

~~furniture~~
~~objects~~
~~spaces~~
~~problems~~
things

eliot park made

TABLE OF CONTENTS

Speaker Box Theater	I
Tube Town	II
A PLINTH AND HAMMERS	III
Baylink terminal	IV
Woodworking	V
Project Management	VI

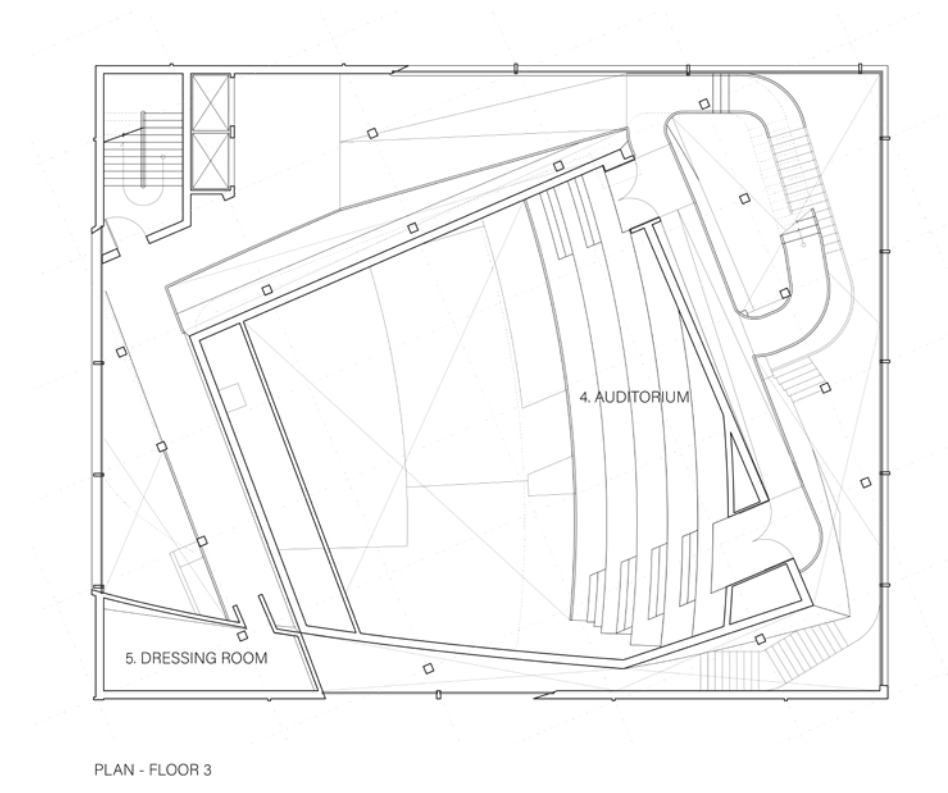
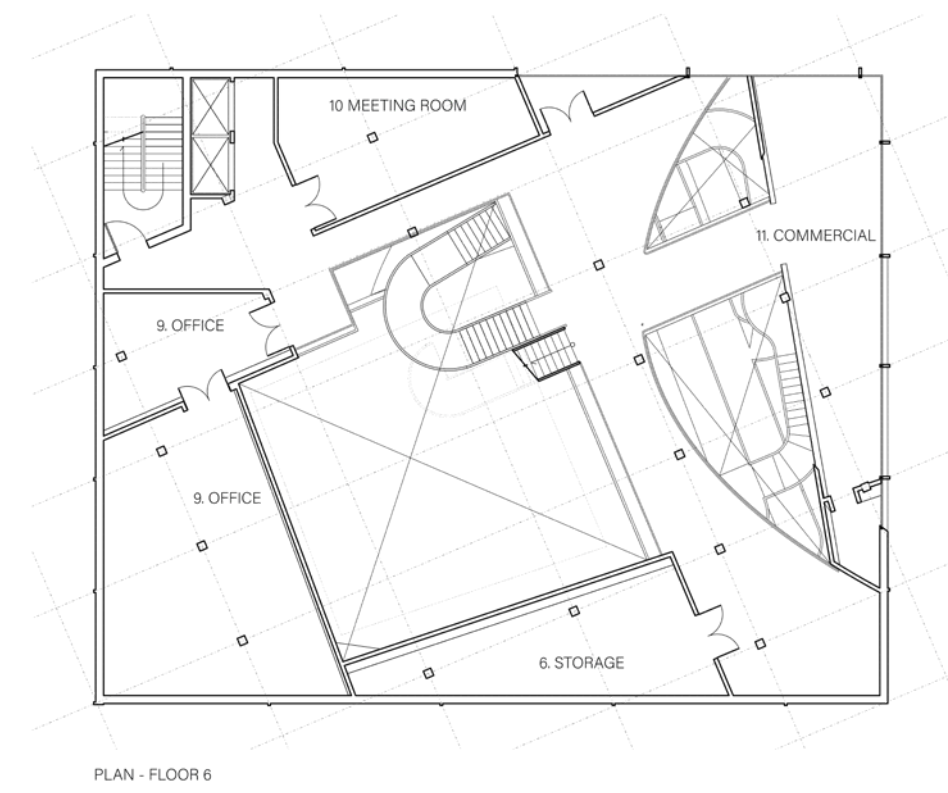
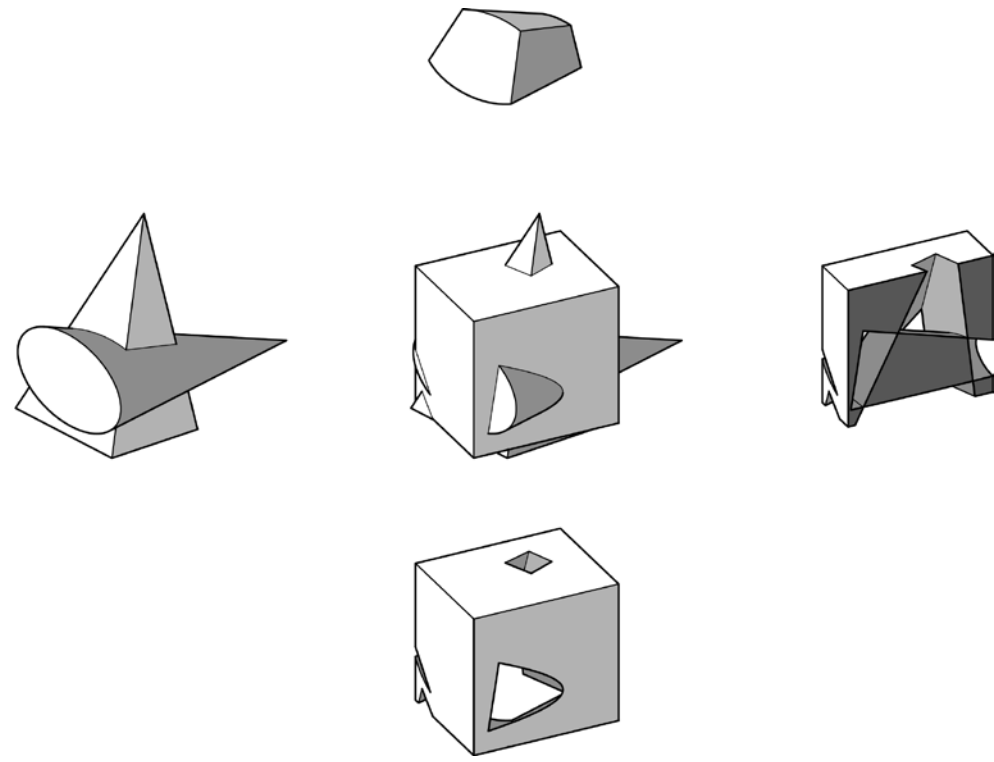
SPEAKER BOX THEATER

