	Proposed Design	Decision
1.					
2.					
3.					







## 1725 Florence Avenue

2023, OPEN OFFICE for SoLA Impact. Our client, SOLA Impact, had been utilizing Opportunity Zone incentives since they were established in the Tax Cuts and Jobs Act of 2017 to build affordable housing in less affluent neighborhoods of Los Angeles. On top of this, ED1 prioritized the permitting of any project that followed 100% affordable guidelines and met criteria for Section 8 vouchers. My job at Open Office was Architectural Designer II, working with my project manager to put together DD and early CD sets to submit to the city planning office.

Abuse A1 (Base F&D)	1:1.0 TO 1.0:2.0 (Base F&D)
Abuse B1 (Base F&D)	70.00 SF
Proposed Building Area F&D	27,720 SF
<b>Building Area:</b>	
Gross Building Area Proposed:	67,871 SF
<b>Lot Coverage:</b>	
Building Footprint	14,197 SF
Landscaping	5,242 SF (Implied)
Landscaping 2% of Common (Open Space)	5,242 SF (Implied) see landscape
<b>Height (See Also G06.06, A3.02 - 1.03):</b>	
Maximum Height (Height Limit)	10.0' F
Maximum Height (Height Limit)	10.0' F
Proposed Height	10.0' F
Proposed Height	10.0' F
Proposed Height	10.0' F
Proposed Building Stories	4 Stories
Proposed Building Stories	4 Stories
<b>Setbacks (See Also G06.06):</b>	



## Planning & Zoning Code Summary

Address / Legal Information				118
Property Address	1725 Florence Ave / Los Angeles, CA 90031	Tract		
PG# Number	NA	Map Reference	M/R # 138	
Lot / Parcel Area (Calculated)	25,000 sq (per survey)	Block	R	
Tracts Brothers GND	NA	Lot / Parcel Area (Calculated)	25,000 SF	
Assessor Parcel No. (APN)	6033-029-003	Acres Lot Sub Reference	None	
		Map Sheet	Book 3 page 138 of maps in the office of the County Recorder of Los Angeles County	

Jurisdictional Information			
Community Plan Area	TOD Florence - Firestone Specific Plan	Council District	NA
Area Planning Commission	South Los Angeles	Census Tract #	11882
Neighborhood Council	NA	LA County Office	Los Angeles County

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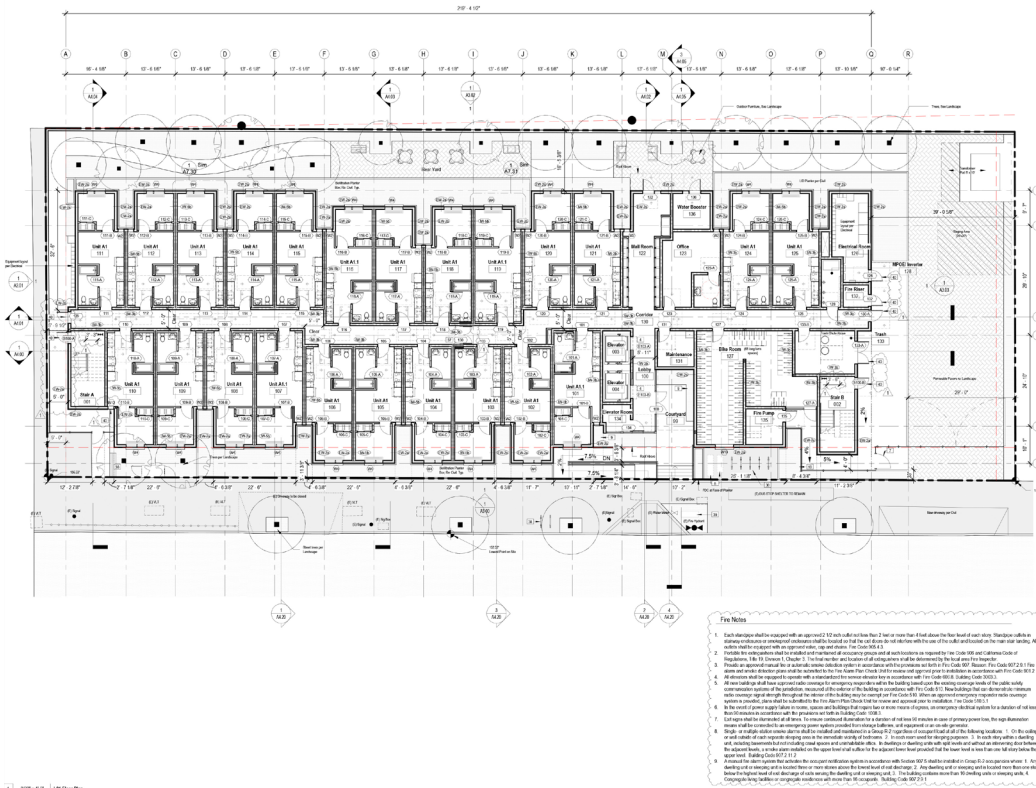
LA County Planning / Generalized Summary of Zoning Regulations												
Zone	Use	Maximum height		Required		Per Lot		Per Dwelling Unit		Min. Lot width	Parking Required	Notes
		Stories	Feet	Front	Side	Front	Rear	Front	Rear			
TOD M2.2	Mixed Use w/ Low-Rise/Residential/Office/Hotel	4 Stories	50 Feet	Flowers area 2 to 2 1/2' max. of lower Floorage		10' at Wall & Side Walls 10' at Rear (per lot by R.O.)		Per M2.2: Max Use (Designated) Min. 5,000 sq ft per lot	Per M2.2: 20,400 sq ft	100		M2.2 Mixed Use Residential Medium density Maximum Height governed by Flowers / Floorage Specific Floorage (including additional 10') Required Height governed by Flowers / Floorage Specific Floorage (including additional 10')
												1 tower / 2 levels Minimum M2.2 (2 added long term spaces)

LA County Planning / General Provisions and Zoning						
Bicycle Parking Spaces and Bicycle Facilities						
Minimum required per Residential Dwelling Unit (Los Angeles County Planning & Zoning - 2015 LRS)						
Dwelling Units	Short-term Spaces	Long-term Spaces	Dwelling Units Provided	Short-term Spaces Provided	Long-term Spaces Provided	
1	1 space per 10 units (2) provided	1 space per 1 unit	115	14	80 (2 per Resident Unit)	
			115	14	76	
Open Space Requirements for Residential Units						
Table 22.418.000-Open Provisions - Provisions Specific Plan						
Types of Open Space required per unit	Dwelling Units Required per unit (17 trachments)	Private Open Space Required per unit	Common Open Space Required per unit	Private Open Space Required (Common Space)	Common Open Space Required	Notes
126 total sq ft (indoor)	65 sq ft	90 sq ft	23.00 sq ft (150 units x 0.015)	12.50 sq ft (155 units x 0.008)	10.50 sq ft of the Private Open Space provided	Allowable Open Space 20% increase = 9,750 sq ft

<b>Fresno-Freestone Transit Oriented District (TOO) Specific Plan (FFTOO Specific Plan)</b>					
Sections 0500-0507		California Government Code			
County of Los Angeles - Department of Regional Planning Effective December 2021		County of Los Angeles - General Plan TOU Program			
Map	Scenario	Maps/Fresno-Freestone TOO Specific Plan	Legend	Name	
Map 1 (Figure 1)	Fresno Station TOO Specific Plan Area	Specific Plan Area Boundary   TOD Florence Station (Mid-C / Line L) Bus		1/2 Mile from Mid-C to Line Station	
Map 2 (Figure 3)	Fresno Station TOD Area	TOD Mixed Use, Active Travel Corridor		N/A	
Map 3 (Figure 2 & 10.1.5.1)	Fresno Station TOD Area (Bike Line E)	TOD Bike Lane		N/A	
Map 4 (Figure 2 & 10.1.5.1)	Fresno Station TOD Area (Bike Line L)	Active - Priority Corridor		N/A	
Map 5 (Figure 2 & 10.1.5.2)	Fresno Station TOD Area	Design Review Board Boundary, Community Plan Area Boundary		N/A	
<b>Chapter</b>					
Chapter 1 - Overview of the Fresno - Fremont Specific Plan				Chapter 5 - Mobility	
Project defined as a Transit-Oriented Development (TOD) Area - Fresno - Fremont Specific Plan Chapter 1					
1.1.1 Transit-Oriented Development (TOD) Areas				See Chapter as required	
1.1.3 Fresno Station TOD Specific Plan Area (TOD Mixed Use / Job Axis)					
				Chapter 6 - Infrastructure	
Chapter 2 - Purpose & Guiding Principles					
See Chapter as required					
Chapter 3 - Land Use and Urban Design Framework					
3.3 Fresno Station TOD Area Context				Chapter 7 - Implementation	
Chapter 4 - Fresno-Fremont Zoning & Development Standards				See Chapter as required	
Chapter 4					
<b>SECTION 4.01 ADMINISTRATION, REVIEW, AND APPROVALS</b>					
The Director of the Los Angeles County Department of Regional Planning (Director) or designee has the authority to internally interpret the intent of this Specific Plan and ambiguous provisions concerning the meaning or appropriate application of the provisions of the Specific Plan.					
<b>SECTION 4.02 LAND USE REGULATIONS FOR TOD MIXED USE</b>					
Residential units shall be without integral parking shall be permitted on the ground floor within five (5) feet of primary transit corridor as shown in (Figure 2A.10.1.5.1.1 Common-use Access, amenity spaces).					
For residential structures, Structures and uses in the TOD MIXE areas are subject to the standards of Section 22.28.020 of the California Building Code (CBC) and the performance standards found in Title 22, Section 22.28.020.					
At all residential sites in the TOD MIXE area shall conform from Residential zone provisions and Initiatives per Title 22, Section 22.140.410, Section 22.140.500, and similar standards.					
<b>SECTION 4.03 TOD ZONE ADDITIONAL DEVELOPMENT STANDARDS</b>					
A. Height requirement & Building Area: The amount of total building area shall cover no more than one-half of the lot area.					
B. 4-Beds Bay Zone: The fifty (50) persons (apartments) shall be limited to a percentage of the ground floor area based on the following development types:					
<b>SECTION 4.04 REQUIRED STRIPBACKS</b>					
Strip Frontage Stripback required over of Formance, Stripback Height 4'-0". Stripback Depth 0'-0"					
<b>SECTION 4.05 GROUND FLOOR MINIMUM HEIGHT</b>					
Residential common space ( lobby, amenity spaces, etc.) located on the ground floor at a mixed use or residentially configured development shall be subject to the two-story-high height requirement. Minimum Ground Floor Height is 4'-0"					
<b>SECTION 4.06 REQUIRED OPEN SPACE OR RESIDENTIAL UNIT</b>					
Common Open Space and Private Open Space: Each residential or mixed-use development shall provide the minimum area of open space based on unit lots contained by Table 22.410.06(C). A maximum square foot Private Open Space & 90% of Common Open Space. Common Open Space requires Minimum Dimensions: One Direction of 10'.					
22.410.10(A)-Parking Standards by Zone					
Zone Mx2 requires 1 space/unit, .25% reduction by use - scale of usage.					
22.410.10(Z) Zone Additional Development Standards					
G. Transparency:					
i. Resident buildings in Mx2 zones shall provide a minimum transparency of 10 percent of the total elevation on all facades may be composed of windows, doors, porches, and balconies.					

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- General Notes - Floor Plan / Roof Plan**
1. Contractor to verify and install all fire-rated doors prior to start of work.
  2. Contractor to verify and install all fire-rated windows prior to start of work.
  3. Contractor to verify and install all fire-rated walls prior to start of work.
  4. Contractor to verify and install all fire-rated floors prior to start of work.
  5. Contractor to verify and install all fire-rated ceilings prior to start of work.
  6. Contractor to verify and install all fire-rated roofs prior to start of work.
  7. Contractor to verify and install all fire-rated stairs prior to start of work.
  8. Contractor to verify and install all fire-rated ramps prior to start of work.
  9. Contractor to verify and install all fire-rated elevators prior to start of work.
  10. Contractor to verify and install all fire-rated escalators prior to start of work.

**Door Types - Fire Ratings Legend (See Also A10.01 and A10.02)**

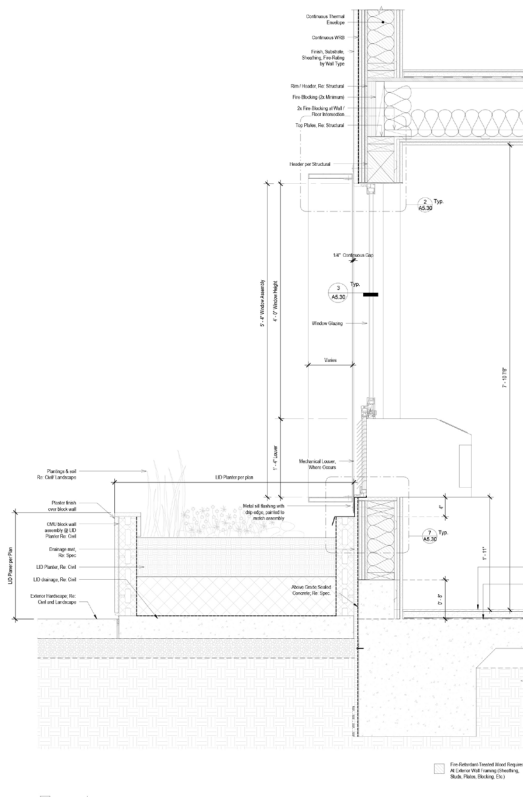
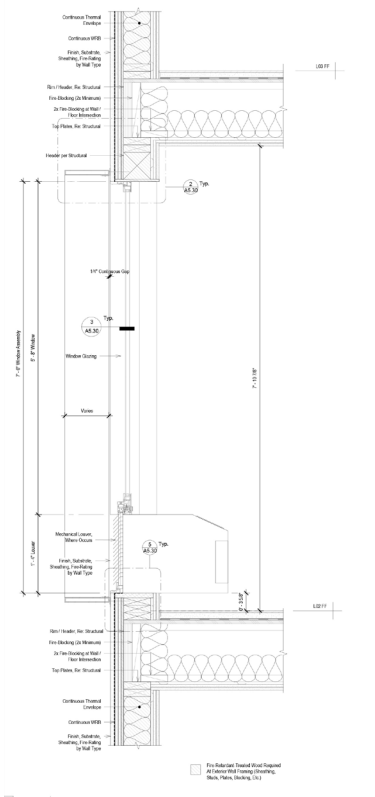
1	1 Hour Fire Rating
2	2 Hour Fire Rating
3	3 Hour Fire Rating
4	4 Hour Fire Rating
5	5 Hour Fire Rating
6	6 Hour Fire Rating
7	7 Hour Fire Rating
8	8 Hour Fire Rating
9	9 Hour Fire Rating
10	10 Hour Fire Rating

- Sheet Notes - Level 01**
1. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  2. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  3. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  4. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  5. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  6. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  7. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  8. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  9. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.
  10. Material other than steel plates, and steel plates shall have a min. 1/4" thickness.

