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KMITL Class of 2018.



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EDUCATION.

:
2013 - 2018
Bachelor of Architecture
King Monkut's Institute of Technology
Ladkrabang.

2006 - 2012
Secondary School - High school
Naresuan Univesity Secondary
Demonstration School
Phitsanulok,Thailand

EXPERIENCE.

:

2018 - 2019

Architect

Integrated Field (IF)

Bangkok

2017

Internship

TORAFU ARCHITECTS

Tokyo , Japan

2016 - 2017

President of Architecture Student Concil

King Monkut's Institute of Technology Ladkrabang.

Bangkok , Thailand

2016

Exchange Student

Ishikawa National College of Technology (INCT)

Ishikawa Prefecture, Japan

2014

General English Program

TAFE

Sydney , NSW , Australia

SKILLS.

:

GENERAL SKILLS

Photography

Freehand drawing

Graphic design

Model making

Laser Cutting

SOFTWARES

Sketchup / V-Ray

#Advance

Autocad

#Advance

Autodesk Revit

#Basic

Rhinoceros

#Advance

Grasshopper

#Basic

Lumion

#Basic

Adobe Photoshop

#Advance

Adobe Illustrator

#Basic

Adobe Indesign

#Intermediate

Adobe Lightroom

#Intermediate

Microsoft Office

#Advance

LANGUGES

Thai

#Native

English

#Fluent

INTERESTING

:

Photography

Hiling & Trekking

Travelling

Reading

Musical (Bass&Guitar)

Basketball

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BANGKOK
ARTIST
RETREAT

BEE BREEDER'S
COMPETITION
2015

WORK

Integrated Field (IF)

CHA-AM RESIDENCE

Typology : Villa
Location : Cha-am, Phetchaburi , Thailand
Size : 420 sq.m.

Part : Design Development / Construction Reference

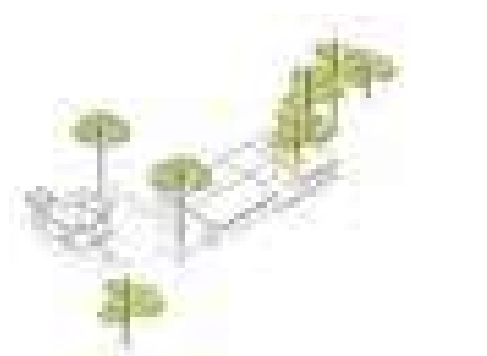


Located in Cha-am, famous beach in Thailand, our purpose for this project are renovating and expanding the old existings. There are 3 existing buildings which are come from 3 generations, apart around 20 years from each others.

Our design aims to link between this 3 buildings, which means to link between 3 generations together by making connection between them. Moreover this site location is full of trees then we try to keep these trees as much as possible and live together with them.

Due to the numerous members in the owner family, we try to seperate the functions area in the house by arrange the elderly and the young age on each side of this villa and make them meet together in the center of the house. According from the existing trees which we needless to cutdown, we try to live with nature by surround this house around the trees .

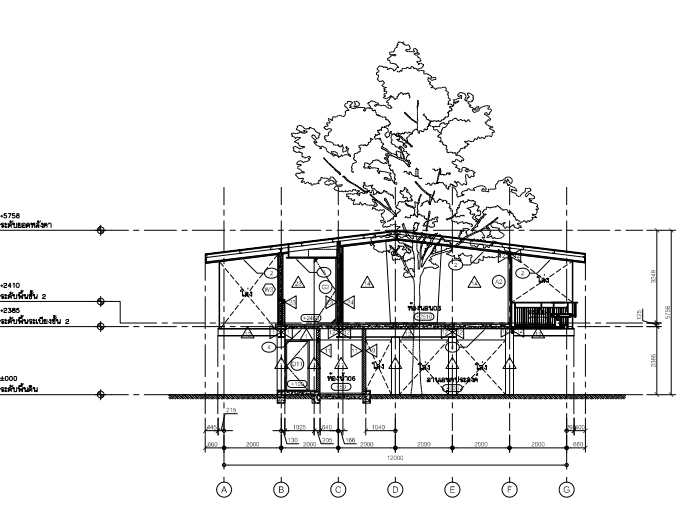
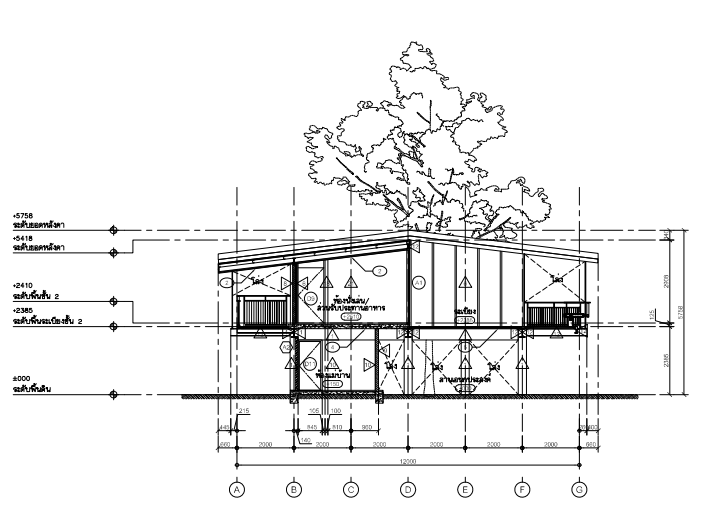
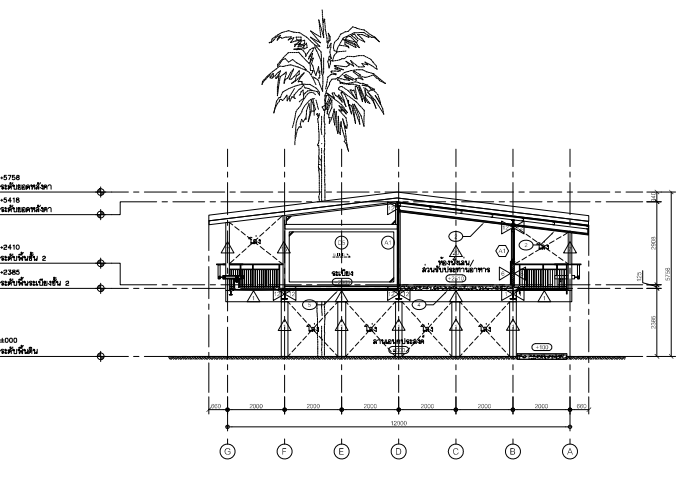
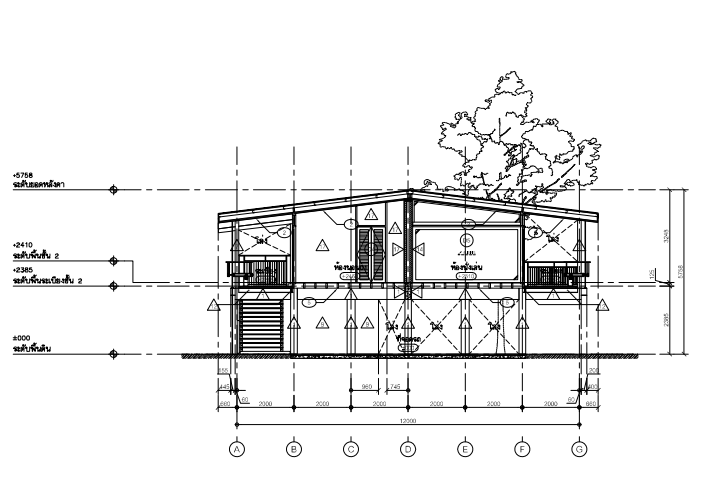


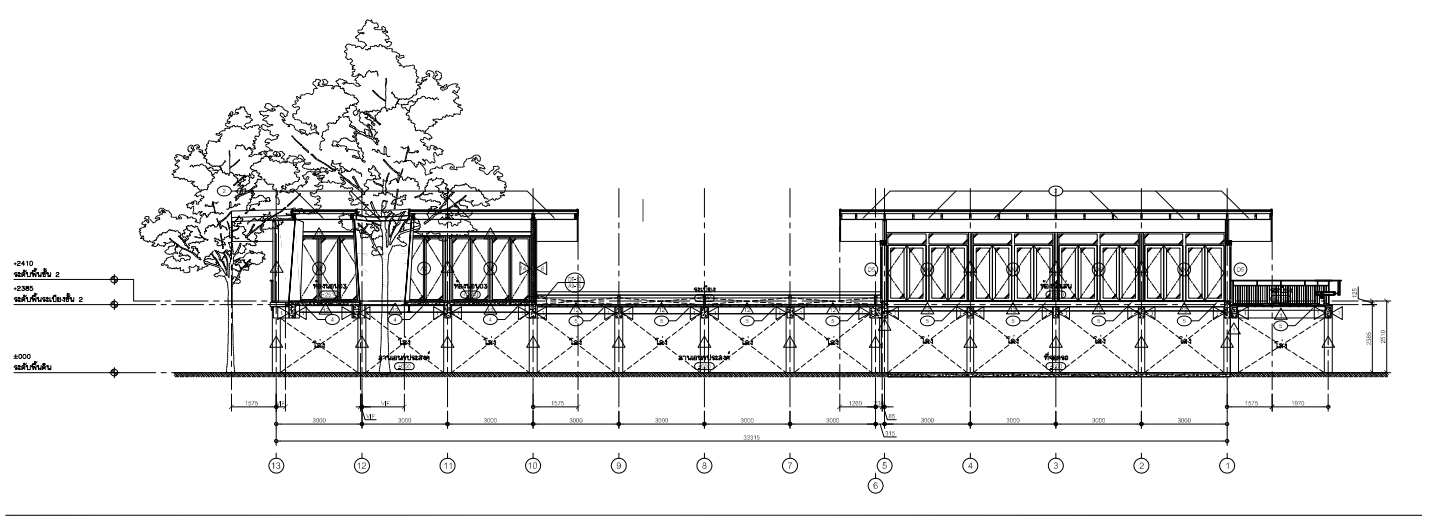
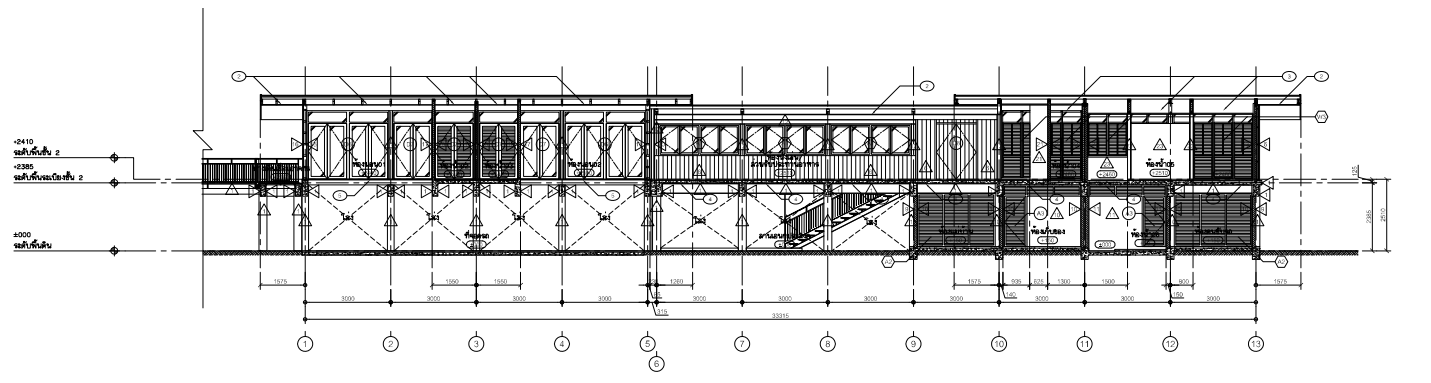












HOF 2

Typology : Townhome

Location : Udomsuk, Bangkok , Thailand

Size : 380 sq.m.

(Total 7 Houses 2,660 sq.m.)

Part : Preliminary Design / Design Development

This project is home office buildings, total 7 units. Our keys design of this program are adjustable areas by make 3 opening which can be wide open to adapted the zoning by owner desire for different activities.

There are 5 levels in each unit, office and living area are seperated by 2 and 2 levels respectively. In the underground level we design for car parking, up to 5 cars in unit. Besides, connected each floor by home elevator with security check to screen office workers and family members for entering each sectors. Together with transparent opening in the front elevation, interior obtains natural light to create flowing atmosphere along the entire units.

