



KAJA WIEWIORA

Master architecture student & designer

Website: <https://kajawiewiora.com>

polish

Phone: +48 697603547 Email: kaja.wiewiora@gmail.com

english

I never stop challenging myself and that is why I am constantly looking for ways to expand my knowledge and gain international experience. I aspire to contribute to something bigger than I could achieve on my own, even though it requires courage to throw yourself into the deep end. It's not easy to show it in a portfolio or resume, but I'm an enthusiastic team player! I love giving presentations, making friends, talking to people and discussing ideas. I believe the soft, interpersonal skills are something that make one of my strongest advantages as a candidate. I think its amazing to surround yourself with similar minds - go-getters, dreamers and doers. I would be honored if I could be part of the environment that shapes spaces and ideas of the future and I am already pre-thrilled to work on something greater than all of us while being a part of your international design team during this summer!

My available start date is late May/beginning of June 2022 and I am available till mid-August. My available number of hours per week is 40 but I am also open to part-time / remote propositions. Let's be in touch!

WORK EXPERIENCE

Sept 2021 -
June 2022

MVRDV | the Netherlands | assistant designer upgraded to as. designer+

Vltava Philharmonic Hall | competition | project for the city of Prague

After succeeding at the previous projects, my studio Director offered me joining the competition team as a reward for my hard work. Project and its details are strictly confidential, but my role includes full time responsibility for both the design development as well as final graphic production.

De Oostenlinger | design development towards construction documents | residential

It was interesting to be part of this more detailed, later-stage project. My tasks included preparing laser-cut files, diagram-making, final detailed rhino models of the conception followed by the renderings (+Vray). Working strictly with the building code to verify technical aspects of the project.

Rhino | Enscape | Vray | InDesign | Illustrator | Photoshop | Autocad | Revit

July-Sept 2019

EwingCole | Philadelphia, PA | internship

Cassel Coliseum | competition project

I was assigned to a team of two working on a competition project of Cassell Coliseum sports arena for Virginia Tech University. The work included tight competition deadlines, team work at early project stages, communicating ideas. I was responsible for full final production including renders, plans, sections. Our proposal got shortlisted among 5 finalists.

Rhino | Enscape | Indesign | Illustrator | Photoshop

EDUCATION

2022

NUS | Singapore | exchange cancelled

Selected out of over 160 applications for the TU Delft exchange programme

2020-2023

TU Delft | the Netherlands

Master Architecture, Urbanism and Building Sciences

2016-2020

Warsaw University of Technology | Poland

Bachelor of architecture graduated with honours:

„European Northern Observatory. Astronomical Research Center in the Izery Mountains Region of Poland”

ADDITIONAL EXPERIENCE & ACHIEVEMENTS

ADDITIONAL PROFESSIONAL EXPERIENCE

December 2019

Grasshopper workshop | Poland

„Urban Patterns, Simulations and Optimizations” 16h workshop on optimizations in Grasshopper

November 2019

Redefining Cities in view of Climatic Changes conference | Warsaw

I took part in International Interdisciplinary Conference „Redefining Cities in view of Climatic Changes”

January 2019

Grasshopper workshop | Poland

40h workshops on parametric architecture and Grasshopper part II

August 2018

Medusagroup internship | Warsaw

I was assigned to a team of 3 working on a contest conception for an International Conference Center in Cracow. On the final stage of project submission I specialised in producing high quality architectural and urban analysis, schemes and illustrations explaining design objectives

June 2018

Varso Tower internship | Warsaw

Student internship at the construction site of Varso Tower as well as the new metro line in Warsaw

August 2017

Grasshopper workshop | Poland

Parametric architecture summer school with workshops on Grasshopper

ACHIEVEMENTS

2020

The Why Factory | TU Delft

Getting selected for the presenting team at TU Delft The Why Factory studio by Winy Maas to present the weekly studio collective presentations

2019

Research | Warsaw University of Technology

election for the „Active-bending Gridshells” International Project with Information Architecture Research Group

2018

Competition | Warsaw University of Technology

nomination for the grand prix in the 2018 SARP Brick Architecture Contest

2015

Volunteer | Rio Olimpic Games of 2016

getting accepted as a volunteer at Rio Olimpic Games 2016

2015

Volunteer | Academy of the future

weekly meetings with a boy from difficult family, mentoring him at school, supporting in education and guiding in future decisions

2015

Volunteer | Academy of the future

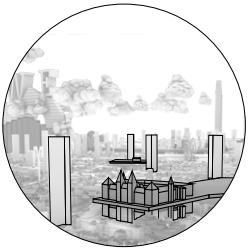
Twice in a row I received a title of laureate of the nationwide „Know America” contest organized by the American EmbassyW



MVRDV | De Oosterlingen

2021

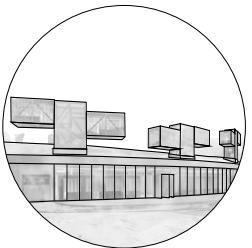
p.6



TU Delft | the Why Factory architectural studio

2020

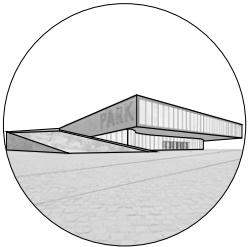
p.8



BA graduation project | Astronomical Research Facility in the Izery Mountains

2020

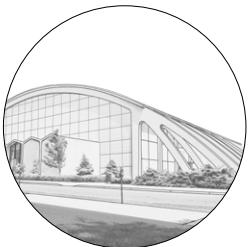
p.12



Warsaw University of Technology | Sports arena by the Vistula River in Warsaw

2020

p.16



EwingCole | Cassell coliseum renovation competition

2019

p.20

De Oosterlingen | office work for MVRDV

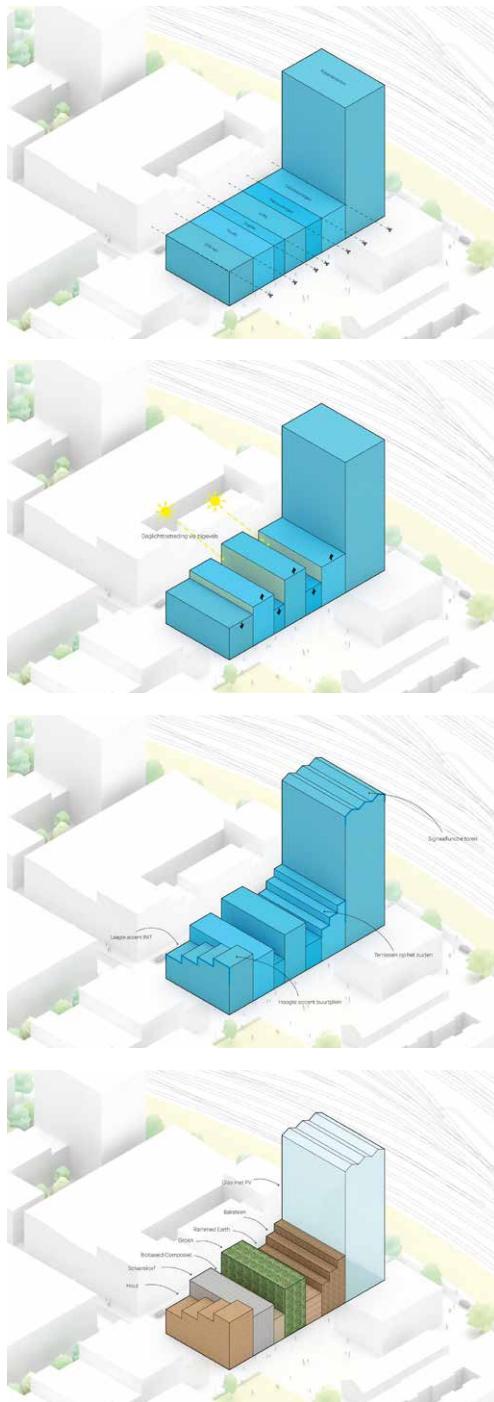
Amsterdam, the Netherlands

September 2021 - present
Office work project for MVRDV, Rotterdam, NL
Team members: EMEA Studio
Supervisor: Pablo Herrera Paskevicius
pablohpaskevicius@mvrdrv.com



