



curriculum vitae

Hello,
I am May Thway Tun and I graduated from The University Of Kent, United Kingdom.

With a passion for the commercial and domestic housing designs, I am searching for an opportunity to assist and learn from industrial practices.

Observing the process of how a house is built under my **father's** guidance, my younger self has a strong desire to be capable of making my own architecture. When I went to the Kent School of Architecture and Planning (KSAP), my ambition to be an architect was further enhanced by the in-depth teaching and competitive environment. I was able to explore architecture in not only the context of bricks and mortar but also programs, utilities and above all **humanity's** importance.

In the workplace, my colleagues see me as a young and enthusiastic team worker who is willing to help and learn, and also an effective communicator.

I enjoy studying new knowledge and perspectives, exploring new design techniques and stepping out of my comfort zone to challenge myself in the architectural design process.

With the knowledge gained from Part I Architectural education and previous work experiences, I wish to continue to learn more about the architecture profession. New environments mean new inspirations and challenges, which I am looking forward.



curriculum vitae

Education

UNIVERSITY OF KENT,
Canterbury, United Kingdom.
Kent School of Architecture and Planning
B.Arch. Hons, Sept 2020

BELLERBYS COLLEGE,
Oxford, United Kingdom
Finished with 85 Average, June

Achievements

KSAP End of Year Show,
Canterbury, United Kingdom.
Featuring architectural model in KSAP End of Year show.

Dissertation Prize 2020,
Published on ResearchGate .
Oxford, United Kingdom

Team Model Making Prize for
Stage 1 Students.
Canterbury, United Kingdom

Bellerbys End of Year
Showcase,
Oxford, United Kingdom.
Featuring drawings, models and sketchbooks.

Abilities

- Teamwork / Strong adaptability
- 3D modelling / Rendering
- Hand-drawn Illustrations
- Conceptual Design
- Physical Models
- Burmese(Native) / English
(Fluent working proficiency)

Competencies

- IELTS Overall 7.5 Score
- Photography skills based on College Year

Software Skills

- AutoCAD Architecture 2D ██████████
- Sketchup Modelling ██████████
- Vray for Sketchup ██████████
- Lumion Rendering ██████████
- Adobe Photoshop ██████████
- Adobe Illustrator ██████████
- Revit (BIM Modelling) ██████████
- Microsoft Excel ██████████
- Microsoft Word ██████████
- Enscape 3D ██████████

Work experiences

- Doh Eain Design Team
Assistant in the Urban Planning Team
- Spiral Architects and Planner
Junior Architect
- Glocal Environment Practices
Junior Architect

Table of content

Work at Glocal Environment Practice

- NGAPALI MARINA CLUB #1
- PHA ANN CASA #1
- PHA ANNCASA #2
- MIINDAMA VILLA



Work at Spiral Architects and Planners

- NIRVANA
- TAI TUNG HOUSING



Student Work at University of Kent, Canterbury.

- MARGATE MCCA
- CLIFTONVILLE FAIRLAND



Student Work at University of Kent, Canterbury.