- Sheet Keynotes - Level 01**
1. Material, Type, Size, Quantity
  2. Material, Type, Size, Quantity
  3. Material, Type, Size, Quantity
  4. Material, Type, Size, Quantity
  5. Material, Type, Size, Quantity
  6. Material, Type, Size, Quantity
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  9. Material, Type, Size, Quantity
  10. Material, Type, Size, Quantity

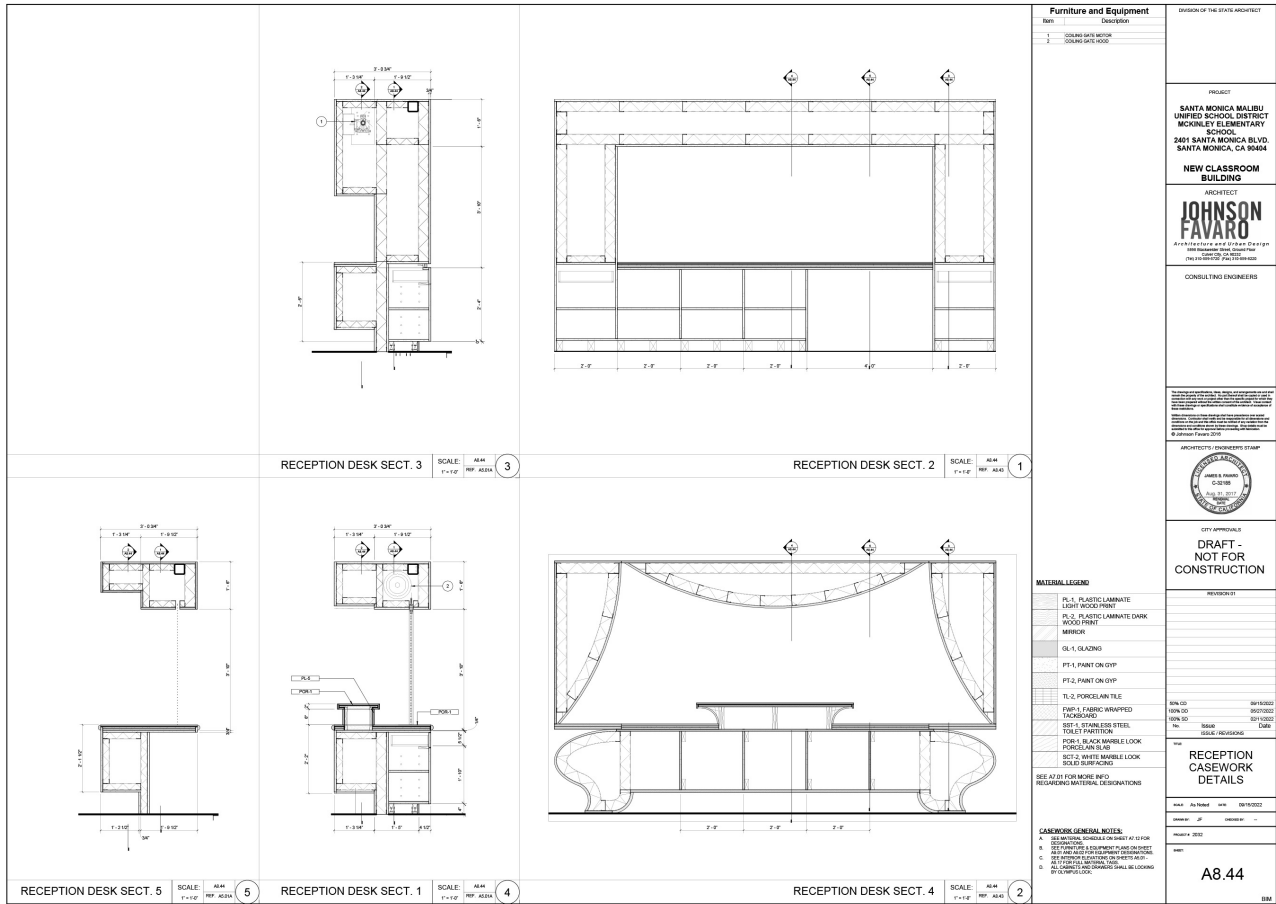
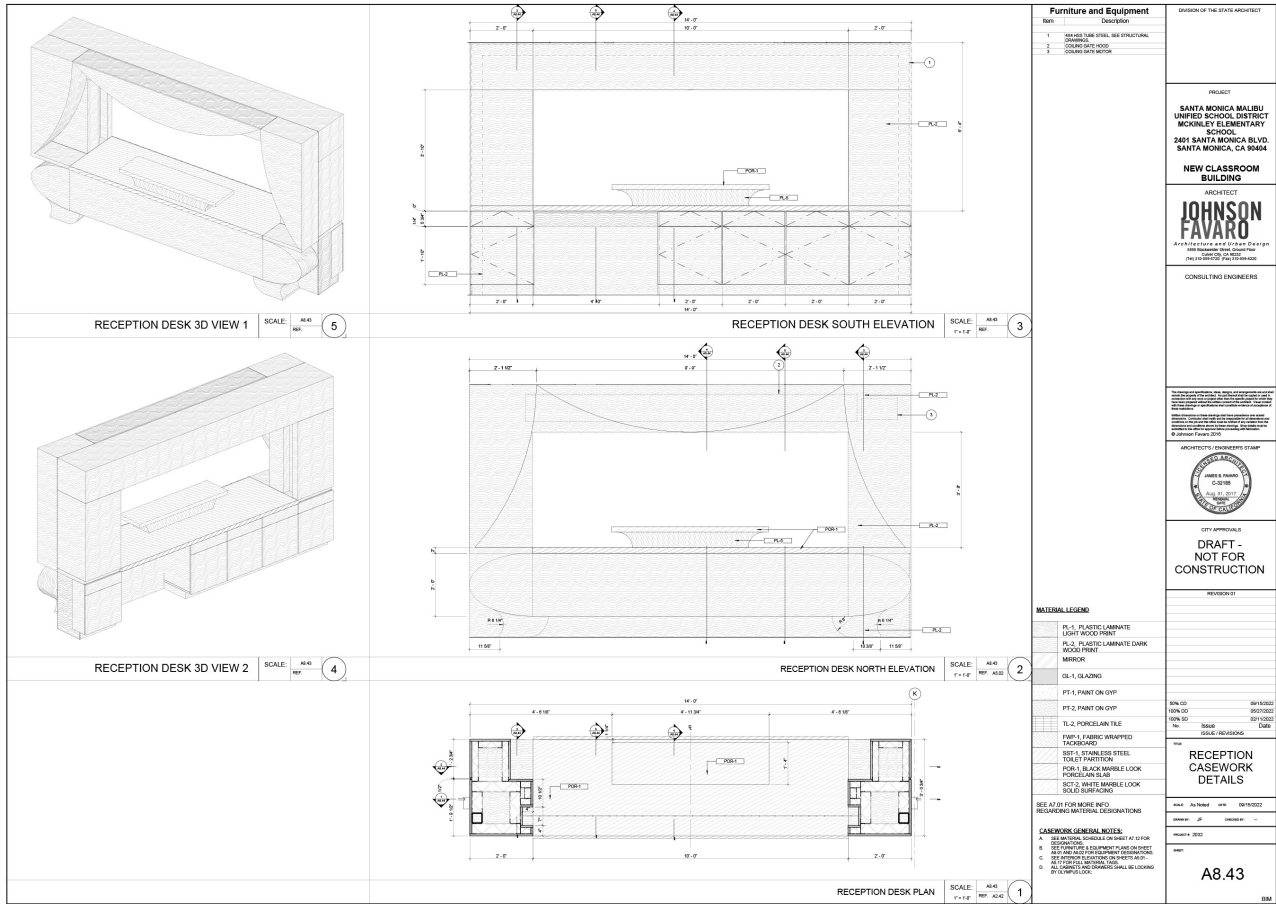
- Fire Notes**
1. Each design shall be stamped with an approved fire rating of 1 hour or more than that shown on the fire rated wall.
  2. Each design shall be stamped with an approved fire rating of 1 hour or more than that shown on the fire rated wall.
  3. Each design shall be stamped with an approved fire rating of 1 hour or more than that shown on the fire rated wall.
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  10. Each design shall be stamped with an approved fire rating of 1 hour or more than that shown on the fire rated wall.

- General Notes - Window Details**
1. Windowing Details
  2. Windowing Details
  3. Windowing Details
  4. Windowing Details
  5. Windowing Details
  6. Windowing Details
  7. Windowing Details
  8. Windowing Details
  9. Windowing Details
  10. Windowing Details



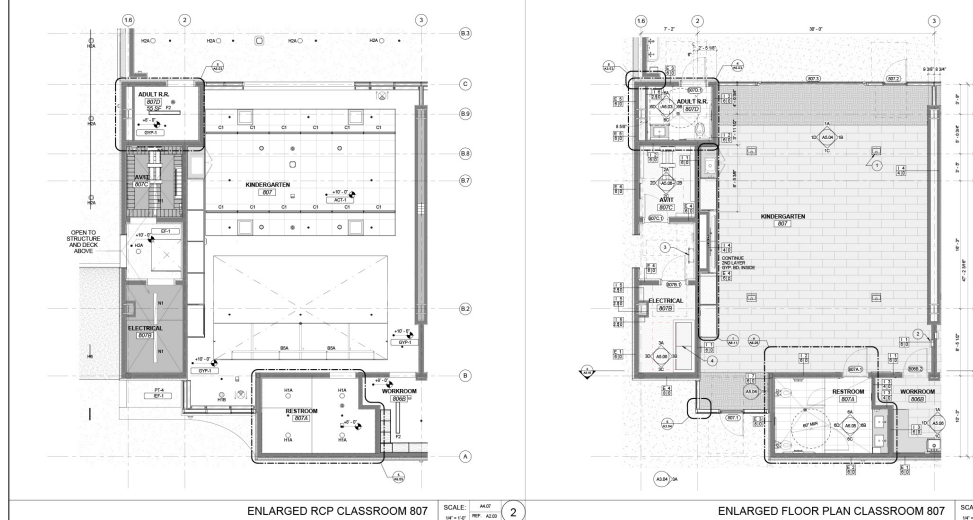
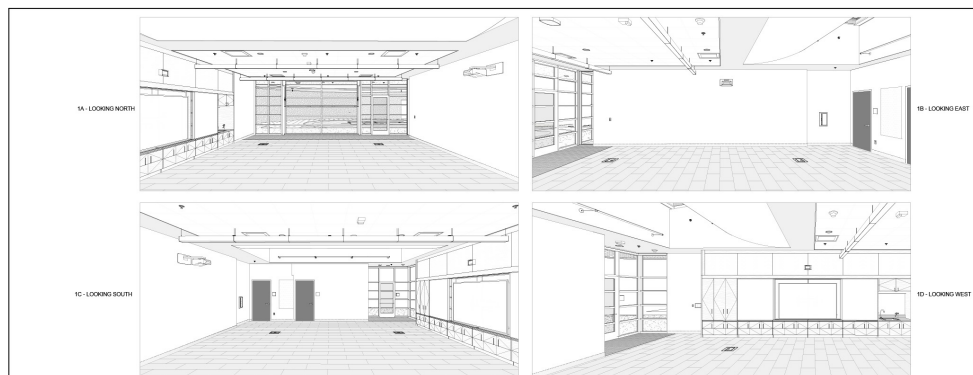
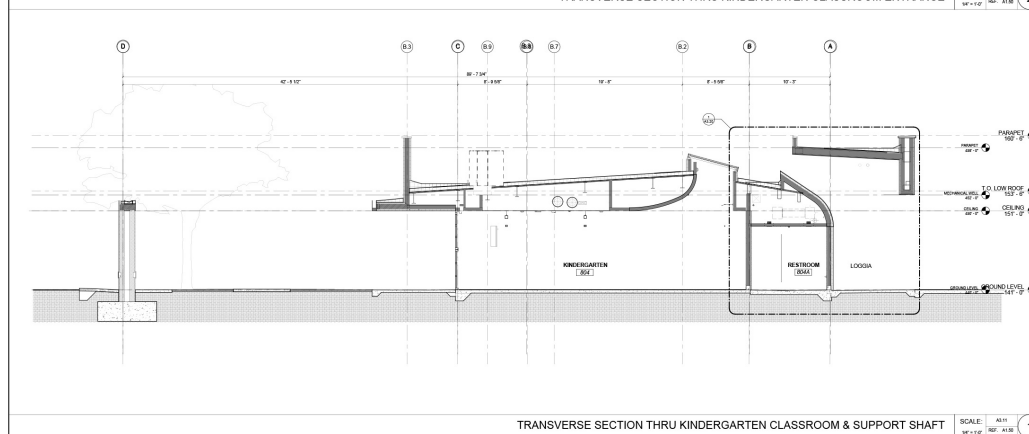
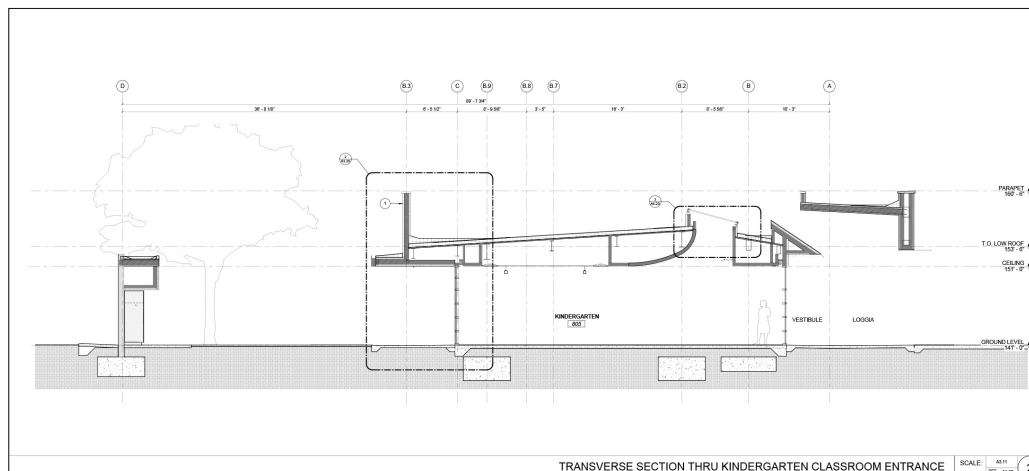