All the drawings and illustrations are collective work of the project team members

De Oosterlingen is a large, 7-building complex residential project located in Amsterdam, the Netherlands. By the time I joined the team we were already entering the later phases of the design, focusing on the materialisation, cost-calculations and structure. It was interesting to be part of this more detailed, later-stage project. My tasks included preparing laser-cut files, diagram-making, final detailed rhino models of the conception followed by the renderings (+Vray). My professional office work equipped me with the experience in working on every stage of complex office projects, including preparing the final documentation and details. During my extended internship at MVRDV (Rotterdam, the Netherlands) I was responsible for, among other tasks, verifying the technical aspects of the proposal, that included working strictly with the building code.



Rhino is the program I use for majority of my projects for various purposes with a wide spectrum of project stages, starting from preparing laser-cut files, through diagram-making and feasibility study, to the final detailed models of the conception followed by the renderings (+Vray). Most of the renderings that can be found in my portfolio were created using Rhino+Vray. My expertise in Rhino let me provide help and guidance to my fellow colleagues in mastering the program during both my previous Bachelors programme and the current Masters programme at TU Delft. I also took responsibility for multiple 3d modeling tasks in group projects throughout my study, which included building detailed site models for the entire studio. Rhino is the program I have been using for both my academic projects (including my final bachelors graduation project) and professional office work projects.