- CONCEPT SKETCHES



GLOCAL ENVIRONMENT PRACTICE

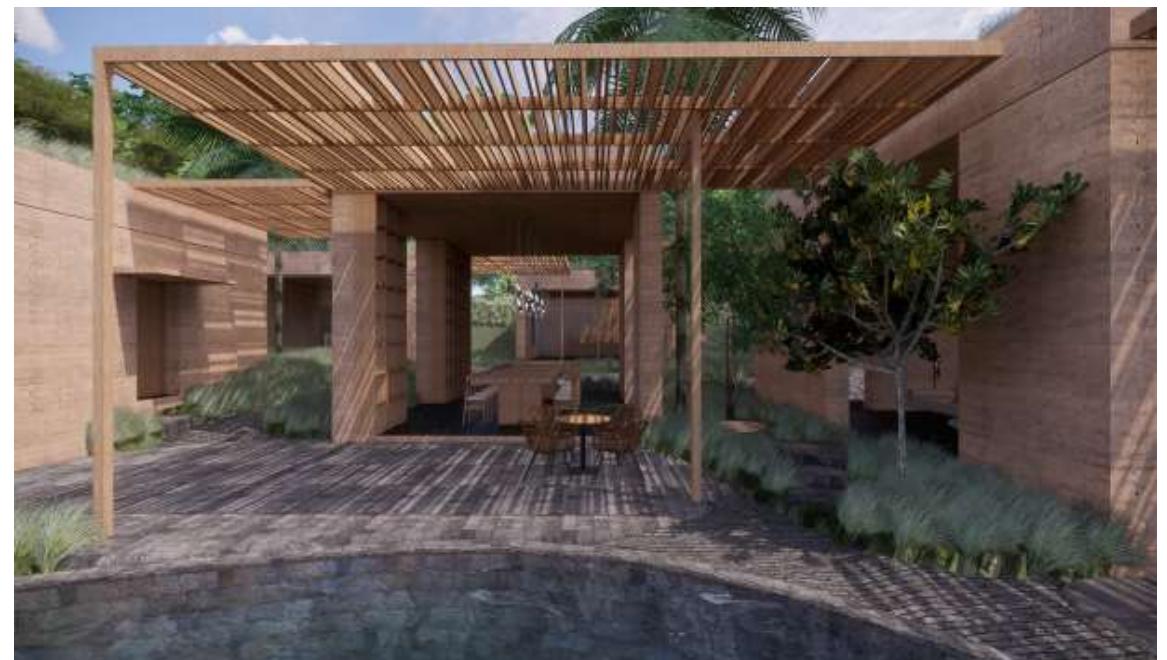
Work Experience // Junior Architect

What is Architecture, again? Will it be a form of thoughts that we base on preconceived images and designs, or is a result of memorial recollection in which we rediscovered the experienced architectural situation in the past. During my part(I) educational training in Architecture, we were taught to create works trying to solves multiple architectural problems under a subjective perspective. As a success of this experiment, our designs presents an uncontaminated personal reflection and the excitement of creating new architectural situations, but very often a lack of adherence to the real world.

Architecture then in my mind, was merely a form of thought that has not found it way to reach concrete existence.

When working in GEP as a Junior Architect, I had a chance to work with real architectural conditions. The challenge of solving building problems in compliance with technical and functional requirement adds a new dimensions to my design process. In GEP we provided the answer to these questions as a team and as the youngest member, I was given full opportunity to explore the façade design in the each of forms materials, compositions, lighting and greenery to visualize the desired architectural images of the given place.

Our strive to create buildings that bear spatial qualities of the place, to provide a better-built environment for dwelling and to create a good architecture out of very ordinary things founded locally. AS a result, in my opinion , designing is not merely creating anymore, but to discover what has already existed in the spatial situation and to provide what is needed.



MARINA CLUB



Inspired by the nature of the river front, the proposal is to enhance the water experience with a system of channels circulating the building.

On this background, A sculptural garden and beautiful touch of rural landscape plays most important.

MARINA CLUB



MARINA CLUB



MARINA CLUB



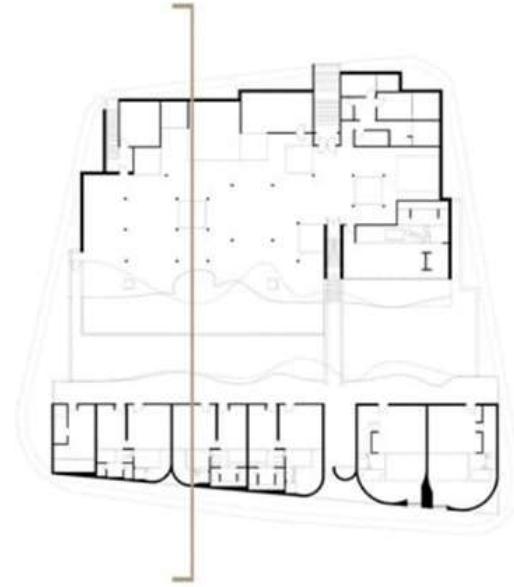
CASA HILL



Located on a hill, the site itself offers a creative thinking point of how to enhance a tradition hill into an elevated viewpoint. A sunken architectural form is given to the proposal, by making hone half lower to generate to longer view distance from the upper half to the beautiful landscape around the site.