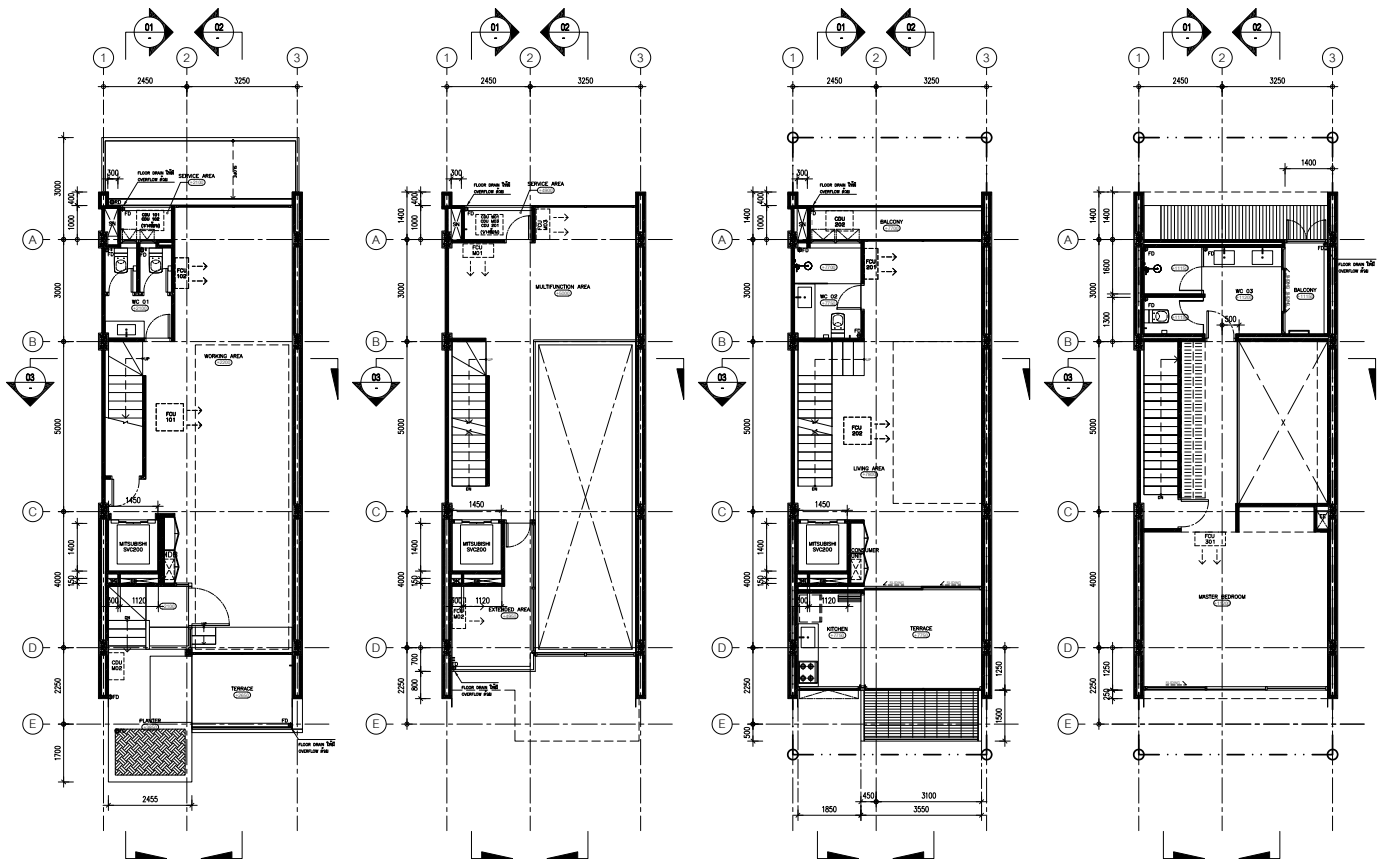
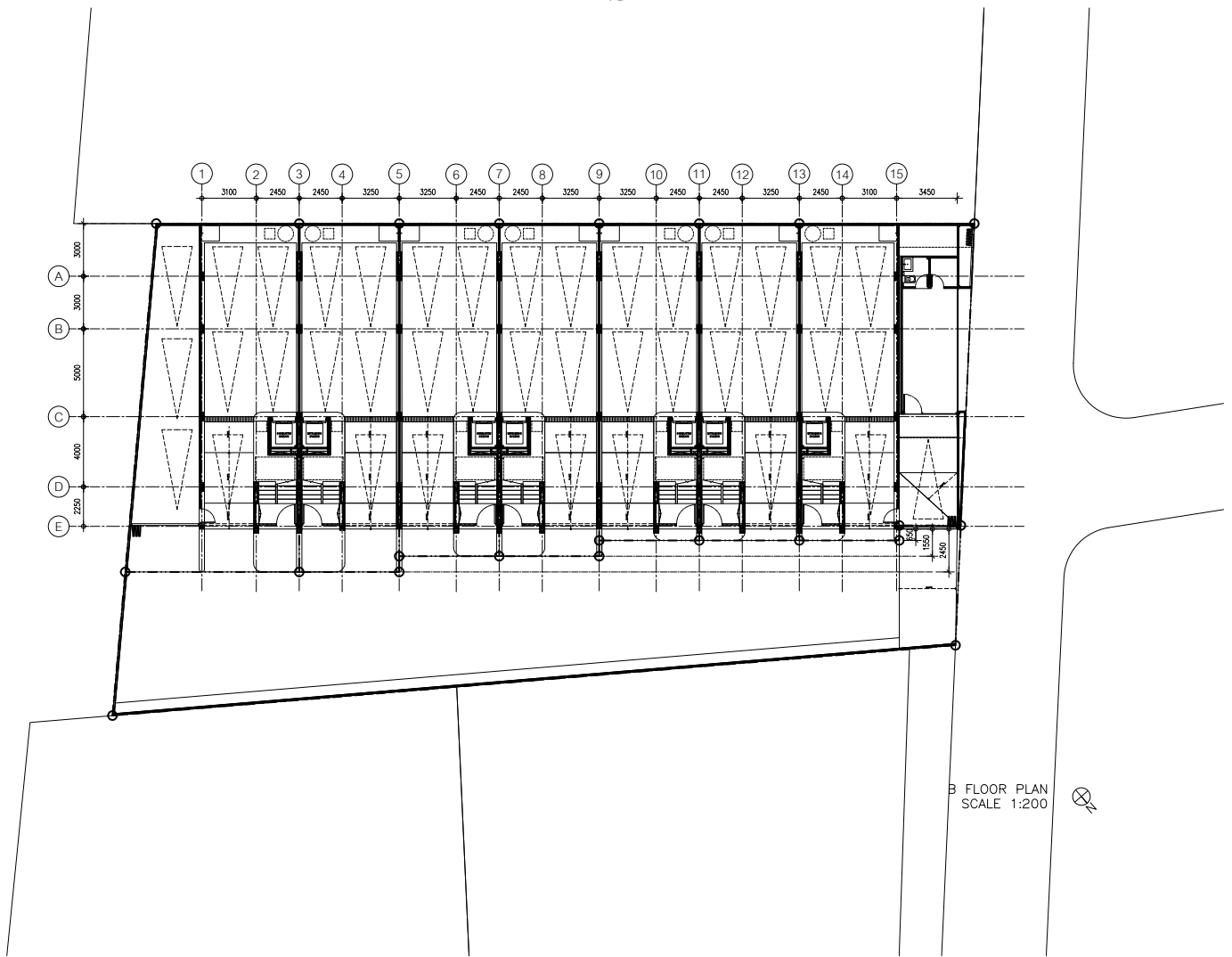


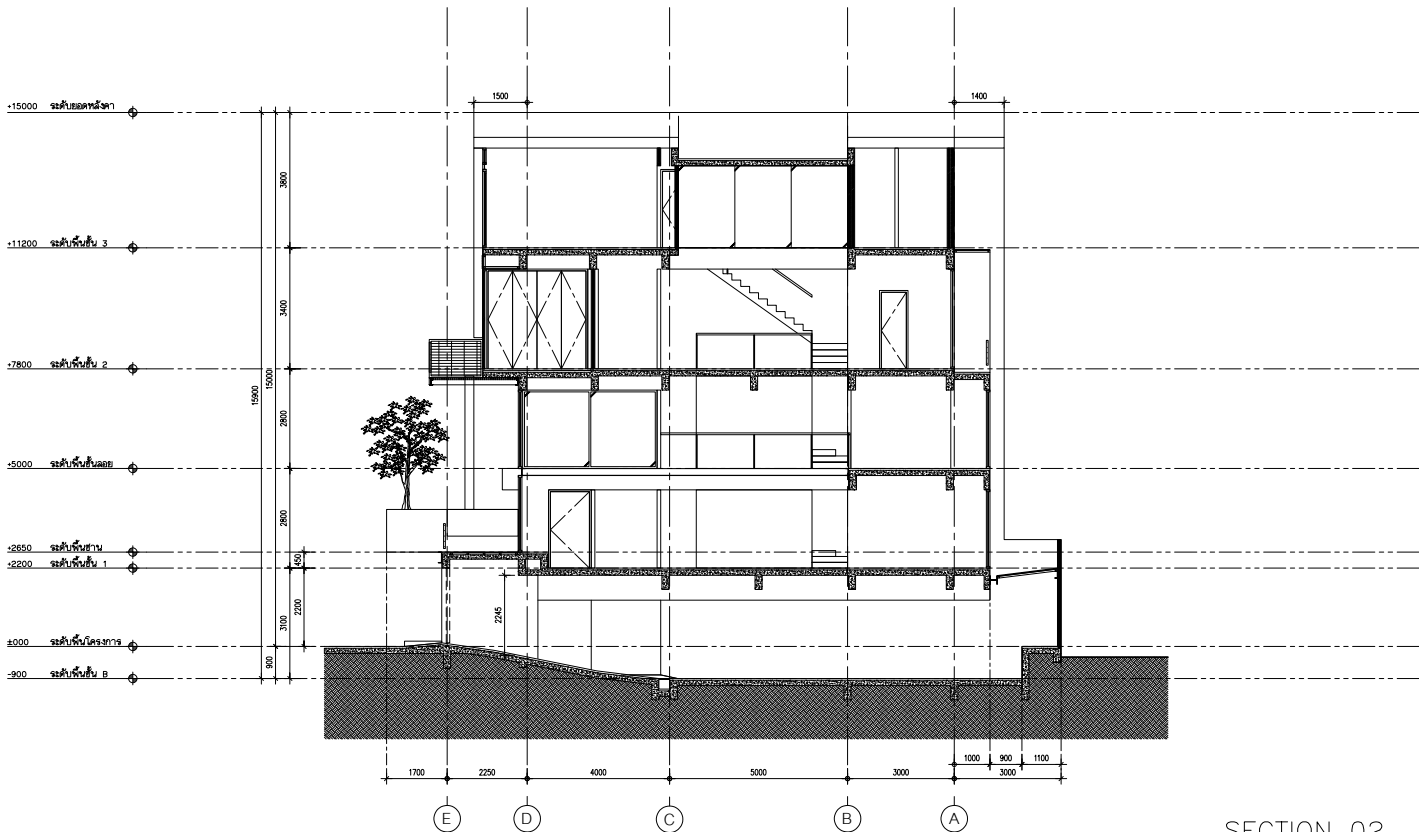




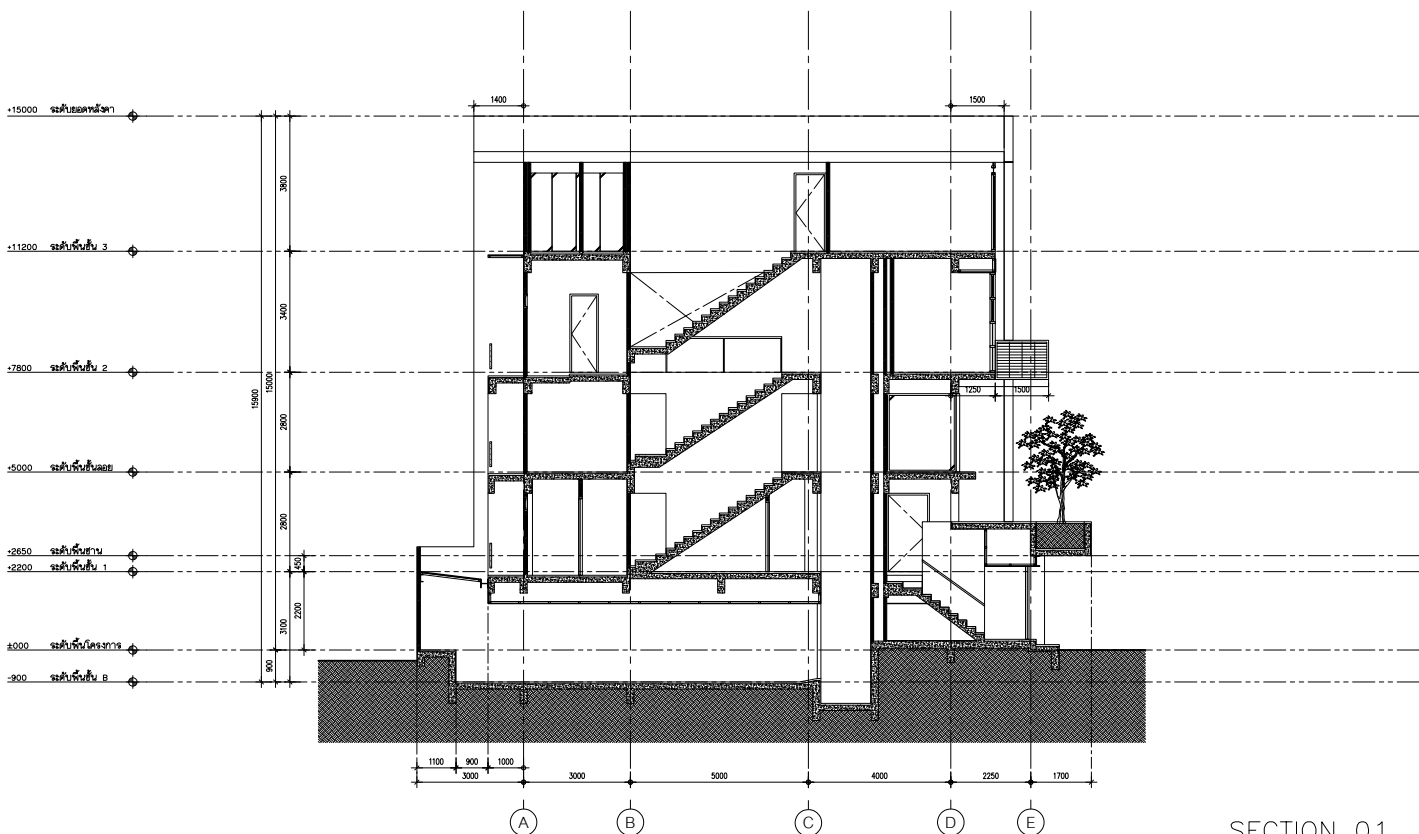








SECTION 02
SCALE 1:100



SECTION 01
SCALE 1:100

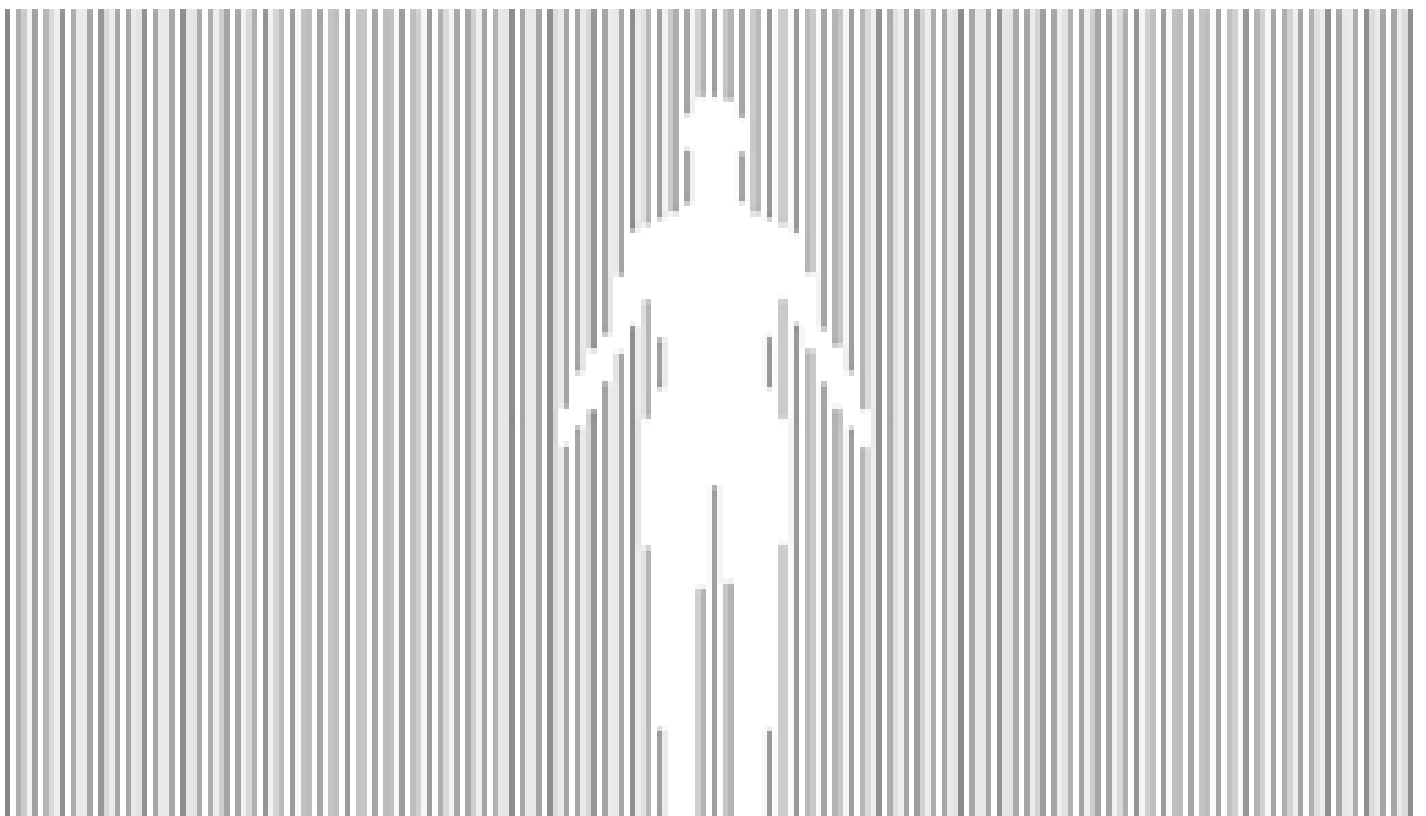
TRASH + MAN (PLASTIC MONUMENT COMPETITION)

*Typology : Installation aArt
Location : Bologna, Italy*

This international competition is about raising awareness of plastic wastes which now have an impact to our livings and nature.