*Intro to Architecture Design Studio
Spring 2023, Instructor: Dan Spiegel*

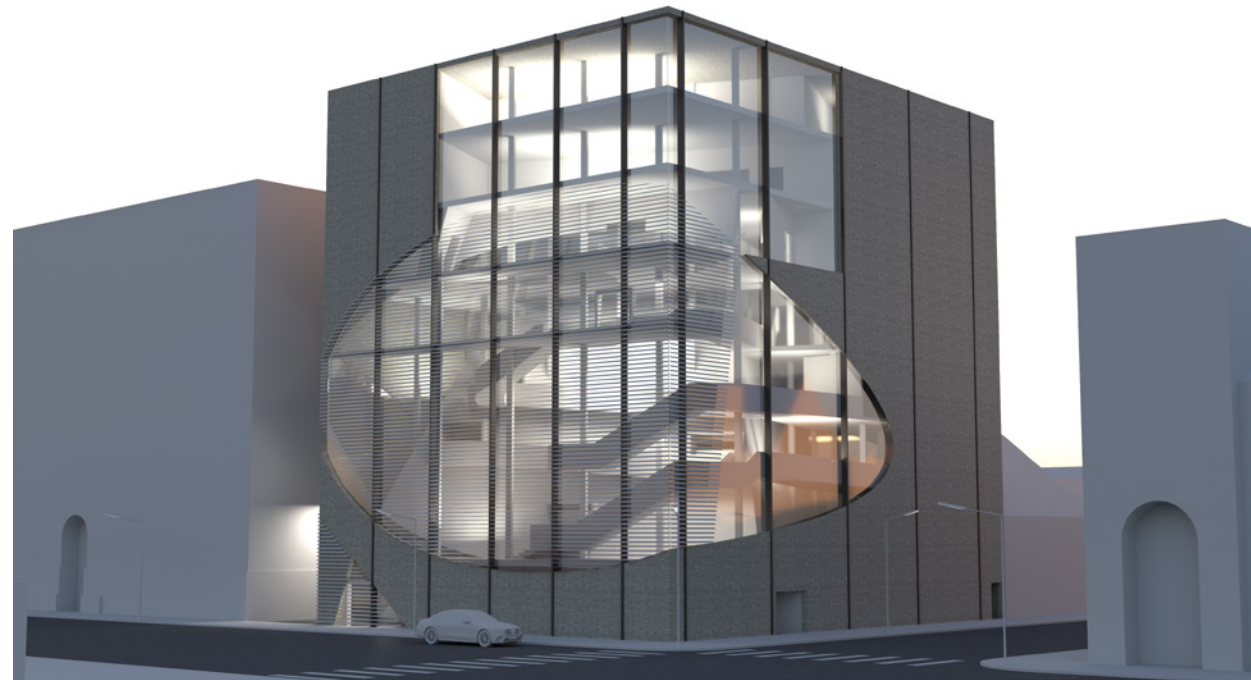
This community auditorium in Oakland, CA utilized two intersecting geometric “megaphones” that puncture the boundaries of the building solid.

The auditorium is lifted off ground to create a large public ground floor with counter service restaurants. A set of winding stairs draw visitors through the void spaces to the top floor that hosts a gallery and an after-school set-building workshop.





Above: Formal Diagram
 Below: Site Massing
 6



Exterior and Interior Rendering



Model Detail

TUBE TOWN

*Architecture and Urbanism Design Studio
Fall 2023, Instructor: Thom Medek*

Tube Town is a mixed residential unit consisting mixed income housing in Oakland, CA. While street level programming addresses community and social services, the residential units provide a blurry boundary between fixed architectural spaces and negotiated boundaries between citizens.

Plans were drawn as a hybrid of OM Unger's *Neue Stadt*, Sergison and Bates' *Mansion Block*, and Candilis-Josic-Wood's *Trunk Project*.

Designed in plan from individual units, the whole aggregates to more than the sum of the parts.



Model Detail

Hybridization of three precedents:



