ARCHITECTURE PORTFOLIO

TOSSAPON SAISINGTHONG SELECTED WORKS

TOSSAPON SAISINGTHONG

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EDUCATION:

Naresuan University, Phitsanulok, Thailand Bachelor of Architecture, B.Arch

PROFESSIONAL:

2022, Freelancer Architect, Draftman

2018-2019, Atom Design, Bangkok, Thailand Architect

2017, Chiangmai Weera Wissawakarn, Chiangmai, Thailand Internship architect

EXTRACURRICULAR ACTIVITIES:

2017 - Architecture Exhibition of Phitsanulok Futuretopia

2016 - Landy Home Design Contest

2016 - SCG Inspire in Style Design Contest

SOFTWARE SKILLS:

Autodesk Autocad (upper intermediate)

Autodesk Revit (advanced)

Adobe Photoshop (upper intermediate)

Adobe Illustrator (intermediate)

GIMP (basic)

SketchUp (intermediate)

Lumion (lower intermediate)
TwinMotion (lower intermediate)

V-Ray (basic)

LANGUAGES:

Thai (native); English (advanced)
- CU Denver ESL academy completion

CONTENTS:

PROFESSIONAL

2021

2018

Rise Phahon-Inthamara Under Atom Design, 2018	02
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Nature Learning Center

Esport Training Center



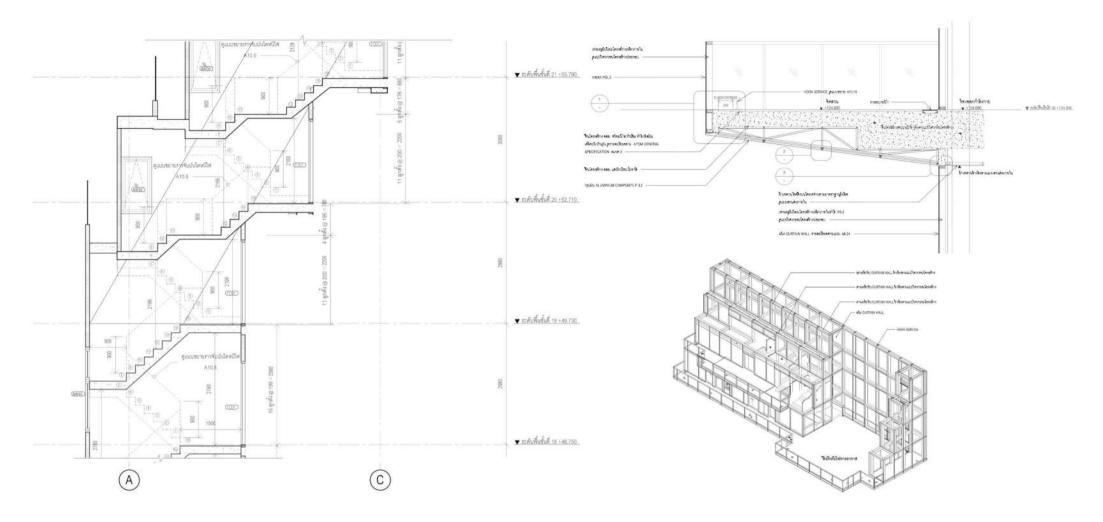
RISE PHAHON-INTHAMARA UNDER ATOM DESIGN

Bangkok, Thailand Professional 2018 RISE Phahon - Inthamara is a condominium project, developed by All Inspire Development. It is currently under construction. Condominium comprises of a single building, having 39 floors and includes 385 units.

My roles:

Drawings of bidding Drawings of construction BIM modeling Add and adjust details Combining information Contacting outsources

Examples of my work



During one year and one month of Rise project, I had learned many things about professional work, especially how the construction drawing worked and how to make a clear design. I was the third generation of the architect team; the first and second generation had resigned, so that my team had to clarify some of uncleared design and create a set of details that had not been drawed as the main role in order to continue the project progression. Beside detail parts of drawings, my team had to remodel the whole project from Sketchup to Revit due to some complicated structure parts and better collaboration between design teams to minimize a risk of mistake even thogh this project had not been planned to be on full BIM system.