Project's storyline illustrations rendered and sketched by myself



The Why Factory by Winy Maas | Architectural studio project

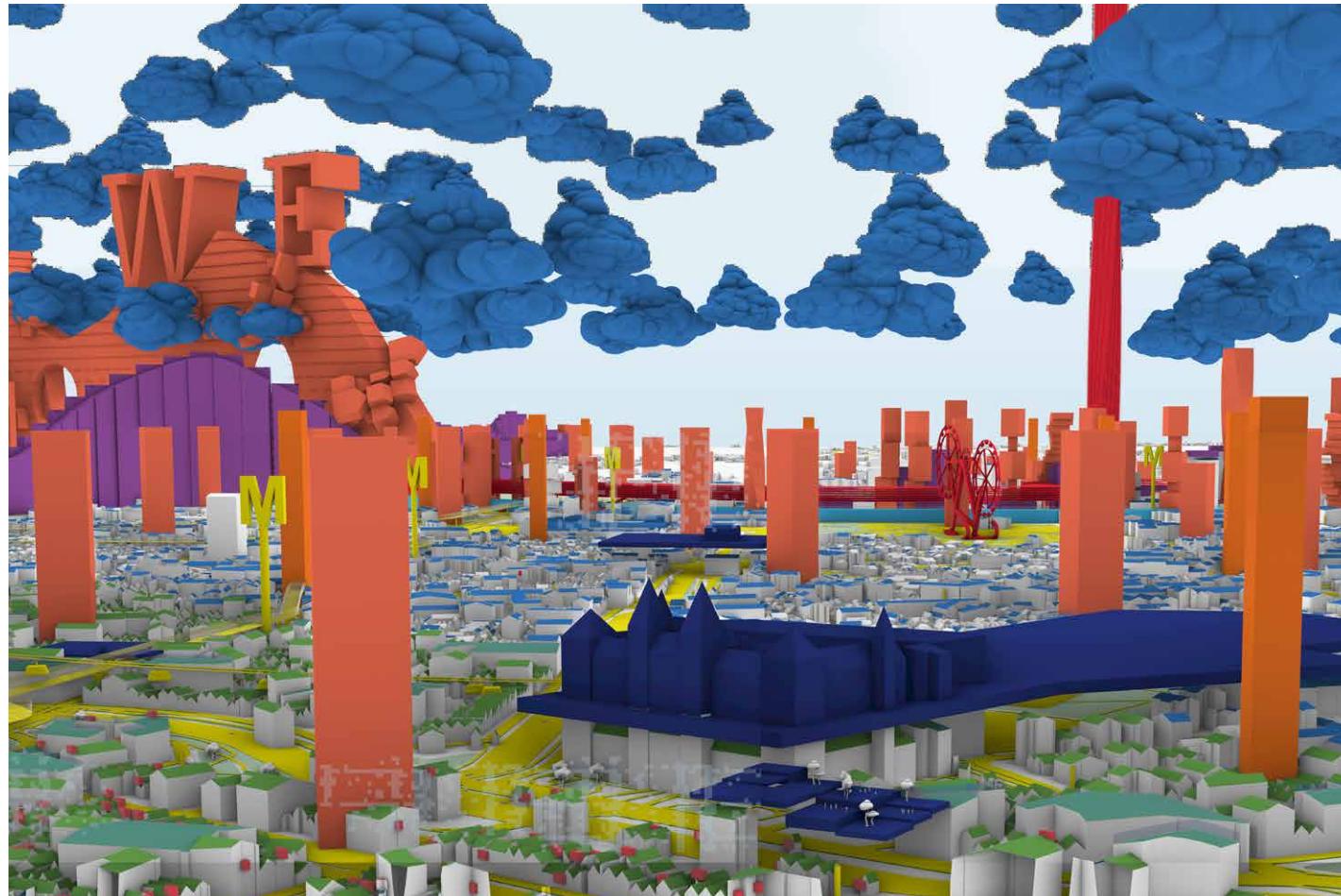
Amsterdam, the Netherlands

September-November 2020, semester MSc 1

Student collaboration academic project

Tutor: Prof. Winy Maas, Javier Arpa Fernandez

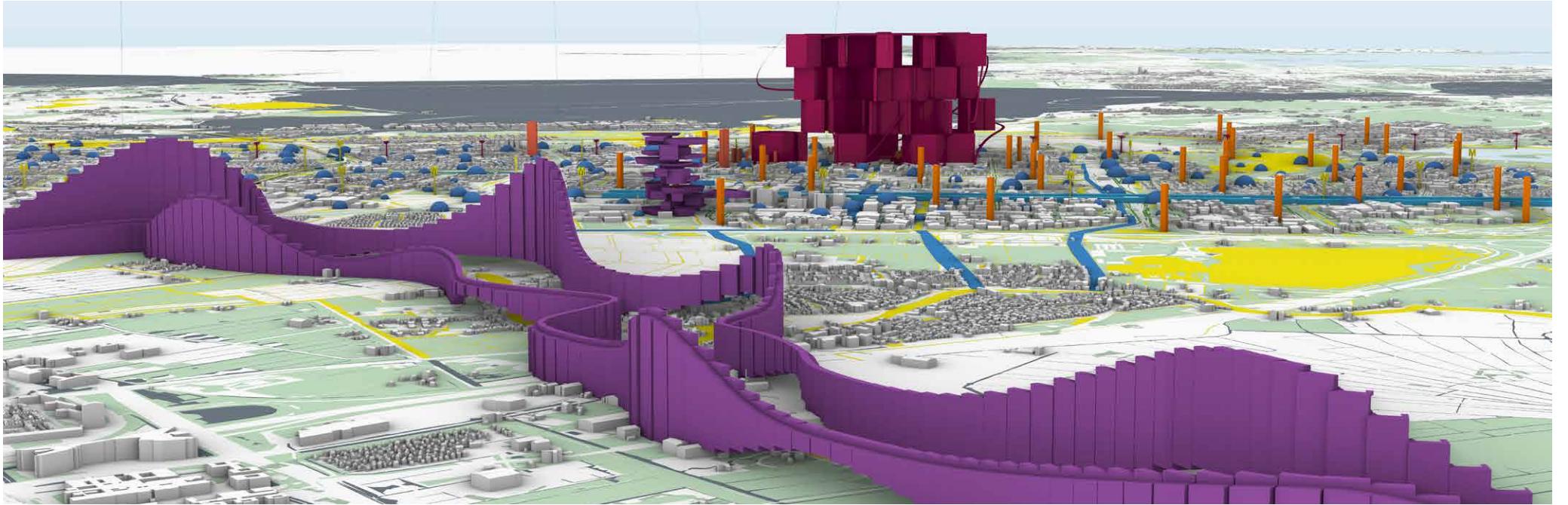
Adrien Ravon, Lex te Loo



All the drawings and illustrations are a collective work of all twf team members

According to the predictions there are going to be 5 million new people living in the Netherlands in 2050. The aim of the Why Factory studio was to create and analyse a potential scenario of accommodating all of them in Amsterdam. How is the city going to adapt to this astounding growth? How can we use the new 5 million to achieve the ideal city? In the collective studio projects our goal was to respond to these questions with multitude of interventions, derived from our interviews, analysis and maps. Below please find a link to the final outcome of our work.





The thing I am mainly proud of in the Why Factory is the way we turned our collective group and team work of 45 not knowing each other students into a well functioning hierarchy/structure we worked out ourselves. The main areas I specialised in were:

1. Being a team leader of the "AMS is Inclusive" chapter, which included being responsible for the group's final part of the presentation each week, hosting zoom calls, presenting our work during desk crits, combining all the files from all my team members as well as checking all indesign pages to make sure all of them follow the template. Some of the pages required fixing and it was also part of my job to fix all the missing/incorrect data.
2. Being part of the presenting team, which was not only a huge personal challenge (I did what scared me the most) but also a very important part of the studio. It included writing my own storyline, contacting the group leaders to get the descriptions for maps and interventions and preparing the final presentation. Every Monday after the graphics team shared the presentation draft the presenting team had a zoom call in the morning to come up with a storyline & add final touches to the presentation. After that, each Monday evening the presenting team had a zoom call to divide the final slides between presenters and make sure everything is ready for presenting the next day. This was a great lesson on how to work under pressure. I am incredibly happy I had the opportunity to try how it feels like to work in such a big group of people without a predetermined hierarchy and be part of the creation of so many great and visionary ideas!



Astronomical Research Facility | Graduation Project

Izery Mountains,, Poland

March - June 2020, semester BS 8

Individual academic project

Tutor: mgr arch. Sławomir Kowal

Tutor's email address: slawomir.kowal@arch.pw.edu.pl

The highest, „very good” (5.0) grade on the final project review



The author of the rhino model and all the drawings for this project: Kaja Wiewióra

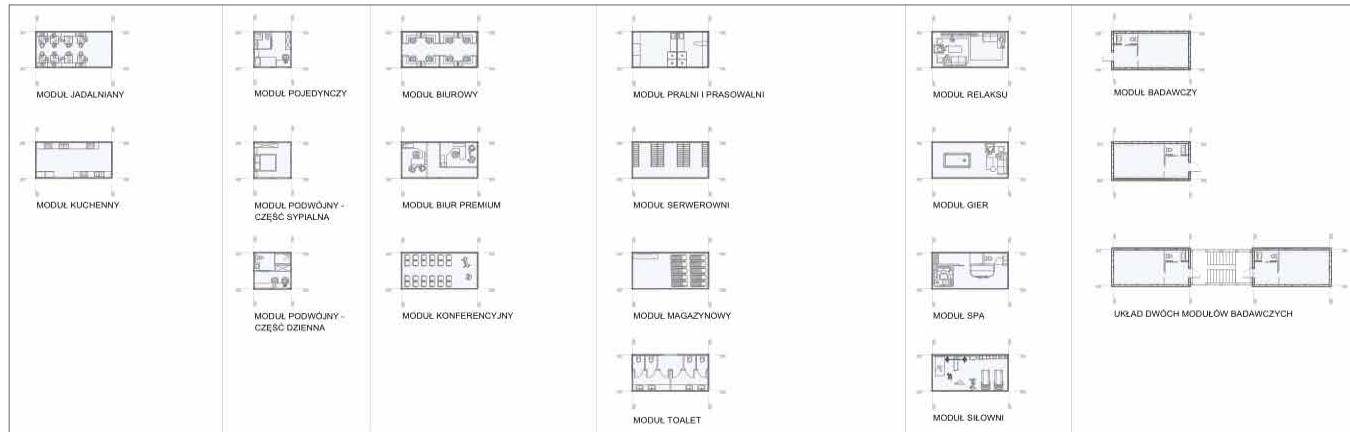
Finding extrasolar planets with habitable conditions is one of the main objectives of contemporary observational astronomy. The proposed research facility is meant to create favorable conditions and an environment for facing the greatest scientific challenges of our times. Project specifically focuses on the modular shape grammar and structure of a ground-based observing facility for astronomy and science. Work includes designing an appropriate infrastructure enabling the realization of a research facility program while maintaining minimal interference in the natural habitat in the area covered by the International Dark Sky Association programme. The facility program envisages a project of a complex environment that includes all research functions along with office and recreational features and a hotel space for astronomers and other scientists working in extreme conditions that prevail in peat fields of the Izery Mountains, Poland.

