



Theodora  
Statescu

PORTFOLIO  
Projects & Artwork  
2017-2024

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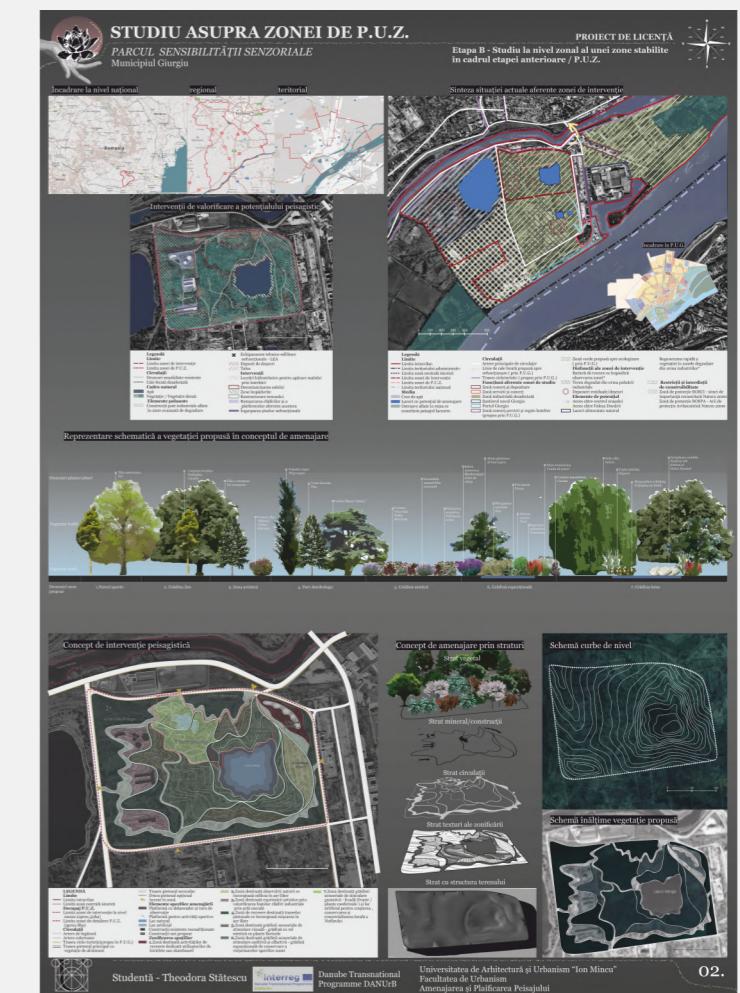
