

# 1) Intro

## **What drives me? Helping Others.**

My main focus is people and facilitating the success of others, regardless of the medium.

Intro contains all of the topics, with links to each topic below.

### **Topics:**

Solving Problems:

### **PROJECTS:**

Copilot

Doorman

Trash area in Paris Housing for Handicap People

## 2) About Me:

quick introduction

topic intro

simple, yet elegant paragraph that weave together the main themes of the portfolio and sets the stage for learning more about each one.

### First Impression

Point 1 - What drives me?

Point 2 - Purpose of the Website.

Purpose of the website: to introduce myself, share my work and passions, and explain my direction forward.

By providing this site as a representation of me, it will allow for further connection & collaboration in \_\_\_\_.

I

### 3) Helping others by supporting / facilitating.

-As a kid, my parents and I would tour model homes and I would always critique them. I would say "if only they had done \_\_\_\_\_ it would work so much better for how people live." It amazes me that the houses that we build haven't changed much in the past 100 years. But yet the way we live our lives has completely changed. At the time, I didn't know that what I was doing was creative problem solving. Without any additional effort or budget, I would (and still do) reconfigure and hack things to make my surroundings more adaptable to the way I live.

- **We #interface with our environment - the tools we use and the spaces we occupy.**

Why doesn't anyone have an iPad room yet? More connected - better light - ergonomically sound - an individual space for \_\_\_\_\_

Teaching (facilitating success/exploration/creation in others)

Designing to make it easier for someone to do it themselves (ultimate DIY)

Designing a process which enables the end user to adapt it for their personal needs

My main focus is people and facilitating their success, regardless of the medium

insert MUSE PHOTO

## 4) Our Collective Sandbox

### Thinking with my hands,

-Making things function and seeing how the world around me functions. I always want to know how everything works. I'm fascinated by all the invisible systems that run through reality. ▲

-I wasn't just playing with legos, I was adding gears and motors...trying to get MindStorms to work. I loved the process of building and figuring out how to make something move. How legos functioned contained the story I was most interested in. ▲

Explorer. ▲(The hats I wear - Role Model, Teacher, Leader.....)

Solving Problems (creative problem solving),

Design's service to those using it (people first),

### PROJECTS

▲CoPilot

▲Doorman

▲Trash area in Paris Housing for Handicap People

## 5) The overlap

-screen turns into a room that is a fusion of digital/physical/incredibly connected to those who are in that space.

- Me being able to see opportunities where making better decisions
- Designing with consideration for the end user, rather than just being focused on making things more efficient to produce.

My love of architecture remains, and my interests are much more than just making buildings - they are so much bigger than that.

### History of Digital World (internet of things set up)

#### Recent History

*A lot has changed in five years. It's about actually changing fundamentals of our lives - how we consume the world and who can participate in it.*

*Encyclopedia (static) vs. Wikipedia (collaborative & available)*

*Things have flipped from contained on a bookshelf & static, to collaborative & available, and it becomes something much more than a printed encyclopedia ever was. It becomes a part of everyone's day-to-day lives.*

*We have created a digital existence that contains something separate from reality.*

*We value the experience of using some of the smallest things in our lives - small physically with large impact - we've been looking at screens for years, but the moment you get to interact with it through touch, it creates a rich experience that everyone has found value in using. (getting rid of a rolo-desk)*

It is the intersection and fusion of our physical world (touch) and our digital world

(screen)

those becoming a tied interface and interaction - which is the reason for the internet of things. ˆ

## 6) 1) Designing Connections

### Big Picture Thinker -

#### I like to see how things are interconnected

- I like to understand how the invisible and visible systems work.

I also care deeply about the details and how connections are made.

-Show architecture connections (Detail Picture)

-*Warsaw Towers*

-Mind Mapping connections (Big Picture)

-*Maritime Museum*

*(analyzing other museums and their connectedness)*

## 2) Architecture as an Interface

(Interactive Architecture)

### Ultimate user interface is the built environment.

Before computers and the digital world, the physical world was our interface.

A door handle = button.

Hallways = Nav Bars

#### PROJECTS

- -*Movie Theater Screen*
- -*Warsaw Towers*
- -*Copilot*

### 3) International Experience/

#### Working in Foreign Cultures

##### Paris

-A Design-First studio (vs. Service nbbj/rtkl etc)

-It was about working outside your comfort zone

the language of design

- you don't have to have a common language to design together.

-Feeling: feeling the non-verbal body language of people.

Corporate Office

Housing Project: exterior facades - interface design - how to allow a design that flows across the building, so they don't look repetitive, while also allowing them to be identified as individual houses. Allowing the user to personalize the interface and their experience, and the designer providing this foundation to allow success.

##### RTKL

South America, Middle East, Asia -

It really forced me to think about these cultures and how design from thousands of miles away can help or not.

Concierge Desk in Qatar

South America

- Grasshopper facades for a hotel to achieve requirements (sun, etc)

- unique design w/out destroying efficiency

##### Trip to China -

Allowed me to have a small glimpse into the culture where my projects were based.

NBBJ Facade Design (large corporate commercial projects on multi-international teams, working together.)

Balancing between digital environment & construction

Computational Design Focus



## 4) Hacking & Repurposing

-A way of seeing possibility - seeing opportunity where other people don't

### PROJECTS

- -Film Center - *hacking the existing building - idea that people come to the site with their tools, reconfigure the timber, pick up, leave - reusing the building and repurposing it for a new use w/out bringing in new material.*
- -Grasshopper - *hacked it for other use*
- -Arduino weather/temp sensor
- -Dali House Model - *finding roadside clay, melting in the oven, trying to find a way to achieve the shape needed for this idea, but couldn't get there until finding this roadside clay.*
- -Doorman

## 5) Sustainability - WEAK?

-Quantifying Design

### PROJECTS

- -*Beijing Towers*
- -*Vanke Towers*

## 8) Design Process

### PROJECTS

- -Good design process - models/model making
- -Studies
- -Discuss Grasshopper -

designing scripts and making an infinite(?). A mindful way of planning that I did with buildings.



## 9) Project Index / Full Sitemap of Links

## 10) Social Connections

## 11) Contact Information