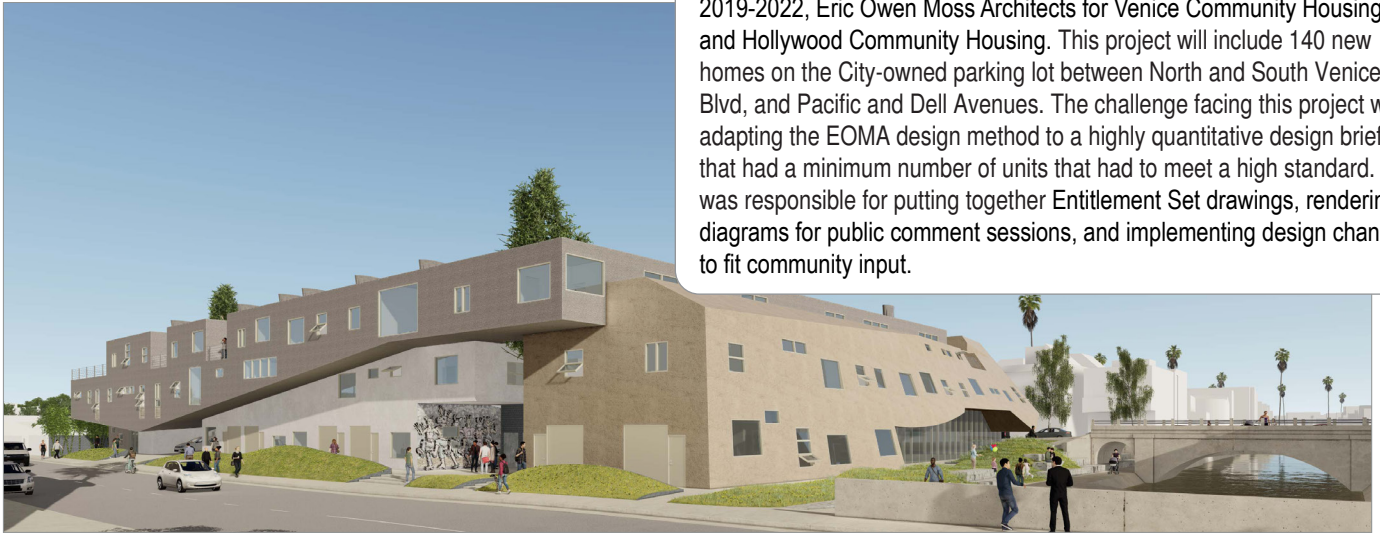




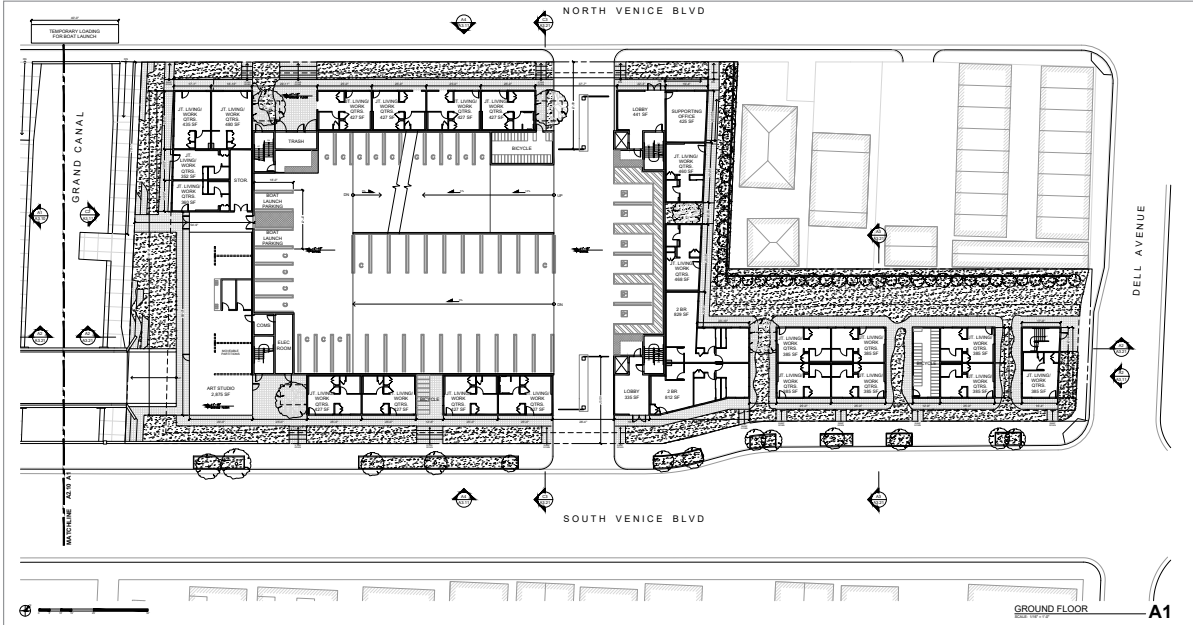
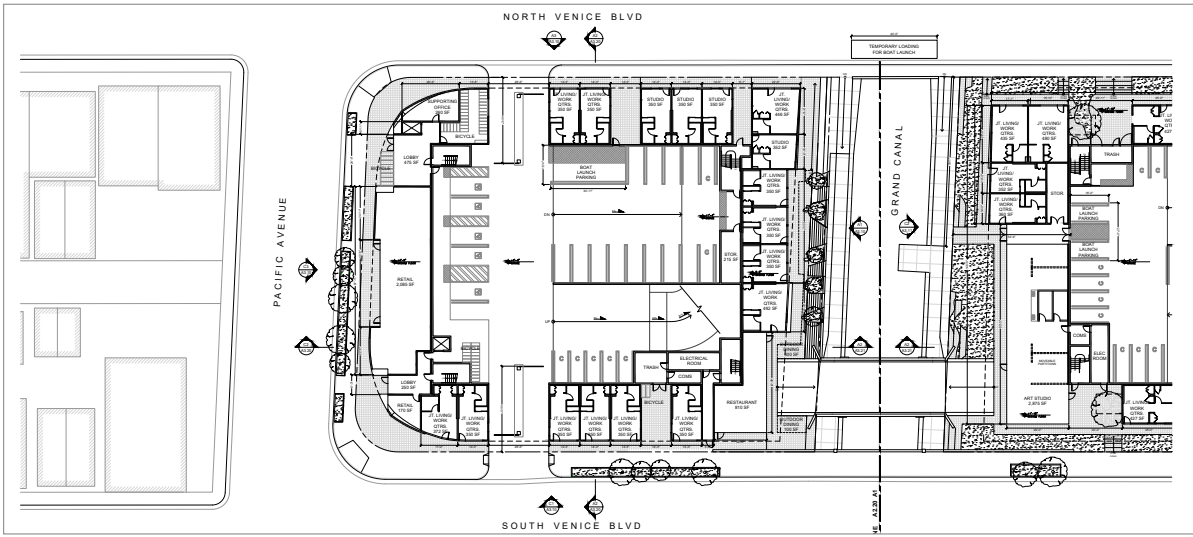
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## Venice Dell Community Housing Entitlement Set

2019-2022, Eric Owen Moss Architects for Venice Community Housing and Hollywood Community Housing. This project will include 140 new homes on the City-owned parking lot between North and South Venice Blvd, and Pacific and Dell Avenues. The challenge facing this project was adapting the EOMA design method to a highly quantitative design brief that had a minimum number of units that had to meet a high standard. I was responsible for putting together Entitlement Set drawings, renderings, diagrams for public comment sessions, and implementing design changes to fit community input.

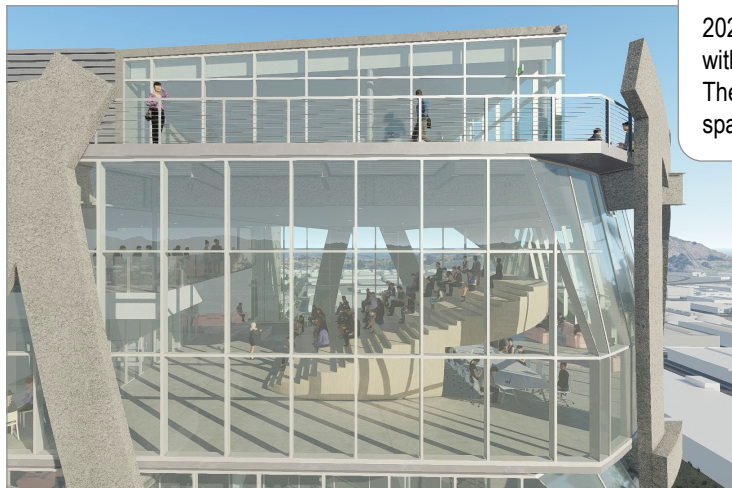




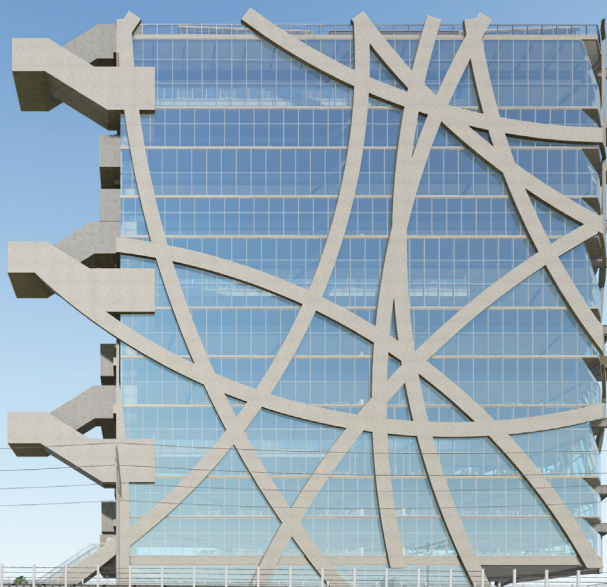


## Wrapper 1 Potential Tenant Package

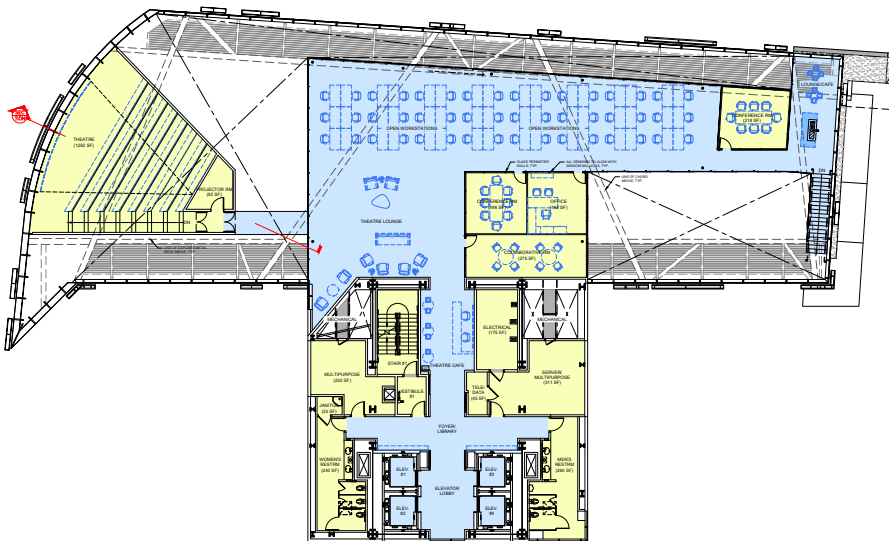
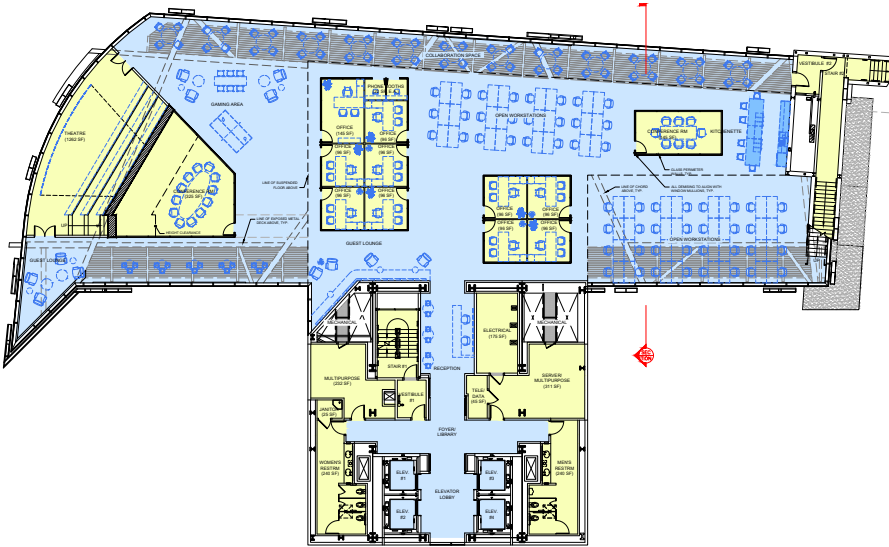
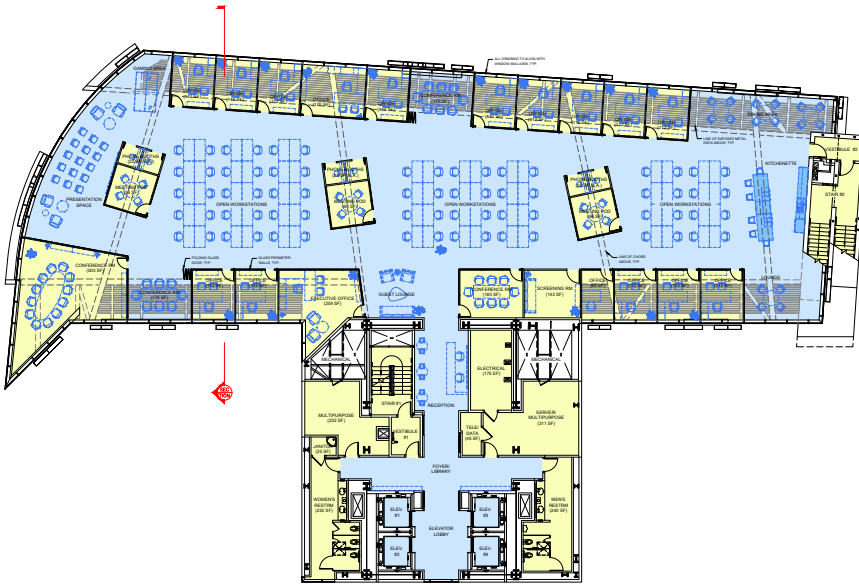
2021 - 2022, Eric Owen Moss Architects for Samitaur Constructs. Worked with existing CD drawings to produce presentations for potential tenants. The renderings below are stills from an animation meant to highlight the spaces. These are shown to all parties looking to lease the space.



L5 - 16'6"







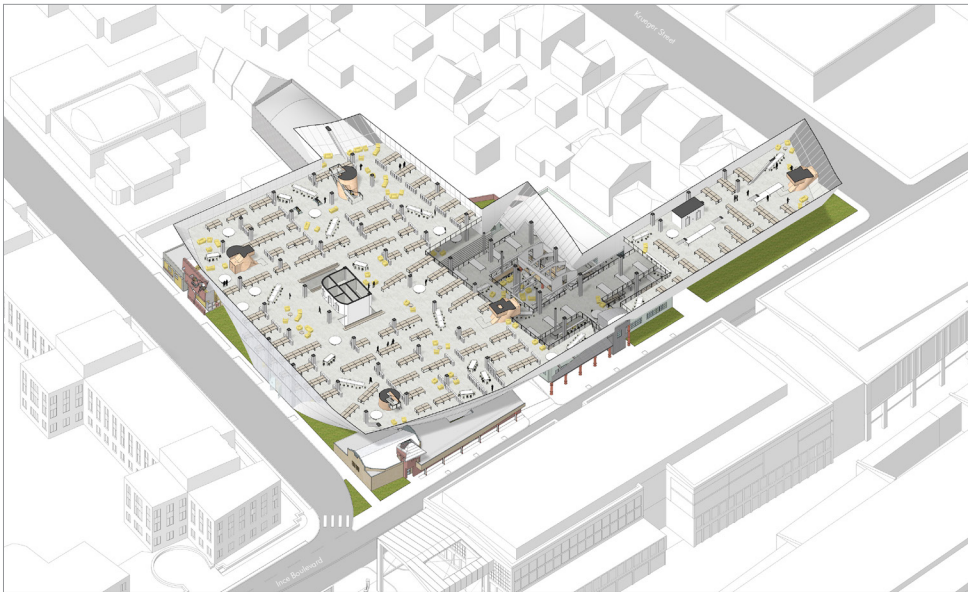
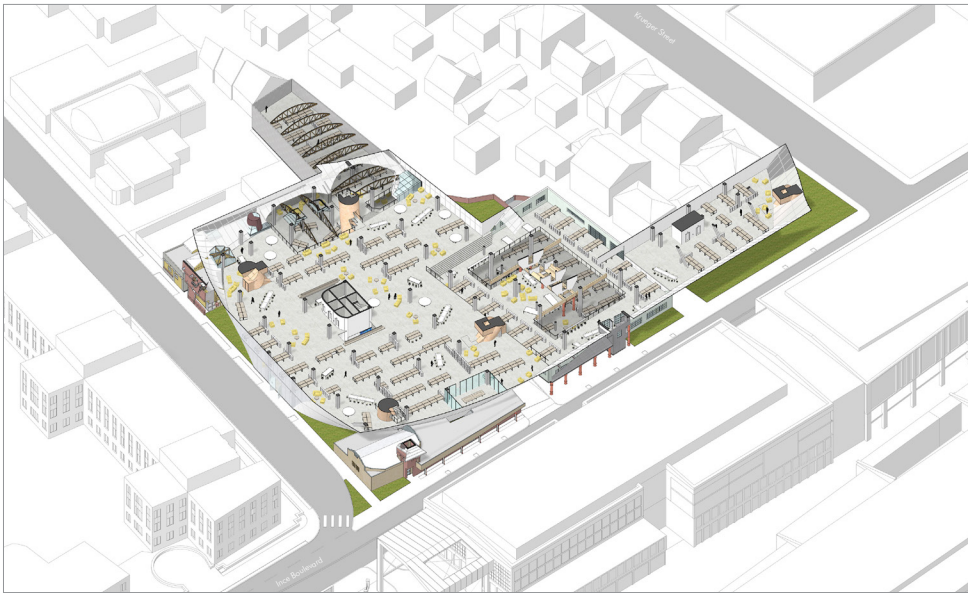


### 3960 Ince Complex Schematic Design

2021 - 2022, Eric Owen Moss Architects for Samitaur Constructs. Worked with design director to produce SD set, initial renderings, coordinate design intent, and direct model makers.





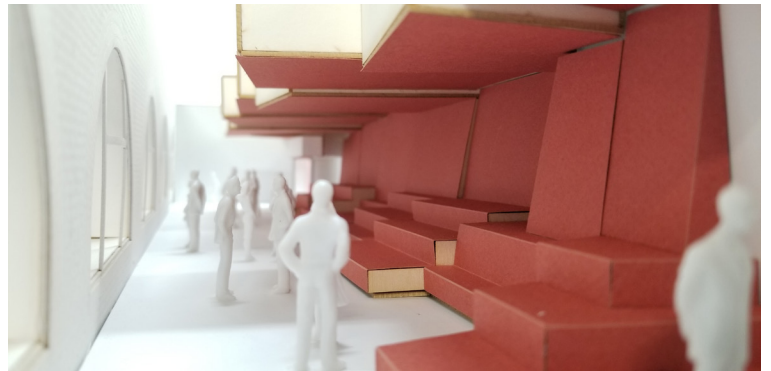


## SD and DD Samples For Facebook Offices

2018-2019, Kevin Daly Architects for Facebook. Led by Kevin Daly and Courtney Gibbs. For Facebook's existing NYC headquarters at 770 Broadway, KDA had been asked to renovate 6 floors to serve as their east coast base. Part of my responsibility was to help develop design elements across the 3rd floor, shown here. This floor has an event space and a cafe area, replacing the typical 1/2 1/2 desk neighborhood split with a 1/2 desks, 1/2 communal spaces. This floor provided more opportunities for design interventions which we focused on the event space exterior, interior, and cafe area. On this spread are examples of design elements I either 3D modeled, detailed in Rhino, or built physically to scale. Additionally, I helped assemble presentations that included diagrams, material samples, design proposals, and model photographs in order to pitch our vision to Facebook.