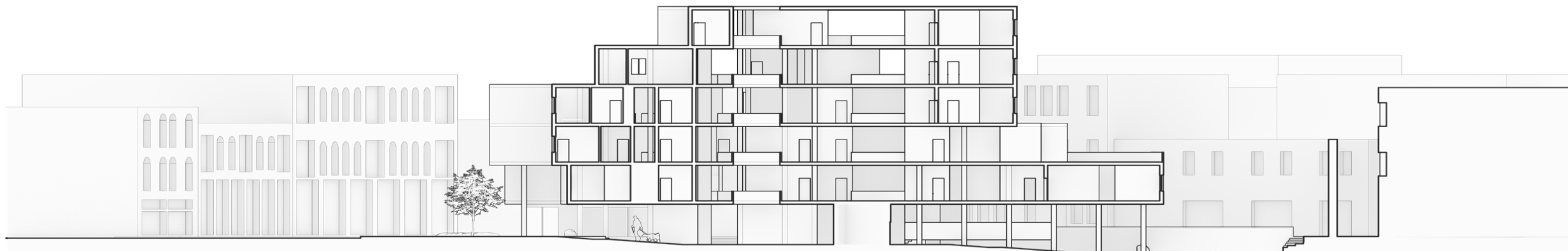
Neue Stadt
OM Ungers

Hampstead Mansion Block
Sergison Bates

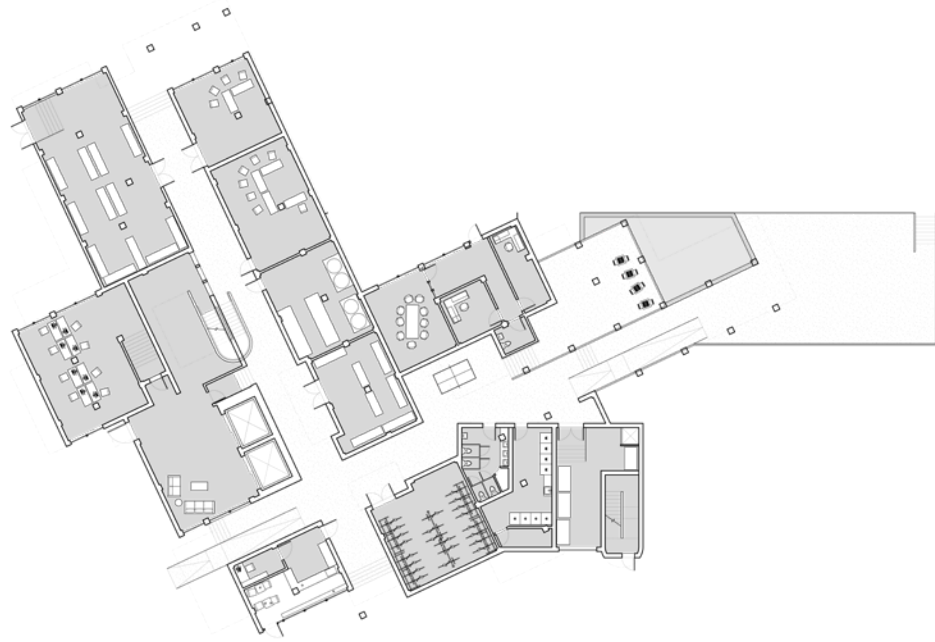
Trunk Project
Candilis-Josic-Woods



Site Plan



Section



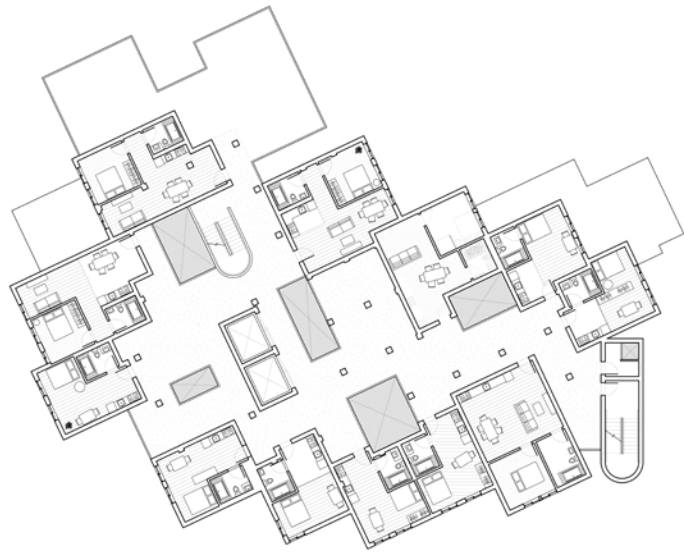
/PLAN//GROUND//



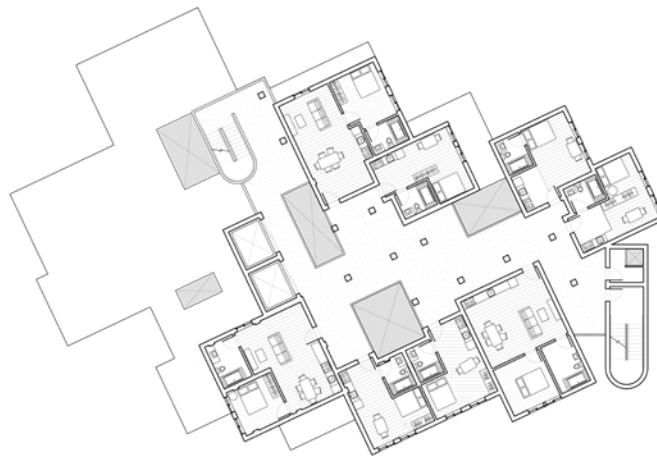
/PLAN//FIRST FLOOR//



/PLAN//SECOND//



/PLAN//THIRD//



/PLAN//FOURTH//



/PLAN//FIFTH//



Exterior



Interior



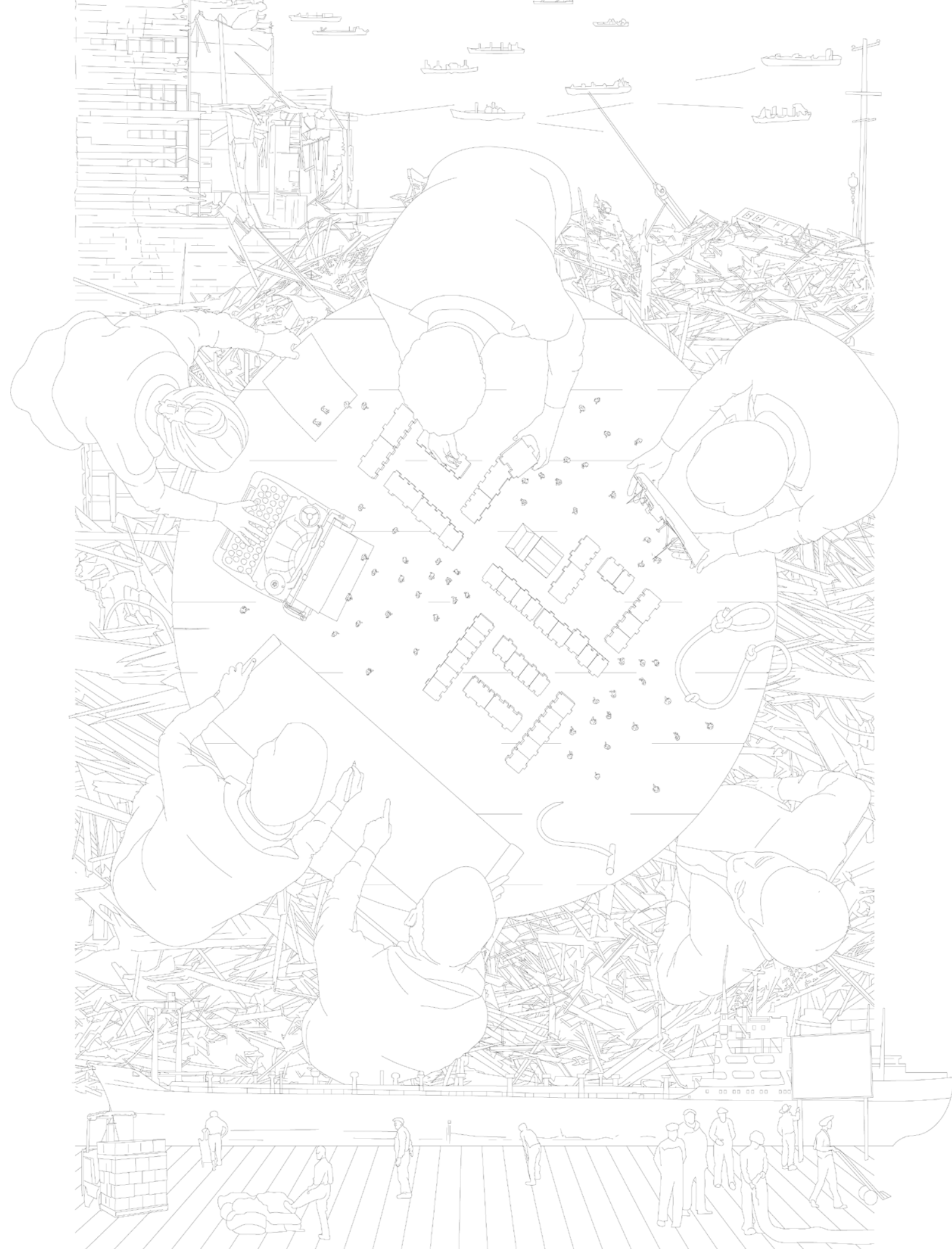
A PLINTH AND HAMMERS

Graduate Studio: City as Storage
Spring 2024, Instructor: Georgios Eftaxiopoulos

By intervening into a city block in the Western Addition neighborhood of San Francisco, this project rethinks the city as storage of collective and cooperative space.

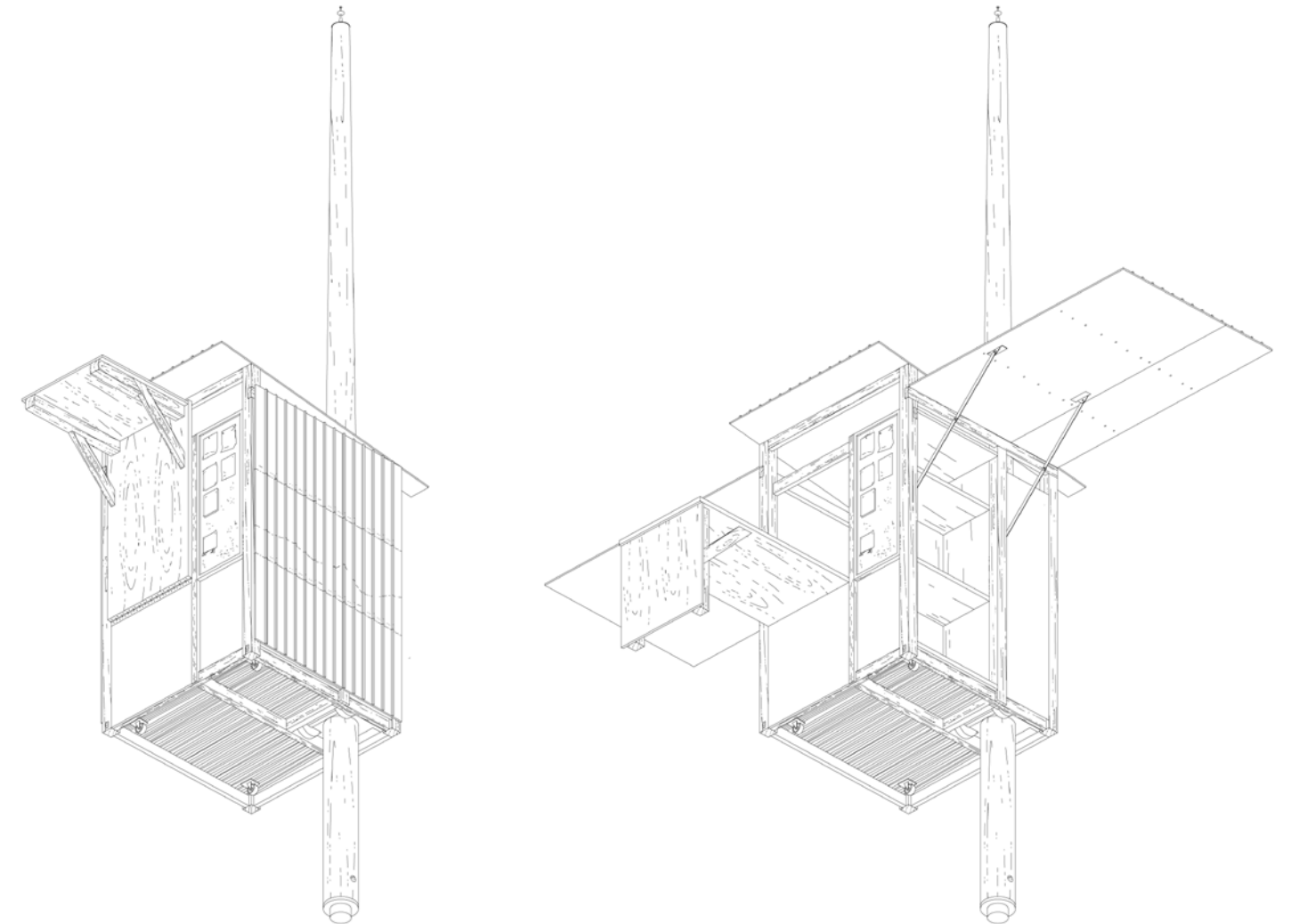
My project acts as extension of the psychological bridge of the balcony to create a stage in which labor can perform as a communal good. It is built on three layers: The plinth, the shed, and the shade.

