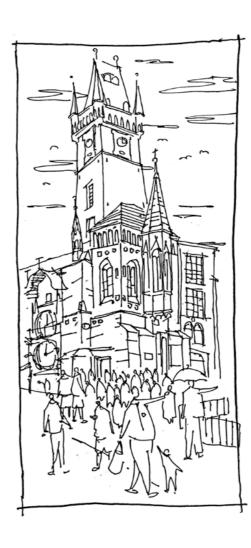




Sketches and illustrations

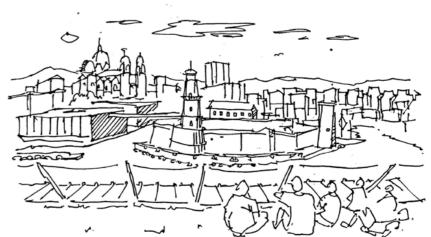
Sketching and drawing are part of my thought process where the final image is never set. The point is not to capture an exact version of a space, building, or place. Rather convey the atmosphere which involves people, views, and movement. This is how I choose to spend my

free time.

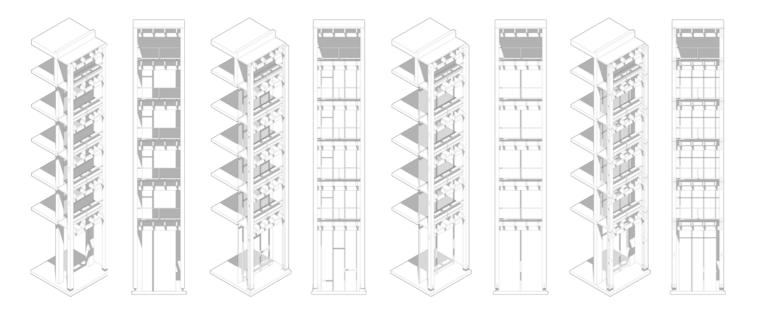








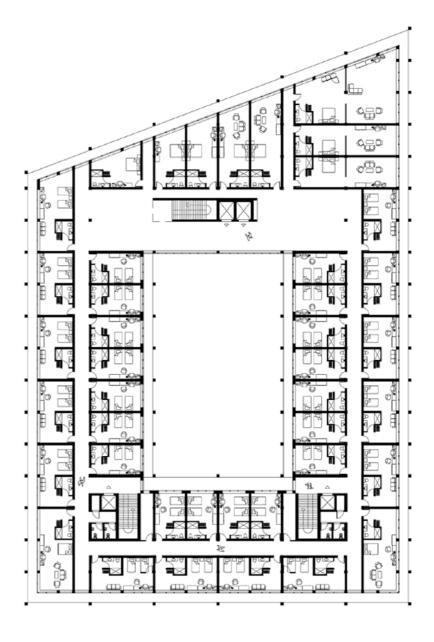


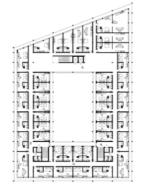


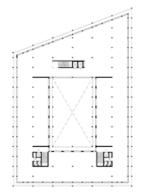
Adaptable Architecture Individual thesis project

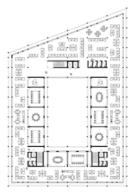
Fifth-year

This thesis explores themes of adaptability and how it can be integrated into the design process to create sustainable buildings that meet the requirements of future generations.