Lobby Breakout Seating



Theater Breakout Seating and Soffit



Full Floor Model Photo





LOBBY



SECOND LEVEL

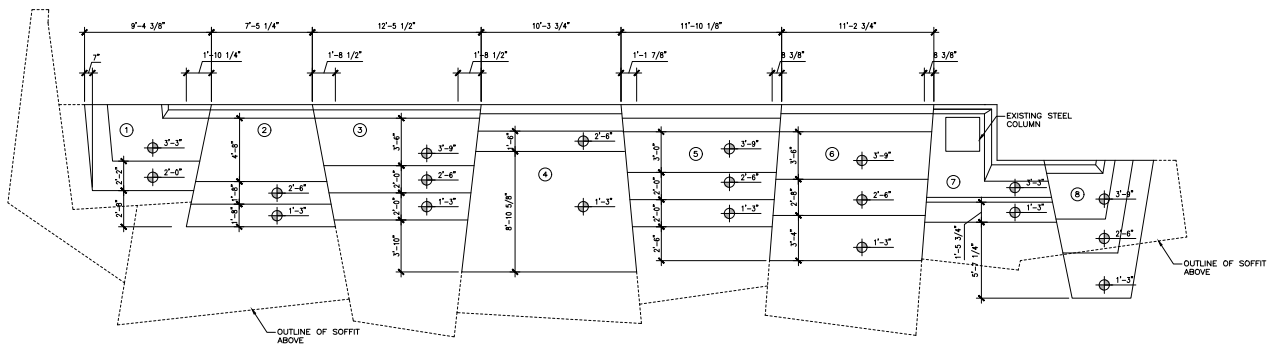
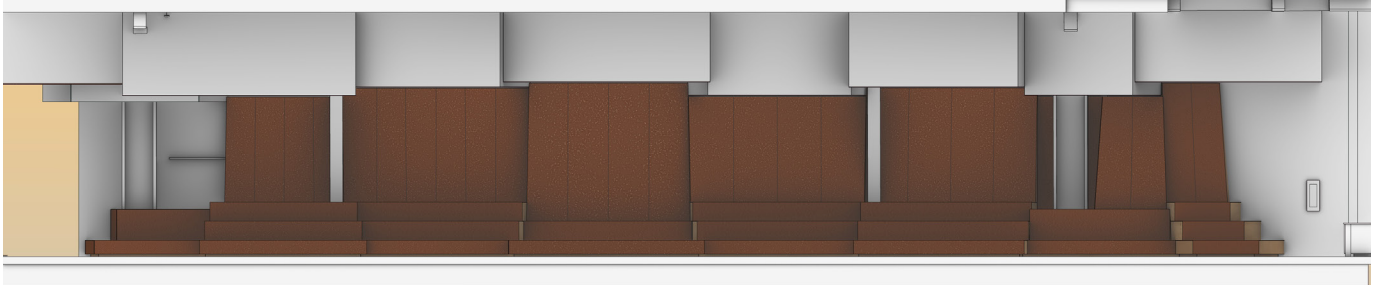
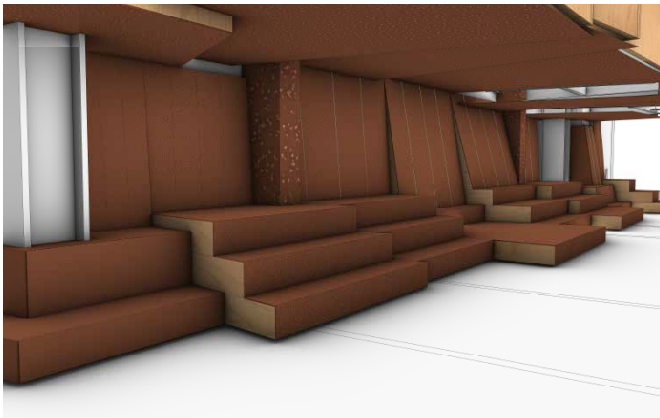


THIRD LEVEL

Lobby to 3rd Floor Stair



Cafe Seating Soffit



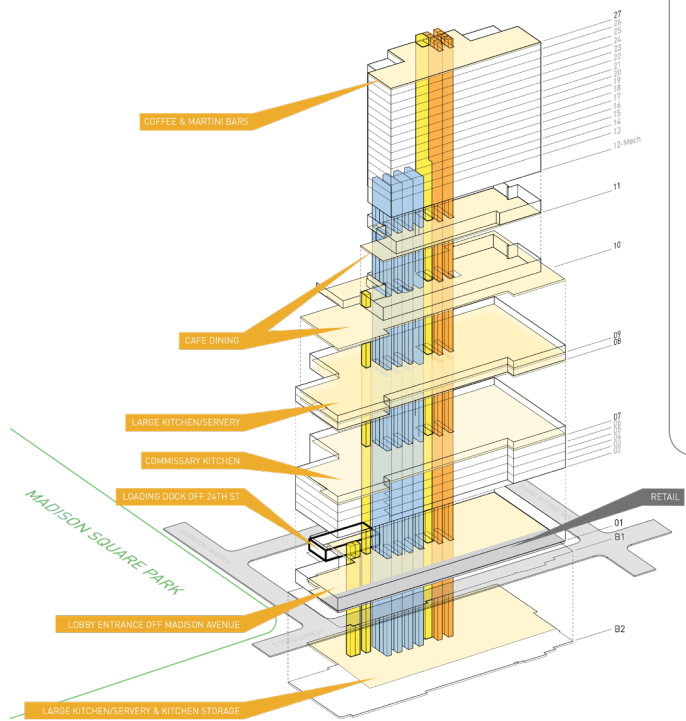
Theater Breakout Seating and Soffit

Test Fits For An Office Tower

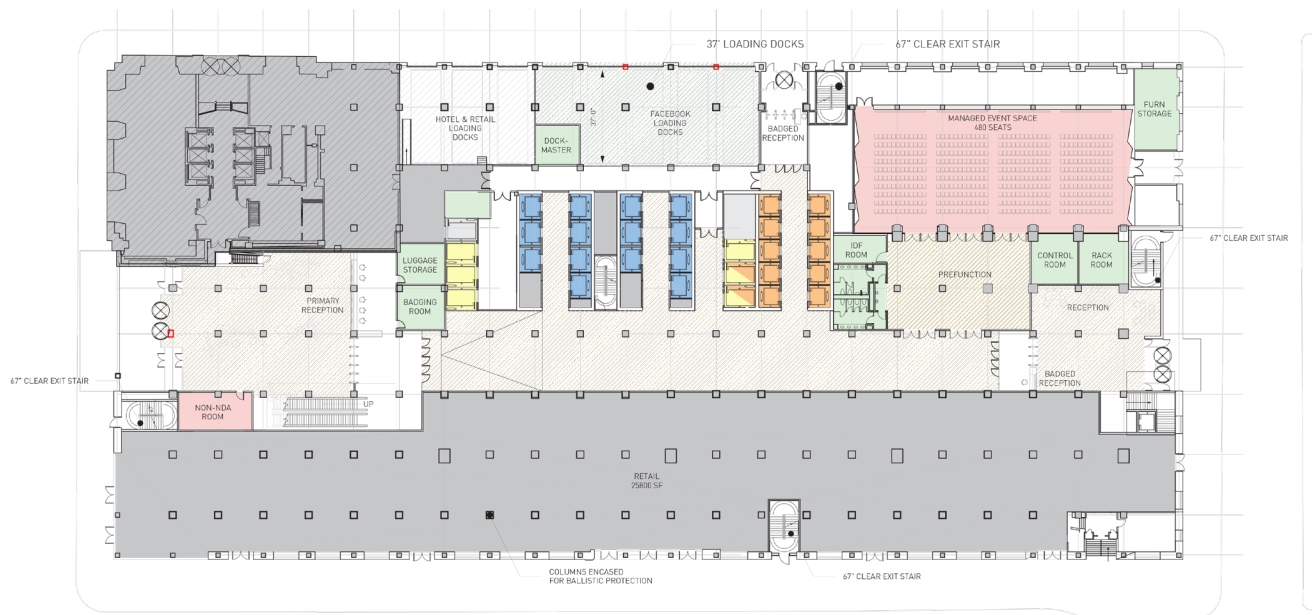
2019, Kevin Daly Architects for Facebook. Led by Kevin Daly and Courtney Gibbs. In collaboration with Ryan Conroy, Jeff Rauch, and Julian Funk.

KDA was asked to put together a proposal to design a new tower planned to be built above an existing building on Madison Square Park. I was asked to assist drawing test fits to see how much program can be fit within the square footage of the property while maintaining the logic of traffic flow in regards to the vertical circulation. Additionally, the dining floor on the vertical stack had to be accessible by all elevator banks so no employee had to transfer in order to get to it. This RFP introduced me to the complexity of office projects that go beyond a single floor. I started out at KDA working on a single floor in another tower and at this point am working on a bundle of 3 floors at the same time, having had experience seeing the different types of problems at each scale, and the benefits of working wholistically with this RFP rather than a floor or two at a time.

Work Sample



TOTAL BUILDABLE FLOOR AREA =	75,575 SF	MEETING SPACE AREA =	5,800 SF	AMENITY AREA =	16,550 SF	SUPPORT SPACE AREA =	6,500 SF
TOTAL PROGRAM AREA =	28,850 SF	EVENT SPACE =	2,100 SF	PREFUNCTION =	2,100 SF	DOCK SUPPORT	3,800 SF
		NON-NDA ROOM=	500 SF	RECEPTION =	5,700 SF	EVENT SUPPORT	2,050 SF
				CONCOURSE=	8,750 SF	LOBBY SUPPORT	650 SF



## GROUND FLOOR TEST FIT

FACEBOOK - PROJECT WHITNEY



KPR

APRIL 24, 2019

TOTAL BUILDABLE FLOOR AREA =	73,300 SF	MEETING SPACE AREA =	9,250 SF	AMENITY AREA =	2,350 SF	SUPPORT SPACE AREA =	1,600 SF
CURRENT HEAD COUNT =	542 DESKS	DAY OFFICE =	22	MICROKITCHEN =	380 SF		
TOTAL PROGRAM AREA =	41,350 SF	COZY =	36	COLLABORATIVE SPACE =	1,720 SF		
		HUDDLE =	25	AMENITY AREA =	250 SF		
OPEN OFFICE AREA =	28,150 SF	SMALL CONFERENCE =	4				
CAPS =	51.9	MEDIUM CONFERENCE =	3				
		LARGE CONFERENCE =	2				



TYP. PODIUM TEST FIT: L3 - L7

FACEBOOK - PROJECT WHITNEY



KPR

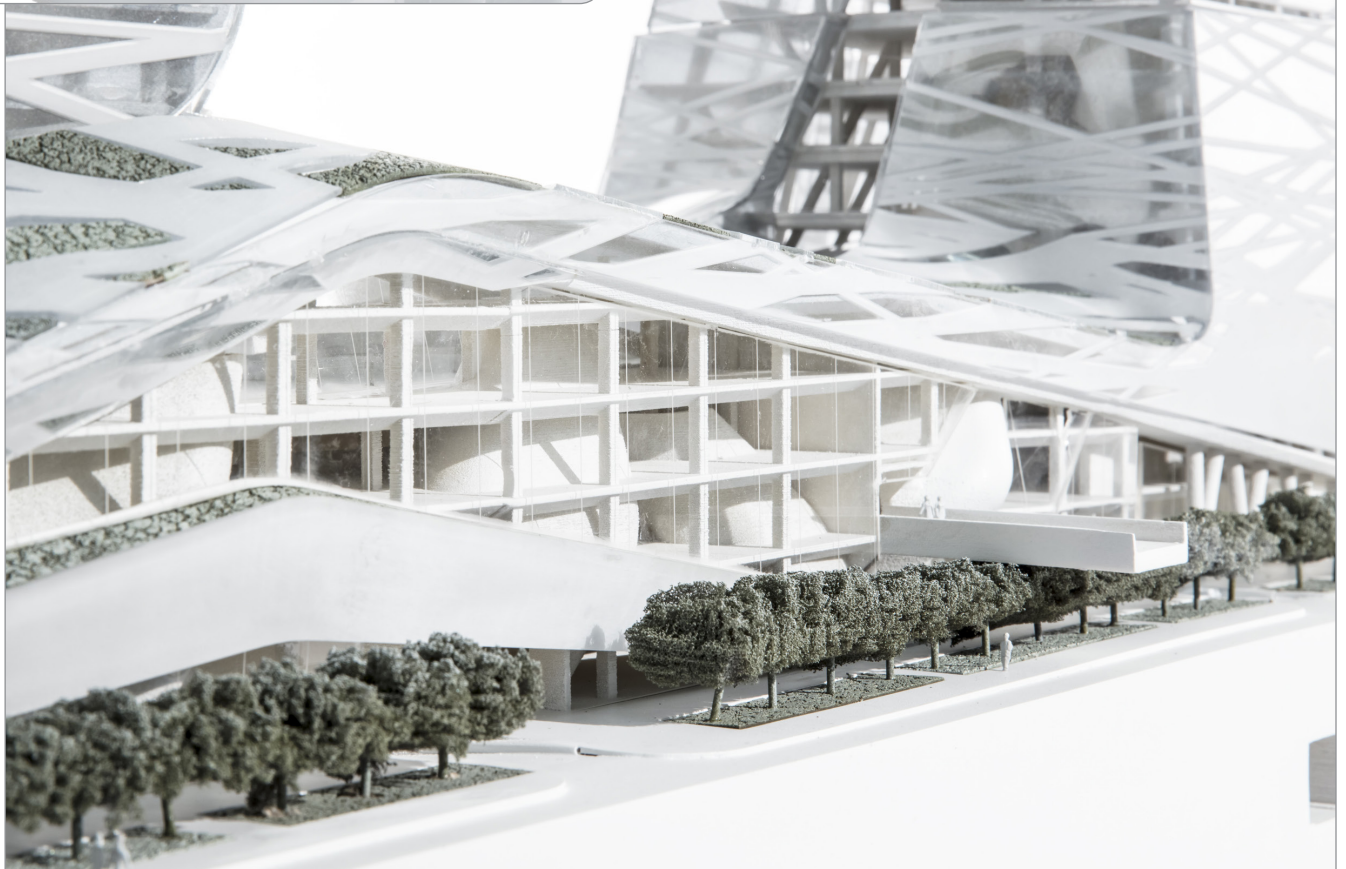
APRIL 24, 2019



## Models for Competitions

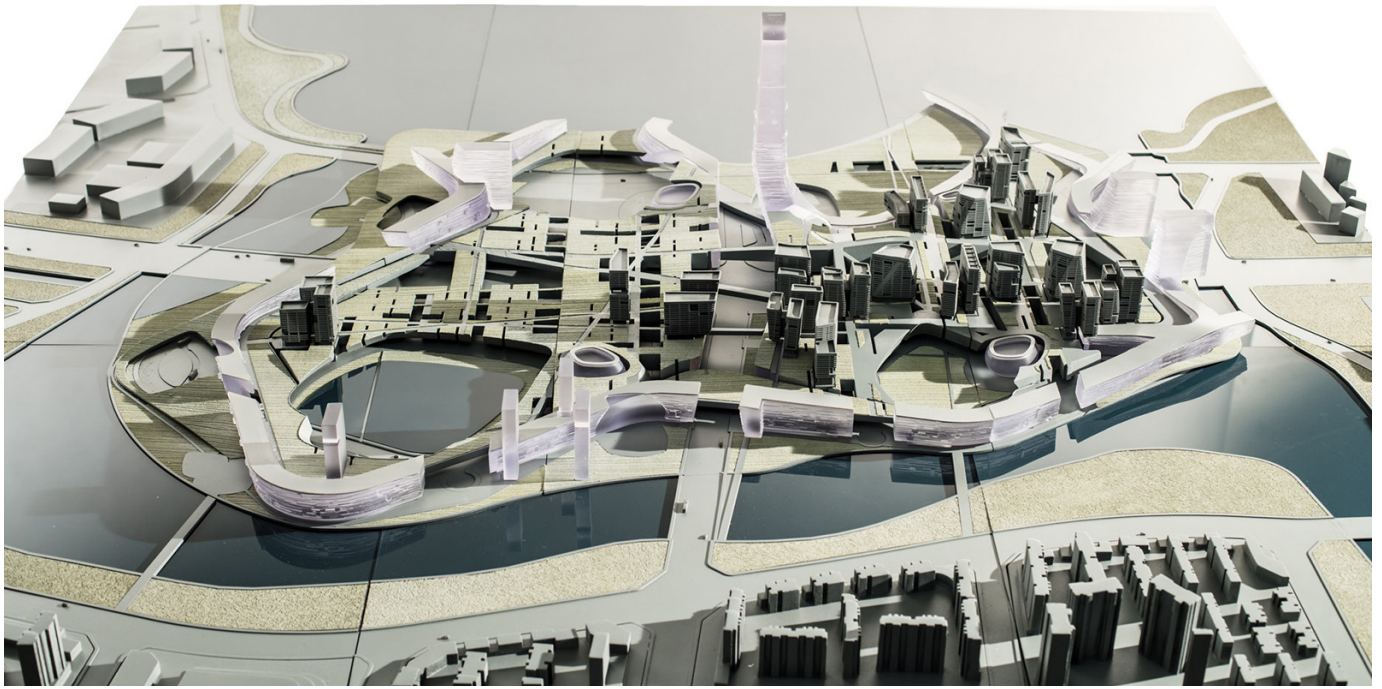
2018, Morphosis Architects. All photos courtesy Jasmine Park, model in collaboration with Eric Meyer, Fredy Gomez, Ibrahim Ibrahim, and Ilko Iliev