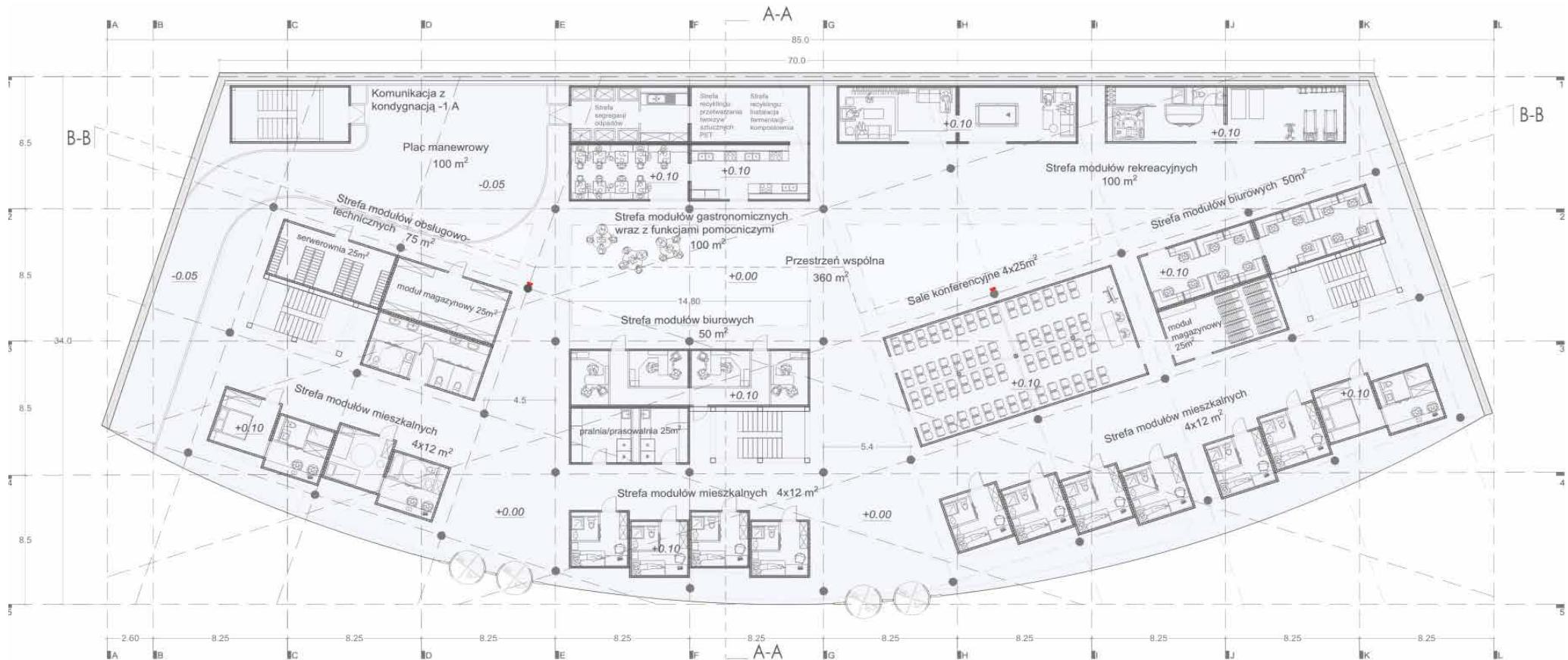
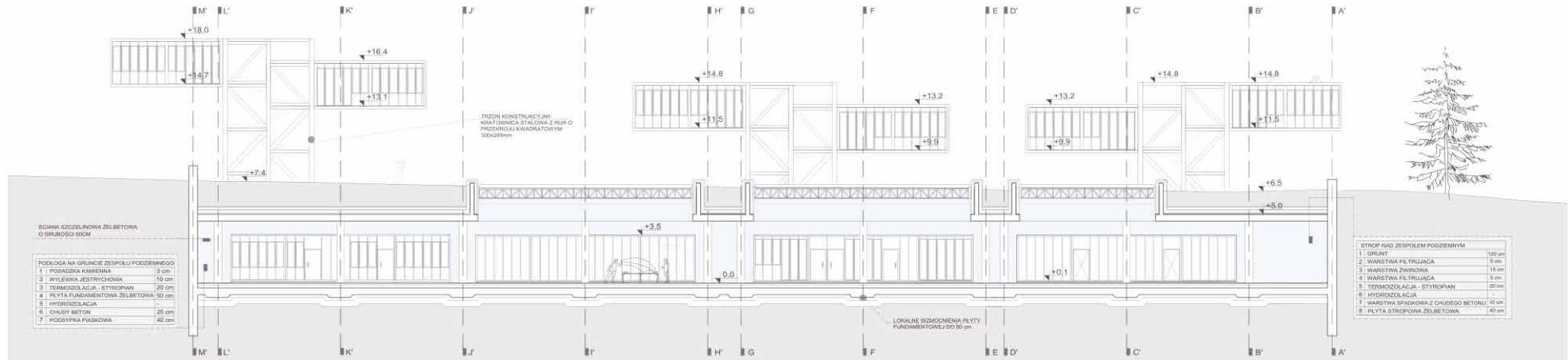


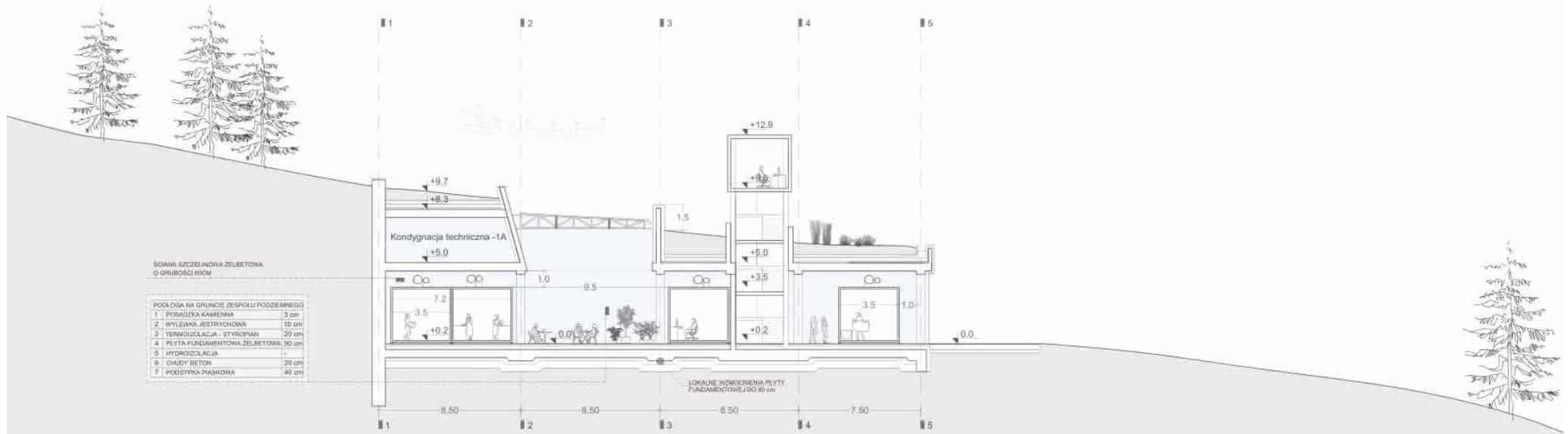
The developed solution features a project of the facility comprised of the underground part shaped as a concrete cavity embedded into the mountainside and the elevated part, consisting of six external research modules protruding over the terrain surface, leaning on three closed staircases' structural cores. All the underground modules are located on one main floor, intended for a functional system of the research center. Above the main floor there is a technical storey dedicated for the essential utility rooms. The leading idea behind the project is based upon consistently used principle of pairing modules, the so called "containers", into bigger systems representing various functions. The project includes the elaboration of the original system of modular structures and the so called "shape grammar", which specifies how these modules can be connected and paired in order to obtain the desired functional solutions.