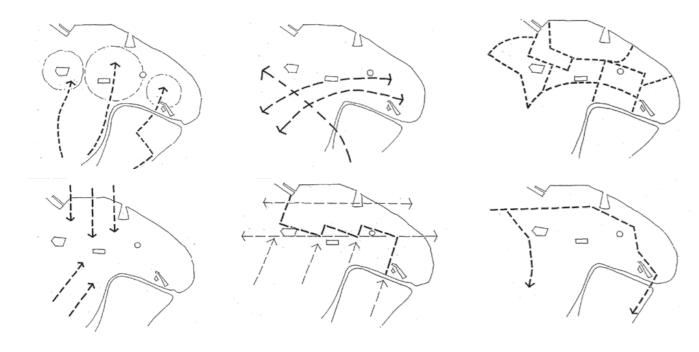








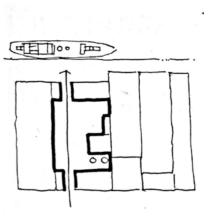


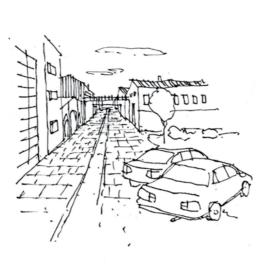


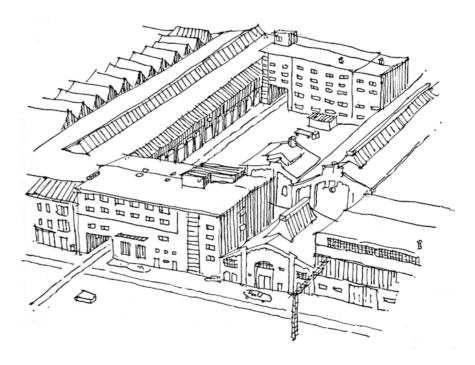
Master Plan of the shipyard of Gdansk

Group Work Fifth-year

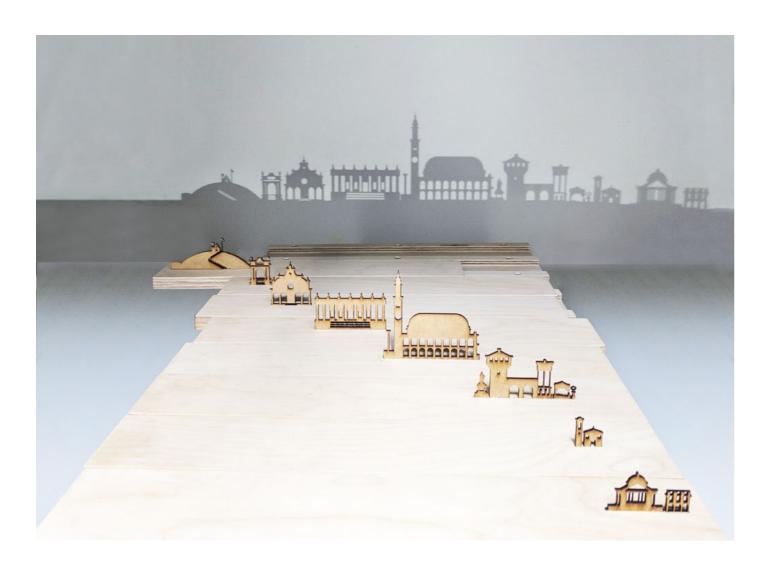
Our fifth-year unit was asked to investigate the City of Gdansk (Danzig in German) on the Baltic coast of Poland. The task of designing a new Master plan for the historical shipyard of Gdansk, home of the solidarity movement, seeks to rejuvenate the area while providing a level of sensitivity to the historical relevance—providing a forward-thinking view to the future of the city that works for the people of Gdansk.

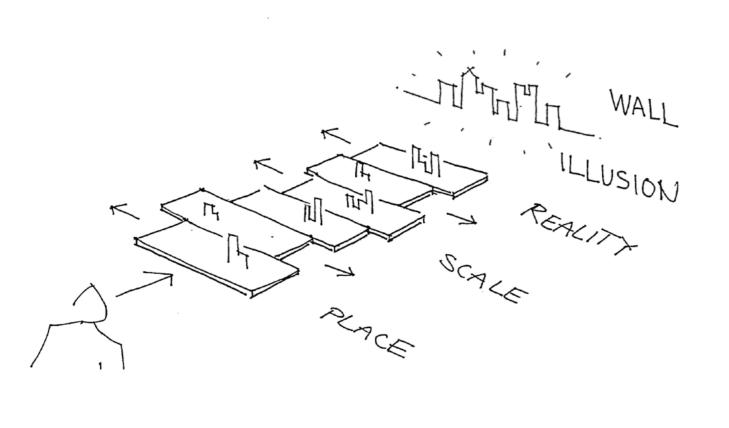










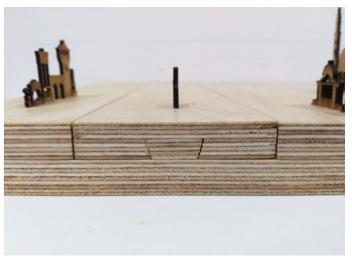


Wall + Illusion Project "Thinking machine"

Design Research Units Fourth-year

The Thinking machine was built on the information gathered from the research and so created a changeable context, a different focal point, and a perspective illusion for the viewer to process.