Both models were produced for separate competition project proposals in China. The first was for a Chinese communications company headquarters in Shenzhen. The competition asked for urban design proposals for an “urban village,” here combined into a compound scheme of two solitary towers unified by a single plinth. The shop was tasked with the fabrication of a 3' x 1' presentation model, made up of 3D printed chunks (floor slabs and structural skeleton) mounted on two aluminum cores, and skinned with chromed acrylic, heat-formed to fit the gestural facades. The second, a business district called Unicorn Island, was built much the same way, but with more of a focus on the production of a proof-of-concept for the office's compositional planning technique of Combinatory Urbanism.

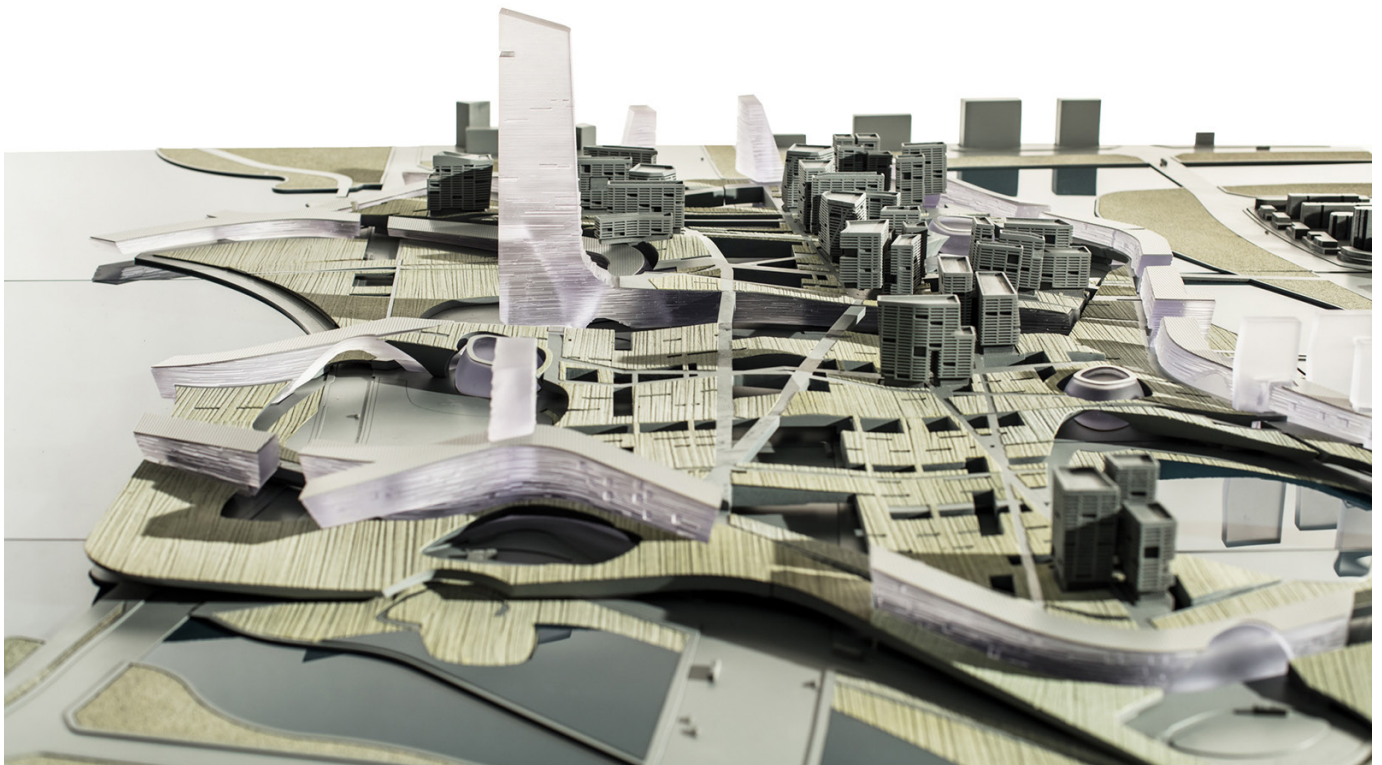


Model Photos of Tower Proposal





Models For Competitions



Model Photos of Unicorn Island Proposal

## Inside/Outside/Between/Beyond

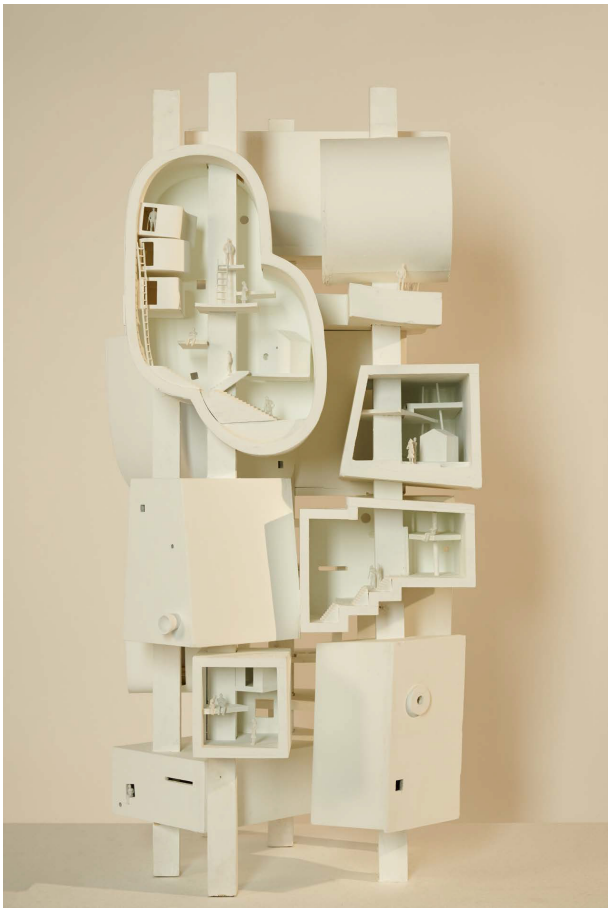
2017, Bureau Spectacular for SFMOMA. Site photo by Don Ross; all successive photos by Injee Unshin. Models fabricated with Sohun Kang, Mark Kamish, Lucas Budgett, and students of UCLA and Cal Poly Pomona

In 2016, SFMoMA curator Jennifer Dunlop Fletcher commissioned Bureau Spectacular to fill their recently renovated Architecture Nook across from their second floor coffee shop. The idea was first an overly ambitious landscape of towers that would fill the entire room. This idea, however, proved too costly and would have required a small army to produce. We reduced it to the 4-tower vitrine scheme seen here. The premise of this project was simply that cities are oppressed by the financial interests of developers, and that an urbanism more interested in reflecting the characters that live within it would be a much more empathetic place to live in. If buildings are designed to reflect the quirks and personalities of its inhabitants, the city would be much more open to nuanced moments and surprises resulting from the imperfections manifest in the designs. Fully extruded site boundaries create oppressive monoliths of capitalism that restrict the idiosyncrasies of personal expression.

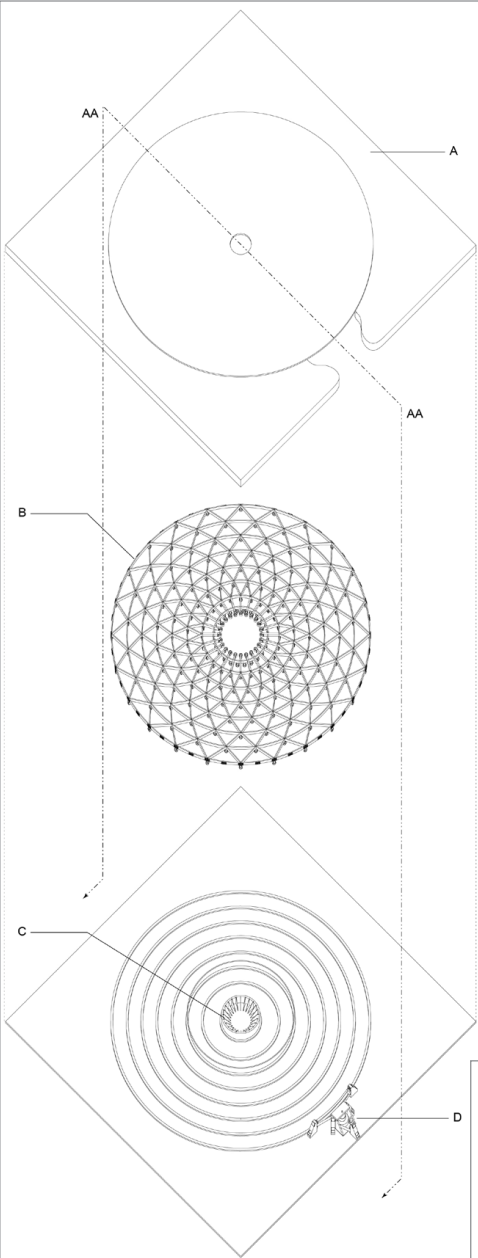
My role was to manage the project in its SD, DD, CD, fabrication, and installation phases until the opening reception at SFMoMA. I was in charge of 3D modeling and setting up all fabrication methods for the towers and their plinths. This involved overseeing a team of model makers, coordinating with different fabricators, and CNC milling on Matthew Au's small-but-mighty linux powered CNC mill in our Vernon model shop.







Work Sample



- A ..... PLATFORM ASSEMBLY
- B ..... CAROUSEL ASSEMBLY
- C ..... HUB ASSEMBLY
- D ..... TRACTOR DRIVE ASSEMBLY

AA ..... AA SECTION CUT

- 1 ..... SPROCKET PAD
- 2 ..... CONNECTING MEMBER
- 2A ..... CASTER TRACK MEMBER
- 3 ..... RAISED STEP
- 4 ..... PLATFORM COVER
- 5 ..... CASTER WHEEL
- 6 ..... PERIMETER SPROCKET
- 6A ..... PERIMETER SPROCKET BASE
- 7 ..... IDLER SPROCKET
- 7A ..... IDLER SPROCKET SUPPORT
- 8 ..... MOTOR SPROCKET
- 8A ..... MOTOR SUPPORT
- 9 ..... PRIMARY DRIVE CHAIN SPROCKET
- 10 ..... PERIMETER DRIVE CHAIN
- 11 ..... PRIMARY DRIVE CHAIN
- 12 ..... SECONDARY DRIVE CHAIN SPROCKET
- 13 ..... MOTOR
- 14 ..... CHAIN ROLLER
- 14A ..... CHAIN GAP
- 15 ..... CHAIN LINK
- 16 ..... CHAIN LINK PIN
- 17 ..... SPROCKET TOOTH
- 17A ..... SPROCKET GAP
- 18 ..... FIXED PLATE

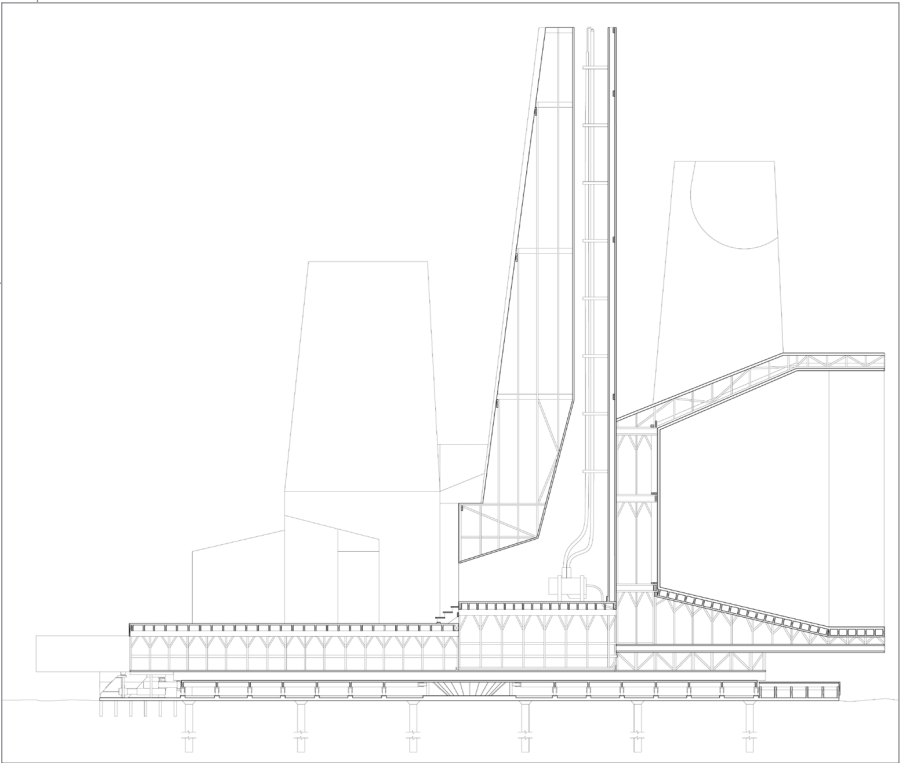
## Redrawing Galileo

2016, Bureau Spectacular. Project designed by Jimenez Lai with Man-Yan Lam and Steve Martinez

For the Galileo project, I produced a series of detail drawings for the carousel assembly, an animation, and updated renderings for the whole scheme. The size of the stage required an investigation into robust, scalable carousel designs. In addition, my task was to produce a preliminary framing diagram with which the stage would be able to built. While the project did not get built, it serves as one of the clearest manifestations of Bureau Spectacular's idea of architecture as narrative, a platform for the story of life to play out.

In studying the play Life of Galileo by Bertolt Brecht, Bureau Spectacular proposed a site specific compound as well as a burning object. We proposed a large temporary stage with roughly a 70' x 70' footprint with large slender towers peaking at 55' tall. In thinking about the townscape of San Gimignano, this project is an abstract skyline of monolithic objects that cut across the quiet ocean sky.

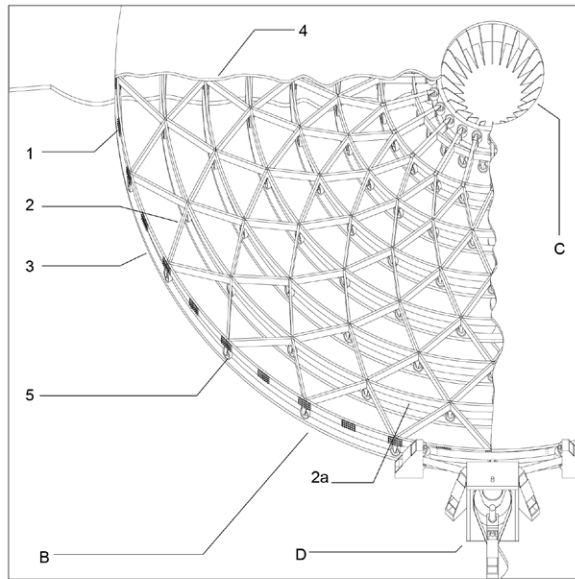
Like a merry-go-round, the stage is a four-sided platform that spins around one central pivot. There are four elevational positions the stage can snap to, allowing four separate stage configurations for the 14 scenes to be divided among 3 categories: small, medium and large environments, with the fourth elevation serving as a backstage area, or back of house.