CASA HILL

A river of landscape is an addition happened in this opportunity of form division, creating special cave like experience inside the building. Hidden from the above-ground, the architecture is as if born from the natural hill, like an ancient artifact that has been discovered.



CASA HILL



CASA HILL 2



Different from Casa Hill 1 , the revised proposal concentrate more in personal feelings of the residents.
Smaller scale, more intimate and more sendse of a plcace is retained rather than adding more meaning to an already beautiful surrounding.

CASA HILL 2



The proposal is divided into multiple blocks, with the nature blending in .
Thick walls and high ceiling were applied to remind of an older architecture elements , coating the place with a special earthy atmosphere.

CASA HILL 2



MINDAMA VILLA



A house for our retired project manager , he seeks to build his own future family in a peaceful suburban setting.
The design driven by a playscape created by the stepped roof garden, generating playful viewpoints throughout the house for its residents.

MINDAMA VILLA



SPIRAL ARCHITECTS & PLANNERS

Work Experience // Junior Architect

Instead of questioning what forms and shapes could create good architecture, spatial creativity generates more possibilities of the uniqueness of a built environment. GEP represents a collective creative personalities where I am allowed necessary creative as well as work alongside exciting young talents. As a team, we always strive for the more exciting spatial experience inside each architectural design and are ready to explore all possible solutions for our final proposal. Experiments are more valued than the product itself, therefor as a concept architect, I am heavily involved in the initial stage to develop multiple design developments and examine different approaches to a given architectural situation.

During my time at Spiral, the proposed architecture is continuously studied to be in coherence with its urban context and its future dwellers. The importance of creating better architectural impacts on people experience is not limited only to the vicinity of the site and further on the very microscale of urban culture.