From our research in plastic waste routes. We discovered that the plastics can be travel into our food chain by disintegrated into microplastics. From land to sea, sea to marines and marines to us.

In our design, we created the groups of garbage bin which will be contained plastic waste from tourists or locals. Then we draw an attention to the people by design layers of aluminium plate which inside are carving into the form of humans. When the bin are empty there is nothing to see, but when the are full of trash the human shape can be visible which inside this human form contains full of plastic wastes. Moreover we create the opening for people to throw their garbage into this bin, which to remind them that each waste they dispose someday this plastic will come back to their body.



Trash + Man

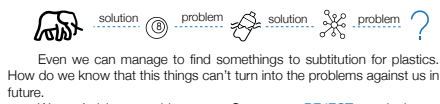
"Plastic" is the common material that everybody has known for many years. It could be applied and utilized in many different industries, so we couldn't say that plastic is not a good material, but plastic waste is.

Today, plastic waste is a global problem that create a big impact to the world, in 1950-2015, there was 8300 million ton of primary plastic has been produced, and there was only 2500 million ton is still in use. The rest is around 5800 million ton of the plastic waste, only 9% of the plastic waste was in the recycle processed. The total amount of plastic waste is more than half of the plastic we produced and is still increasing.

It seems recycle process is the best way to manage the plastic waste, but in term of economy, the investment of building a recycle factory is very expensive, and we can recycle only some type of the plastic such as PET and HDPE, some type of plastic cannot be recycle.

So the reduction of the plastic usage (especially one-time used plastic) is the best way to decrease the number of the plastic waste. Before they dominate our world, no need to increase the number of plastic waste in the recycle process.

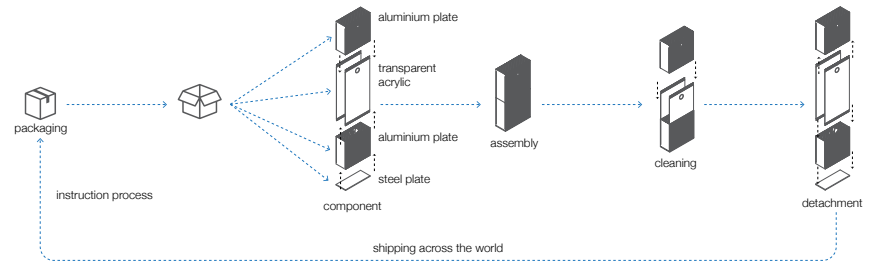
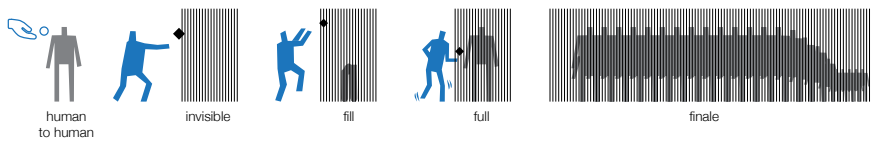
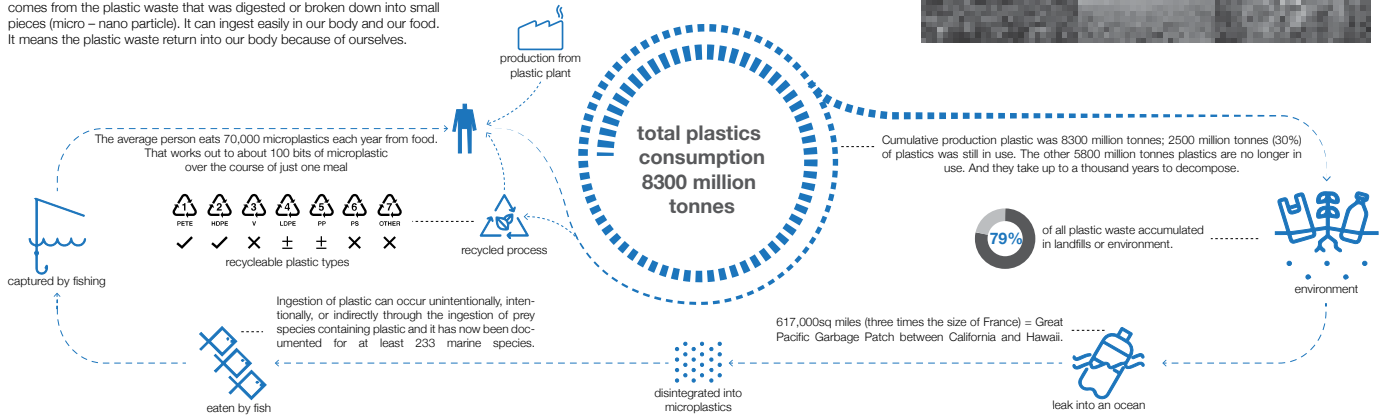
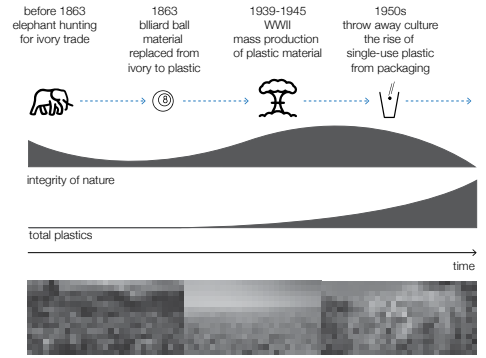
The most dangerous thing of the plastic waste is the microplastic that was contaminated in everywhere, especially in the food chain. Microplastic comes from the plastic waste that was digested or broken down into small pieces (micro - nano particle). It can ingest easily in our body and our food. It means the plastic waste return into our body because of ourselves.



Even we can manage to find some things to substitution for plastics. How do we know that this things can't turn into the problems against us in future.

We can't risk our world anymore. So we must **REJECT** any single-use plastics from all sources, for the purpose to cut heightening amount of plastic wastes.

The cycle of plastic contamination in human body starts from human who produces the plastic waste that spread into the ocean, then eaten by the fish which return to human in form of food. The "Trash+Man" exhibit the shorter loop, from human to human directly, to emphasize the final result of the improper plastic waste disposal and littering. The idea is to create the awareness of plastic waste management issue by pointing out the direct reaction from the action of humankind.



assemble into bottle shape-like

STUDENT WORK



BANGKOK METROPOLITAN AND NATURE LEARNING CENTER

Typology : Learning Center (Exhibition / Learning Space / Library / Workshop
/ Activities Area)

Location : Lumpini Park, Bangkok, Thailand

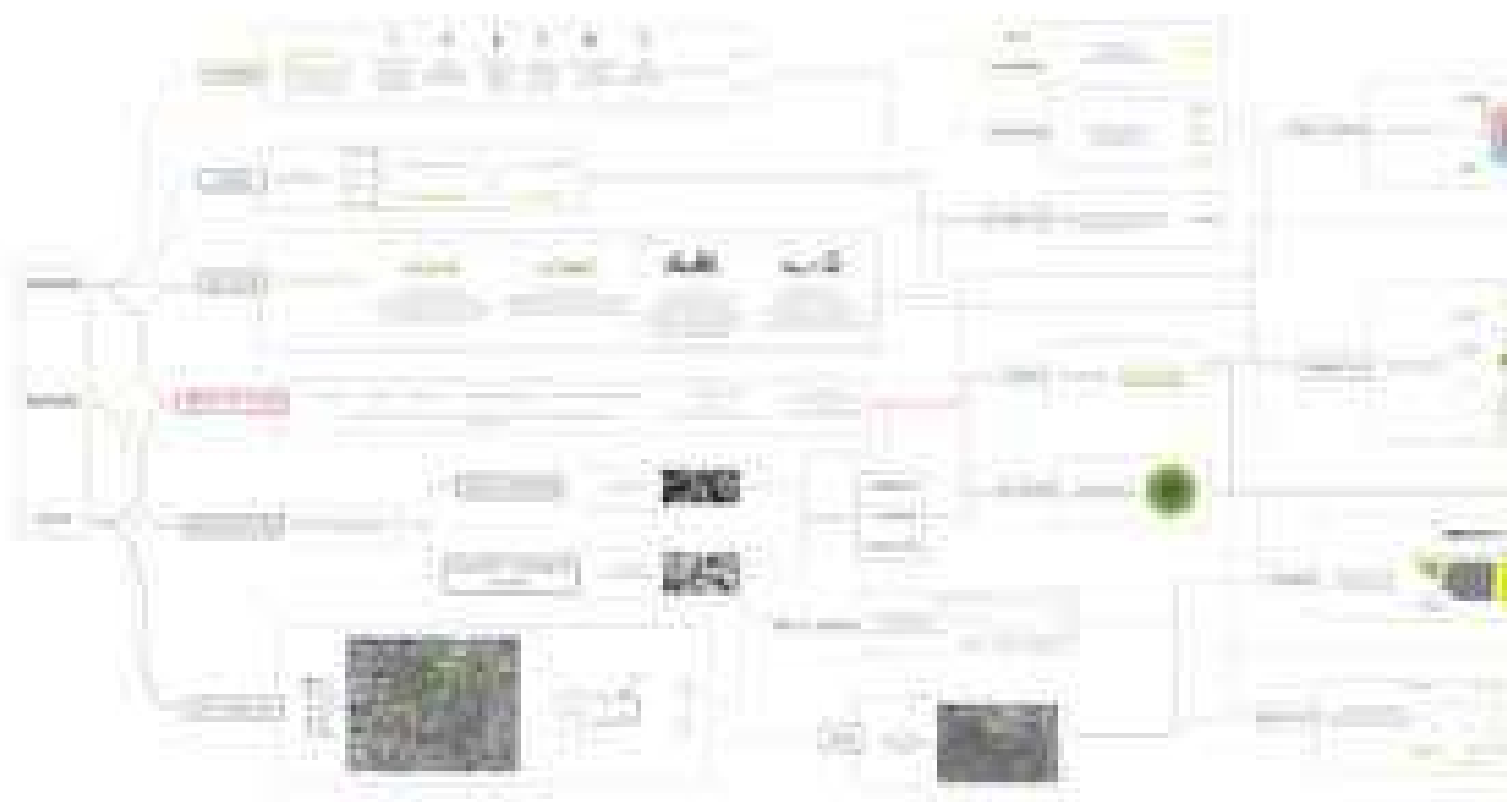
Size : 14,625 sq.m.