While many of these skills and tools can be used for building economic stock, this project seeks to reclaim labor as a non-productive act that builds connection to community through meaningful labor. The plinth believes in the capacity of the individual as it is woven into the greater fabric.

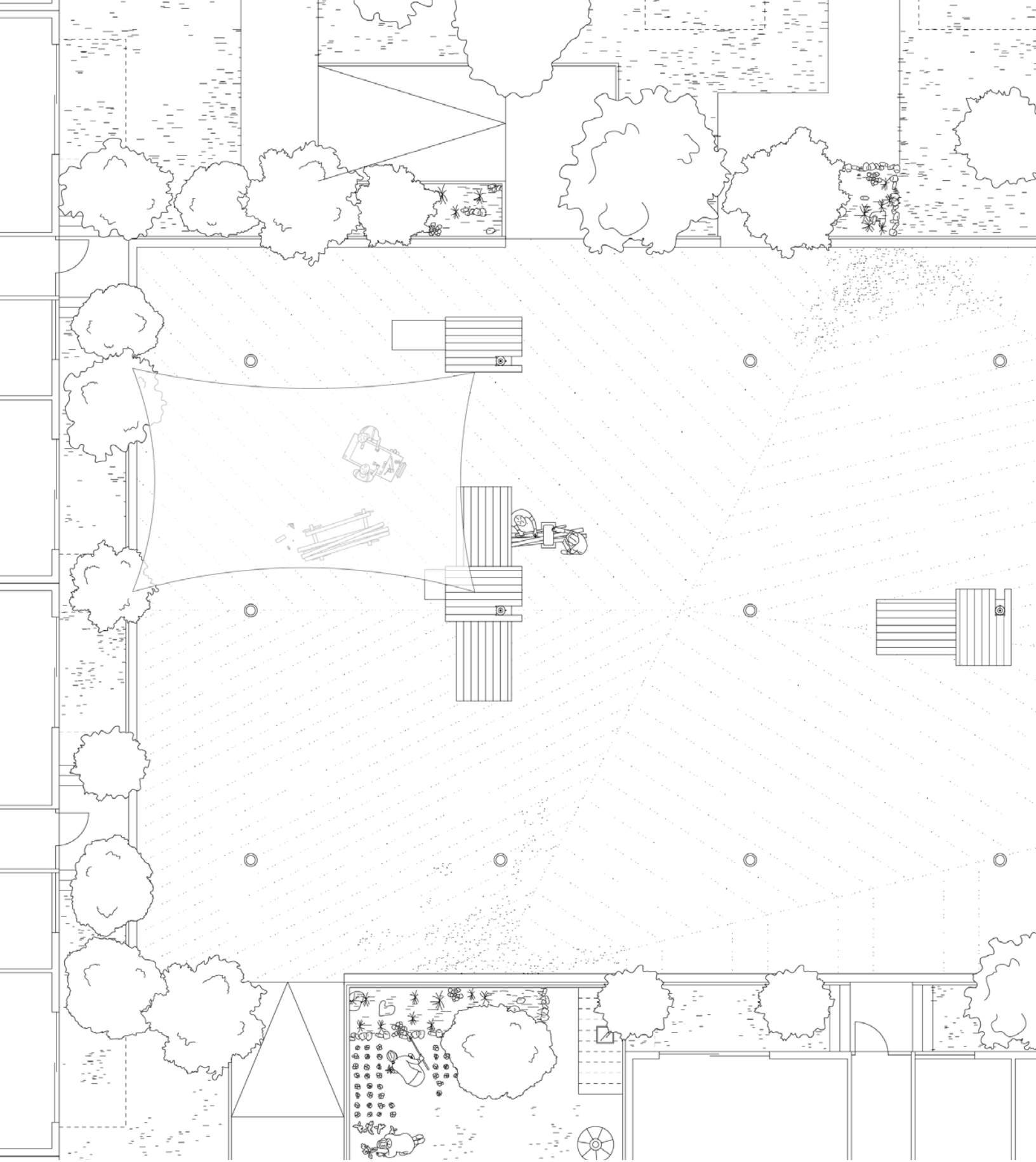




THE PLINTH - SITE PLAN The plinth draws out activity from the interiority of the domestic to the stage of the commons.

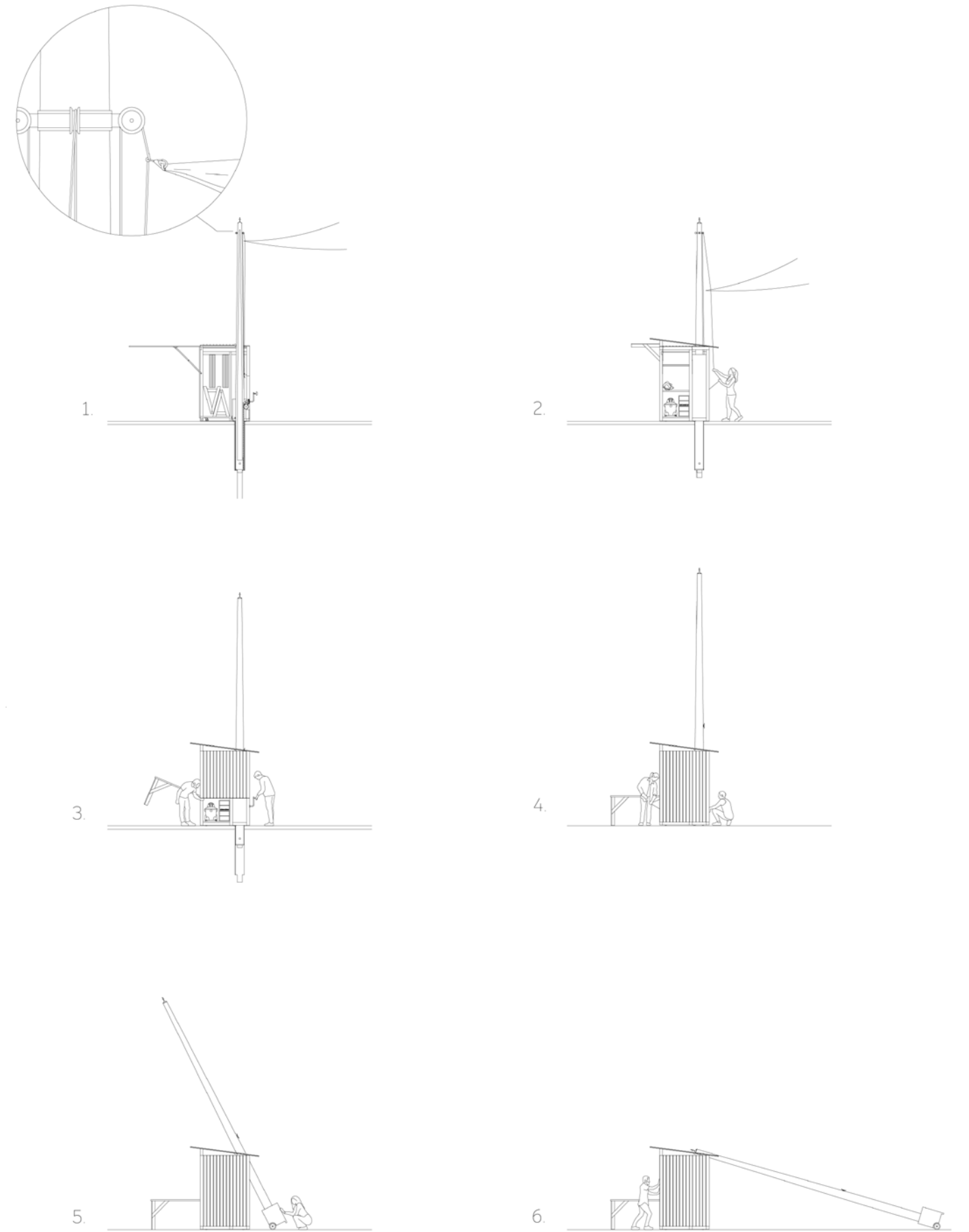


THE SHED - WORM'S EYE The shed stores and tools and equipment to build a collective cache of tools and equipment that would be cumbersome for an single resident to manage and store.



THE SHADE - SITE PLAN & DIAGRAM

The shading devices, attached to shed's post and residence's balcony, works doubly to provide comfortable conditions to work under.