THE TREE SUKHUMVIT-RAMA 4
UNDER ATOM DESIGN

Bangkok, Thailand Professional 2019

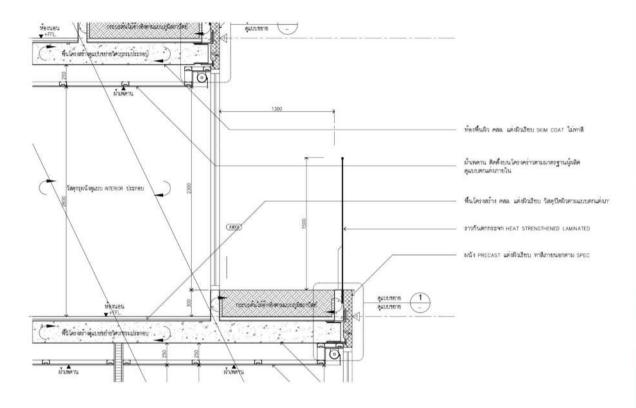
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The Tree Sukhumvit - Rama 4 is a condominium project, developed by Pruksa Real Estate. It is currently under construction. Condominium comprises of a single building, having 29 floors and includes 409 units.

My roles:

Drawings of bidding Photoshop for meeting SketchUp modeling Optional facades design Lumion redering for meeting

Examples of my work



My experience with this project was three months. It was my secondary role; I worked two days per week for this project. I started to work in the middle stage of preliminary design until the first bidding process. This project was the first time that I worked in a real-time situation, working while the team was going to present which was always rush hour. During preliminary stage, I had learned that some small design details could affect design's characteristic as well as choosing materials. Moreover, when the building area was maximized, the hardest part was to design a proper facade that have a little space to design or adjust.









AVIAN OBSERVATORY

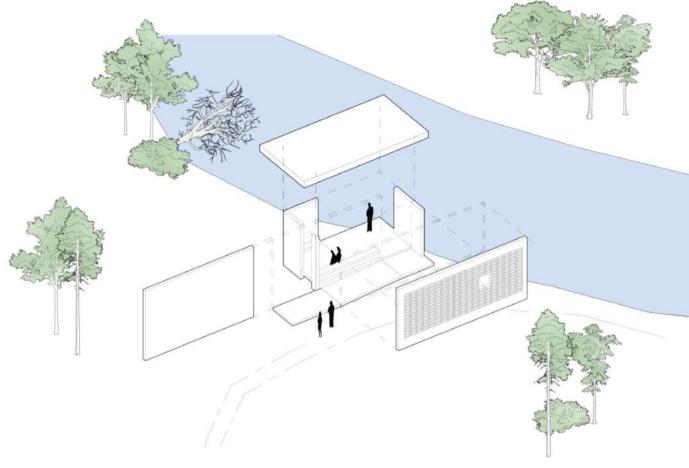
Denver, United States Academic 2021

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This birdblind was located in Chatfield State Park, Denver, CO. The building was only 200 square feet, so it was simply back to the basis of ideological constructs of architecture. It was also mainly focused on its relationship to context, engaging its landscape and creating supporting atmospheric condition by considering and developing the concept of approach, threshold, atmosphere, and aperture.







- 1. Concrete block screen wall
- 2. Concrete structure
- 3. Corrugated metal roof

To be a bird viewing spot with the fascinated natural surrounding, the concept was to keep it simple and blend to the natural environment. The accessibility of its site defines an approach while views define appropriate apertures, and the threshold was thought like a transition space. Because the south direction has the main entrance and secondary view, the facade was designed to be a perforated screen wall to screen the sun's orientation and be able to take a view at the same time. The building would hide behind the perforated facade to create a private space. Concrete was considered to be the main material to represent the purity of the site's context which were ground, stone, river, and trees. It is strength and raw, but not too brutal.