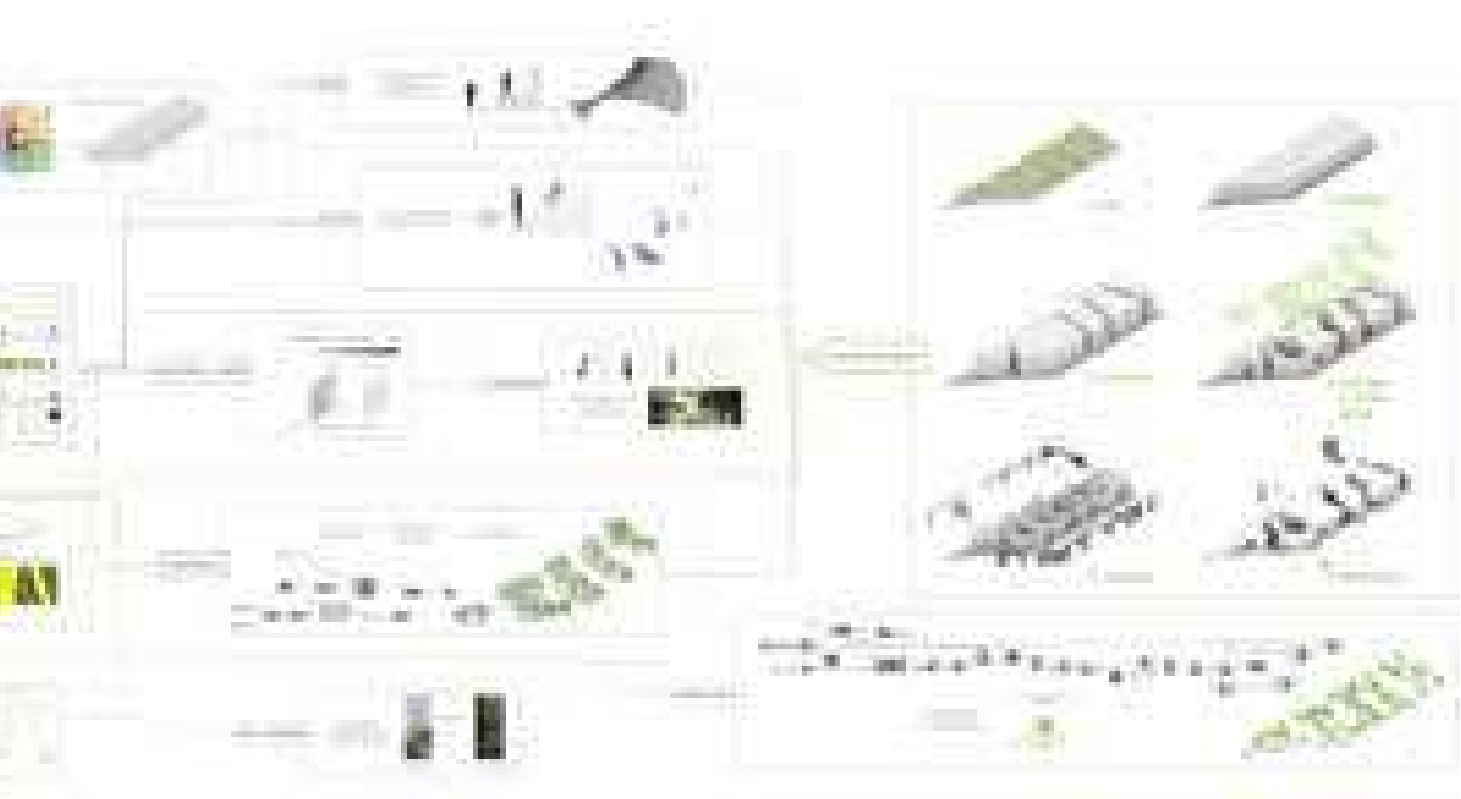
Project : Thesis Project

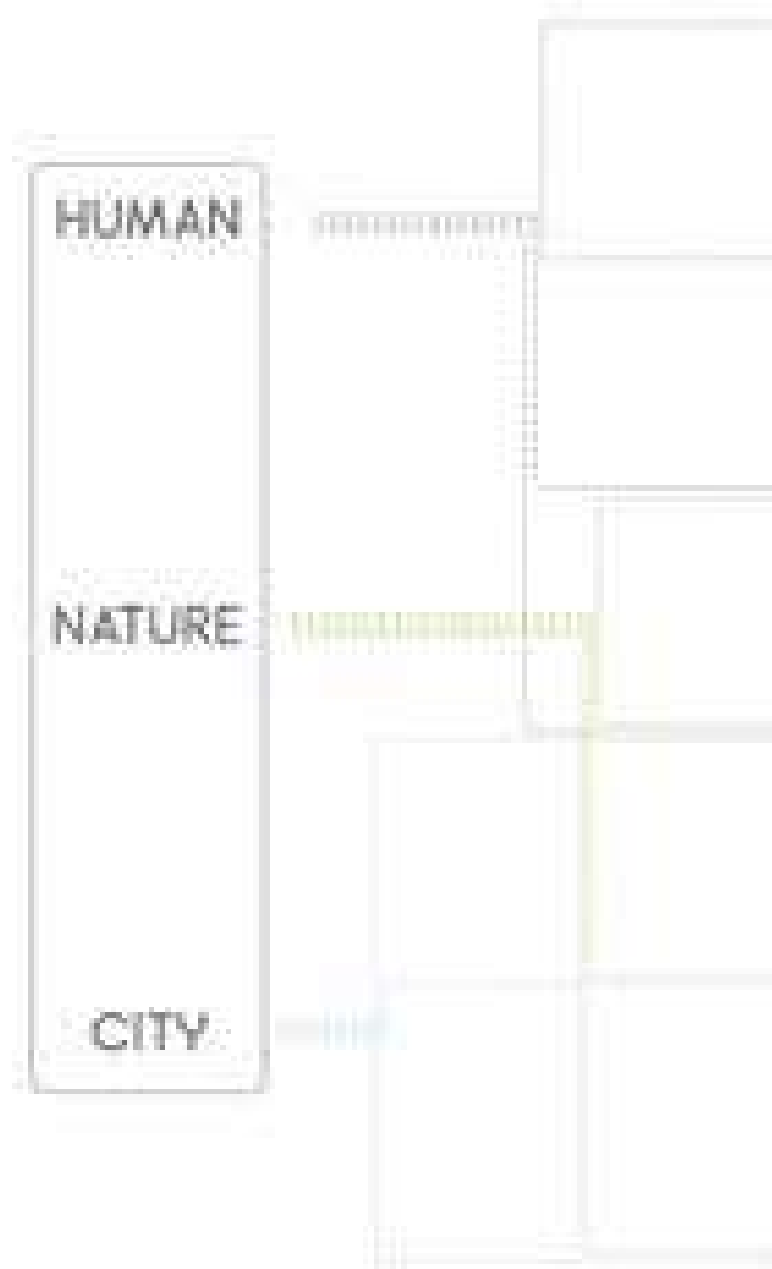


Bangkok city is the primate city of Thailand, center of prosperity in all country structure. However, significant advancement has been exchange for natural degradation. This issues are effected every people in the city, but few people do care about the problems. So this project intends to raise awareness for citizens, In relation to living with existent nature together with city development.

This project located in Lumpini park, which is one of the main public park in Bangkok. The are large numbers of civilian come to use this park everyday, furthermore this park is in the Bangkok CBD as well. This opportunities encourage this project come into the learning center for all citizens.







LEARNING

SENSE

RELATION

SENSE OF PLACE

ARCHITECTURE

SITE ANALYSIS



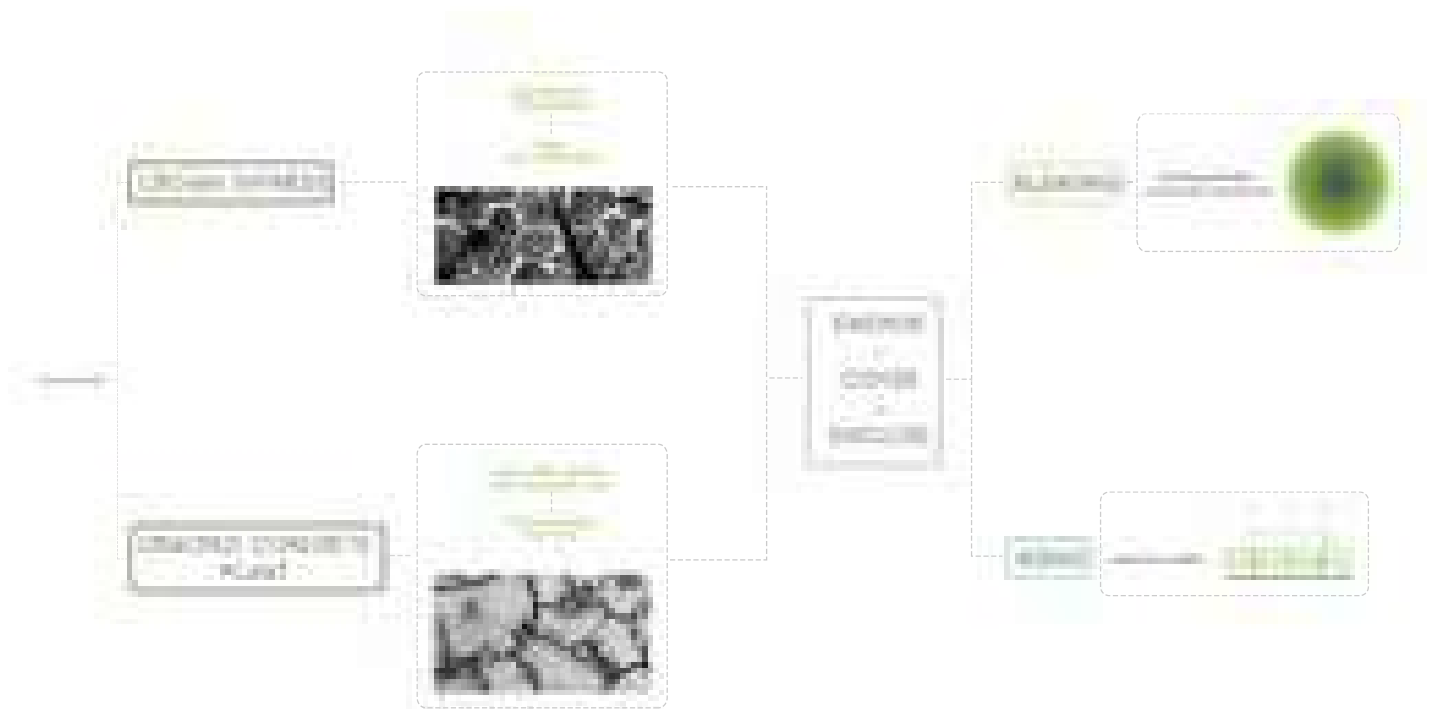
Collections of argument are gathered to use in the exploration of relation between architecture, city and people.





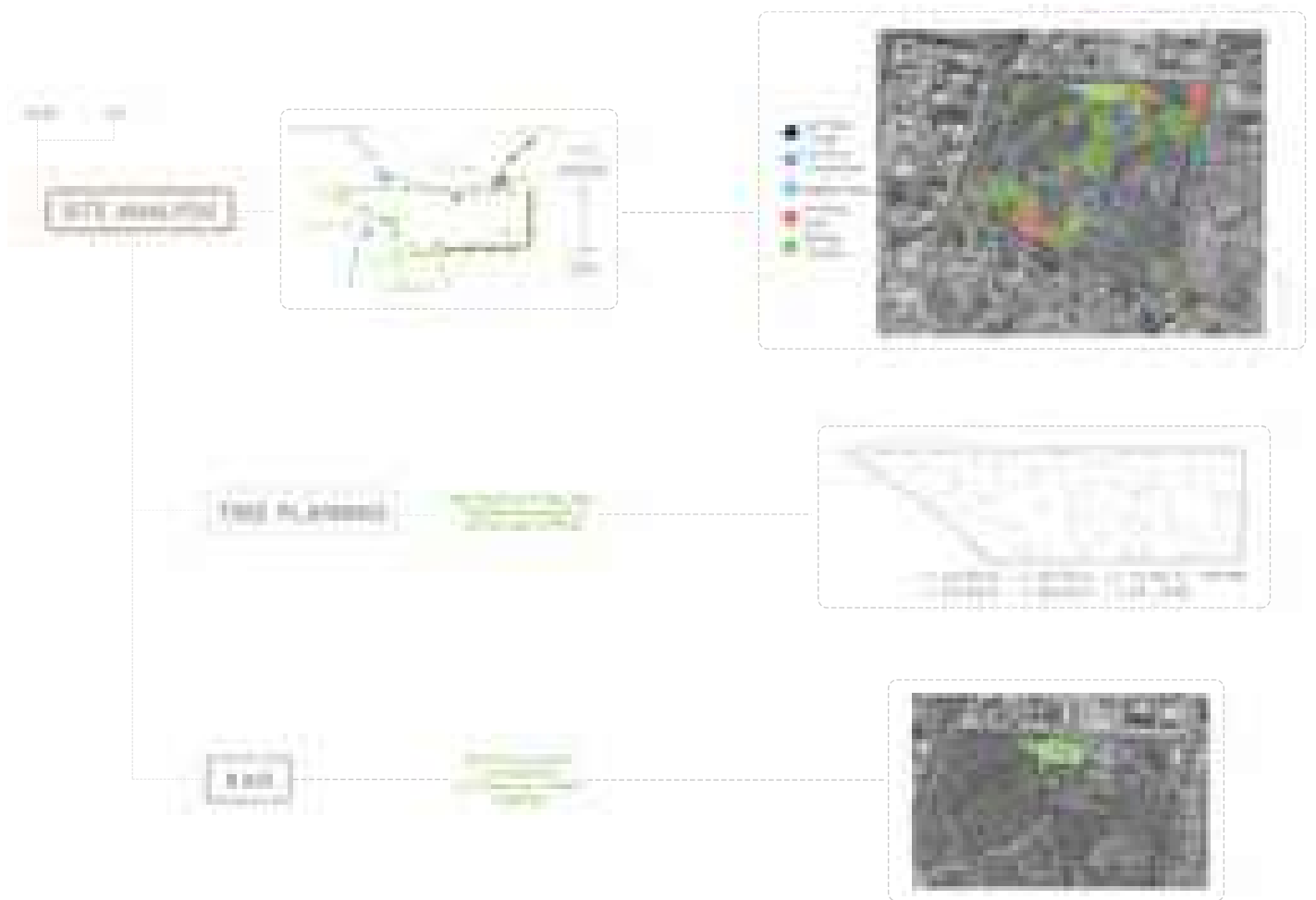
The functions of this project are determined from learning factors and relationships between people and context.





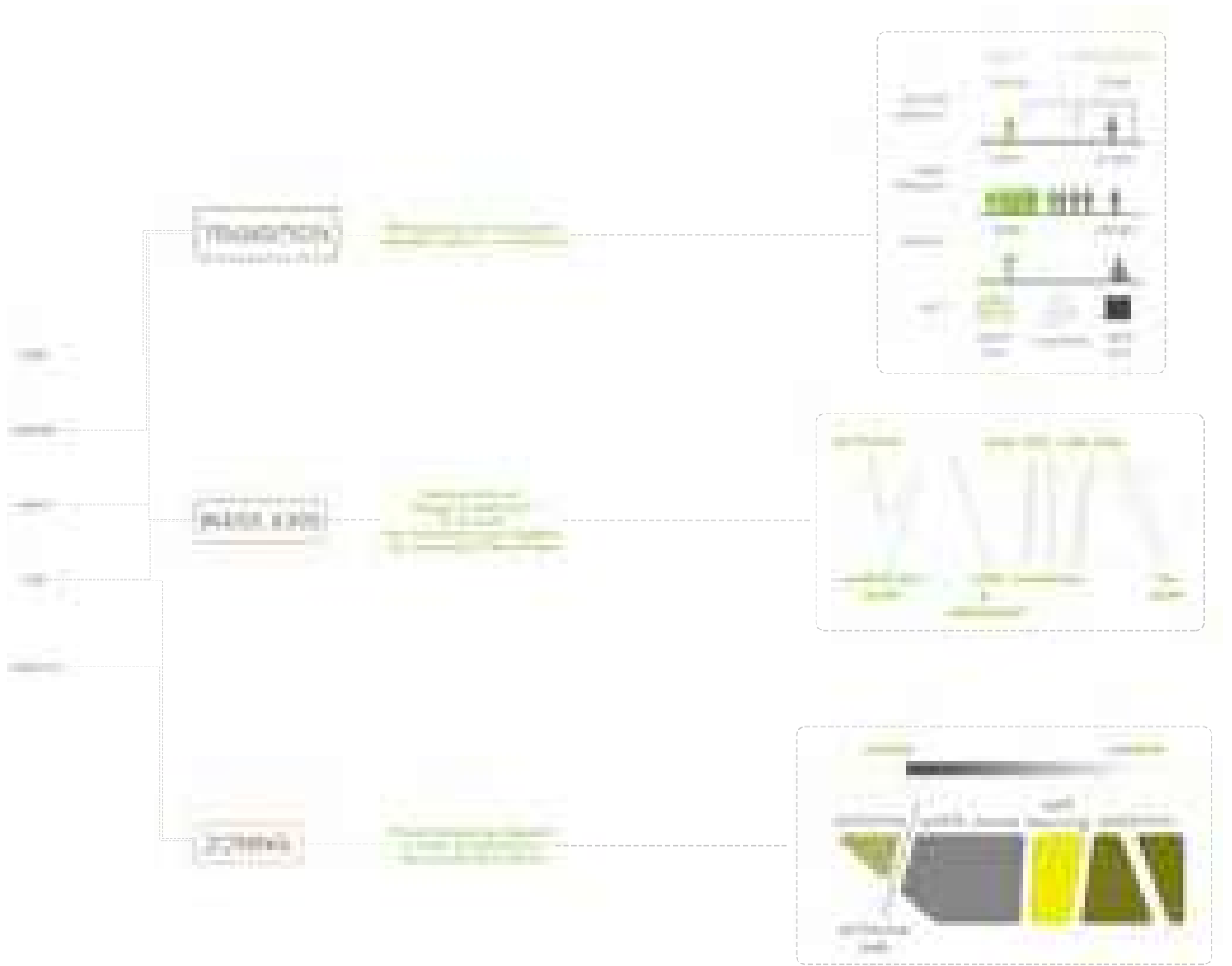
The architecture should not intrude the existing nature. I found that in the environment, there is always spaces for somethings to grow up.





In the area of Lumpini park, there are many existing trees that we should not cut them down. Then, in this design, I choose the way to preserves as much trees as possible. Moreover, there are axes of city linear which come from various sources.