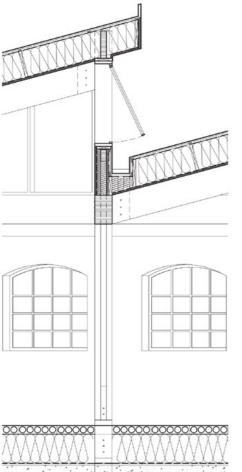
The concept plays with scale by systematically or randomly moving the position of the slot on the Think machine — changing the size of the illusion displayed, and challenging as well as addressing the perception of "reality" by projecting a shadow illusion of reality onto the physical wall.

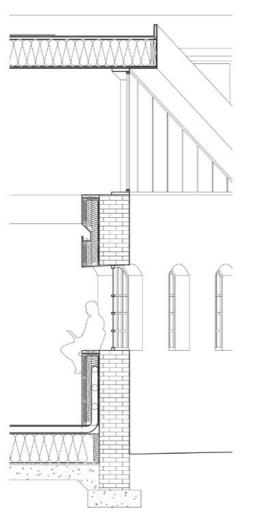


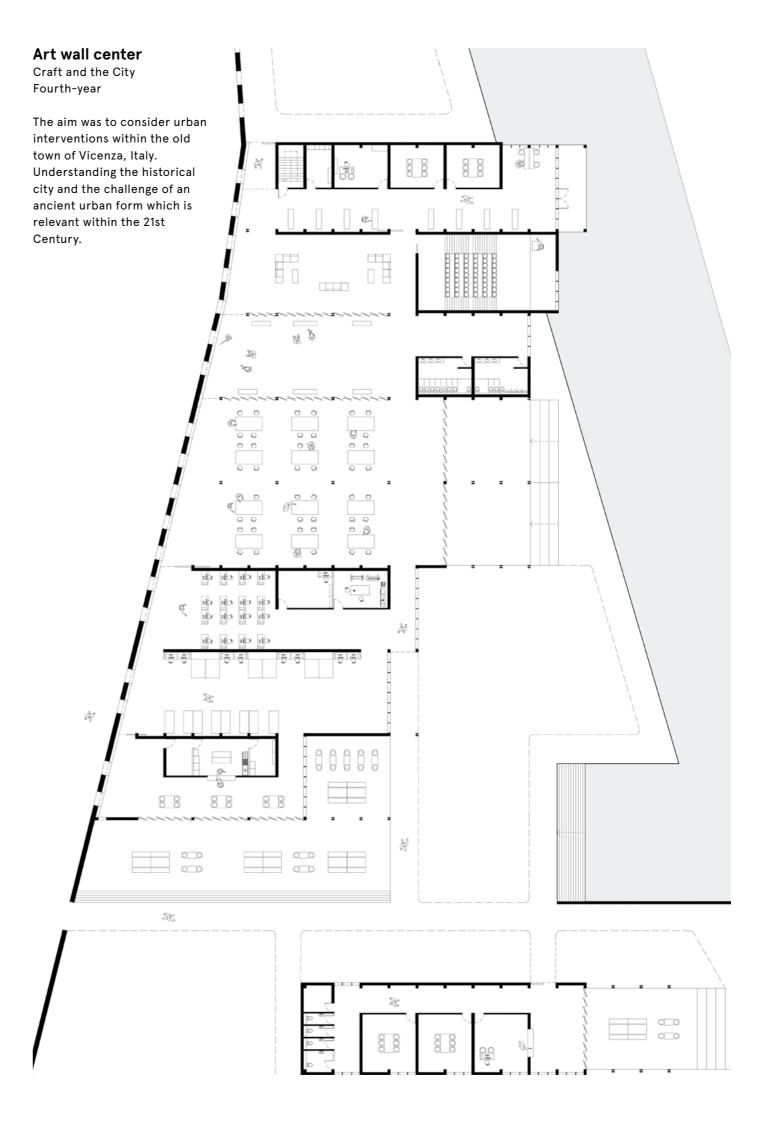




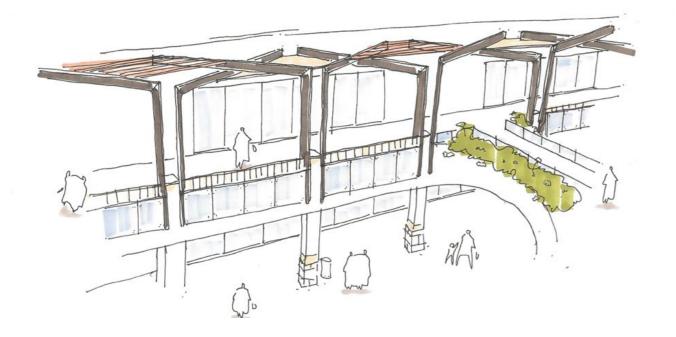












Fashion Valley Retail Design Collaborative Los Angeles, USA Practical experience

Project Description: Mall Renovations for client Simon Property Group. Involved from the stat with Site visit and Concept design stage.

Project Tasks: Built the entire 3D Sketchup model. Made site visits, Participation in weekly meetings with client. Preparing documents and Designing shading solution.





IKEA store in North Taiwan City

Inter IKEA system A.B. Helsingborg, Sweden Practical experience