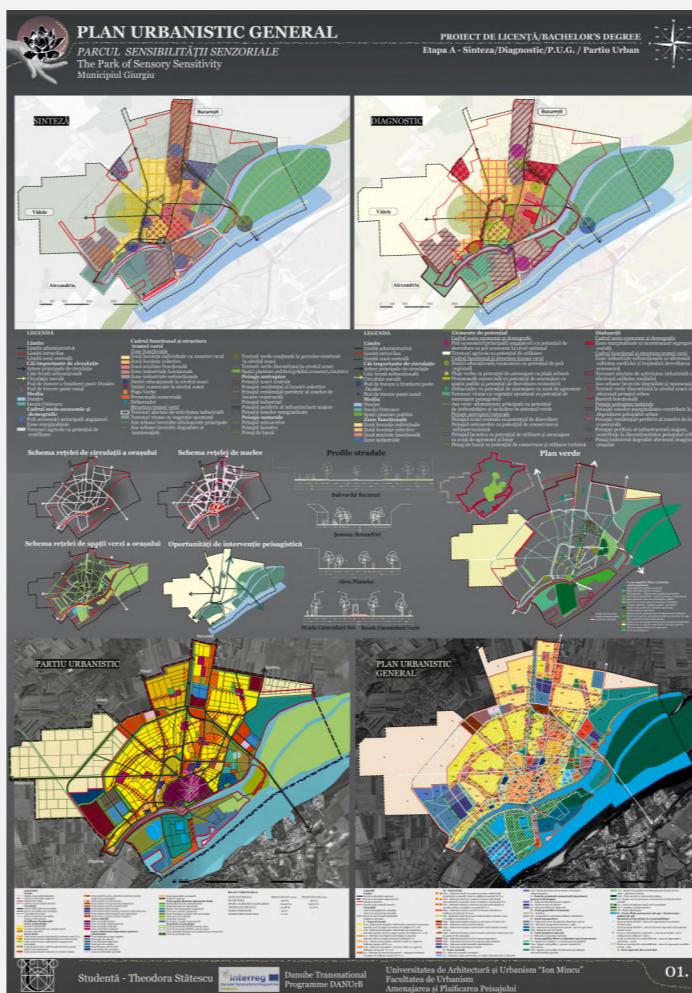
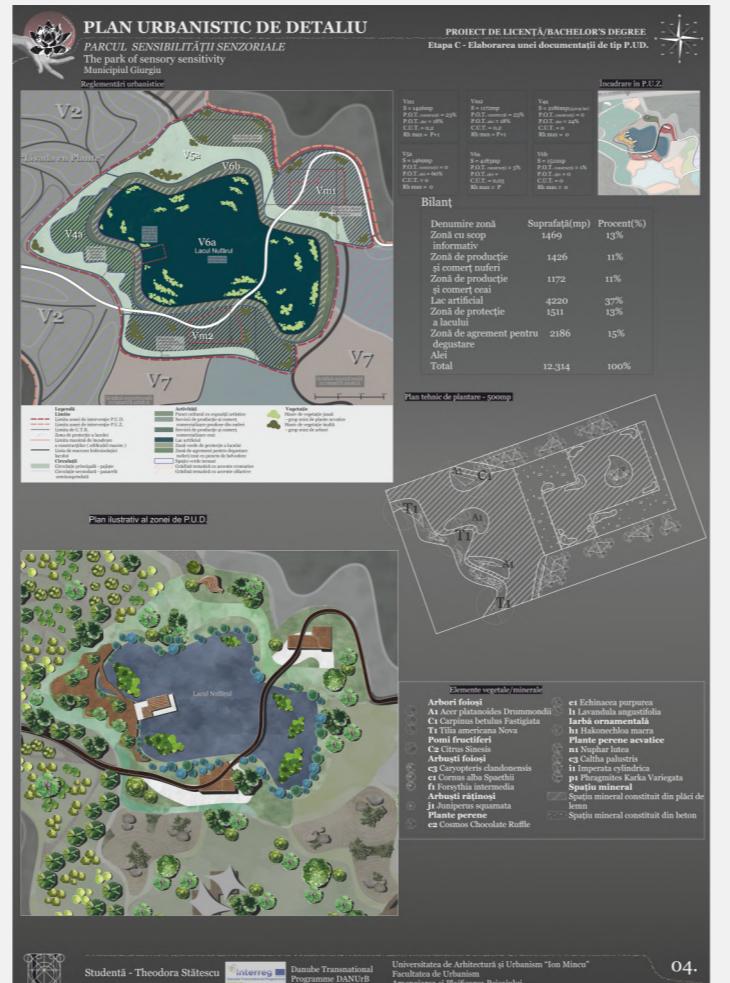
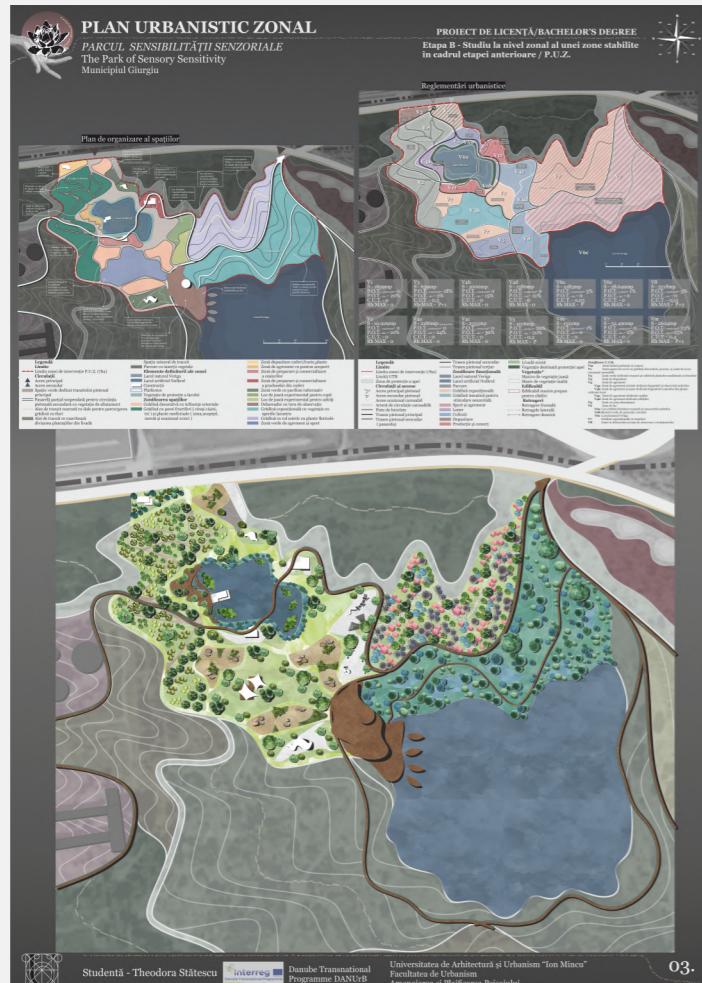
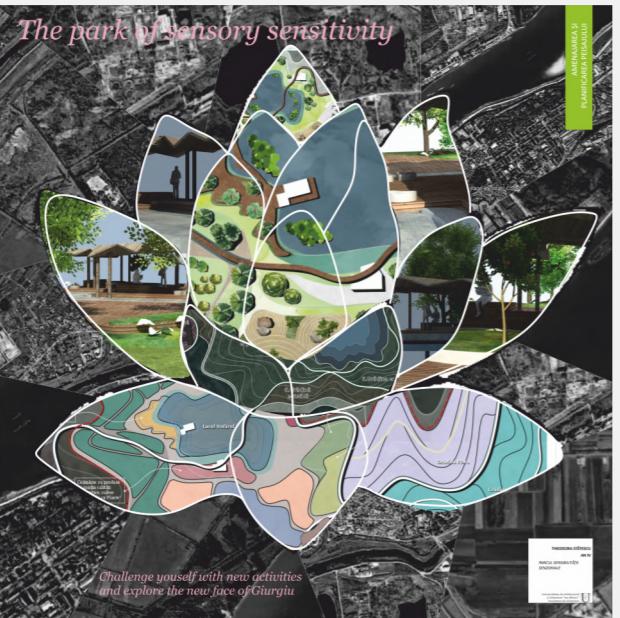
## Personal projects