Construction Sequence



SPRING



FALL

BAYLINK TERMINAL

Integrated Design Studio

Fall 2024, Instructor: Dan Spiegel

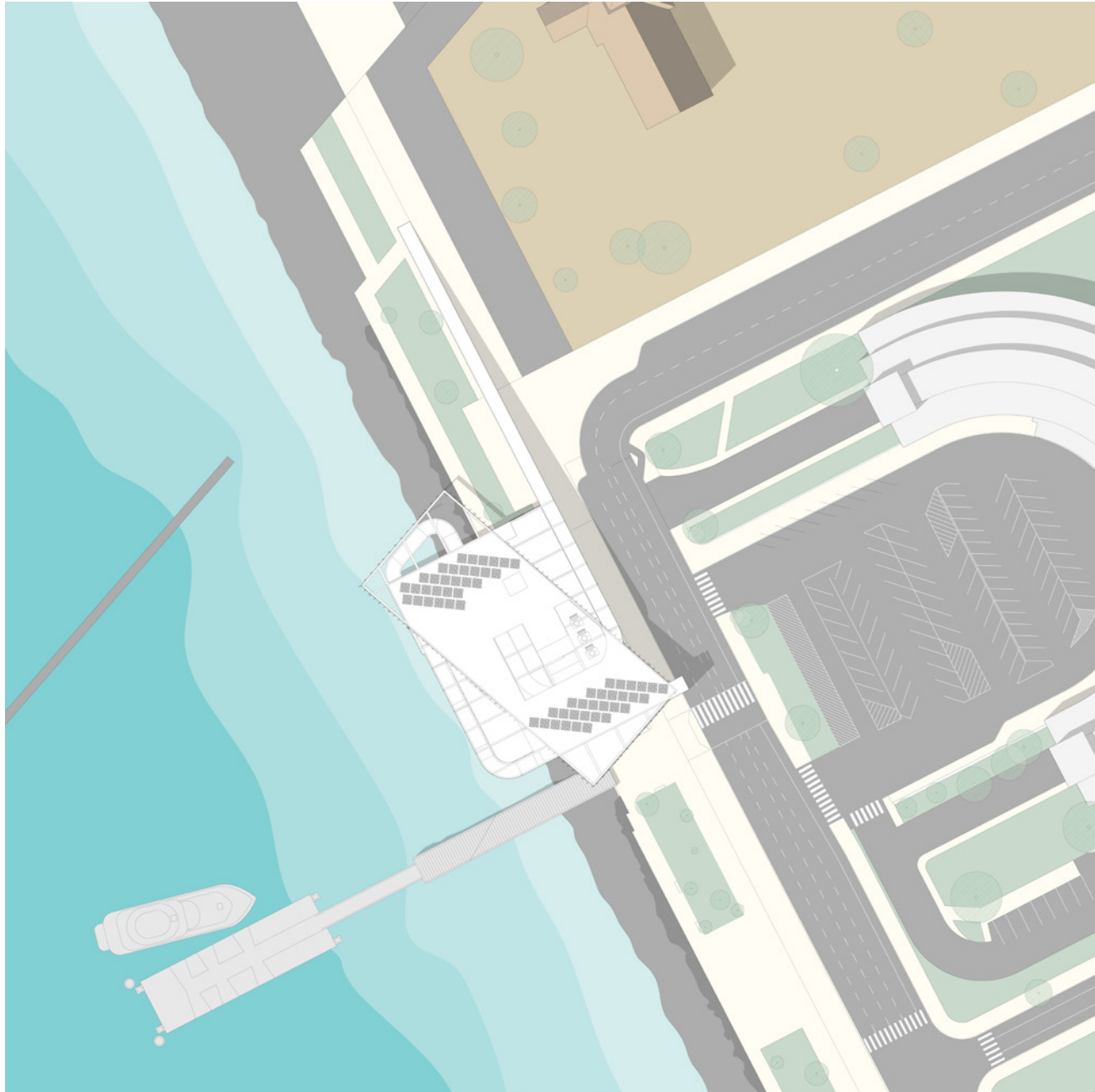
In addition to the standard format, The Integrated Design Studio collaborates with consultants from multiple fields to deal with the more technical aspects of a studio.

Our design positions the Treasure Island ferry terminal as a transportation hub and a community center, with a strong focus on fostering a vibrant biking culture. The terminal features flexible spaces for markets and events, extensive bike parking, a bike repair shop, and workshops.

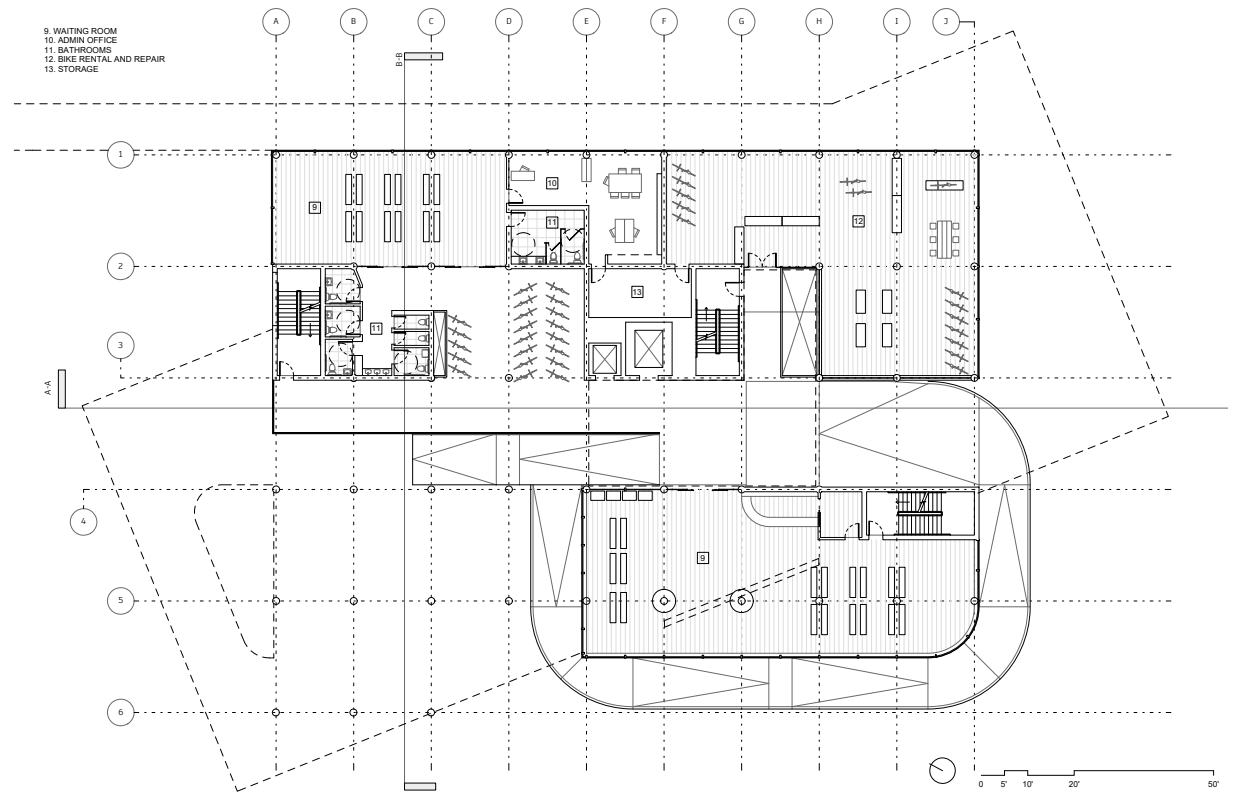
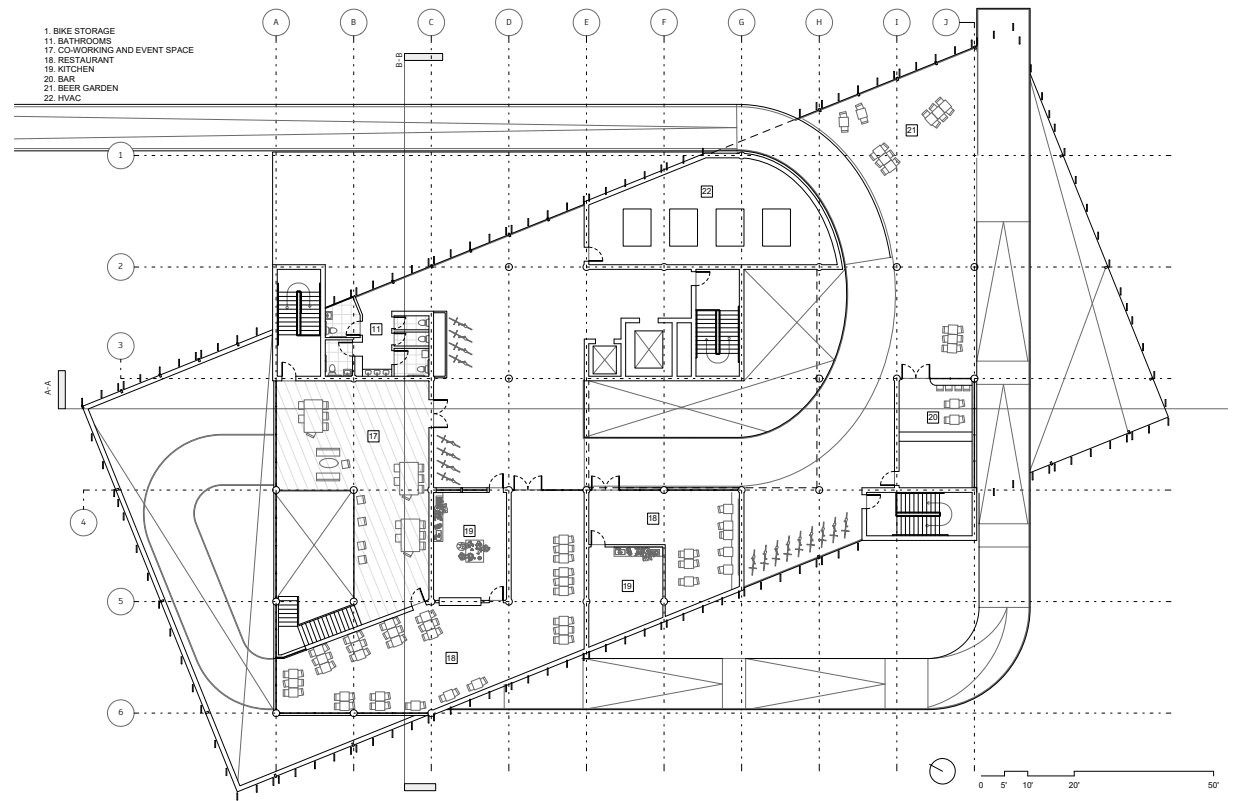
A prominent ADA-accessible ramp leads visitors through the building, enhancing the experience of commuters and cyclists. With a dedicated bike-launching point connecting to car-free paths across the island, our design embodies flexibility, sustainability, and community engagement.