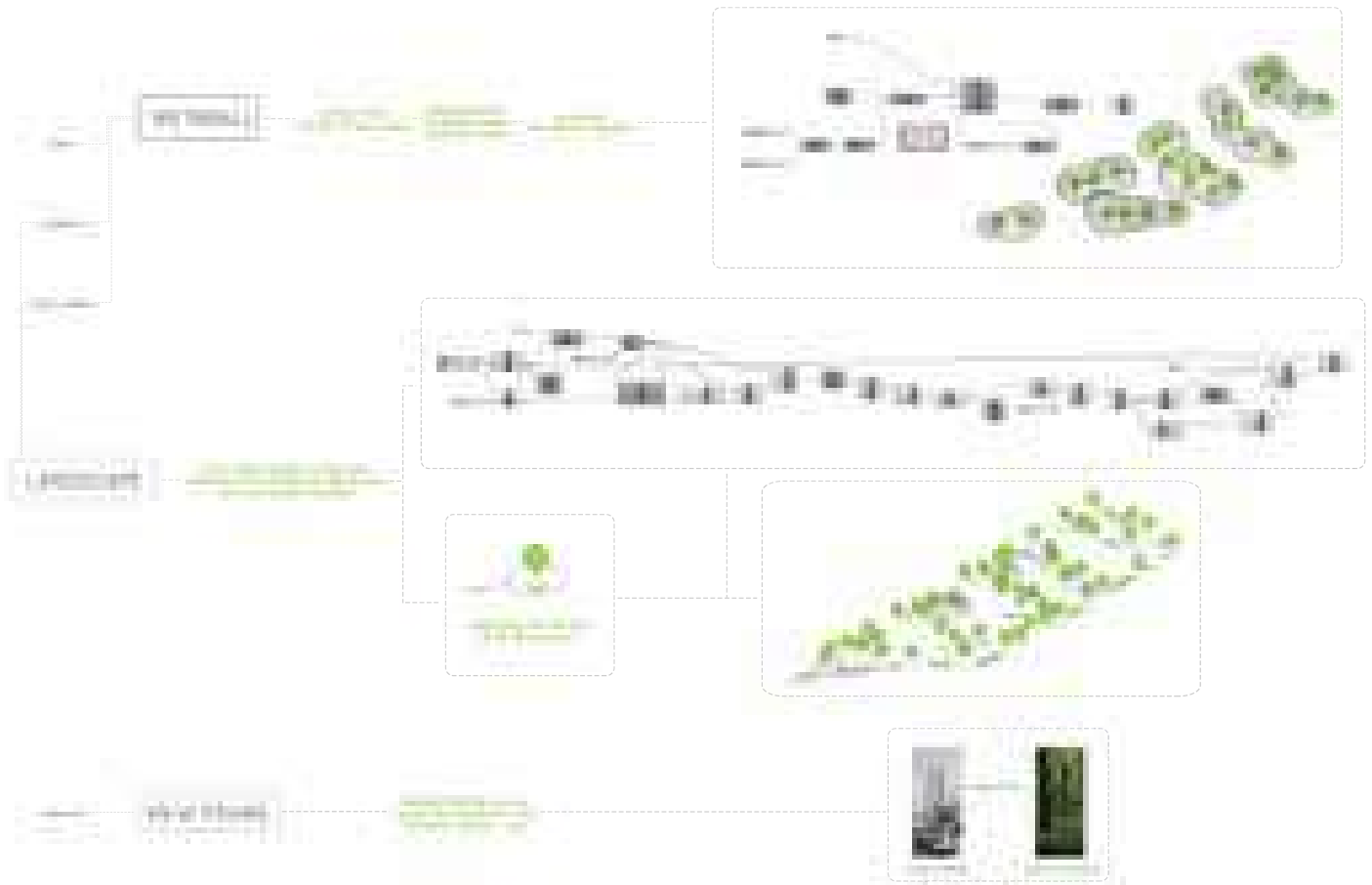
From the axis of the city, they can use as cutter to divides the functions of this project into 4 zone. Furthermore, transitions between context and project site are provided to classify the functions. From active zone to passive zone.





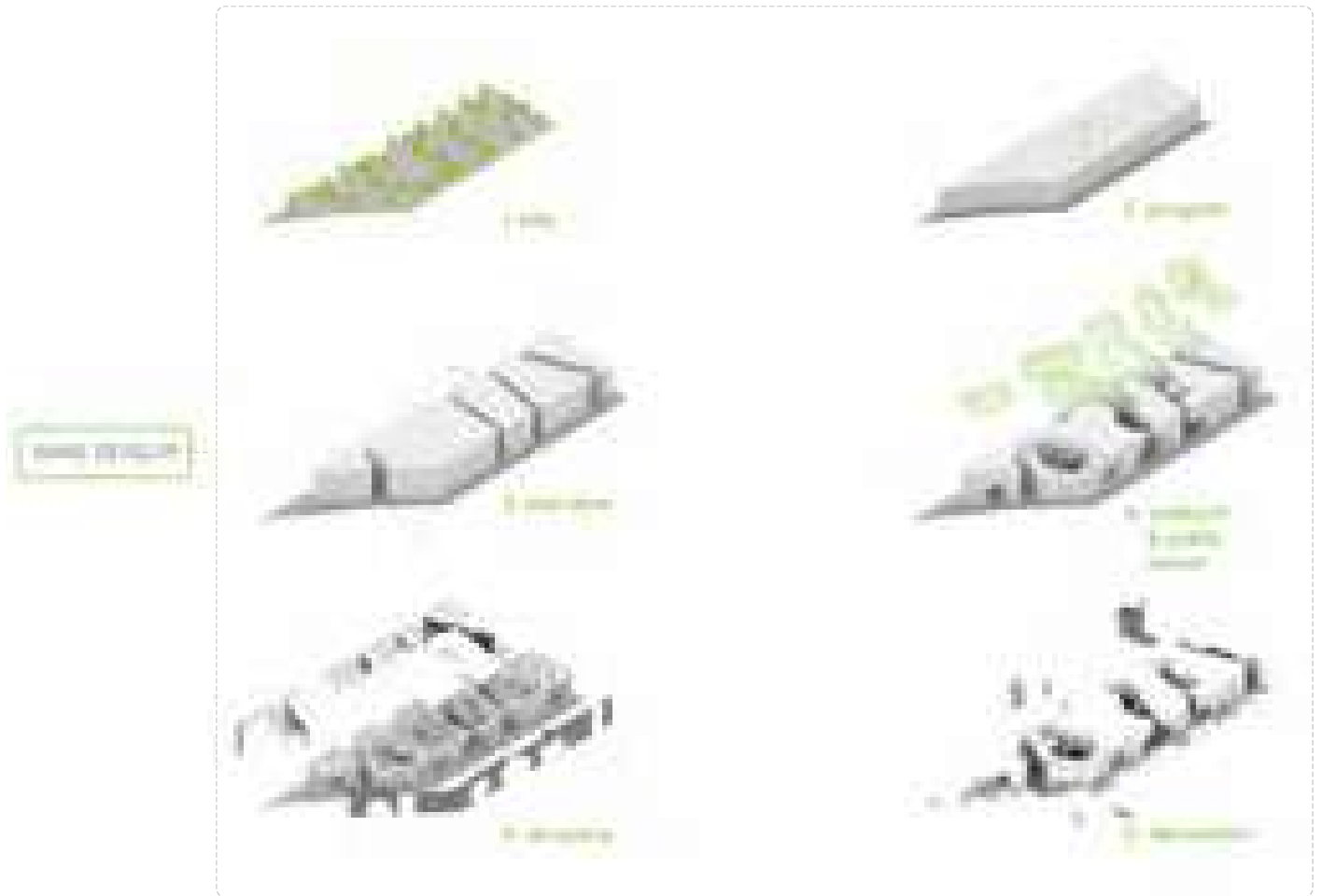
Transition between context and architecture results into the layers and conversion of architecture, in order to support the fluid transformation.





Existing trees are use to determine the architecture form, this determination are the avoidance to undisturb any extant.





From all sources which are gathered, then the architecture are assembled. This building are supported with steel structures, which are blended into the form of space and voids.



EXHIBITION SEQUENCE:

Sequence of the exhibition
 shows the impact
 that nature has on
 before & after a disaster

Secondary
 impact

time
 of
 problems

stage
 of tasks

relationship
 between
 nature & culture

1-1-1

1-1

1

1-1

1) **Introduction**
 10 min

Introduction about natural
 exhibition sequence
 introduce the content
 and the purpose of exhibition

2) **Disaster**
 is introduced
 by nature
 10 min

The beginning of relationship
 between nature & culture

3) **Disaster**
 triggered
 the culture
 10 min

Some culture and tradition
 struggle to live with nature

4) **Disaster**
 (technology,
 development)
 10 min

city development
 and how significance
 of nature is reduced

5) **Disaster**
 of problems
 10 min

exhibition development
 is affecting to nature

6) **Impacts**
 from problems
 10 min

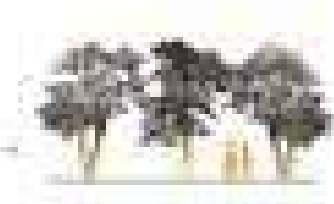
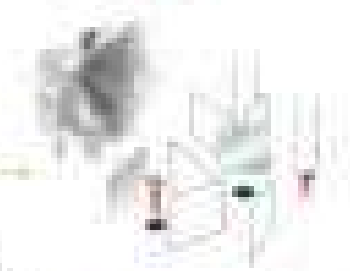
effects to nature results
 in ways to human
 way of life

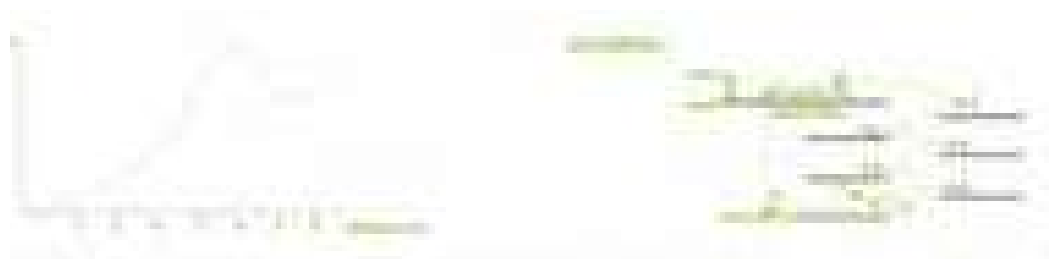
7) **How to solve**
 the problems
 10 min

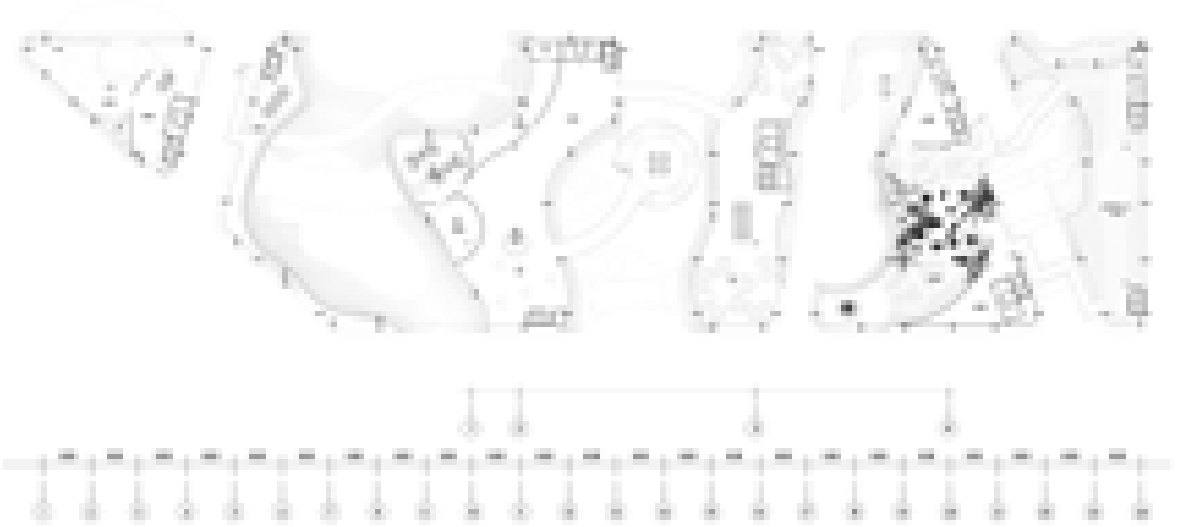
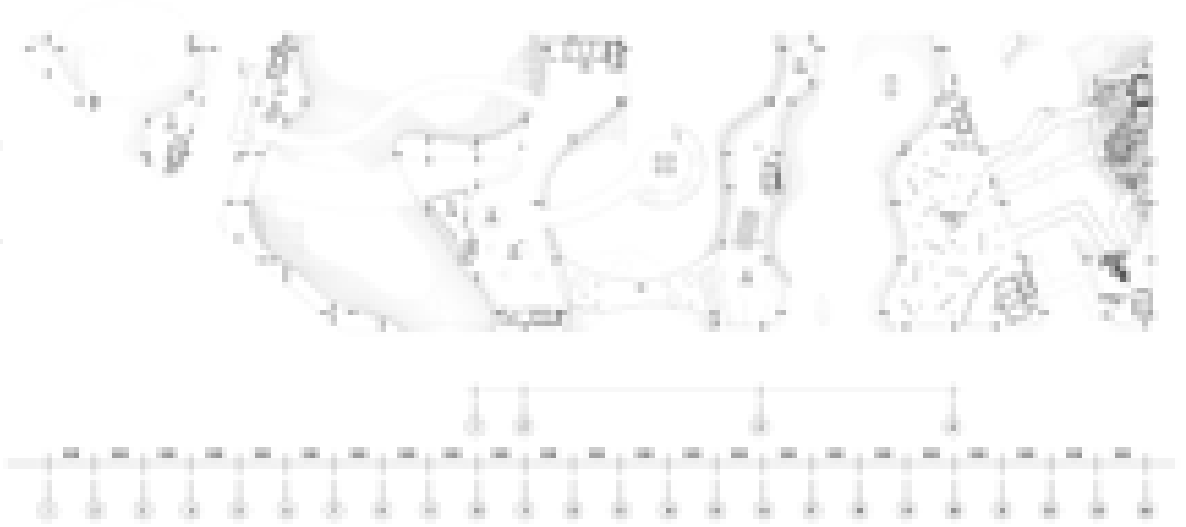
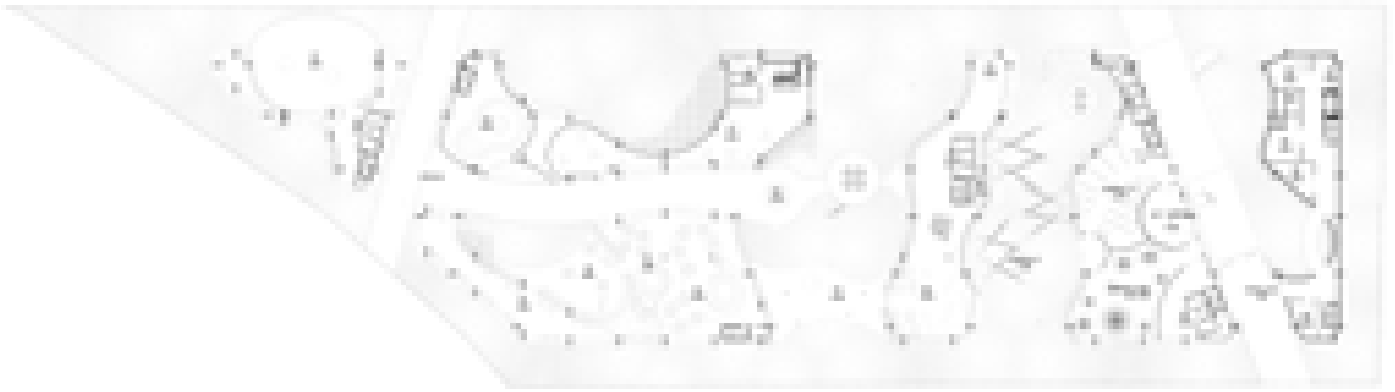
strategies to solve
 the problems, showed
 into alternative
 processes
 for user to choose