|  |     |
|--|-----|
| <b>Learning Projects   UI/UX</b>                             |     |
| A fictional mobile app for sushi lovers .....                | 8.  |
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# University projects

## Bachelor project

This Bachelor project was designed by carrying out a critical and detailed analysis from the cultural, social, economic and environmental point of view, on the city of Giurgiu located in the south of Romania. It had as its subject the development of an urbanistic proposal in an undeveloped area located in the city. The proposed arrangement consists in the development of a park in an area of a disused factory. The natural defining elements of the area were the natural lake and the natural banks that defined the area. Capitalizing on the natural elements, I proposed an area of green spaces with recreational spaces and crossing spaces such as pedestrian walkways and pergolas offer accessibility throughout the whole area.







# University projects

## Learning projects

Designing an area close to the center of Bucharest

### F STĂM SĂ NE GÂNDIM PROIECT DE CONCURS GRĂDINA VINTAGE

Zona de studiu se află în vecinătatea cu Calea Victoriei și este reprezentată de Strada Nicolae Crețulescu și Intrarea Sibioara, străzi ce se intersecțiază în Strada George Enescu.

Aflându-se în vecinătatea unei zone de interes major, situl prezintă caracteristici morfologice oferante. Datorită localizării, prezenta multitudinii de activități aferente permite zonei să beneficieze de un flux mare de utilizatori.

Astfel, având în vedere contextul arhitectural zona a fost concepută ca fiind un "buzunar comunitar" ce integrează aspecte vintage influențate de stilul Art Deco în cadrul natural.

**TIPURI DE SPAȚII OBTINUTE**

- Accese principale
- Possibili generatori de utilizatori
- Scur de acces cu element de tip poartă
- Scur aferent muzeului cu element muzical
- Zonă de tip culinar
- Zonă ce permite utilizarea elementelor în scop artistic/educativ
- Zonă de tip refugiu
- Zonă de pauză

**PLAN DE BAZĂ SCARA 1/500**

**LEGENDĂ**

- Limita zonei de studiu
- Existență
- Clădiri
- Pietonale
- Carosabil
- Arteră dedicată circulațiilor blânde
- Spațiu verde
- Arbore
- Accese publice către spațiu
- Accese către spațiu privat