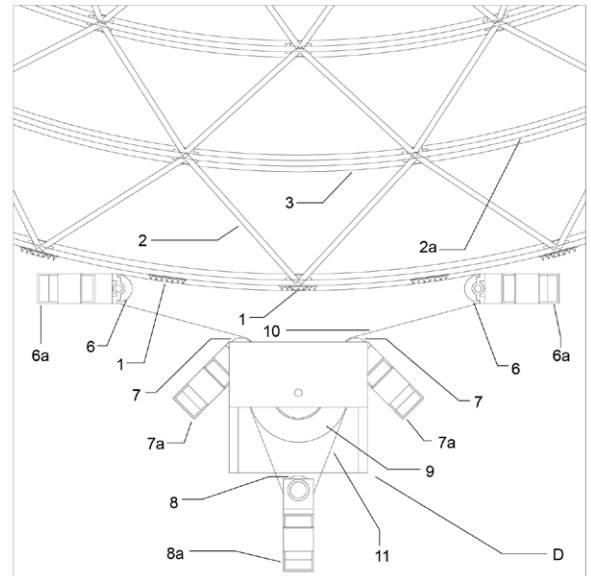
Section AA



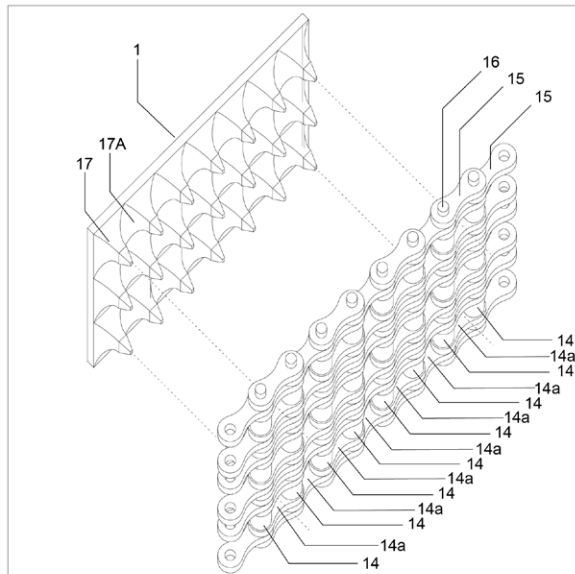
CAROUSEL STRUCTURE DETAIL



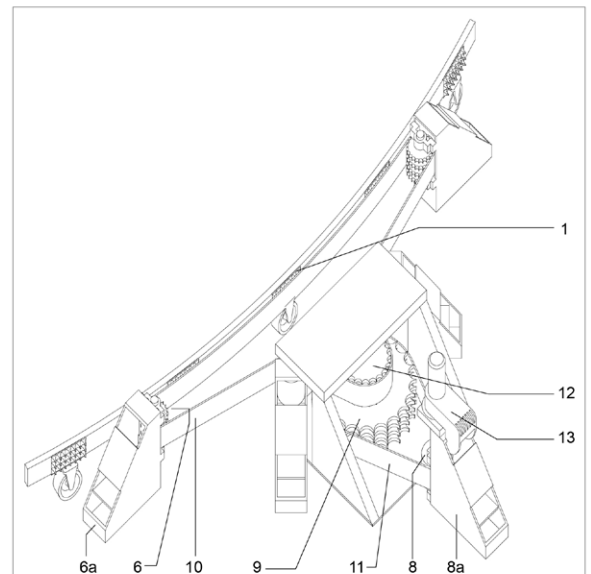
TRACTOR DRIVE TO CAROUSEL DETAIL



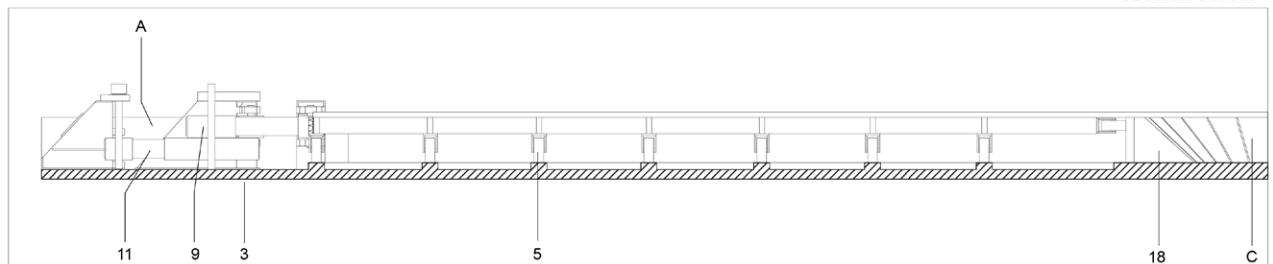
DRIVE CHAIN TO SPROCKET PAD DETAIL



TRACTOR DRIVE DETAIL



SECTION CUT AA

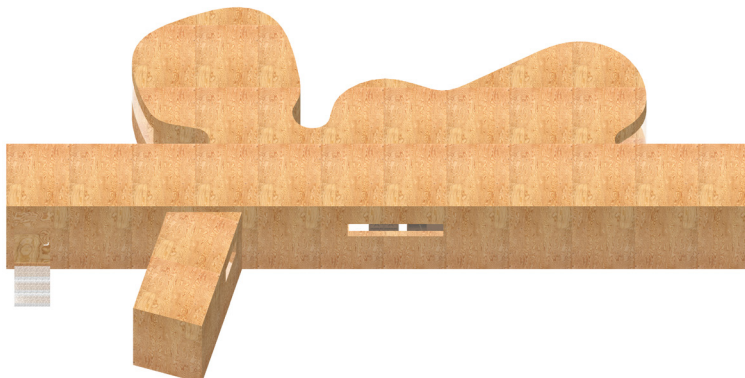


Produced for Anda French's graduate studio at Princeton. The prompt was to design an ADU for the backyard of a single family home in Princeton, NJ. Linear House is a private wall house on its south face and a glass house on its north face, providing both privacy and natural views. It's elevated off the ground with ground screws which delicately minimize the disruption of the natural overgrown backyard of the client, allowing the new ADU to exist both in the brush and in the grass yard simultaneously.

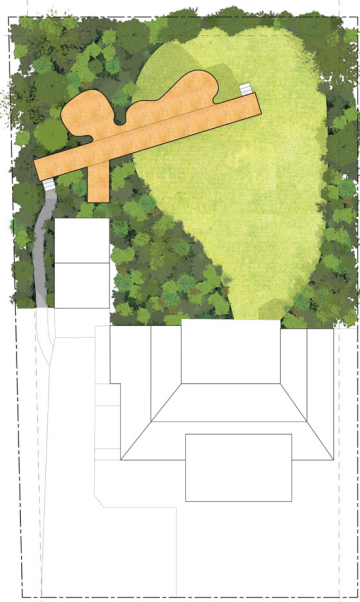


# Linear ADU *Princeton SOA* 2024

Exterior Rendering



Site Axonometric



Site Plan



01



02



03



04



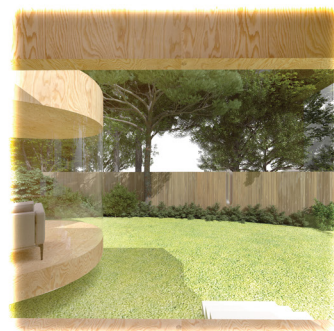
05



06



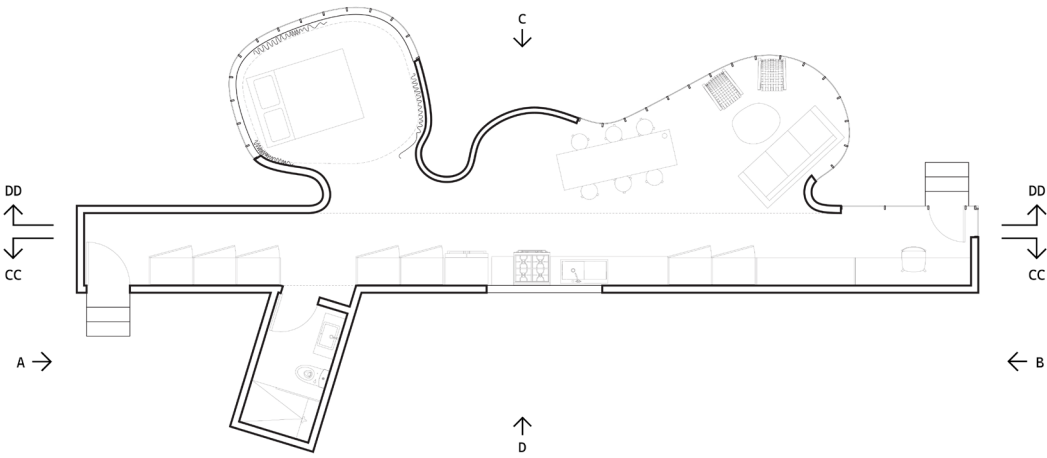
07



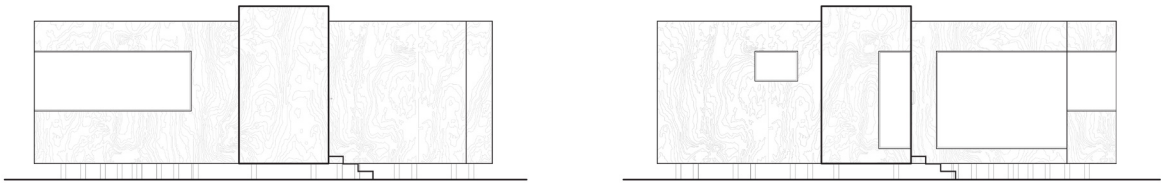
08

Perspective Renderings



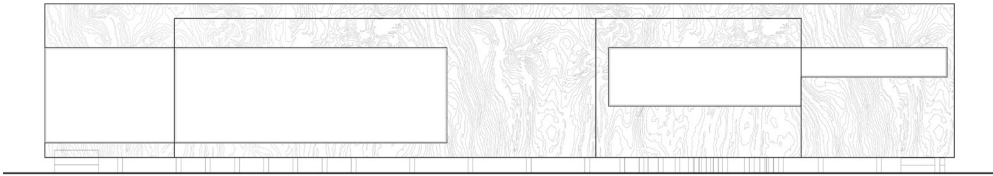


Floor Plan

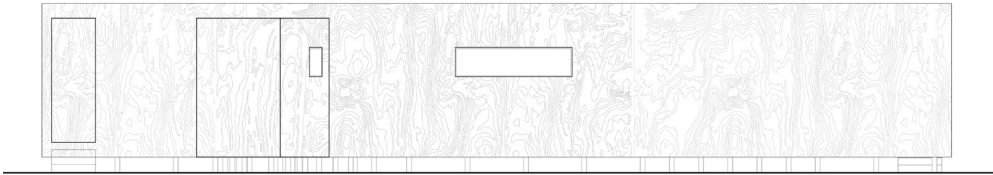


A

B

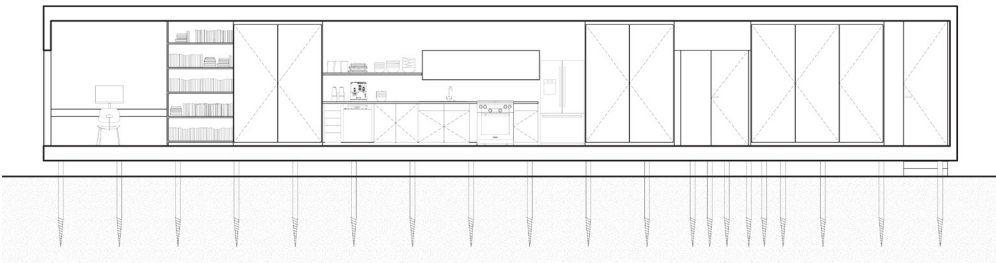


C



D

Elevations



Section CC

Produced for Dean Monica Ponce de Leon's graduate studio at Princeton. The prompt was to design a duplex for two families in the working class neighborhood of Witherspoon in Princeton, NJ. This scheme accomodates 2 large families who share a communal kitchen and dining space. Through their respective doorways that lead to the kitchen, they each have a more private dining and living space, above which their bedrooms are situated.

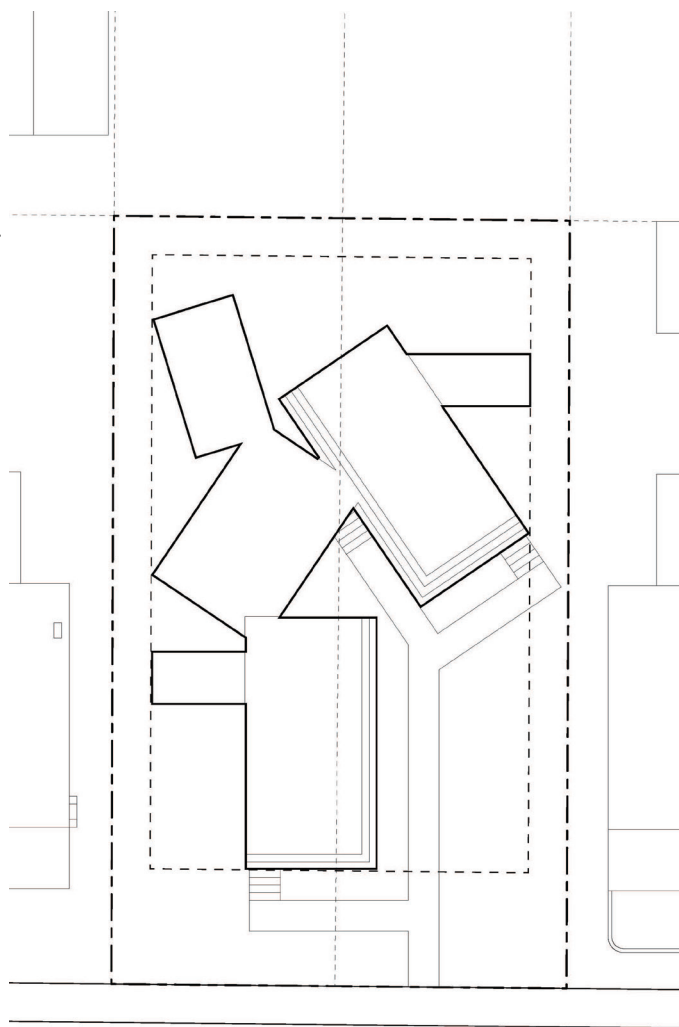
# Duplex in Princeton

## *Princeton SOA*

### 2024

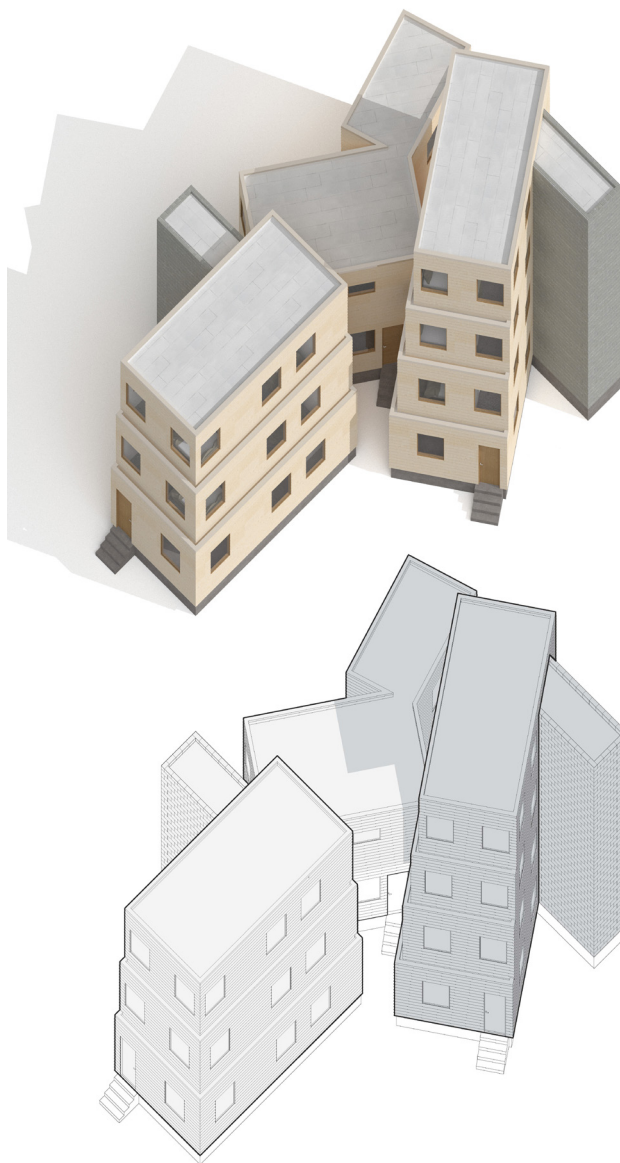


Work Sample



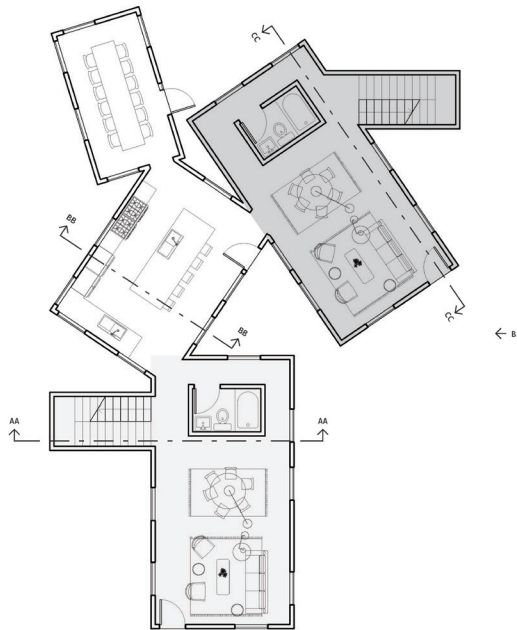
Birch Ave.