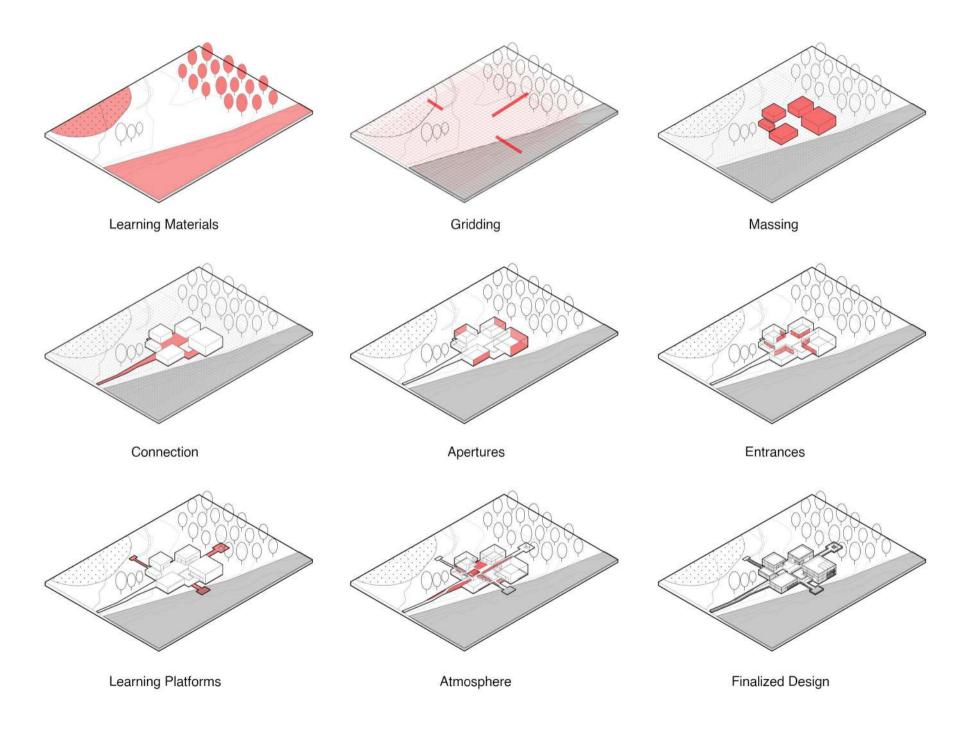


NATURE LEARNING CENTER

Denver, United States Academic 2021

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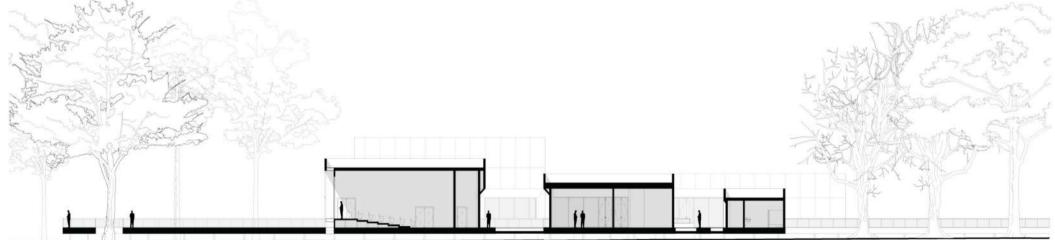
The project was located in Chatfield State Park, Denver, CO. The ecologically diverse site contains examples of rolling grass prairie, various wetlands, and mature cottonwood forest. Due to the abundant ecosystem, the intrinsical connection and contextual inspiration were an aim for the architectural experience. Buildings were designed based on grid organization and sit spreadly on the site and act like a small community to engage with the context; the buildings' size were shaped by its space requirement and accesibility.