**Propus**

- Circulații
- Pietonal
- Balarzi de limitare a automobilelor
- Pietris
- Spații verzi
- Grădini
- Arbore
- Mobilier urban
- Bânci/seacne/mese
- Recipiente de deșeuri
- Corpușe de iluminat de siguranță
- Stâlpi decorative
- Stâlpi iluminati prin pardoseală
- Elemente decorative
- Elemente decorative metalice aferente spațiilor verzi
- Ornamente din metal
- Plăciute de metal cu oglinzi
- Picturi murale

**SECȚIUNE PE STRADA NICOLAE CREȚULESCU 1/500**

**SECȚIUNE PE STRADA "Intrare Sibioara" 1/500**

### F STĂM SĂ NE GÂNDIM PROIECT DE CONCURS GRĂDINA VINTAGE

**LEGENDĂ**

- Limita zonei de studiu
- Existență
- Carosabil
- Clădiri
- Spații verzi
- Împrejmuri

**PLAN DE DETALIU 1/100**

**LEGENDĂ**

- Limita zonei de studiu
- Existență
- Carosabil
- Clădiri
- Spații verzi
- Împrejmuri

**Propus**

- Circulații
- Pietonal - ocasional carosabil
- Balarzi de limitare a autovehiculelor
- Pietris
- Spații verzi
- Grădini
- Arbore
- Mobilier urban
- Bânci/seacne/mese
- Corpuri de iluminat de siguranță
- Stâlpi de iluminat de decor
- Illuminat prin pardoseală
- Elemente de decor
- Grilaj de truator aferent spațiilor verzi
- Pickup decorativ cu discuri în stil vintage
- Elemente decorative de tip poartă

**ELEMENTE INSPIRATE DUPĂ STILUL ART DECO**

**ELEMENTE DE DECOR**

**MOBILIAR URBAN**

**PERSPECTIVE ASUPRA ZONEI DE STUDIU**

# University projects

## Learning projects

### Intervention projects in the territory: at county and local level

The proposed improvements were aimed at revitalizing and modernizing the quality of the spaces. Through these projects, I had the advantage of learning to develop a management program for the proposed projects and to familiarize myself with working in a team with people from different fields.

**CADRUL NATURAL, MEDIU, PATRIMONIU NATURAL ȘI CONSTRUIT, ELEMENTE DE PEISAJ**  
Patrimoniu Natural și Construit  
Cadru natural funcțional

**INFRASTRUCTURA TEHNICĂ**

**REȚEAUA DE LOCALITĂȚI**

**Faza 2.2 Etapizare Proiecte**  
Facultatea de Arhitectură și Urbanism "Ion Mincu"  
Proiect: Planificare Urbana

**Etapizare**

| Etapă | Etapă II (Anul 6) | Etapă II (Anul 7) | Actori urbanii | Costuri | Resurse                 |
|-------|-------------------|-------------------|----------------|---------|-------------------------|
| 1     | 2                 | 4                 | 6              | 8       | 10 12 14 16 18 20 22 24 |