Site Plan

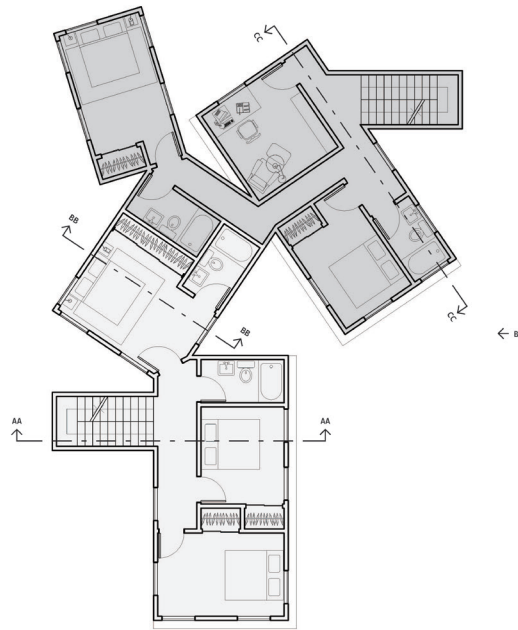


Perspective Axon

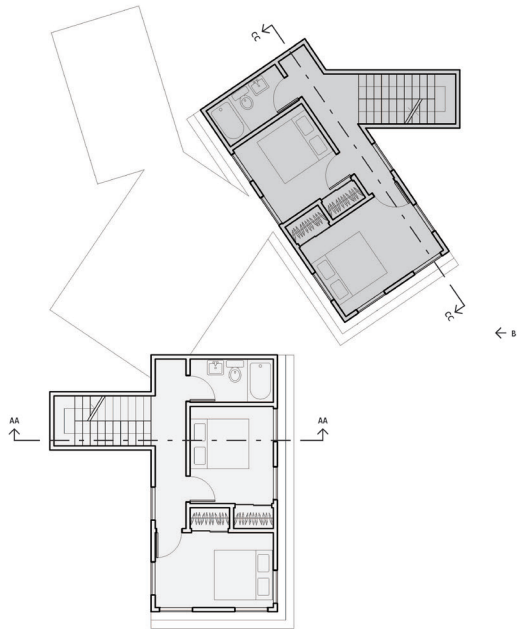




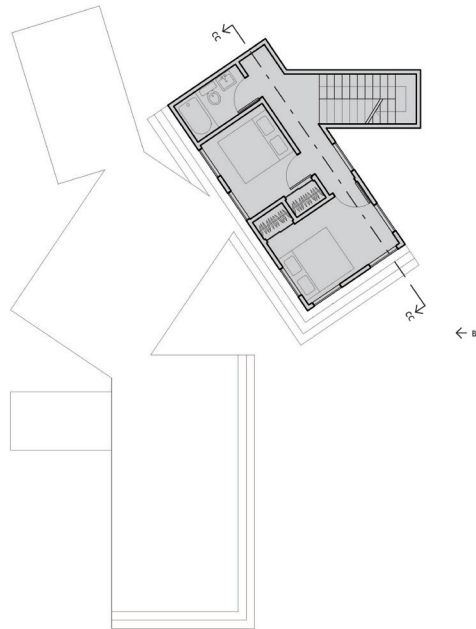
Floorplan 1



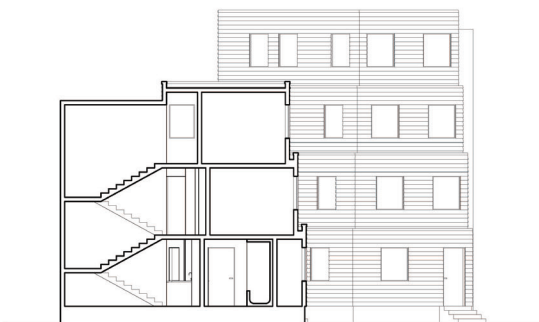
Floorplan 2



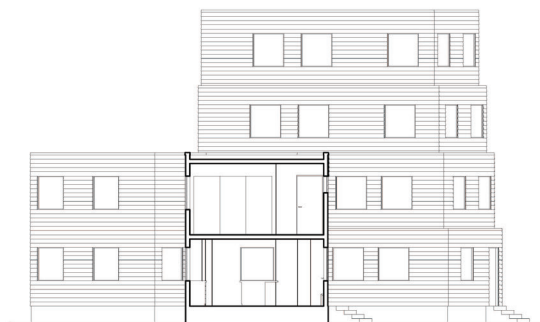
Floorplan 3



Floorplan 4



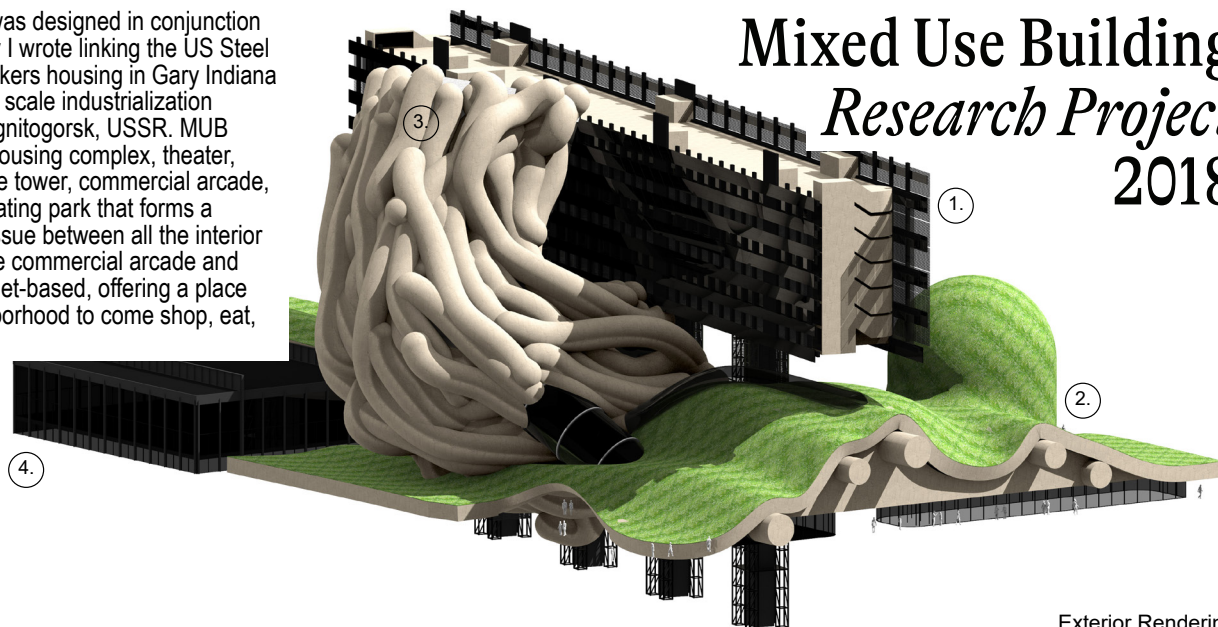
Section AA



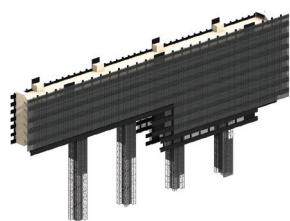
Section BB

This project was designed in conjunction with an essay I wrote linking the US Steel plant and workers housing in Gary Indiana with the large scale industrialization project in Magnitogorsk, USSR. MUB combines a housing complex, theater, leasable office tower, commercial arcade, and an undulating park that forms a connective tissue between all the interior functions. The commercial arcade and theater is street-based, offering a place for the neighborhood to come shop, eat, and relax.

# Mixed Use Building Research Project 2018



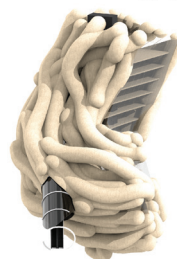
Exterior Rendering



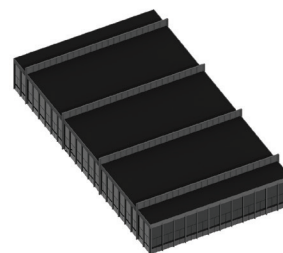
1. Narkomfin Housing Block



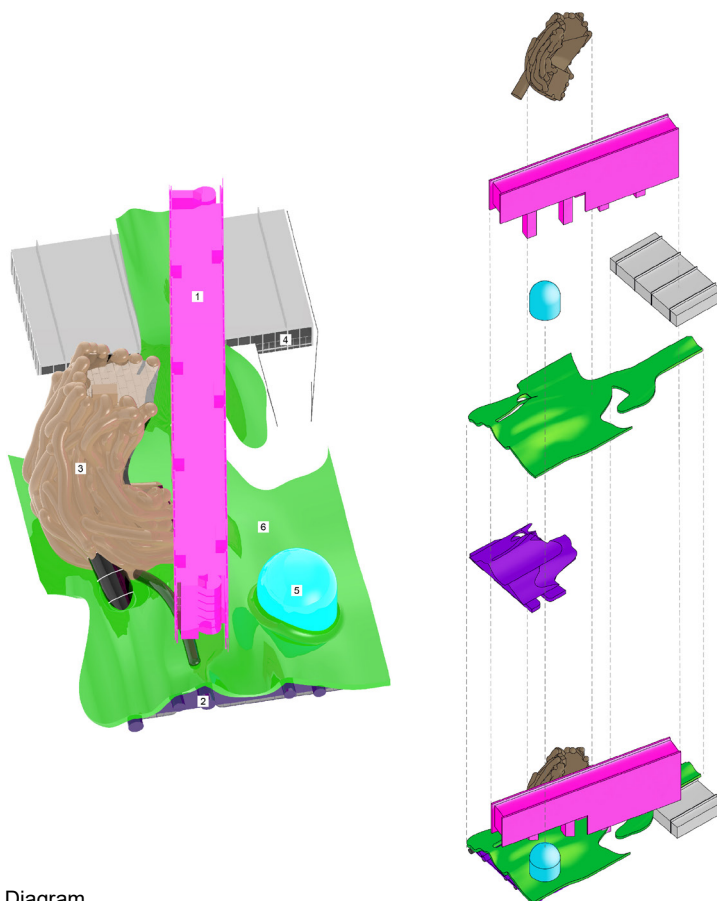
2. Green Roof Cultural Plinth



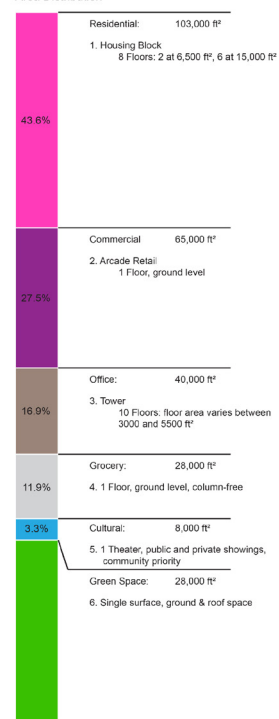
3. Commercial Tower



4. Crown Hall Retail Block



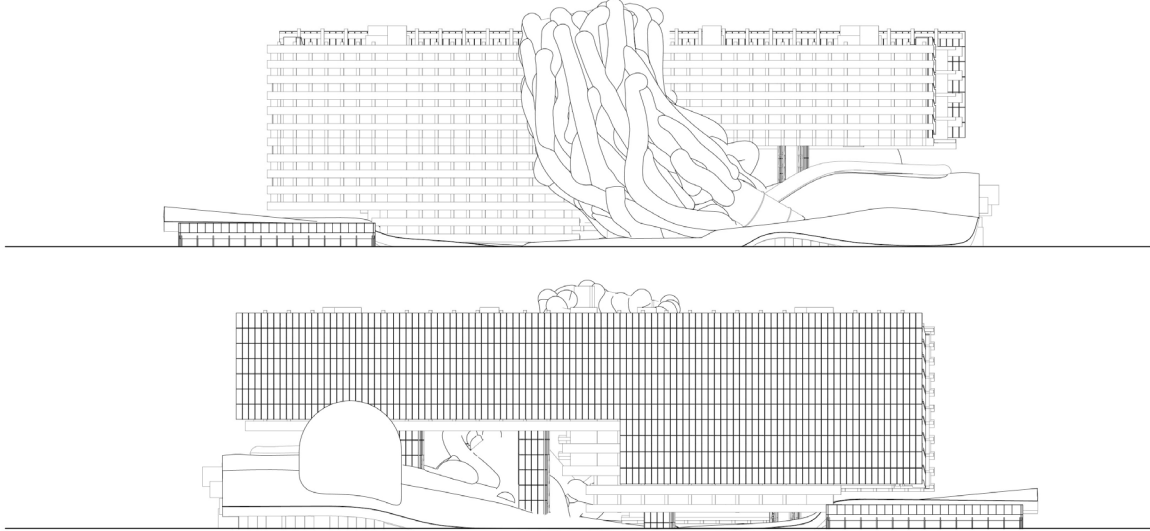
Area Distribution



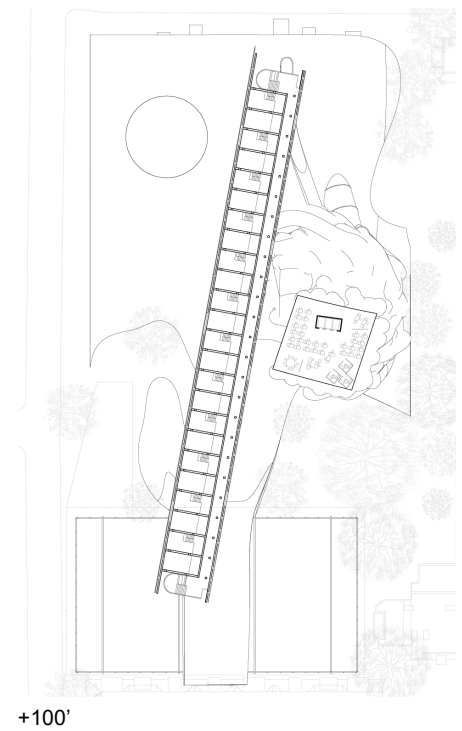
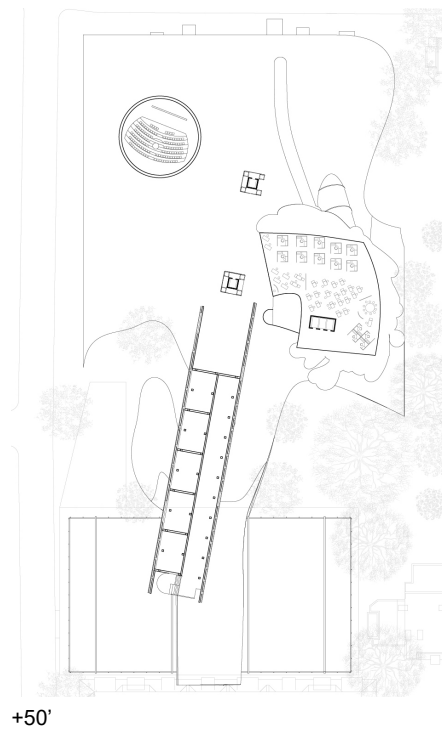
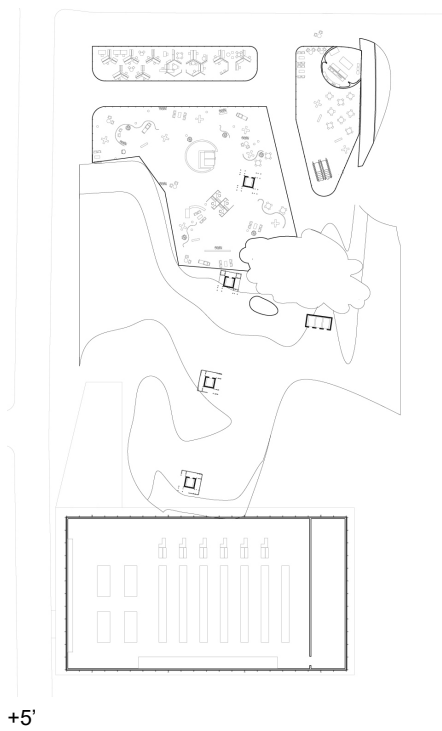
Total Built Area: 236,000 ft<sup>2</sup>  
Total Open Area: 135,000 ft<sup>2</sup>  
Total Site Area: 150,000 ft<sup>2</sup>  
89% Open Area