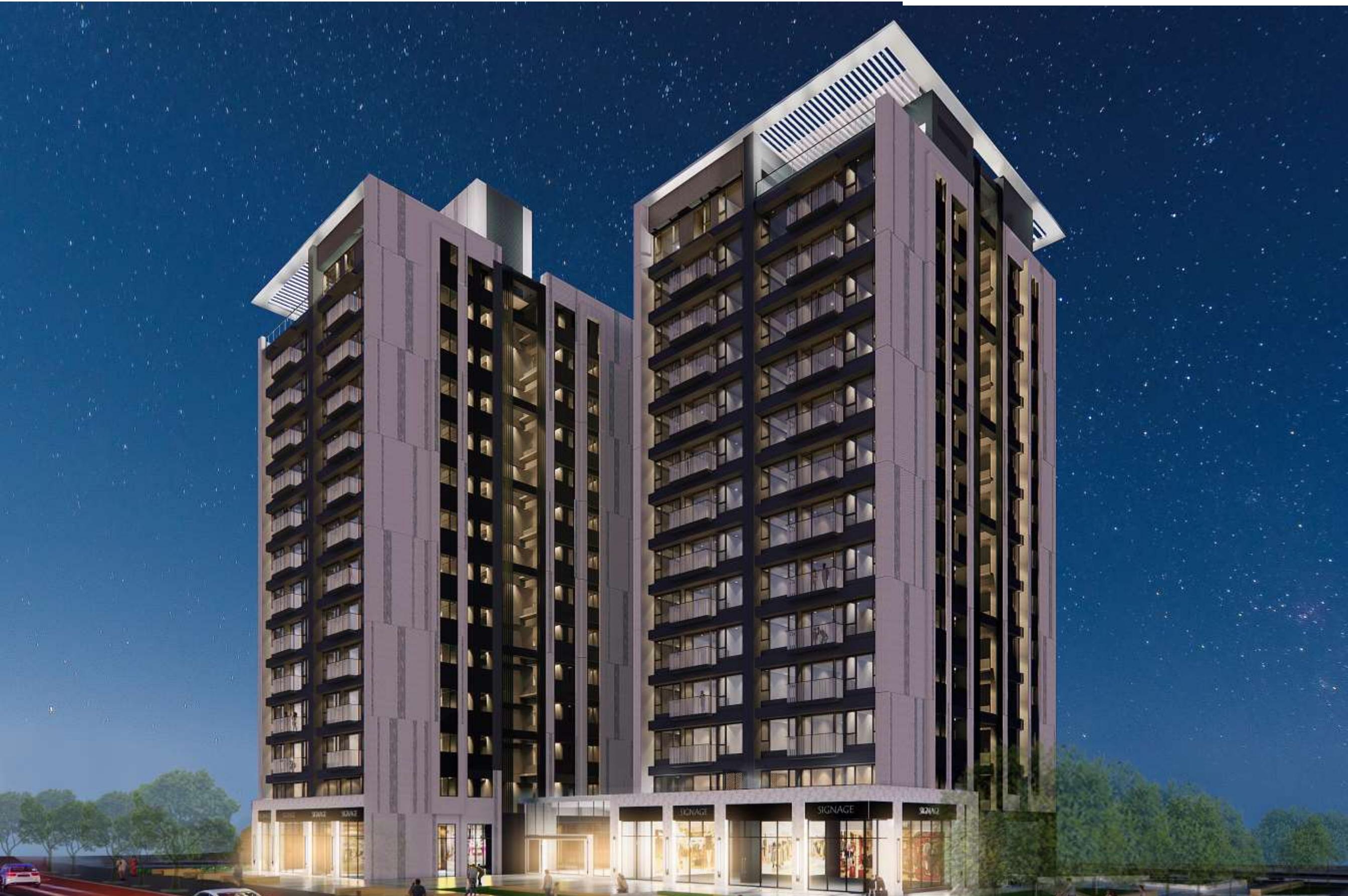
NIRVANA



NIRVANA



TAITUNG HOUSING



TAITUNG HOUSING



M N C C A

MARGATE NATIONAL CENTRE OF CIRCUS ARTS

Academic Institution //

Are circus arts supposed to be merely about fun and entertainments? Or is the enchantment of the circus actually lying much more faintly behind the temporary tents and stages, which takes us a long time of observing and absorbing to finally understand how great this performing act was?

In the response to the demand for a new institutional campus for the circus arts in Cliftonville, the poetics of the attraction seemed to lack the utilitarian language of the surroundings : there was no context, no origin and no communication to the community. For a moving circus needs to transform itself from just mere temporary stages, riggings and seats to become a part of the story, a building with context and a standing “**person**” in Cliftonville neighborhoods.

A hypothesis, therefore, is created. The institution of circus arts will be no more an immediate product, but a long lasting architectural performance, starting from the origin of a circus to become a new building will go through hard times to adjust its programmed to the needs of the people to finally reach its graceful end as a new educational campus.

Architecture, as a result, is a process.



M N C C A



FARILAND

CLIFTONVILLE ART SCHOOL AND
FURTHERE URBAN PLANNING

Academic Institution //

Theme Parks have been important features in British Culture, these not only provide necessary entertainment for times of depressions but also reflects the spirit of possitivism on the local urban background, therefore, entertaining places can e seen as a subject to study urbanists culture as well as a possible design directive for any other built environment.

The art of story telling in themed entertaining grounds is an aspiring topic in how an architect can introduce local context in to the design process. Theme part can be explored as a cultural context whose swirling forces contribute to the construction of knowledge, even as they open a dynamic territory between dualistic notions of place and space myth and reality, work and play.

“City as a theme park” is the idea of encouraging public engagement through providing appropriate and attractive venues. People in this city does not simply live and work, they play, trade and communicate in places of entertainment. The city then become a themed show, where moving between places become the act of going through different stories of the urbanists.

Arts is meaningful through the way of story telling. By replicating or artistically transform culture norms the artist can tell audience about the meaning behind their art piece. Theme part in the same way using visual cues in ornaments and structures to inform the visitor of a culture context through the engagement in fun activities.