Project Description: Designing a new store inside an existing mall in North Taiwan. 26300sqm.

Lead architect: Lena Winbladh Retailer company: Dairy Farm

Store context: Existing mixed-use building Parking application: Multi-level car park

Store format: Two levels Turnover total: € 1,967,184,270

Project Tasks: Built the entire 3D ArchiCAD model from scratch using technical plans and sections. Prepared drawing to be sent to the client. Design cashout, customer service, and office areas.







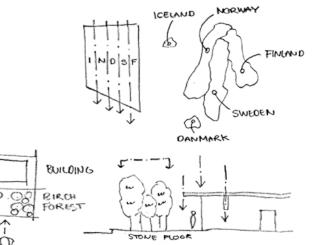


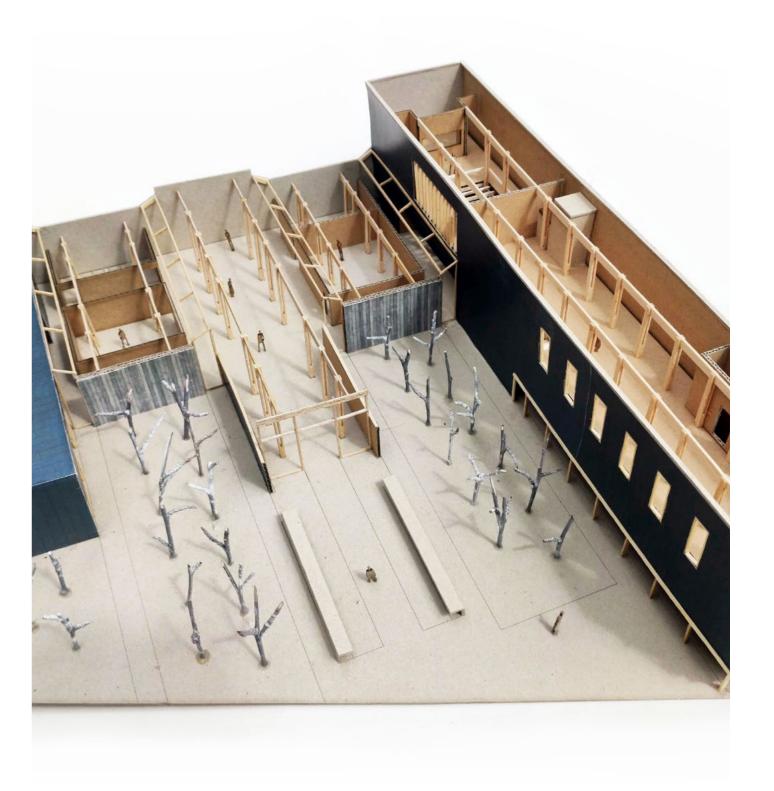
Primary school Project

Third-year

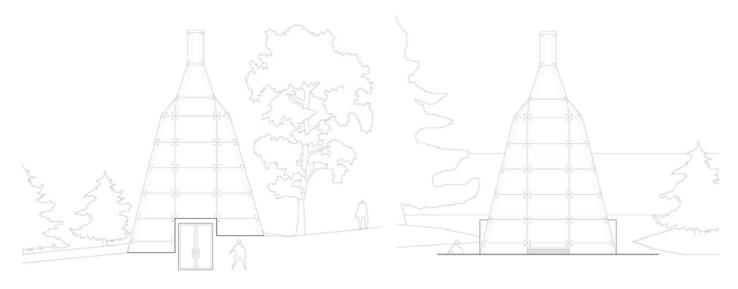
The site is divided up into five different spaces, representing the five Scandinavian countries. The building makes a statement to the street through material and location, contrasting the neighbouring building in colour and following the street elevation.