Program Distribution Diagram

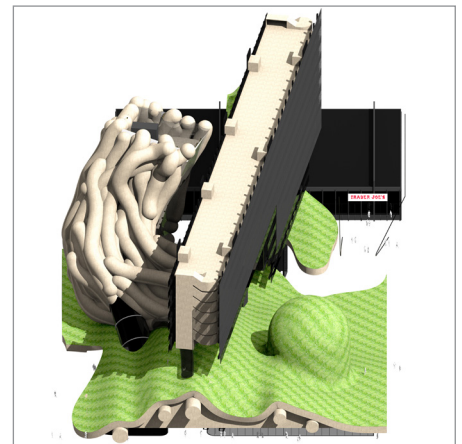
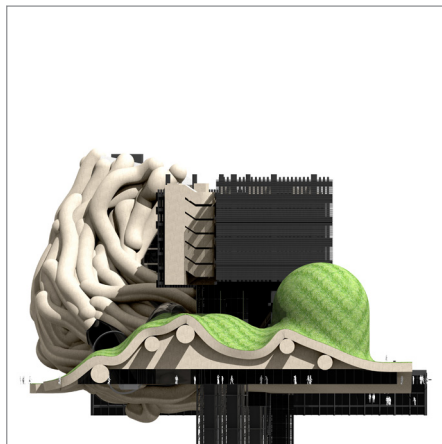
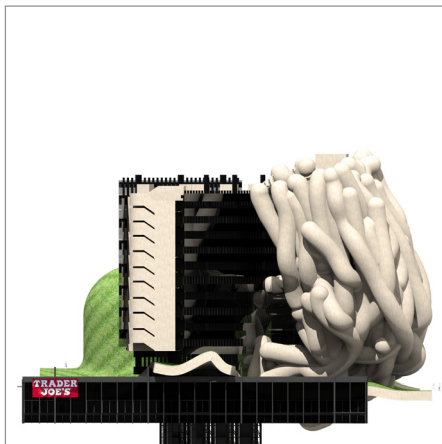




Elevations



Mixed Use Building

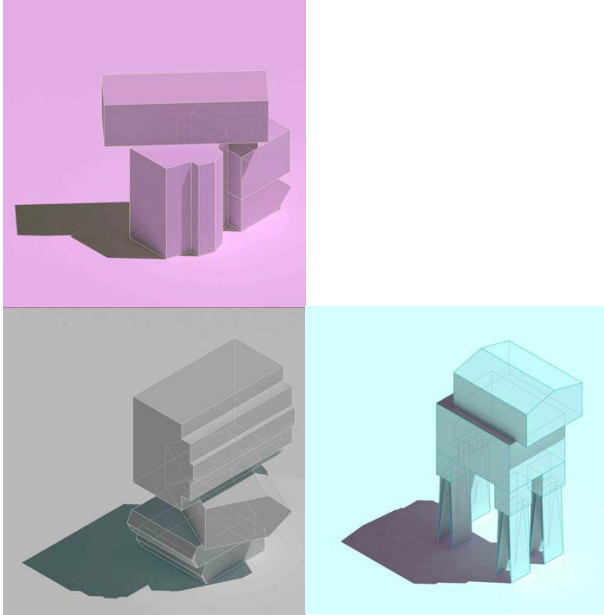


This is a proposal for an industrial history museum for the city of Muncie. Its programming focuses on the city's past as a regional center for manufacturing and its subsequent deindustrialization as a typical example of Midwest rustbeltification. This project imagines possible new spaces that emerge from interactions between already existing forms. It interprets the existing context as a catalog of available forms, borrowing them to create something new. This project takes contextual typologies and arranges them in compositions similar to those a child would make with a bunch of foam blocks, producing an unrecognizable form made up of recognizable parts, where shapes that create the project are regular industrial typologies readily found across Muncie.

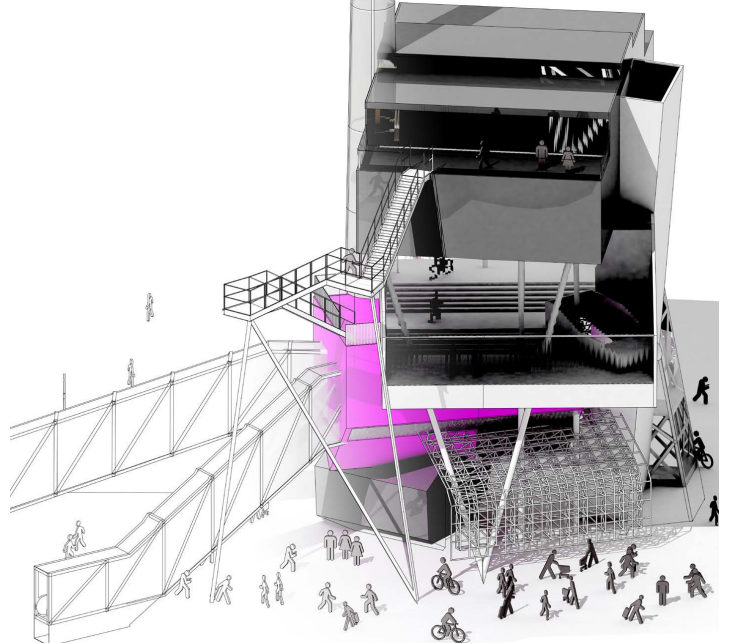
# Museum of Industry

## *Ball State CAP*

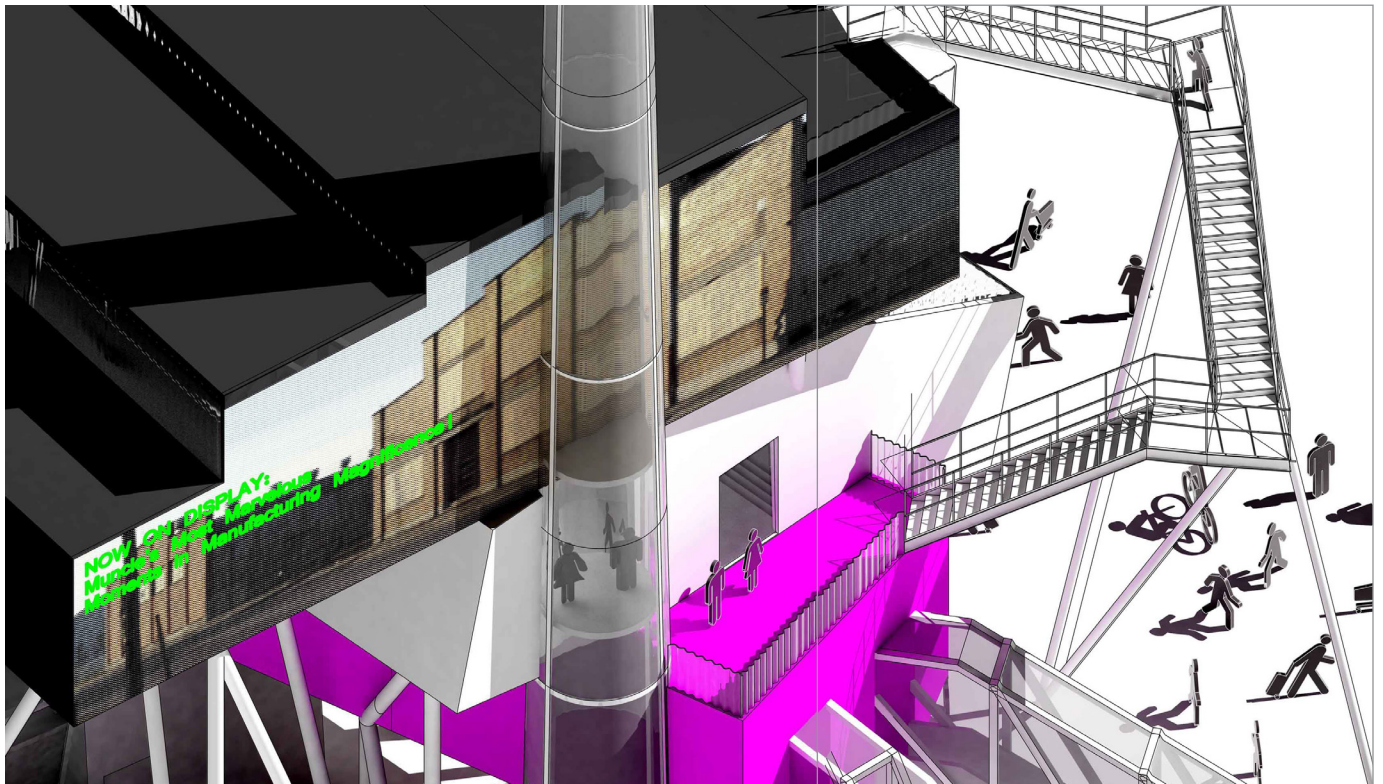
### 2015



Conceptual diagrams

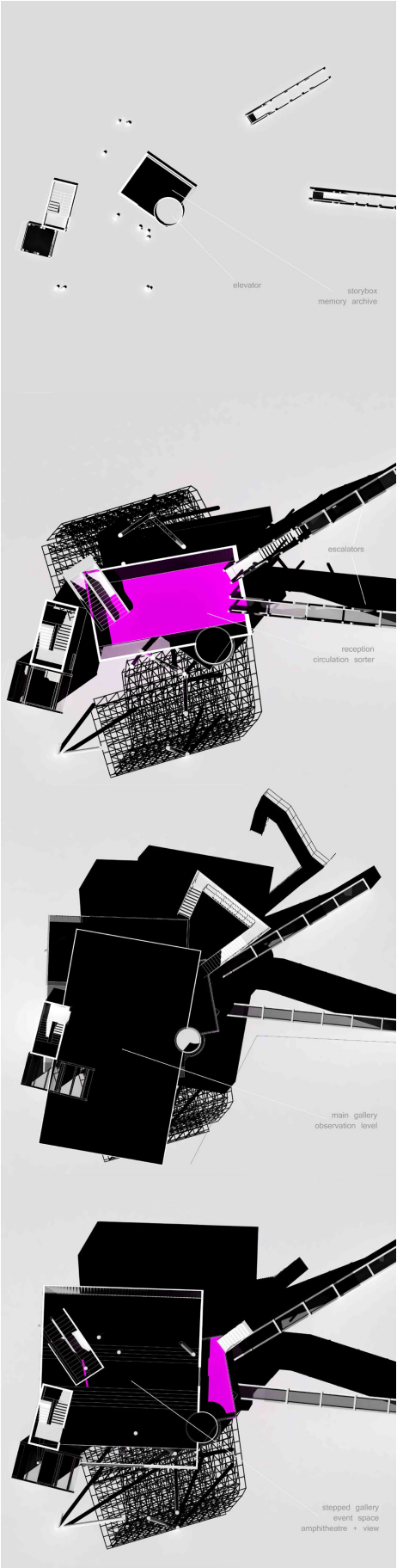


Exterior Rendering

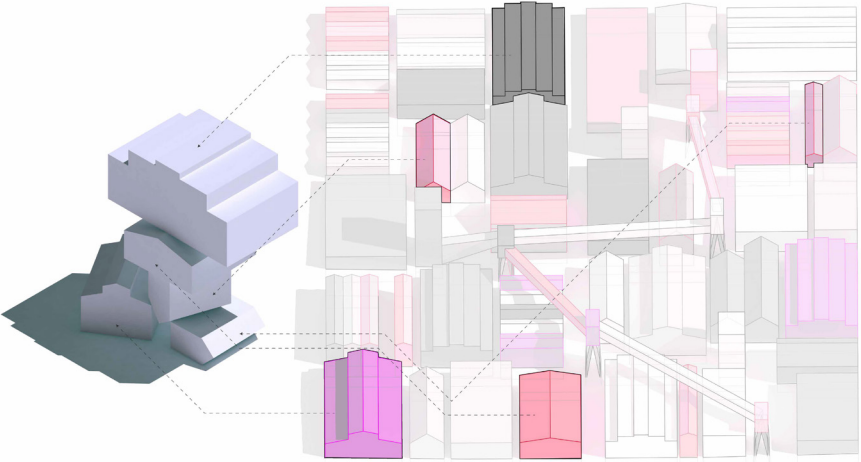


Exterior Rendering

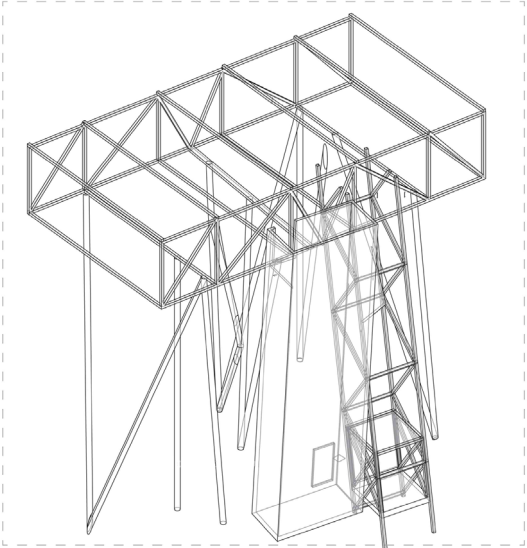




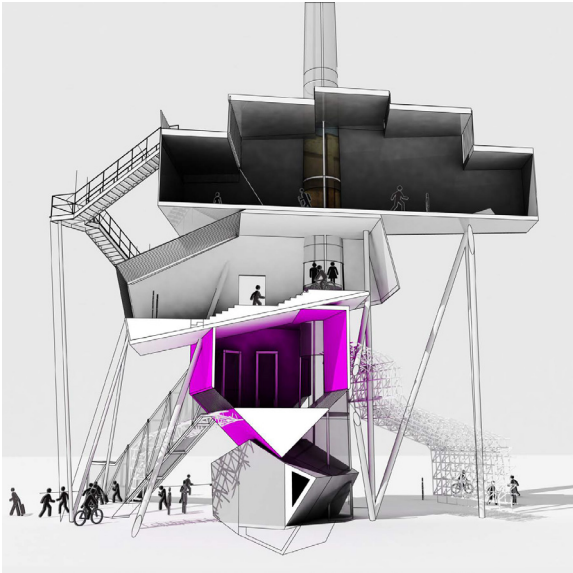
Floor Plans (Ground, Lobby, Gallery, Gallery)



Concept diagram



Structural diagram



Section Rendering

Playdate With An Industrial Ghost