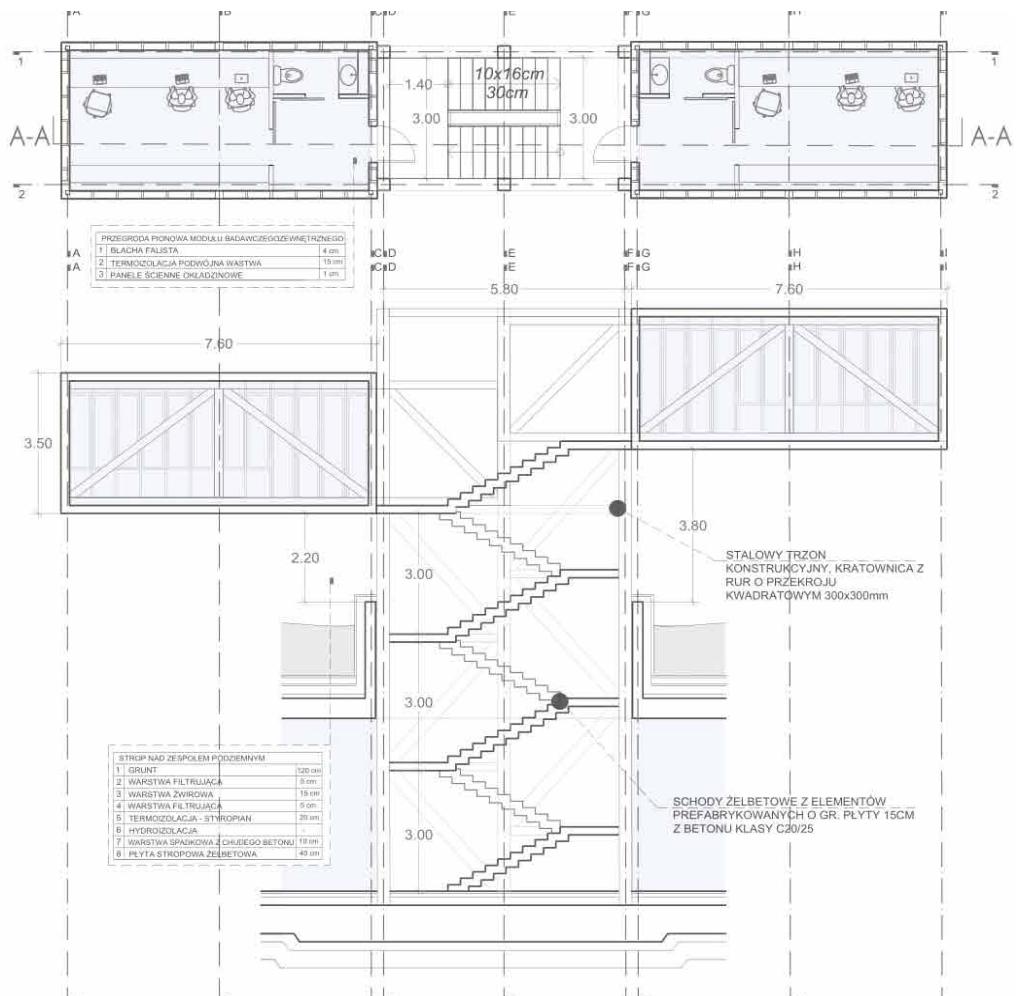
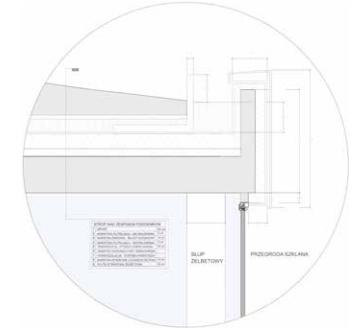
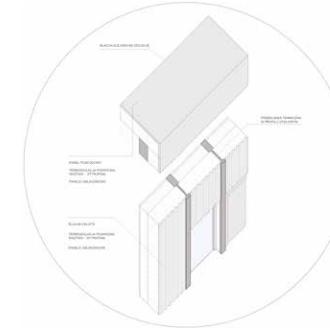
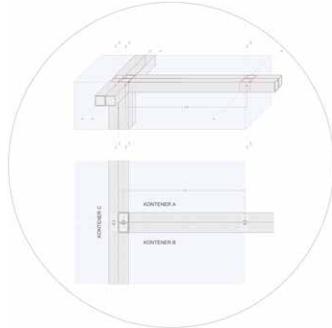


SHAPE GRAMMAR | Potential scenarios and configurations of the modules









Sports Arena by the Vistula River in Warsaw

Ul. Wybrzeże Kościuszkowskie, Warsaw, Poland

November 2019 - January 2020, semester BS 7

Individual academic project

Tutor: mgr.arch. Piotr Bujnowski

Tutor's email address: piotr.bujnowski@arch.pw.edu.pl

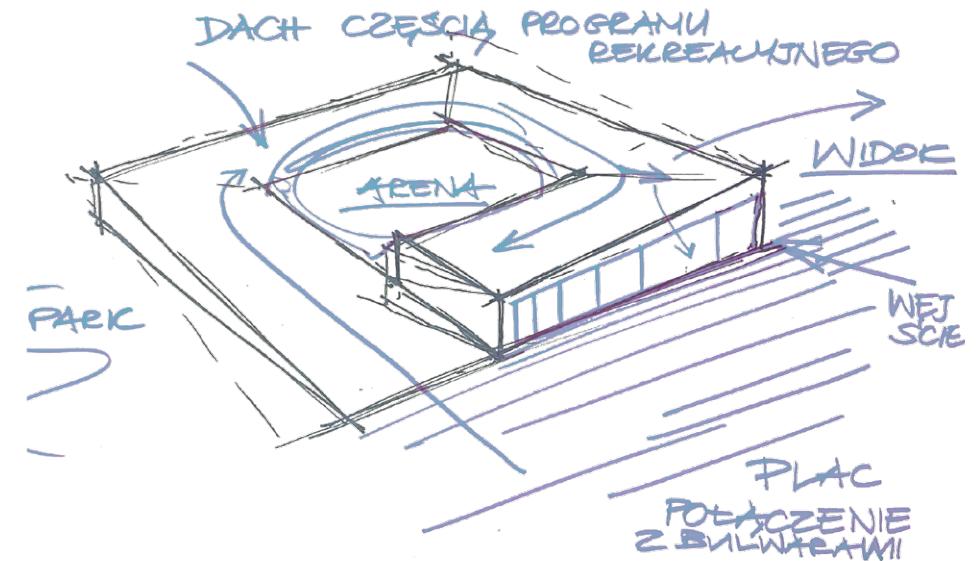
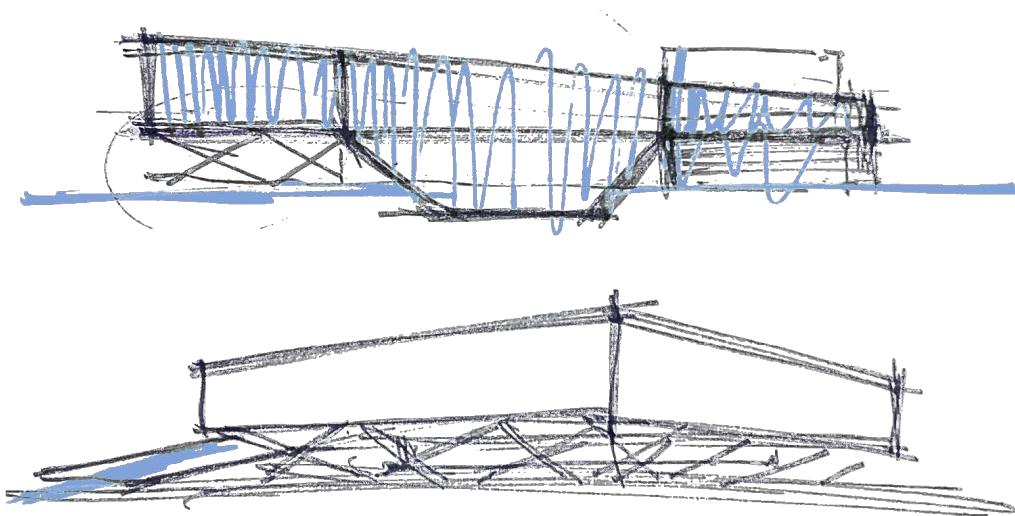
The highest, „very good” grade on the final project review