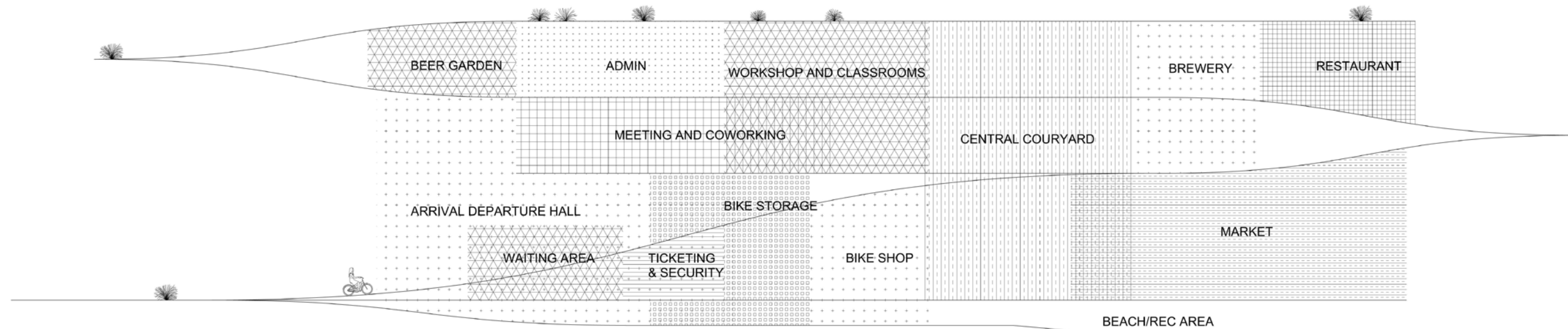
Exterior Rendering



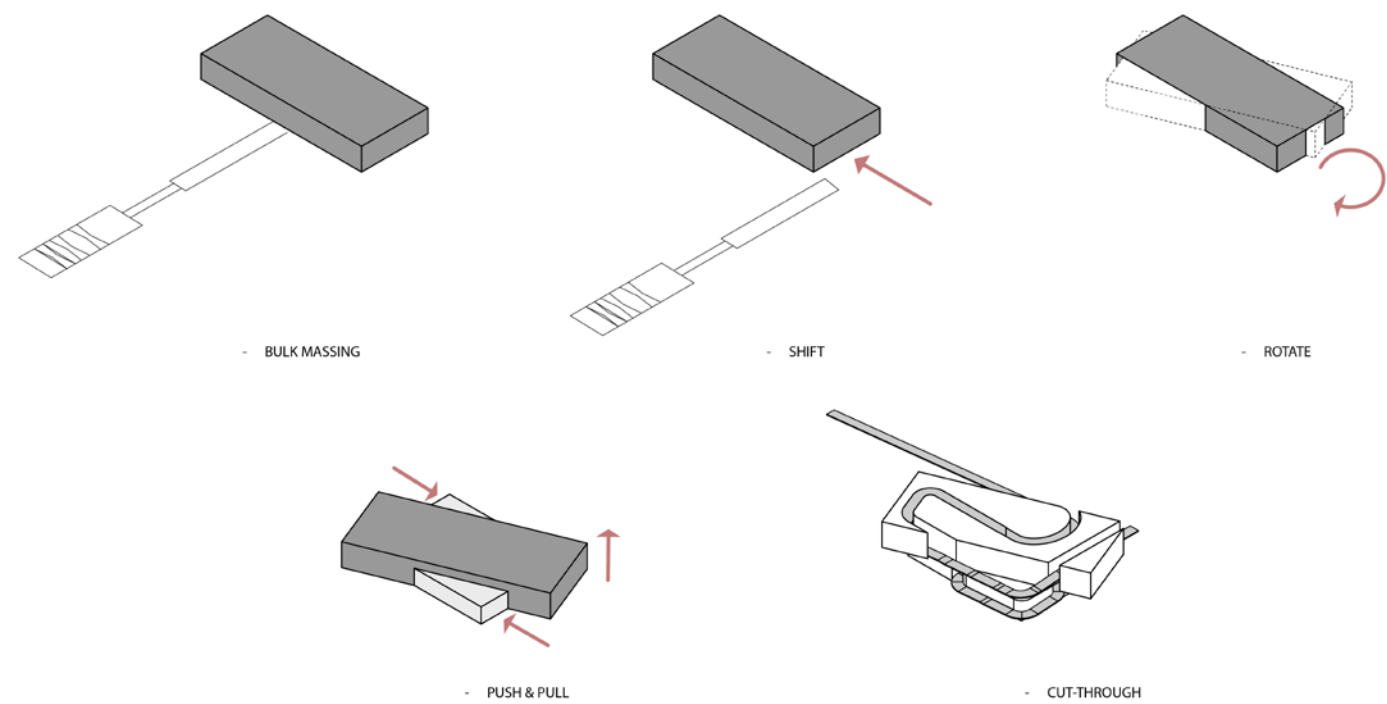
Site Plan



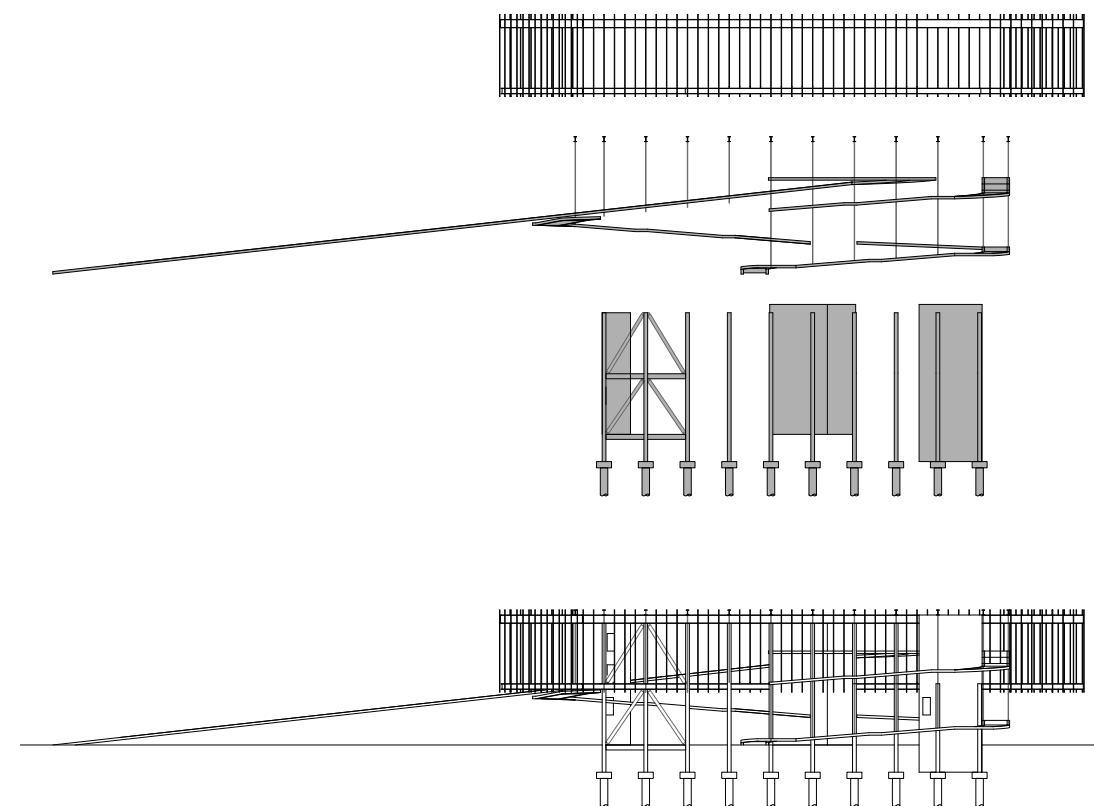
Above: Top Floor Plan
Below: Second Floor Plan