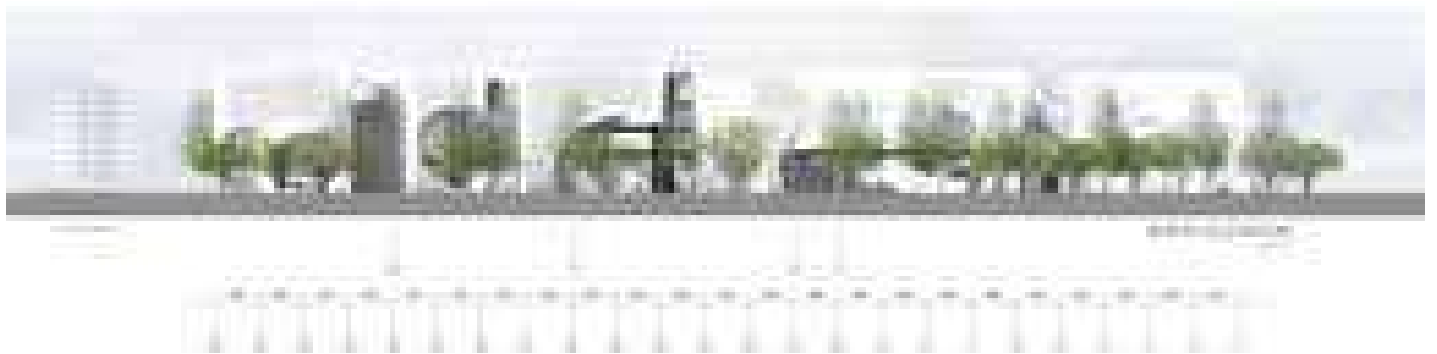
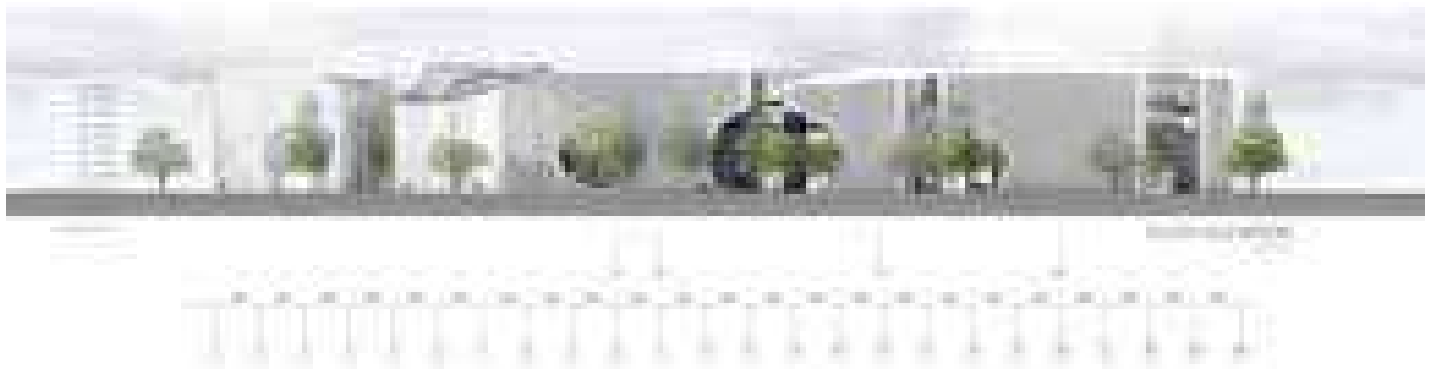
8) **Introduction**
 to future
 relationship between
 nature & culture
 10 min

Final exhibition for user
 to make impact force
 of the nature









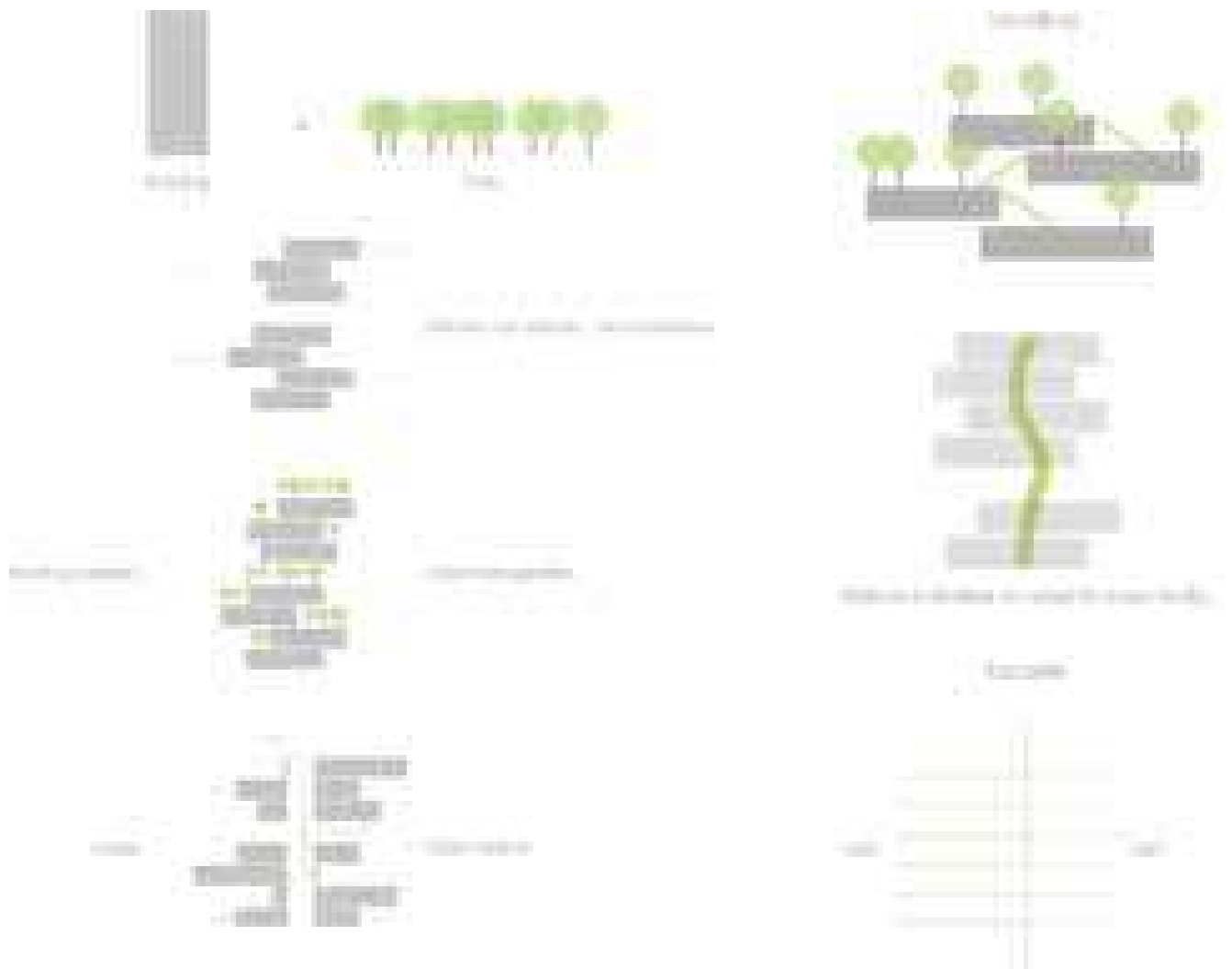
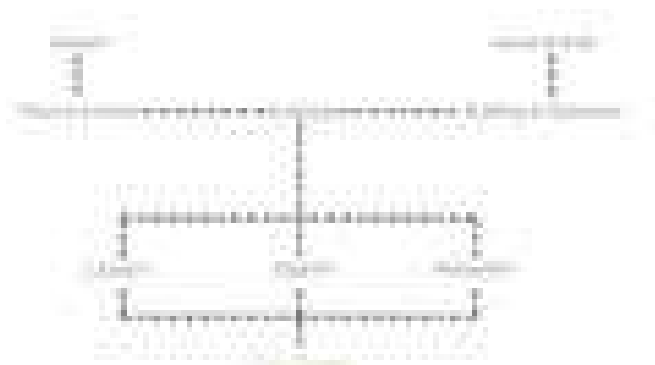
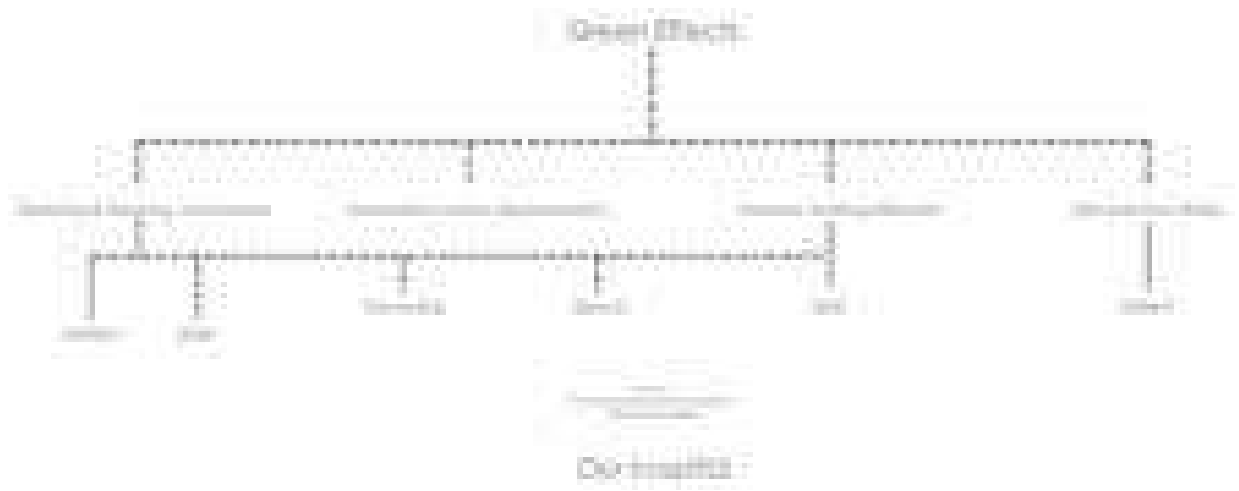
VANADORN HOSPITAL

Typology : Hospital(200 beds)
Location : Srinakarin, Bangkok s, Thailand
Size : 69,120 sq.m.
Project : 4th Years Design Project

The symbolic of general hospital is always showed in pain, depression and suffering. The main idea of this project is how to generate hopeful feeling for the patients by designs this hospital to be full of nature areas. Because most of the patients are feeling suffer form their sickness, sometimes they appeared to feel that they are become less human. However, the adjacent areas close to nature will encourage patients and impress them to feel more relax.

So we choose to shifting some levels for more space to let nature occupied. Some floor are designed to make users can be connected together, from different floor to floor, from patient to doctors. Anywise, doctors and staffs can be stressed and tired from their overloading works too. Then this hospital floor plans are difference from each other in order to make the organization feel less boredom.



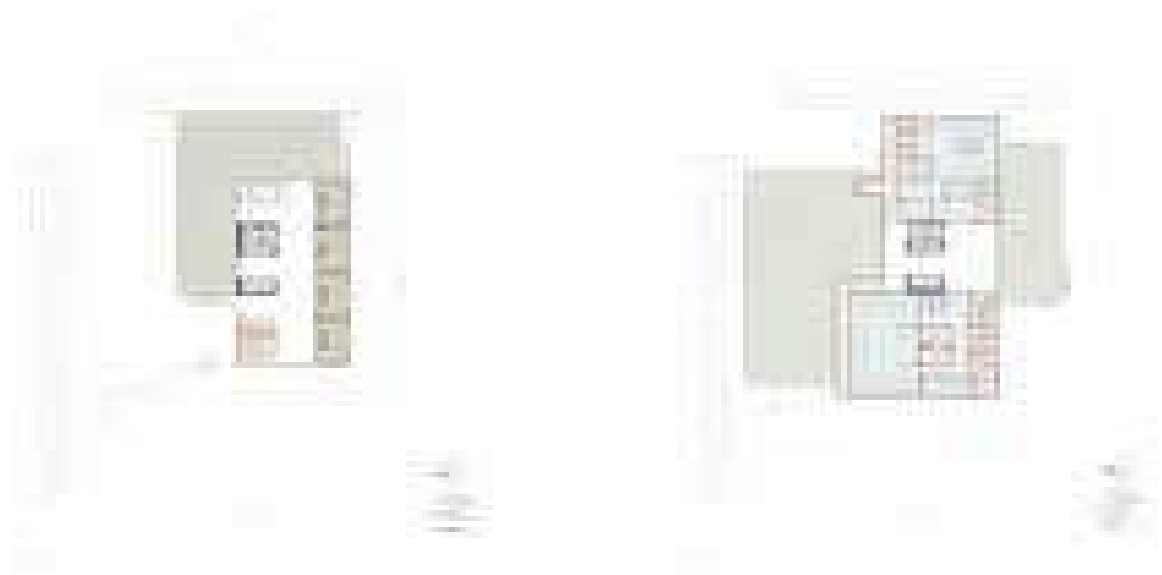


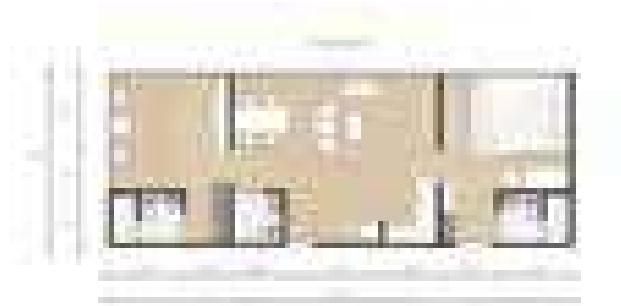
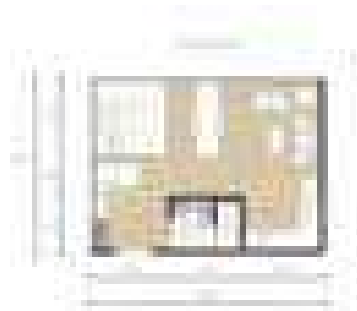
(1) 45° 20° 15° 10° 5° 0°











TAKOLA

Takua pa Cultural Learning Space

Typology : Museum / Library / Workshop / Resort

Location : Takua Pa, Phang Nga, Thailand

Size : 17,336 sq.m.