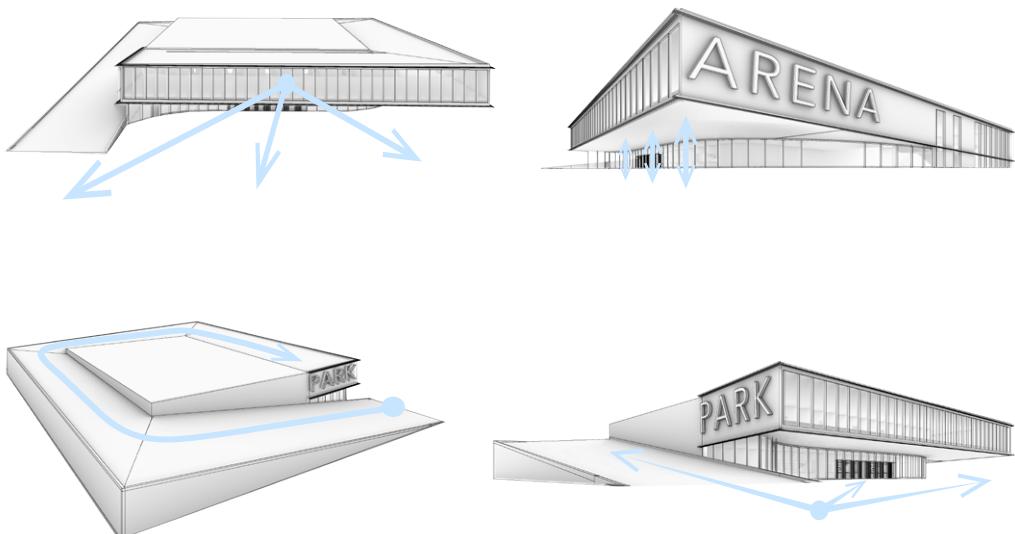
The author of the rhino model and all the drawings for this project: Kaja Wiewióra

Design of the Sports Arena at Wybrzeże Kościuszki st. in Warsaw is based on the conclusions developed during detailed urban and architectural analyses of the existing site as well as the habits and preferences of the inhabitants of Warsaw and other modern European cities. Starting from the most basic conceptual phases, three key words determined the building's form and set the direction for the emerging design idea. The first word - „participating” emphasises the site's location close to the bustling newly-built Vistula river promenade. The building was shaped in a way that allows it to permanently and actively participate in the social life of the inhabitants. Location of the main entrance underneath the inviting undercut, as well as the entrance to the panoramic green roof facing the promenade allows the facility to have a chance to become an integral part of the picturesque walking route by the Vistula River.

INITIAL THOUGHTS

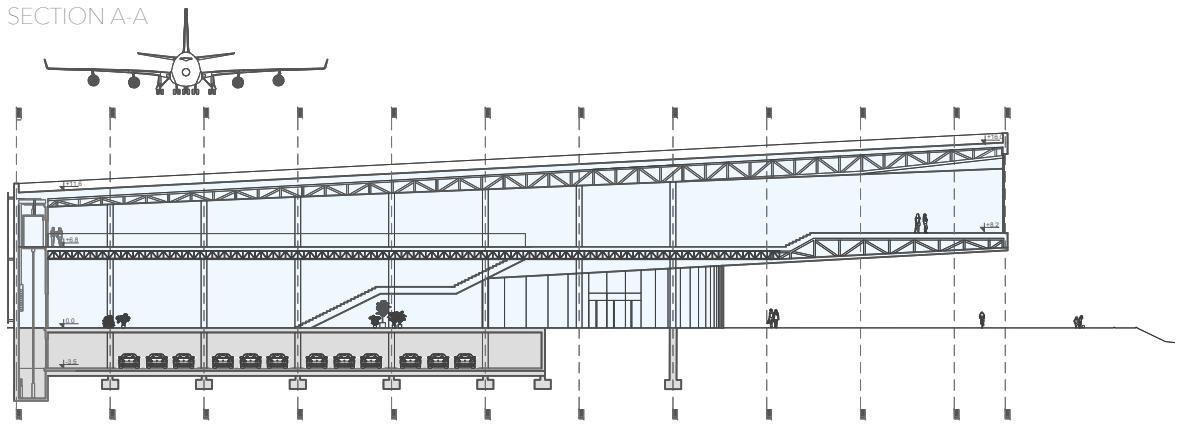


CONCEPT DIAGRAMS

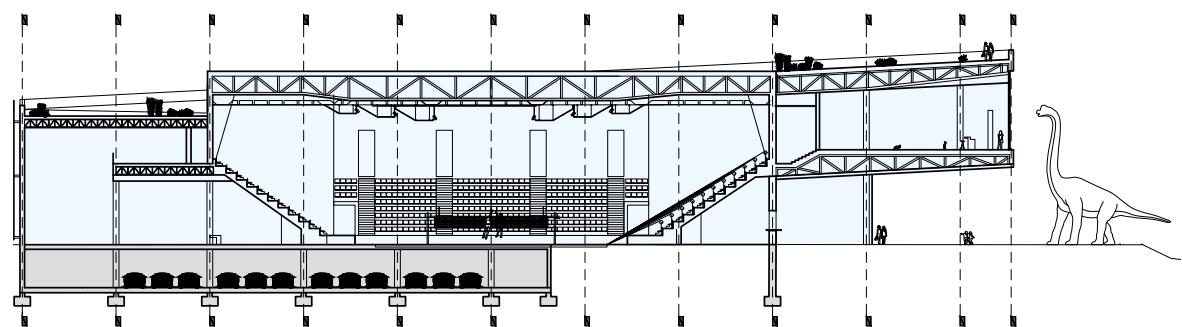


Another word was „functional”, which draws attention to the reliable layout of the functional arrangement and the consistency of the function within the building's structure. The facility was divided into 4 independent but co-existing zones: viewer service zone, athletes and trainers zone, administrative and office zone as well as press zone with conference center. Thanks to such a clear arrangement fitted into repetitive structural modules, the building responds to both the needs of the viewers as well as the athletes and staff members. The last, though not the least important, word is „iconic”. Despite the simple form of the building, the impressive undercut that opens and frames the view of the National Stadium and the building's dynamic character, the object is remarkable and can create a new image of the Vistula river Promenade.