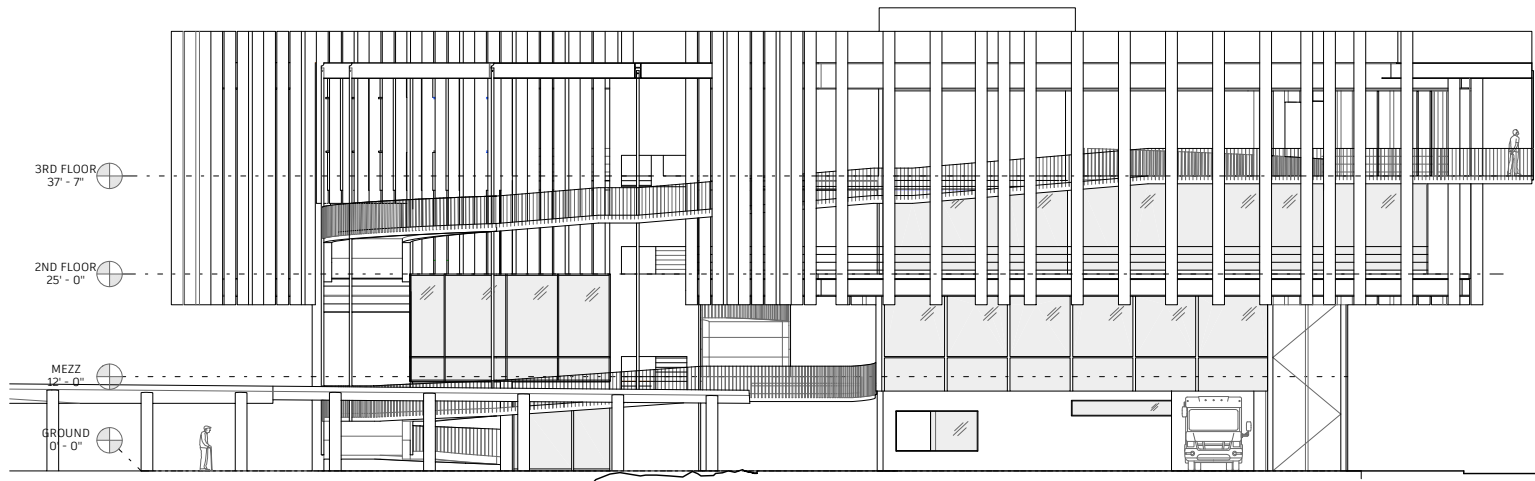
Program Diagram



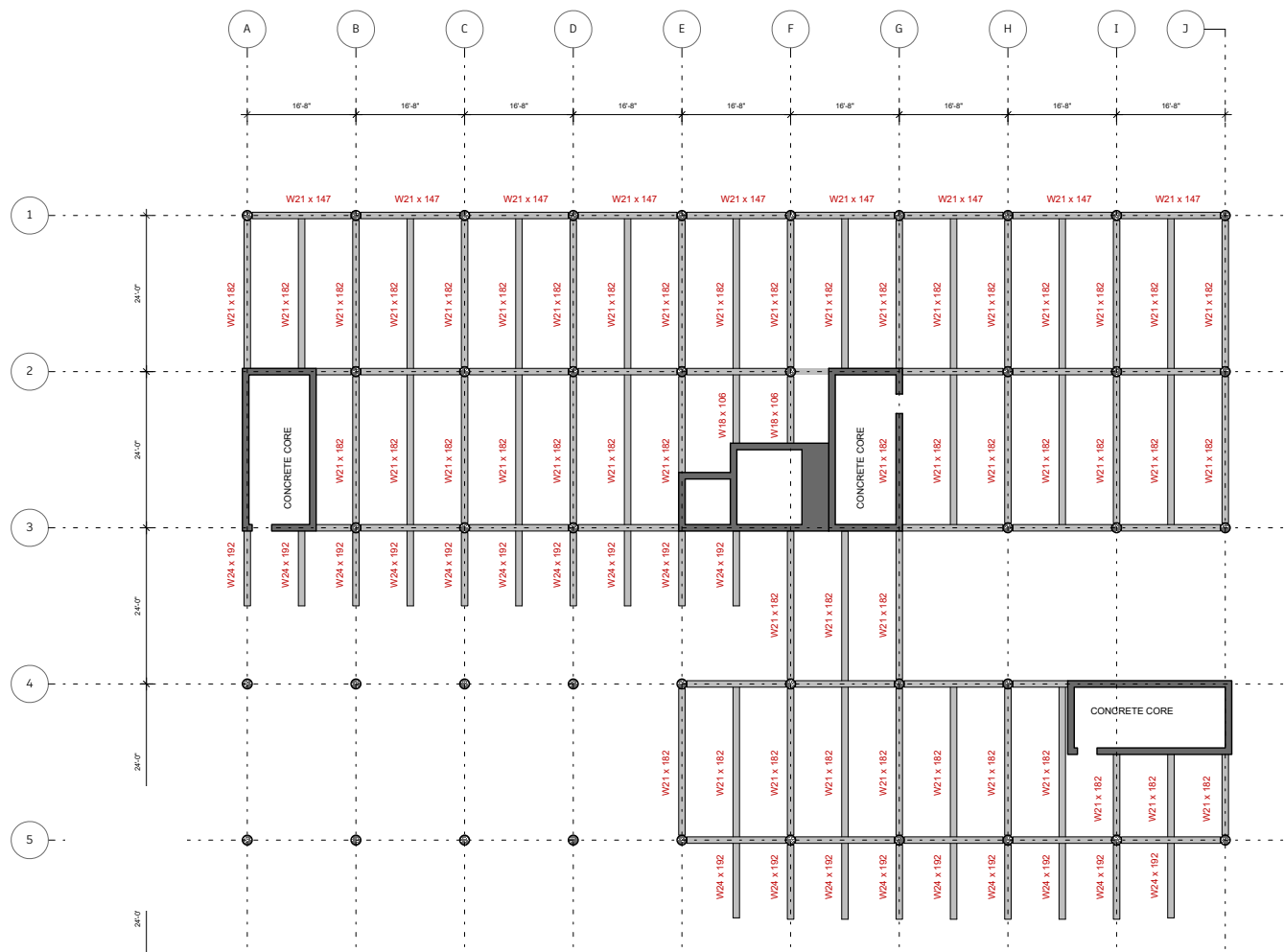
Formal Diagram



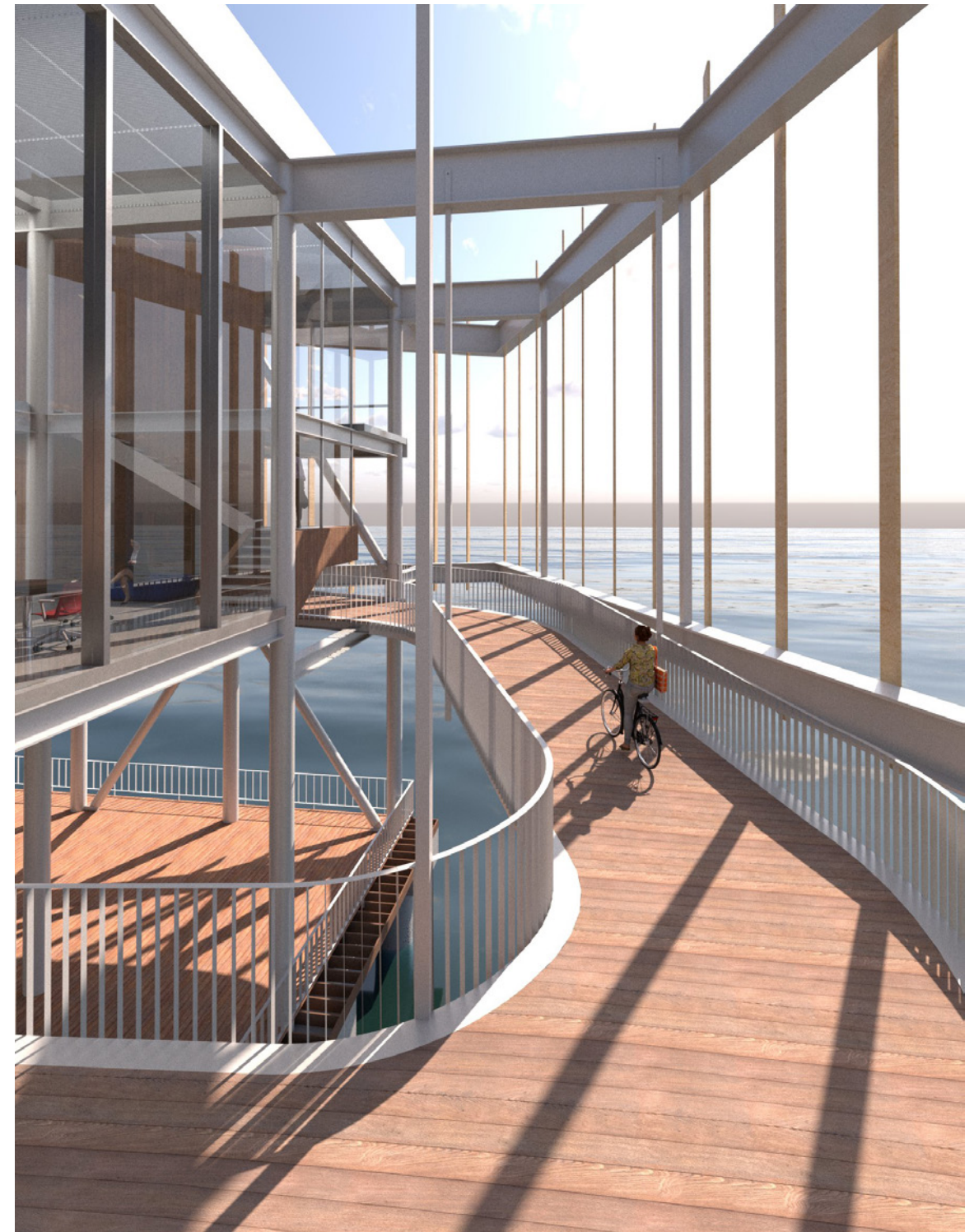
Structural Concept



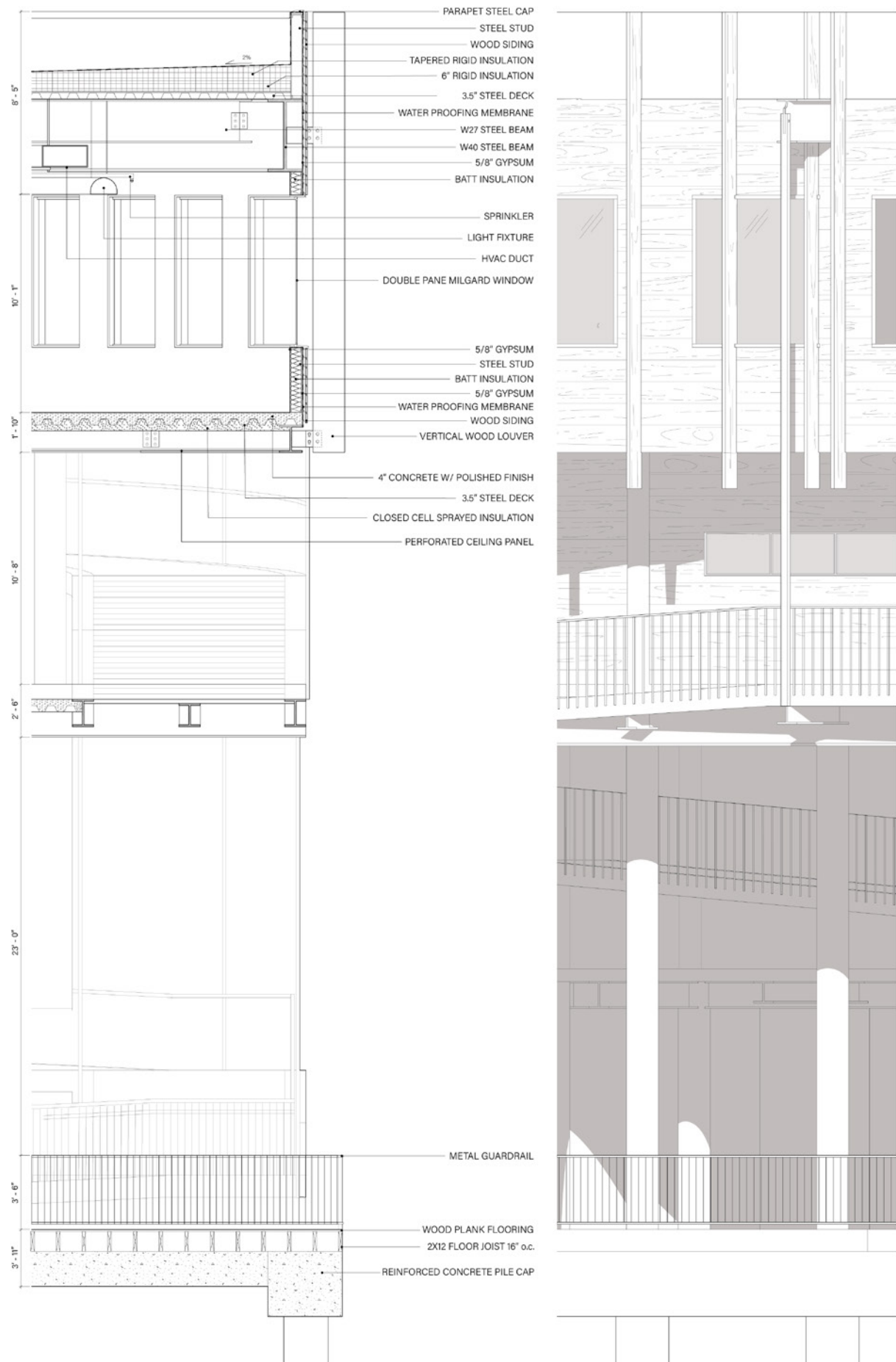
Elevation



Formal Diagram



Exterior Rendering



Facade Detail



Section Model

WOODWORKING

2011-2020

A few select pieces from my career as a woodworker at various scales.



Above: "Flourish in the Lag of Time," 2018

Below: Walnut Credenza, 2018



Slow Chair, 2011



Yuong Sang Presbyterian Lectern, 2011



Kit & Ace Sofa, 2014

PROJECT MANAGEMENT

Mother Wolf

Marie Watt Studio - 2018

Working with artist, Marie Watt, I engineered, managed, and fabricated a cedar wood sculpture commissioned by the Jordan Schnitzer Museum of Art in Washington.

Turnout NYC

SITU Fabrication- 2022

The Turnout NYC project, which was initiated and led by SITU Studio, in collaboration with the Design Trust for Public Space, aims to highlight local talent and foster engaging and accessible community events by transforming underutilized spaces into vibrant cultural venues.

As project lead, I was responsible for managing day-to-day tasks for fabricators, troubleshooting design issues, and coordinating installation of the project to various sites.



Above: Marie Watt Studio, "Mother Wolf," 2018

Below: TurnOUT NYC, 2022

Thank you