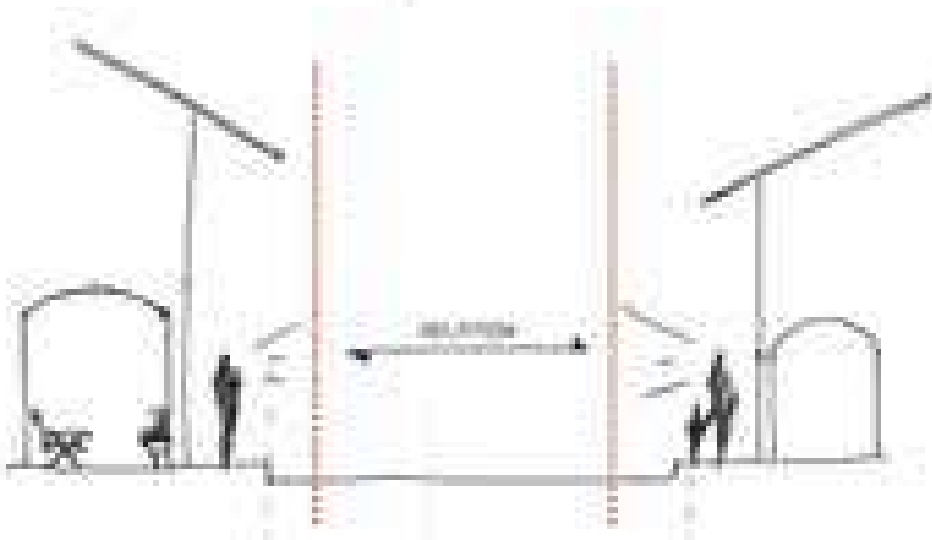
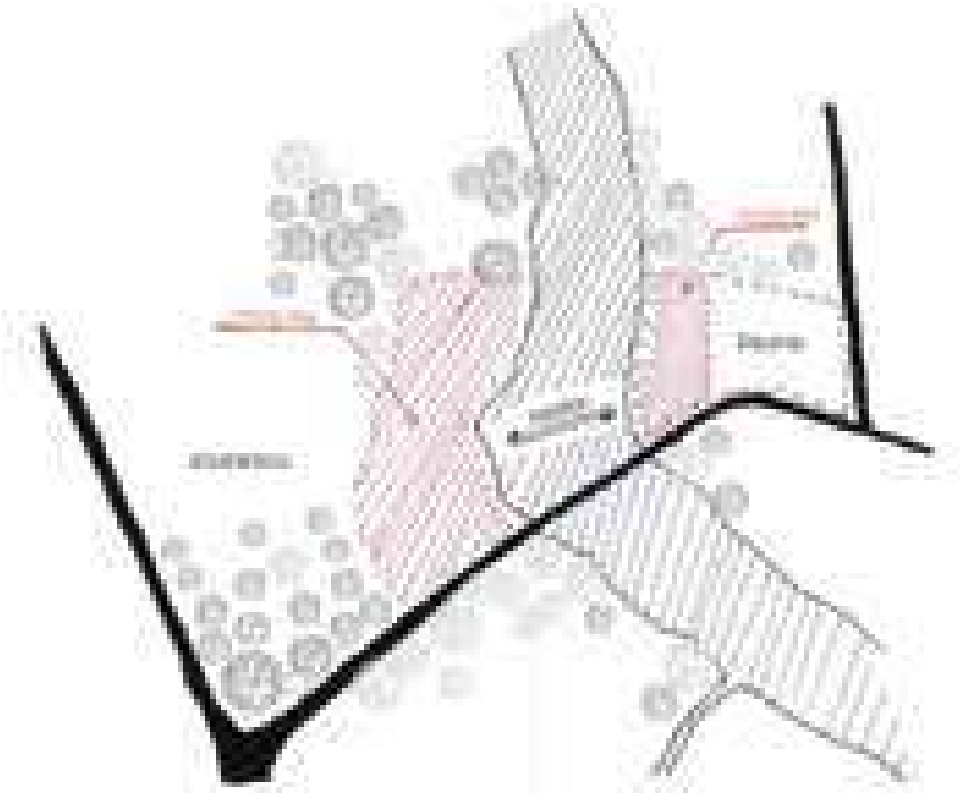
Project : Pre-Thesis Project (Group Project / Roll : Survey+Design+Presentation)

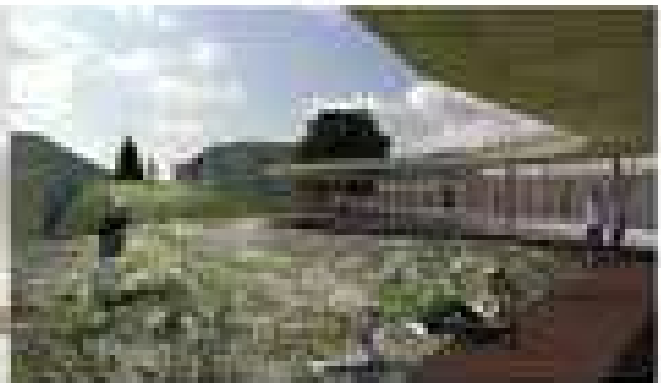
In the past, Takua-Pa district / Phang Nga province was once prosperous from tin mining business. In this area, people was living in bustle so this incidence generate the local identity. However, when the tin mine has ran out, the ascendant era are gone too. Residents in Takua-pa began to move away. Effecting to the occurrence of community stagnant and local wisdom was still remain to just a few of people.

We aims to reconstruct the familiar historical atmosphere, allowing users to experienced the truth of a prosperous Takua pa community. The river between community and location of this project brings the reflection of lifestyle through the architecture. From the past and the future. Communicate with people through architectural language, raising awareness the value of wisdom by create the 3 main functions.

Learning center, Workshop areas and resort is 3 main functions which can be provided knowledge to the visitors, by wise and respectable local resident who arrange these training. and workshops. These activities are our ways to bring Takau-pa community society back to life for respond for every demand of all people, both visitors and dwellers.











无限飞行 INFINITE FLIGHT

Typology : Scenic Bridge
Location : Zhangjiajie, Hunan, China
Project : : 4th Years Constructure Project

(Group Project / Roll : Design+Structure+Presentation)

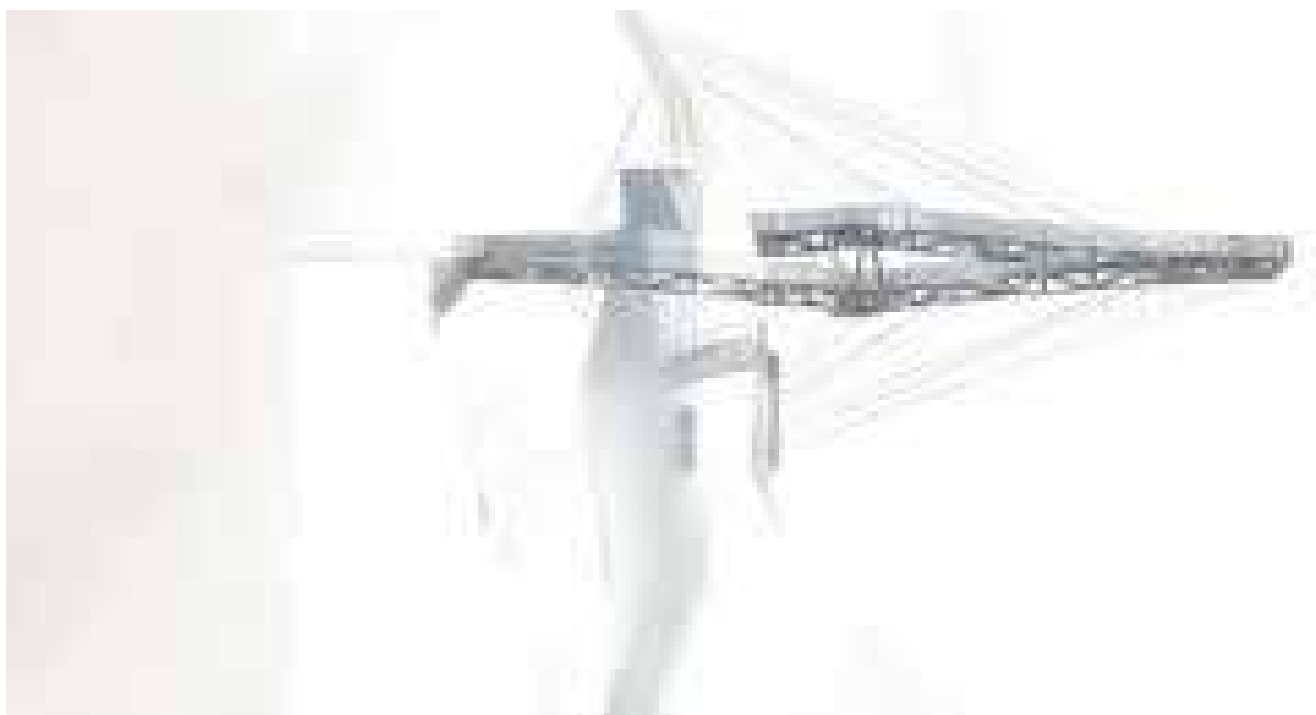


This scenic bridge is located in Zhangjiajie National Park, where is the pinpoint of breathtaking landscape. We create the form of this viewpoint in ∞ form, which in ancient belief means for the infinity.

We design to attach this bridge to one of these rocks. With a space truss structure and sling structure to hang the viewpoint, to make it seems that this bridge is floating in the air. The walkway is made from glass which form the glide-like feeling to the infinity for the visitors through out magnificent scenery.







INTERNSHIP

TORAFU ARCHITECT
TOKYO

AMAZON FASHION IMAGING STUDIO

Typology : Mixed Use (Studio : Main)
*Location : Higashishinagawa Tokyo, Ja-
pan*
Role : Design / 3D Model / Rendering







MASUNAGA1905

Typology : Glasses Store
Location : Aoyama, Tokyo, Japan
Role : Design / 3D Model







PAPABUBBLE LUMINE EST SHINJUKU

Typology : Shop

Location : Shinjuku, Tokyo, Japan

Role : 3D Model







SNOOPY MUSEUM TOKYO

*Typology : Museum
Location : Roppongi, Tokyo, Japan
Role : Design / 3D Model*



COMPETITION

History through the column.

Competition : HOME•LY / ASA International Ideas Competition 2017
last 30 competitors



A space, having a relationship with the family identity, containing memories through the time and events becomes the values to the family. Becomes something that can clarify identity, characteristic, belief, happiness and grief, molding the existence of each family. But time have passed, we are living in the material world. We seek out the goal of life we've always yearned for.

Is there a place where children can reminisce and still remind themselves who they are?

A part of architecture could record an identity of people, living during a period of time, social status, collecting a memories and passing on next generation.



Then we destroyed everything through violence, burying it deep in the grave of memories.

- On the way, we have forgotten our past life, which created us.
- Although when we long to return, we realize we cannot go back there anymore.
- The image of a part of home that recorded the family's stories- growth, loss, additions are the traces of life.
- Sometimes we unconsciously did it, sometimes we forget pieces of memories and sometimes we unconsciously destroyed it to the point of no return.