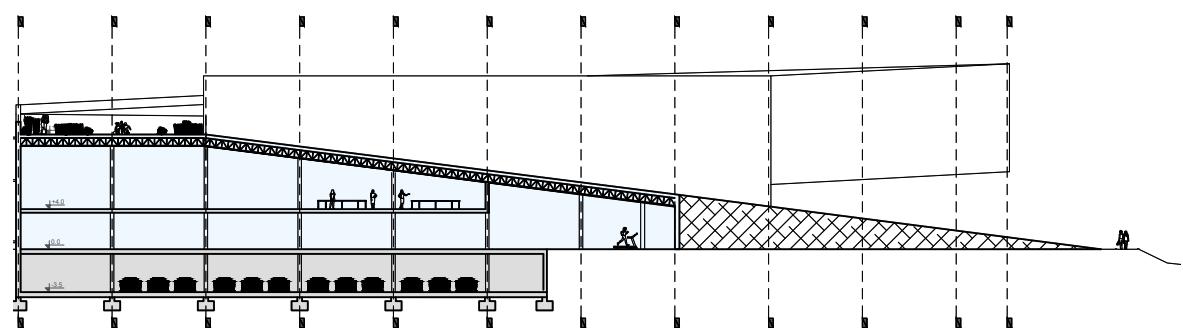
SECTION A-A



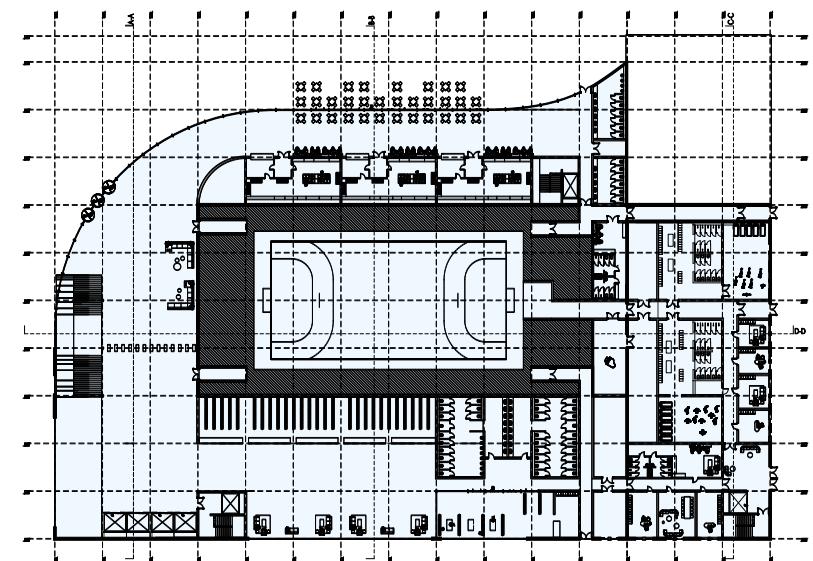
SECTION B-B



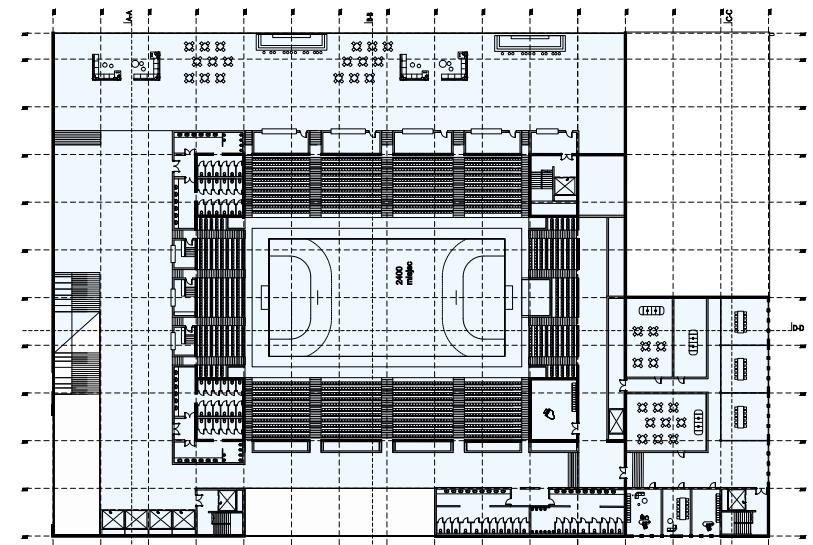
SECTION C-C

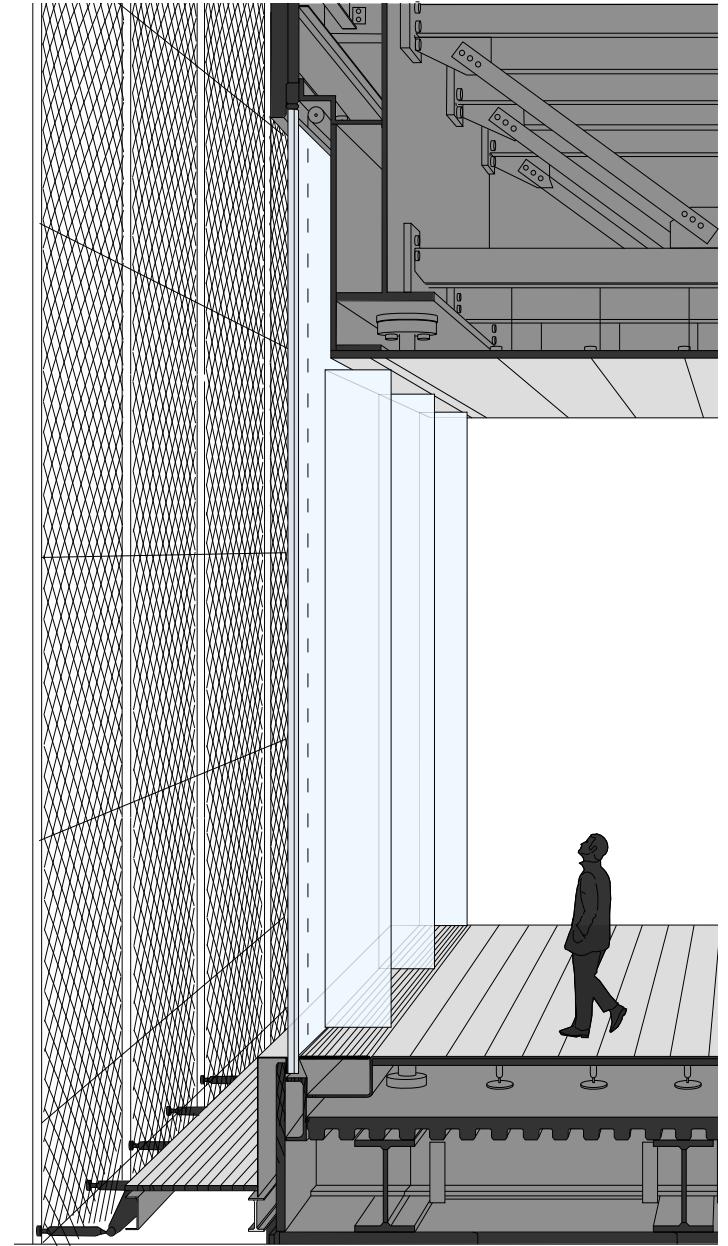


GROUND FLOOR PLAN



+1 FLOOR PLAN





Contest project: Cassell Coliseum concourse-arena expansion and renovation for Virginia Polytechnic Institute and State University

Blacksburg, Virginia, US

July - September 2019, after semester BS 6

Office work project for EWINGCOLE, Philadelphia, PA

Team members: Kaja Wiewióra, Ryan Mann, Lauren Gahan

Supervisor: Andrew Donaldson-Evans
adonaldsonevans@ewingcole.com



The authors of all the drawings for this project: Kaja Wiewióra, Ryan Mann, Lauren Gahan

The author of the rhino model: Kaja Wiewióra

From the first day of my work at EwingCole I was assigned to a team of two working on a contest project for „Cassell Coliseum” sports arena for Virginia Tech University. The day I joined the team was also the day my team received the competition brief, so I had a chance to participate in the design process from the very beginning. My job included sharing with my project partner responsibility for the project under supervision of Mr. Andrew Donaldson-Evans. The design process consisted of brainstorming, attending meetings, modeling our concepts in Rhino and preparing the final propositions. After one month of our work on the project we submitted our feasibility study and - among many other leading international architecture companies - our proposal got short-listed and EwingCole got invited to an interview. The next stage required developing our initial concepts and design scenarios and preparing a booklet presentation.