**Faza 2.2 Detalieri etapizare**  
Facultatea de Arhitectură și Urbanism "Ion Mincu"  
Proiect: Planificare Urbana

**Plan ilustrativ general al amenajării**

**Plan detaliu-spujtu artificial dinivelat**

**Plan detaliu- grădină expresivă**

**Prezentare succintă**

**Plan detaliu-spujtu destinat socializării**

**Proiecte și acțiuni Etapa I**

**Etapa I (12 luni)**

**Proiecte și acțiuni Etapa II**

**Etapa II (12 luni)**

# Personal projects

Learning projects | UI/UX

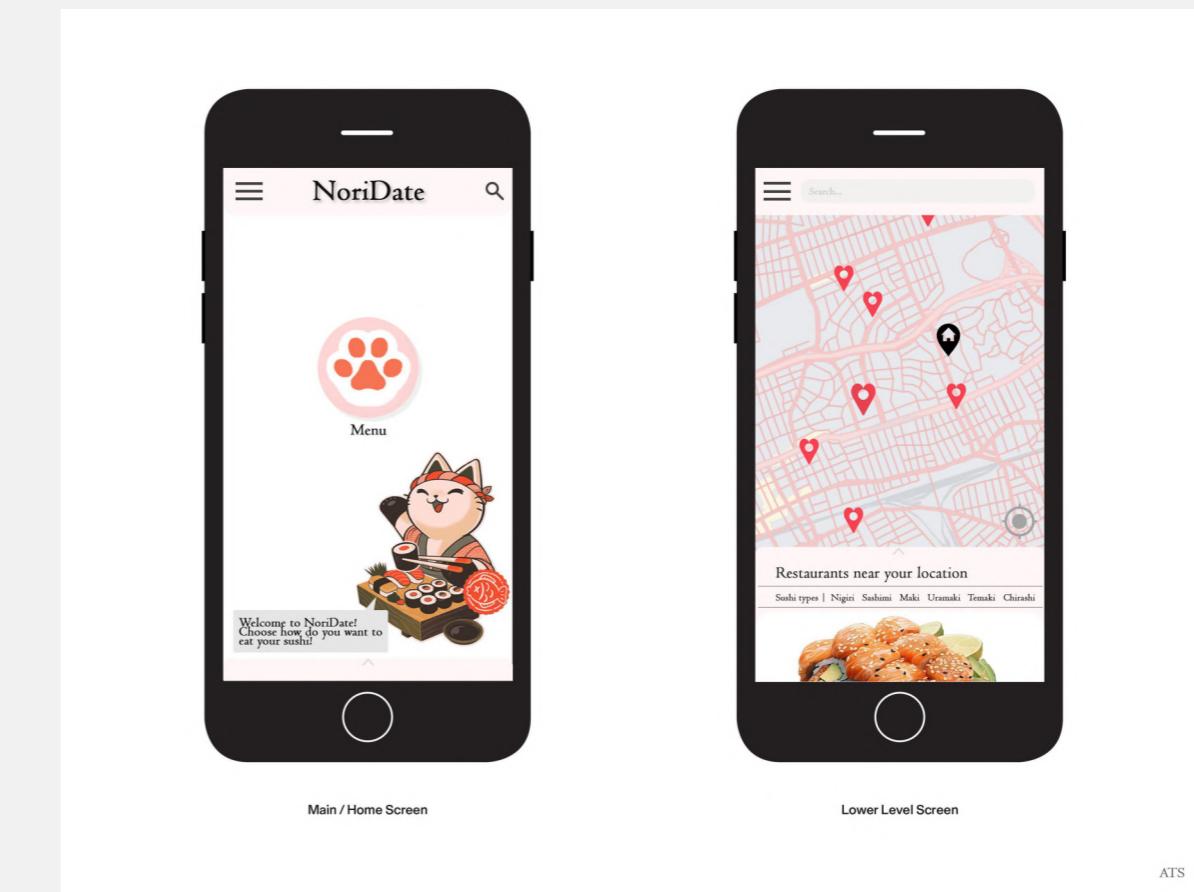
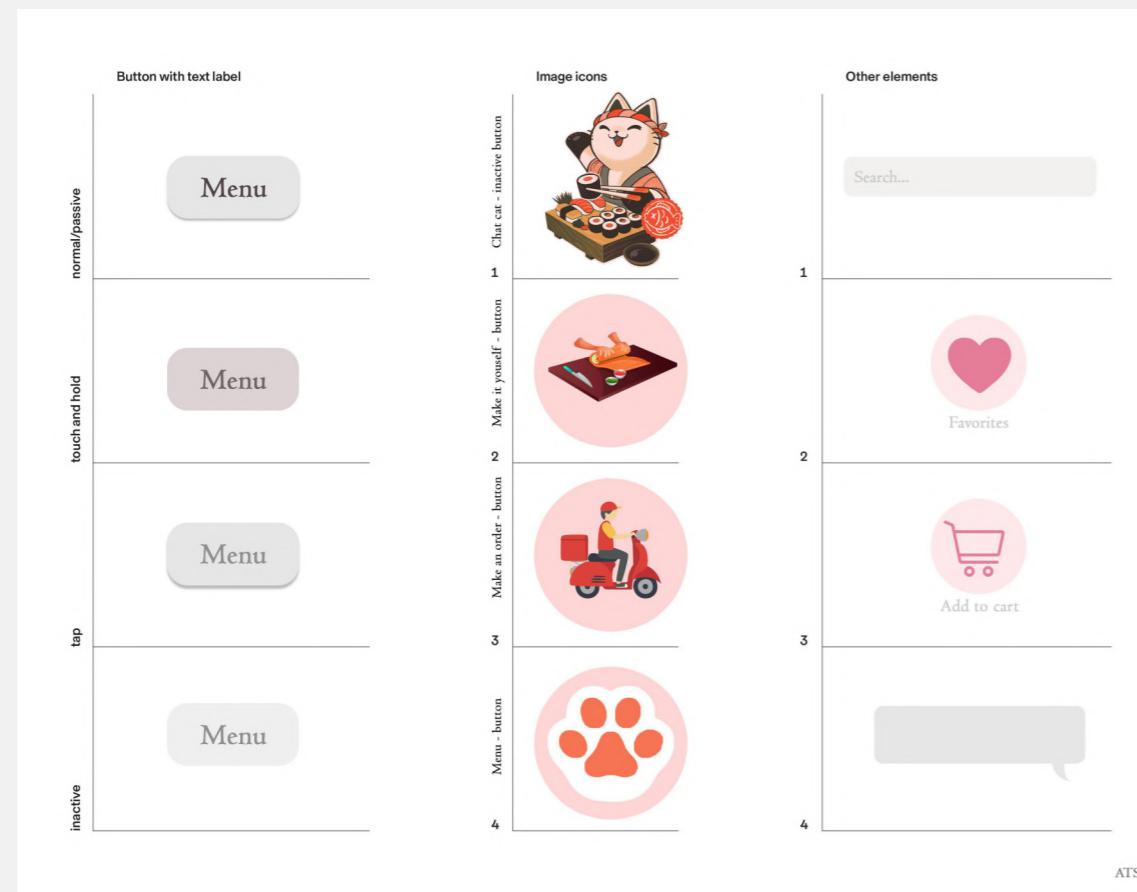
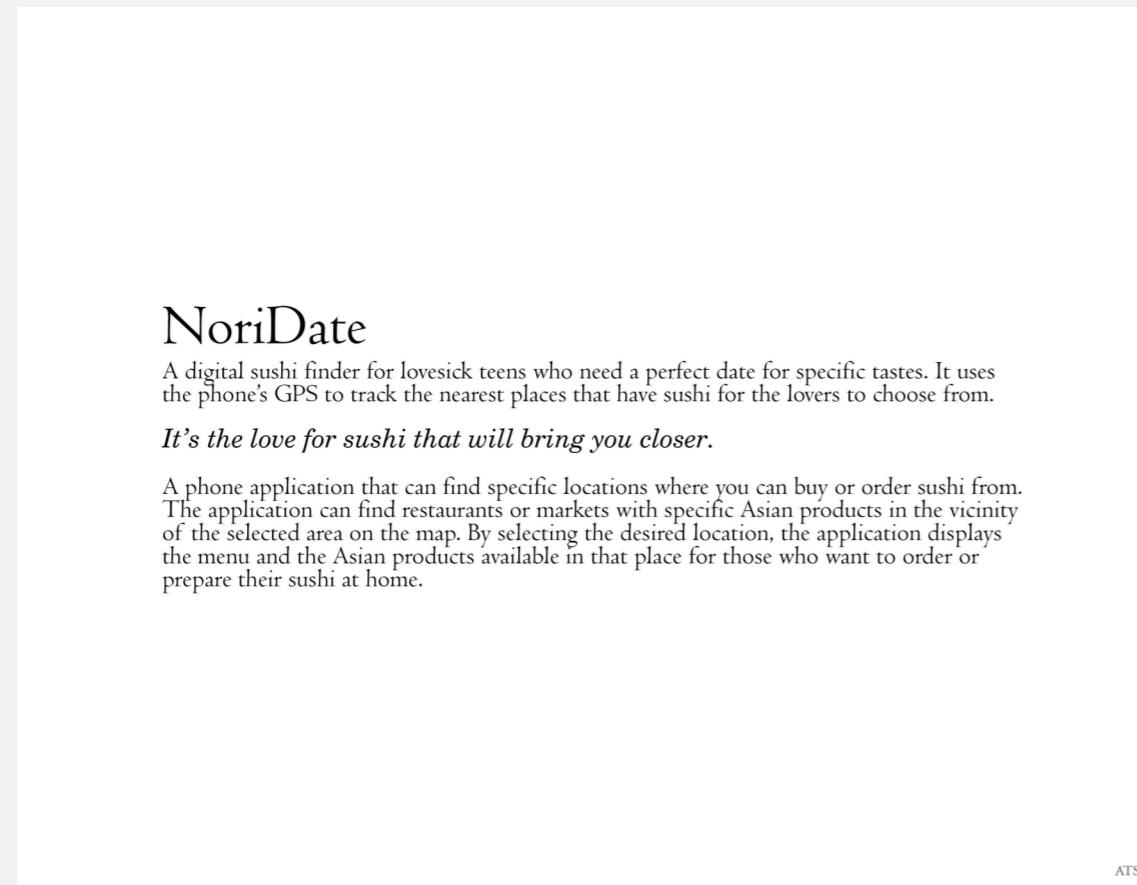
A fictional mobile app for sushi lovers