Competition : UNCANNY SUSTAINABILITY / ASA International Design Competition 2019

last 30 competitors

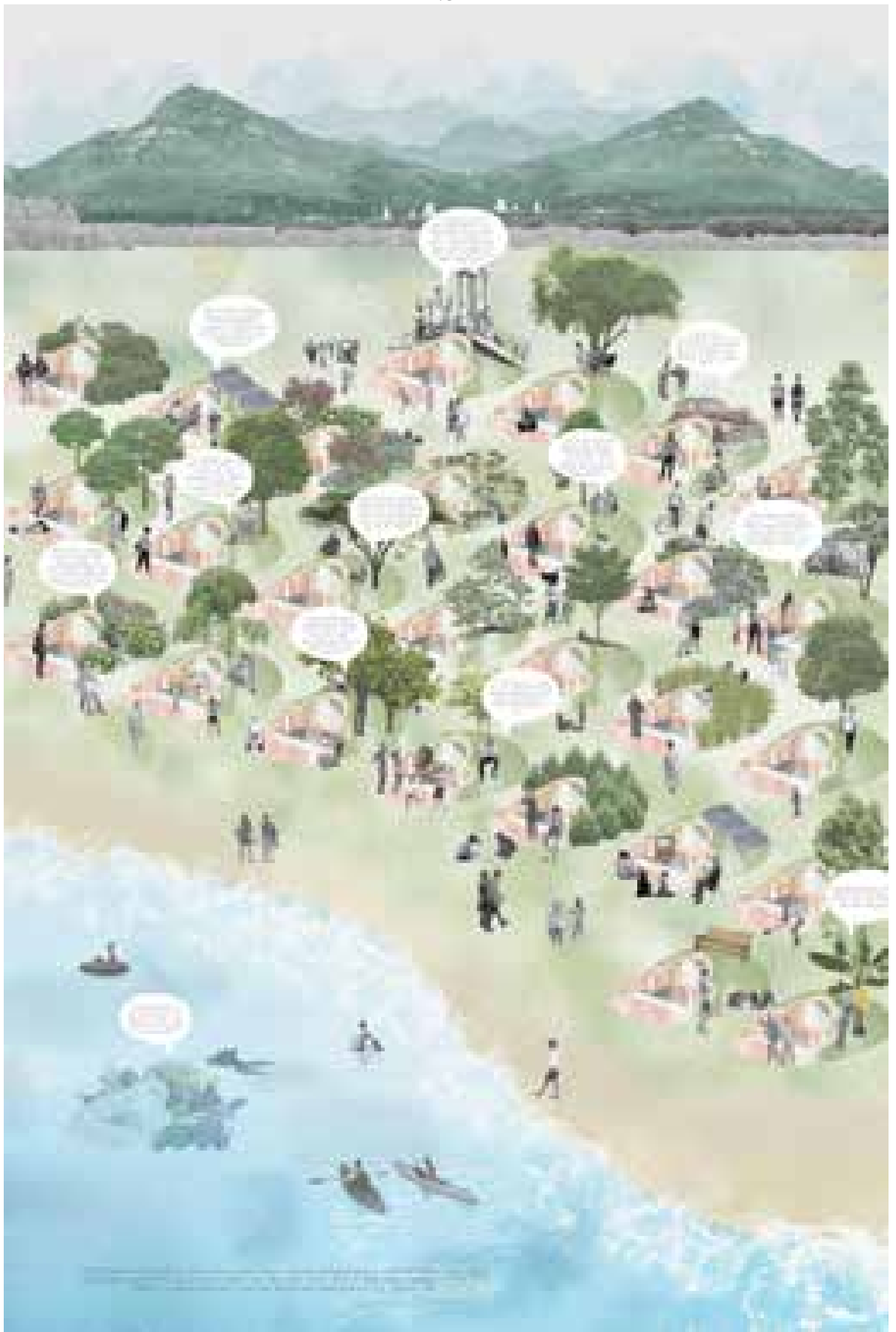
30 CONCEPTS

30 CONCEPTS



30 CONCEPTS





White and Green Cloud Pavillions

Competition : Nippon Paint Young Design Award 2017

Typology : Community Pavillion

Location : Hua Takhe, Lat Krabang, Bangkok , Thailand

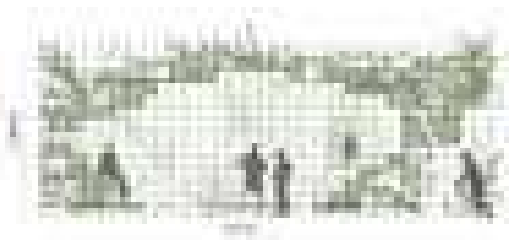
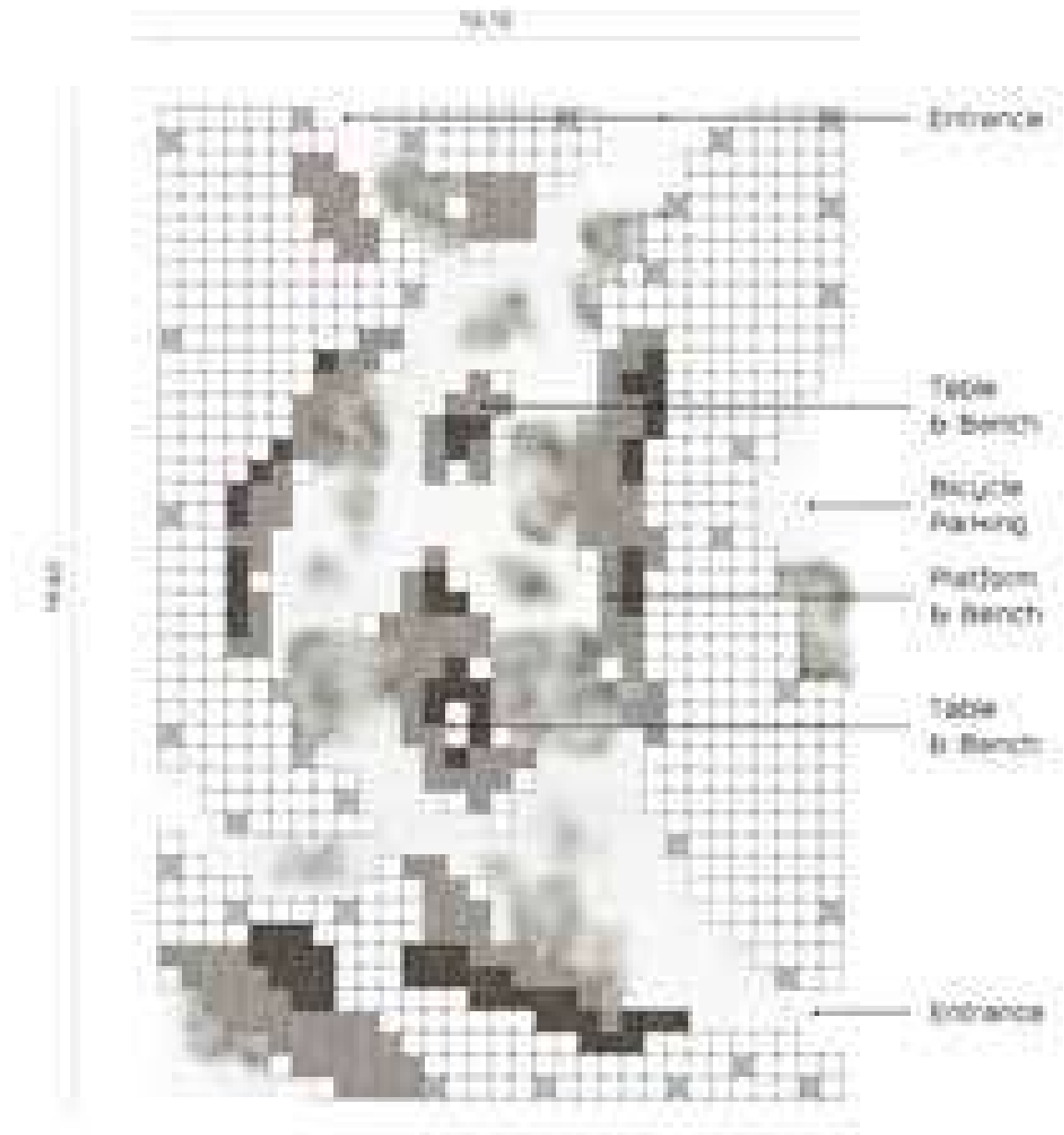
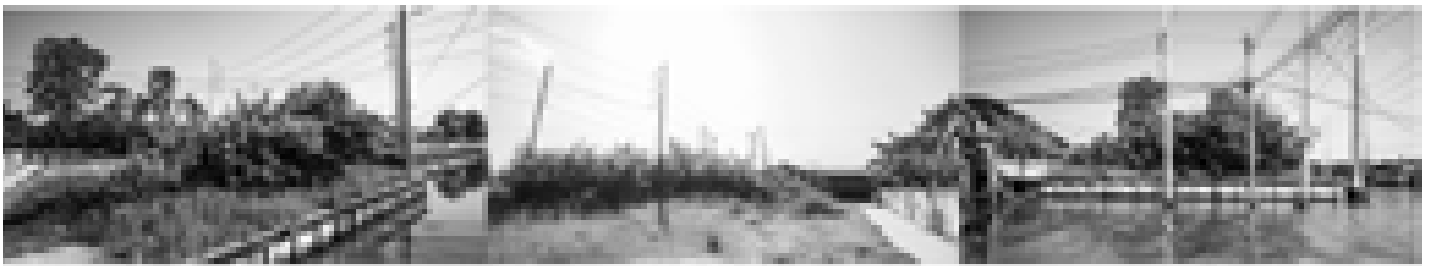
Size : 150 sq.m.

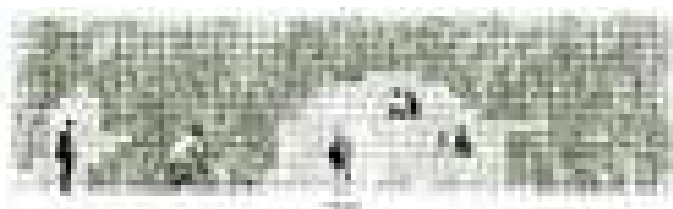
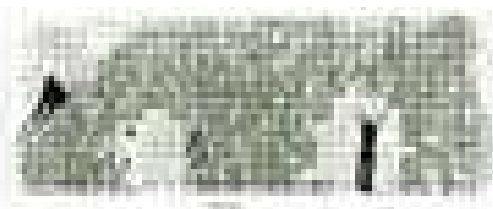


From the crowded neighborhood in the countryside of Bangkok which was called Hua takhe. This age-old community become dense and diverse overtime, Therefore free spaces for local people to interact with each other are decreased too. In this competition, I choose the center area of this neighborhood for arranging activities and recreation to recreate the relationship between this community members.

Not only people change activities all the time, but also the functions and spaces which take place in this area must changed too. Then I use the modular system that can be modified into other function to support the local needs. This modification can be bench or concert stage, whatever they wish to.











Bangkok Artist Retreat

Competition: Eas Breuder's Competition 2015

Typology: Hotel and Art Studio for Artist

Location: Nonthaburi-Dynamic, Etra Nakhon,
Bangkok, Thailand

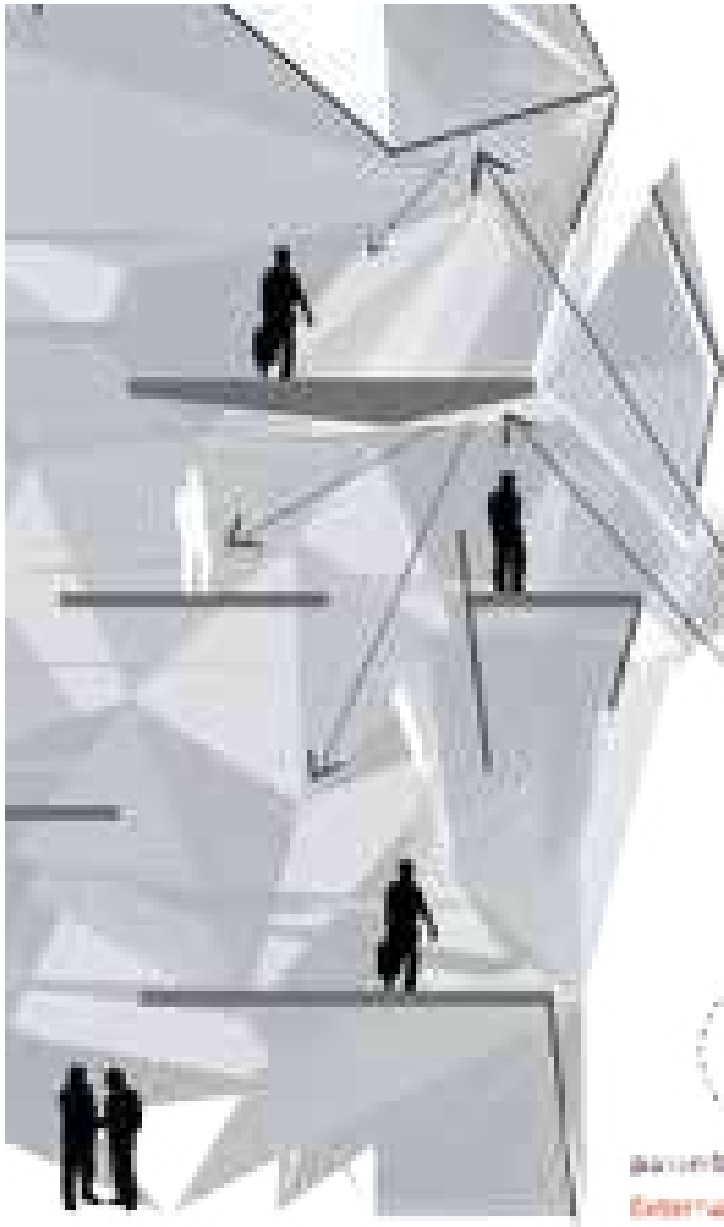
Site: 400 Sq.m.

Nonthaburi Shopping Mall was once a modern shopping center of its time. It stood tall at the junction where diverse commercial centers meet. Like every other building, Nonthaburi Shopping Mall had its own history and served its purpose through its life. Bangkok once witnessed itself in a different manner every now and then, among the shifting mechanisms of Bangkok was this is such, regardless of its longevity, change is bound to come.

What role can artists play in the city, the artist's studio is to reflect the ever-changing society by their best works. Would it be better if the architecture we witness added the arts into itself by seamlessly following a form?







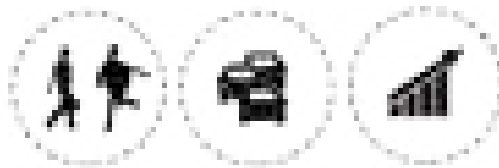
From the needs of the contest that want to design accommodation for artists who come to work in Bangkok.

So we went to interview many artists to meet their needs. And their result was many artists want to appreciate their work all the time. Then we use the reflection of the mirror to reflect on the artist's work.

No matter where artists are.

It is also reflects the landscape of the outside area to inspire their work.

And we have designed each room to be unique, allowing users to feel the uniqueness of their own space.



assembly can glimpse actions going on in the building

External movements are reflected into the building adding another dimension

mass development



entrance

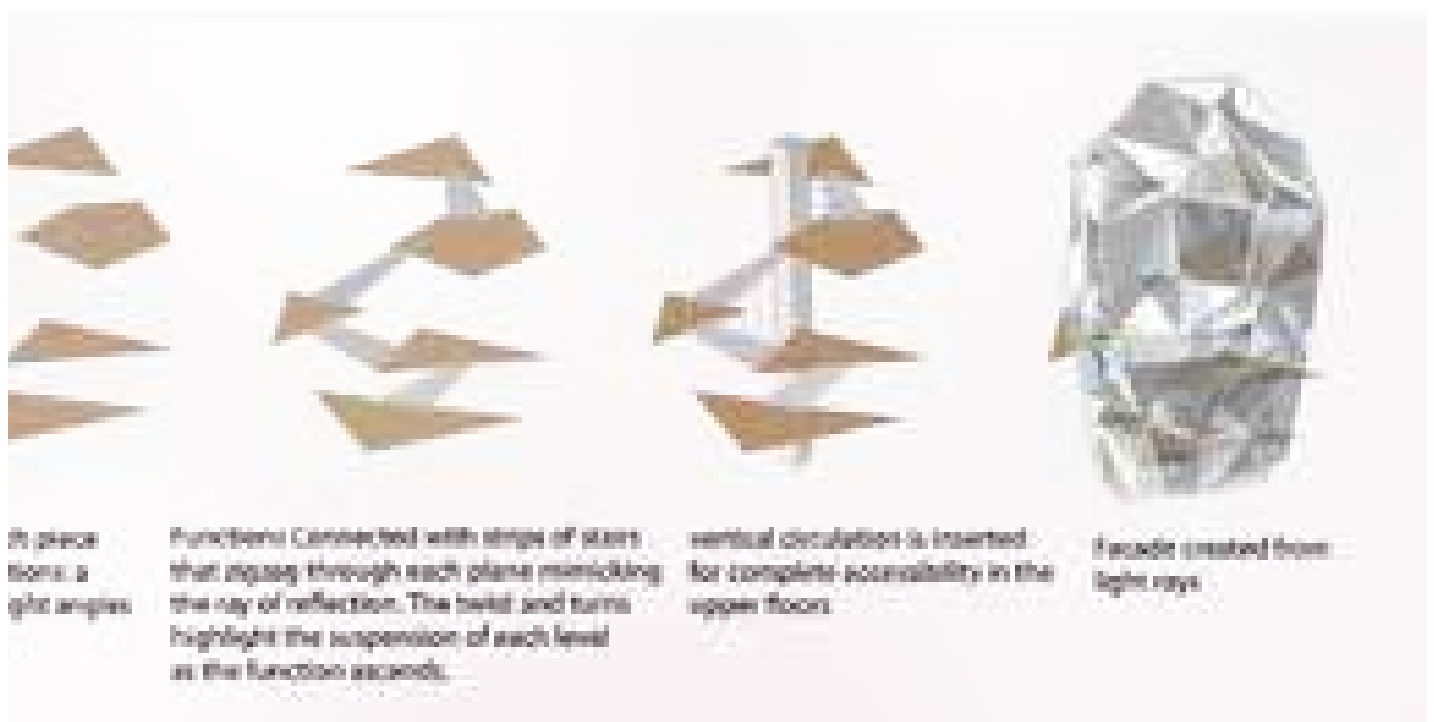
oval sphere is placed inside the site where reflected rays will never repeat the same path a metaphor for artist's dynamic, positive reflection of the everchanging society



reflected ray simulated



Planes for each functions are placed, no a unique experience in wonder of reflect different experience out of ubiquitous if found in everyday space



**ARCHITECTURE & DESIGN
PORTFOLIO**

2019

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