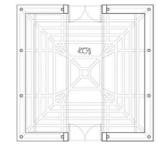
The exposed timber frame structure is inspired by the building's usage as a Nordic culture centre woodshop and also by the native birch trees of Scandinavia. Each internal open space has a direct connection to the exterior environment of the surrounding birch forest.

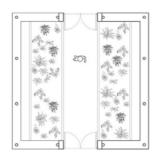


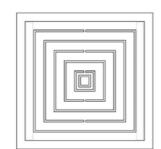


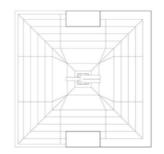








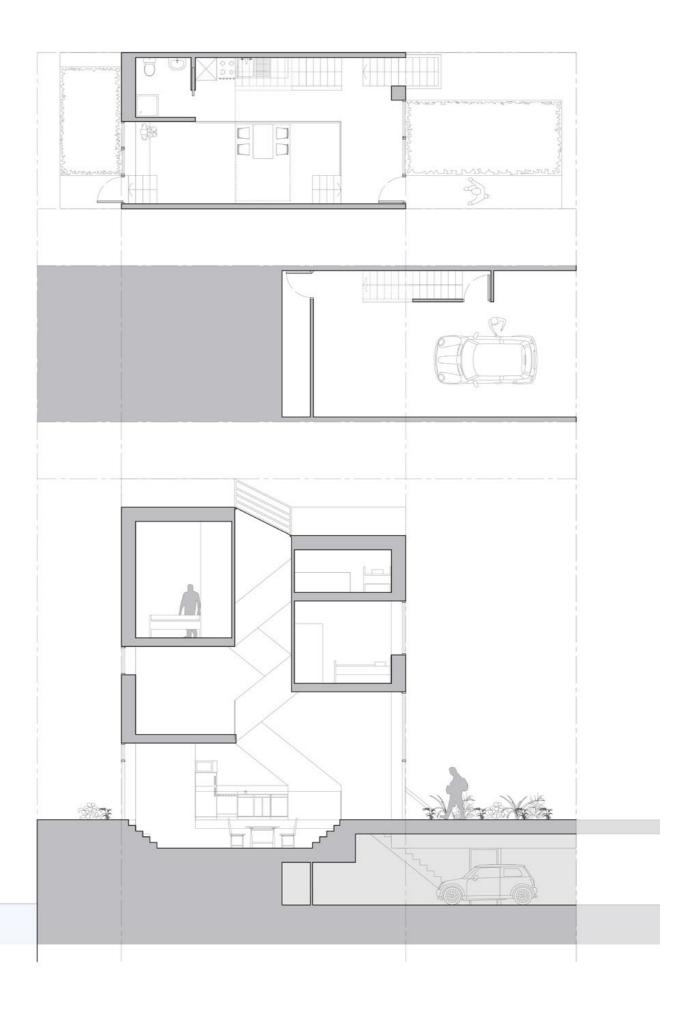




Alpine Pavilion Project Second-year To keep alpine plants covered and protected in direct exposure to sunlight and naturally ventilated at low alpine

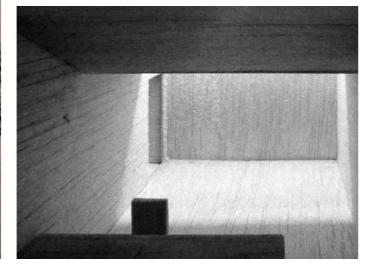


Terraced house Project Second-year









Artist studio

First-year

To create a unique space where artists could work, with special importance on natural light. Throughout the day light enters from the back ceiling window, illuminating the room evading direct sunlight. The site is overlooking the water and is located in the middle of a field surrounded by cows.

The model is made out of recycled material found around the studio. I personally believe that when faced with limitation you become more creative.