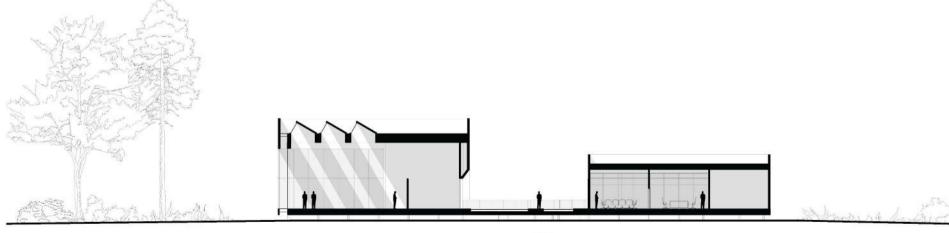


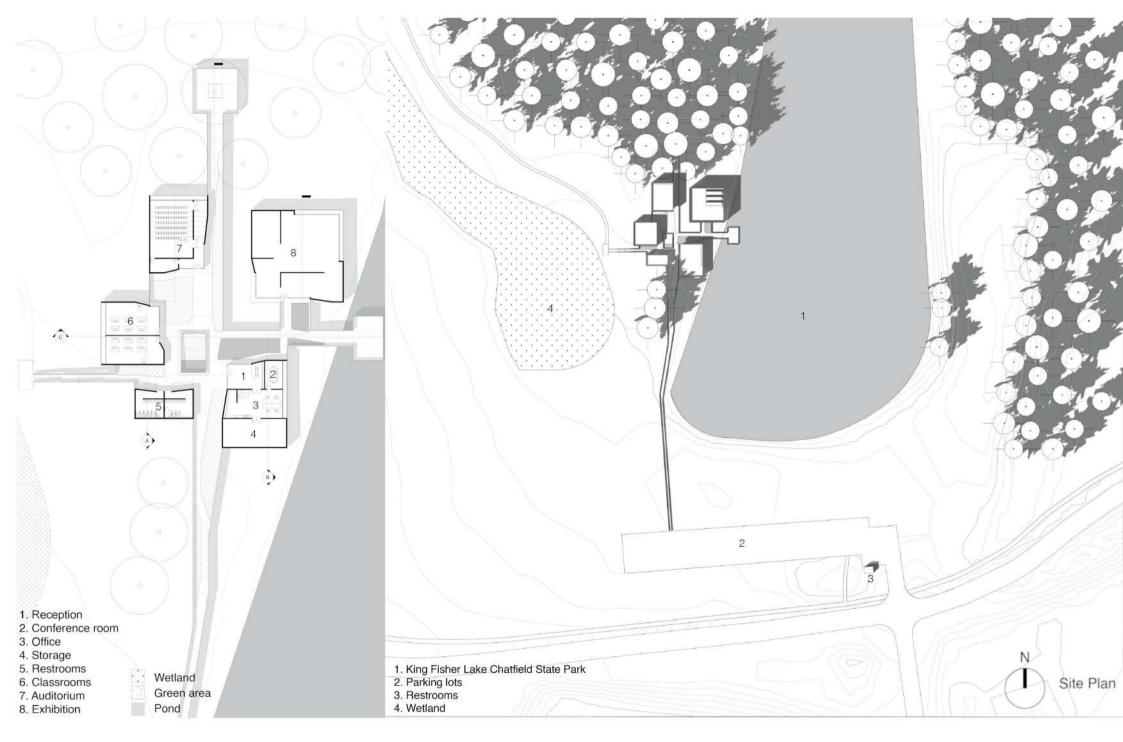












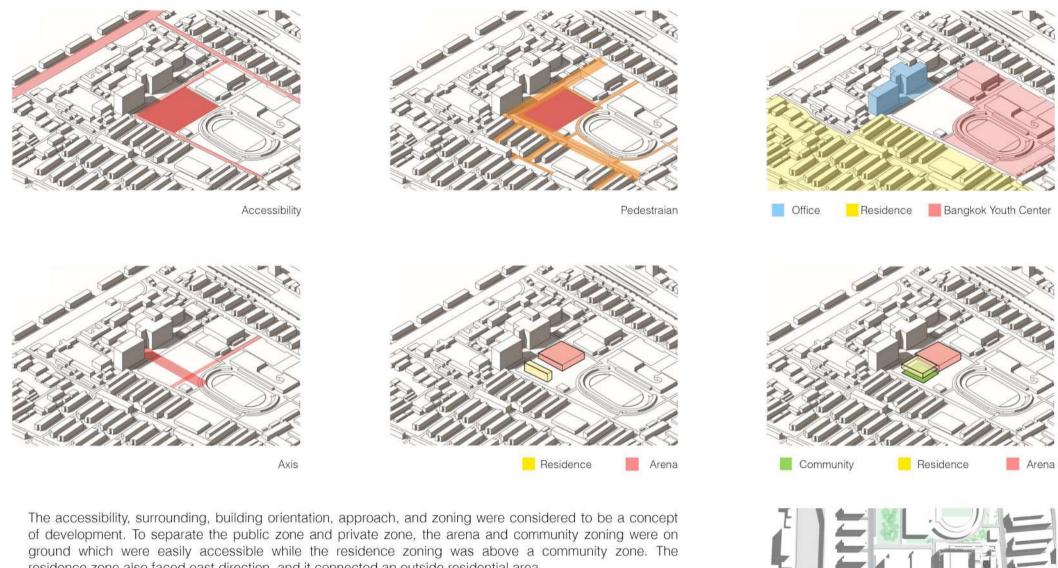


ESPORTS TRAINING CENTER

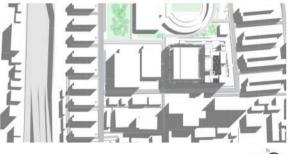
Bangkok, Thailand Graduation 2018

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Esports Training Center of Thailand was a proposal project for the thesis. This project would be a part of the Bangkok Youth Center. Approximately, the building area was 23,000 square meters on the land size of 18,000 square meters. For the purpose, it would be a new community for both Esports athletes and people who are interested in Esports. To create a full system, this project was divided into three portions which were an arena, community mall, and Esports athletes' residence for training programs.

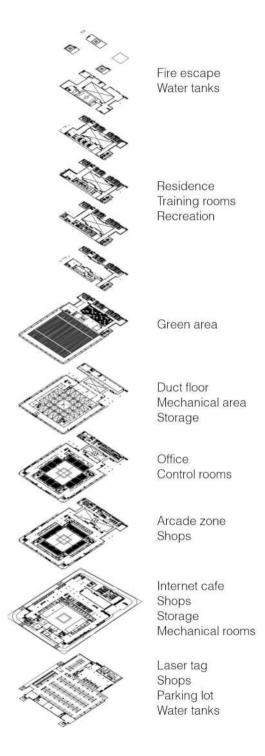