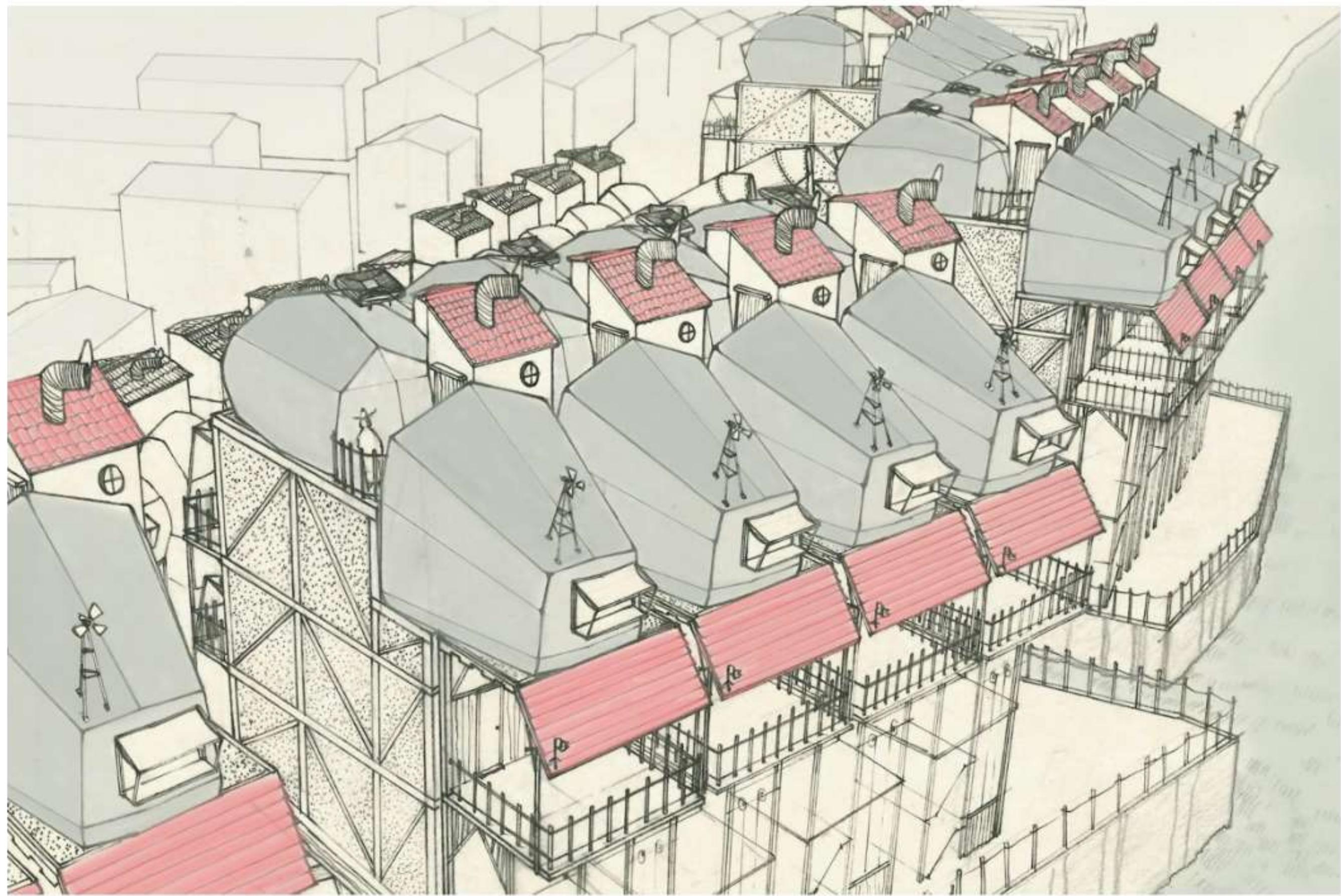


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Thank you for your time.

May.