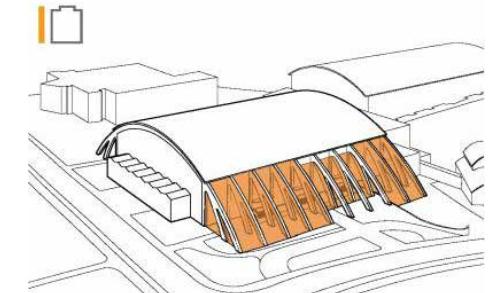
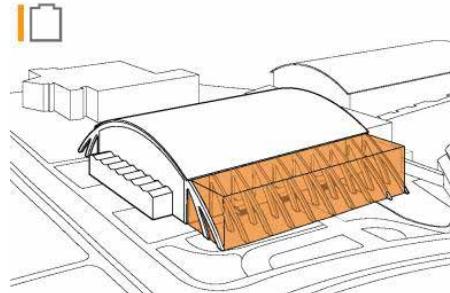
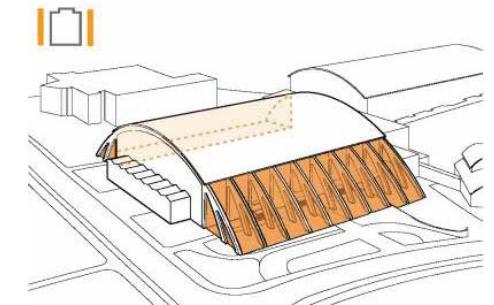
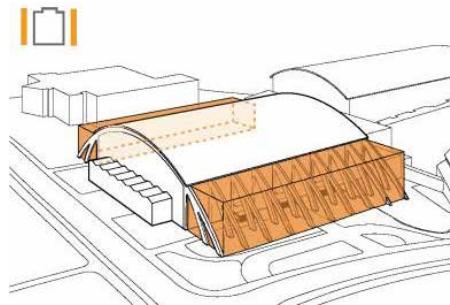
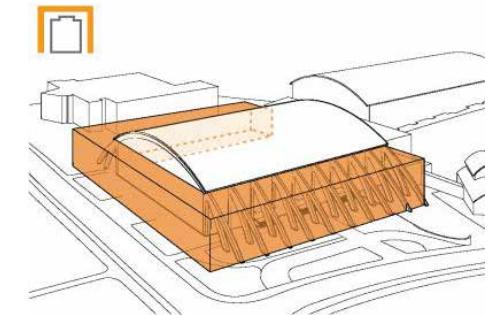
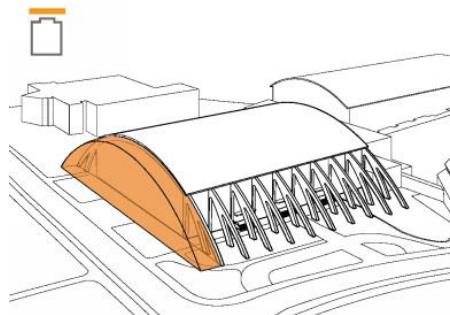


FEASIBILITY STUDY

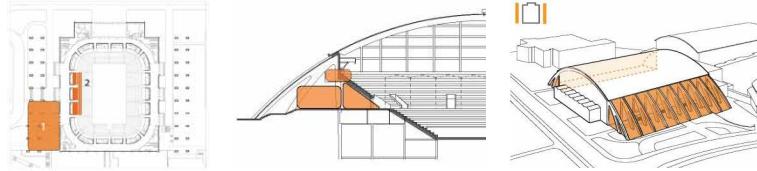
Programming is the key to a successful planning process and is the foundation of a well-conducted feasibility study. At the outset of the project, my design team conducted a series of workshops focused on understanding the exact spatial and functional needs of the arena. Detailed discussions and interviews established the needs of individual user groups, where deficiencies exist today, and how new allocations of interior square foot area could augment and transform the Cassell Coliseum into a revitalized venue for sporting events.

The Cassell Coliseum renovation could transform the experience of spectators and athletes alike with improved amenities, spaces, and building systems as well as restore the Coliseum as an icon on the Virginia Tech campus.

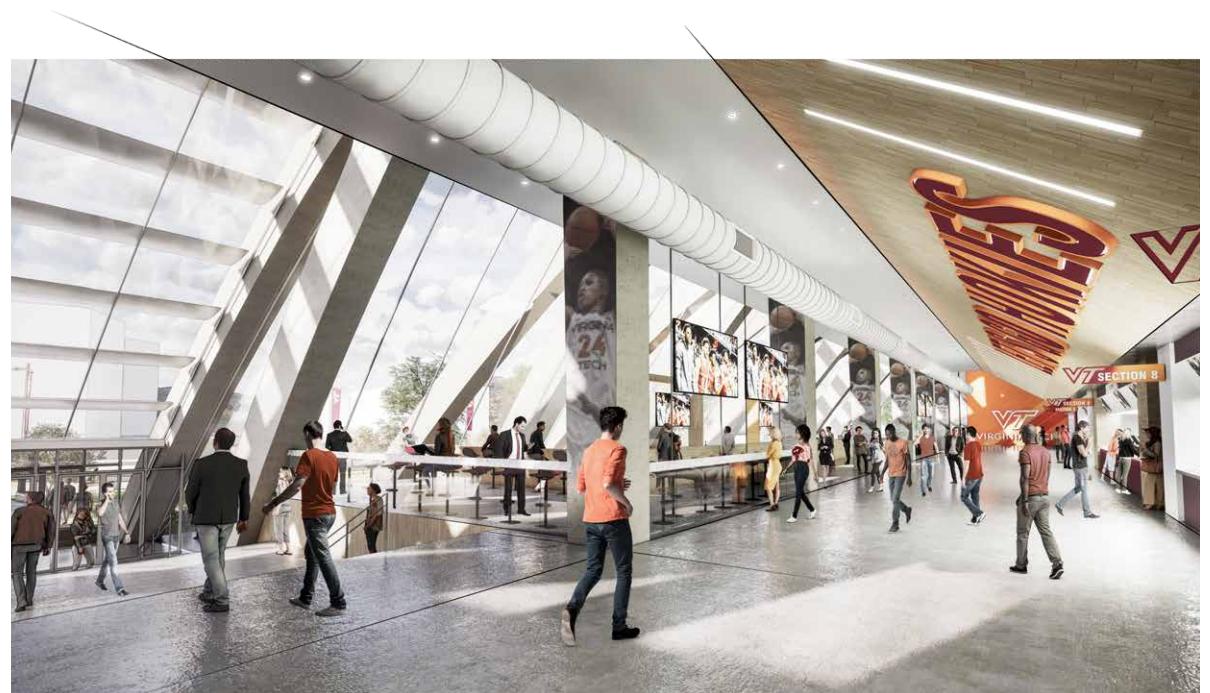
The massing studies on the right explore the potential of additional program area and the effect it may have on the exterior volume of the existing facility. The diagrams shown here loosely consider possible locations for an expansion of the Coliseum and illustrate their formal impact – whether working within the form of the iconic structural buttresses, or creating a spatial counterpoint to them.



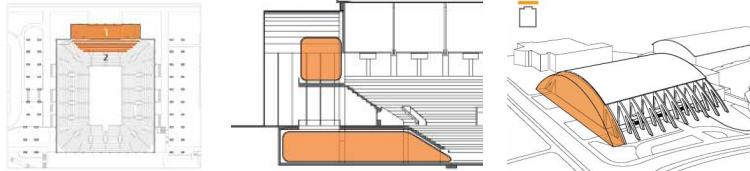
SCENARIO A



The first scenario takes a submissive approach to the expansion of Cassell Coliseum. This architectural concept envisions an addition within the flying buttresses that celebrates their identity and introduces multi-level VIP amenity space within the existing condition. Stepped curtain wall could expand the arc of the buttresses, splicing the geometry into arcing structural elements. A sunshade of louver could be superimposed on the glass to reduce energy consumption associated with such large expanses of southern facing glass façades.



SCENARIO B



The second scenario explores the potential of a transformational addition on the north façade of the Coliseum. In this idea, a new arch of the roof and buttresses is created extending the facade towards the main street. A move to generate an expansive interior space for new VIP opportunities and expanded GA amenities. The arcing volume could allow unparalleled transparency into the venue creating a new visual identity within the prominent campus quadrant.