residence zone also faced east direction, and it connected an outside residential area.



Layout 🕚



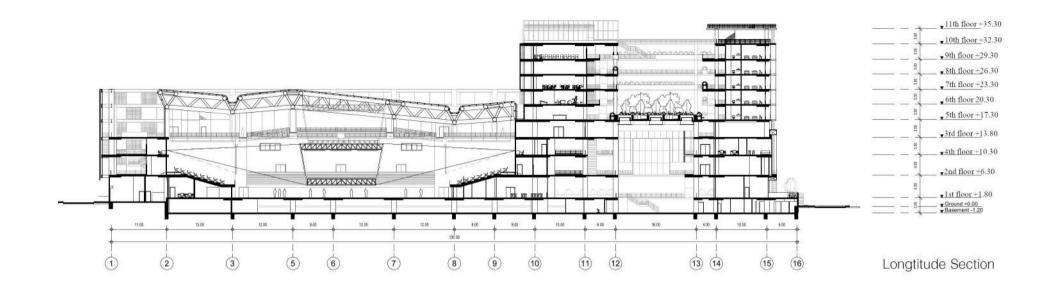








The court in a residence zone was a green space, and it let the sunlight indirectly through to below to create a light for the pre-function space which was a large hall as an axis through a building.

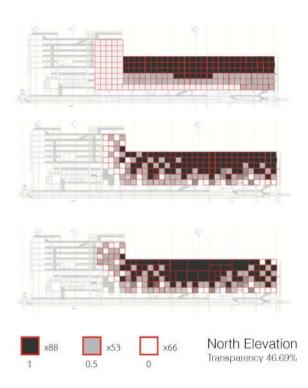






Multi-purpose arena

An arena was a multi-purpose for maximum efficiency. It could provide a maximum capacity for 2,000 people, and it was also used for any events.



Through the idea of pixels, the facade represented an arena zone like a rendering image of a building. Due to the climate, facades received different temperatures from sunlight's direction and duration, so that facades were designed to reach a balance of requirements between climate and advertisement spaces.