## NoriDate

A digital sushi finder for lovesick teens who need a perfect date for specific tastes. It uses the phone's GPS to track the nearest places that have sushi for the lovers to choose from.

*It's the love for sushi that will bring you closer.*

A phone application that can find specific locations where you can buy or order sushi from. The application can find restaurants or markets with specific Asian products in the vicinity of the selected area on the map. By selecting the desired location, the application displays the menu and the Asian products available in that place for those who want to order or prepare their sushi at home.

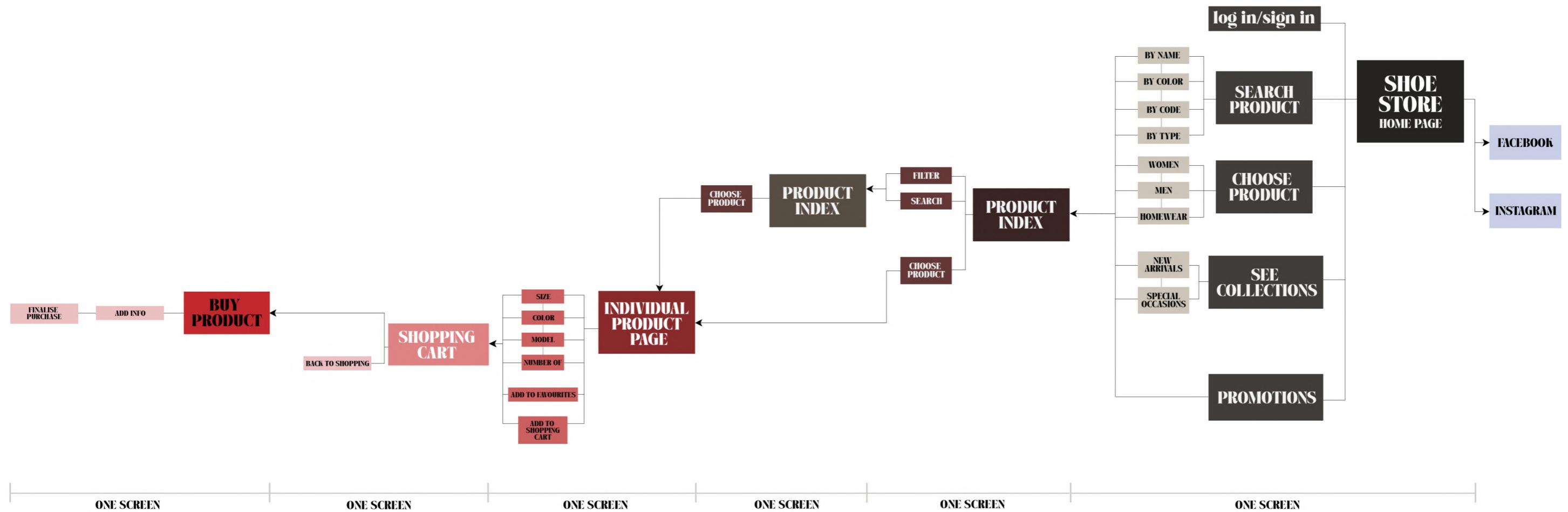


# Personal projects

Learning projects | UI/UX

A content map for fictional online shoe store

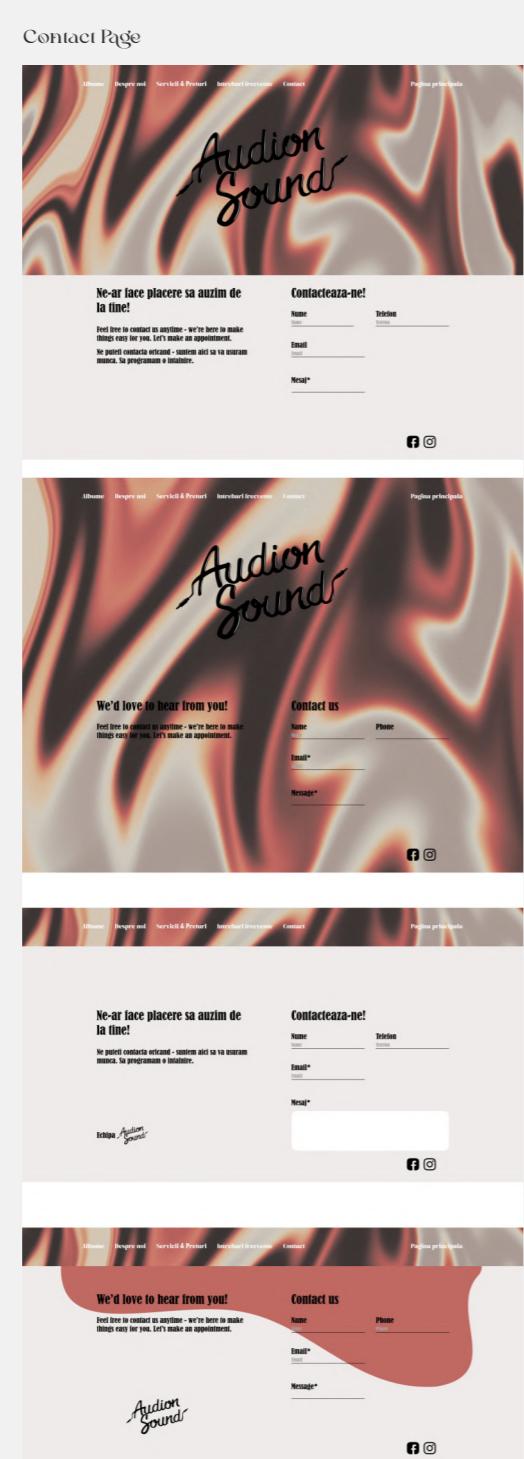
## CONTENT MAP - ONLINE SHOE STORE



# Personal projects

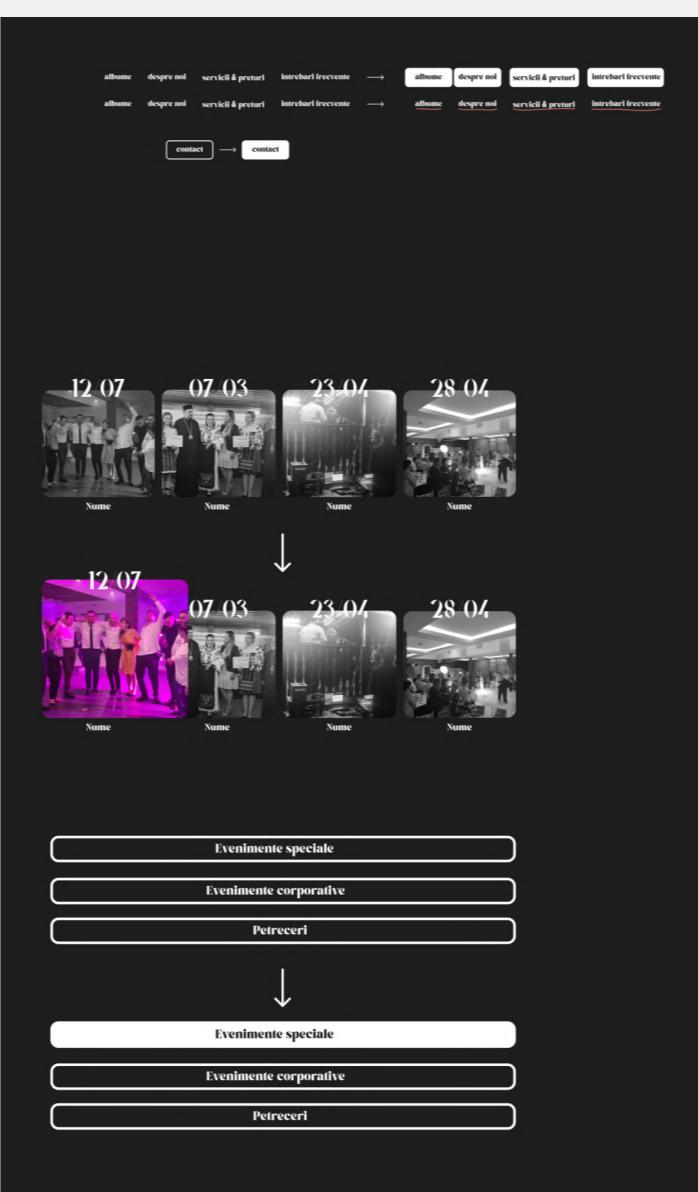
Learning projects | UI/UX

The UI for the website of a Sound System Company

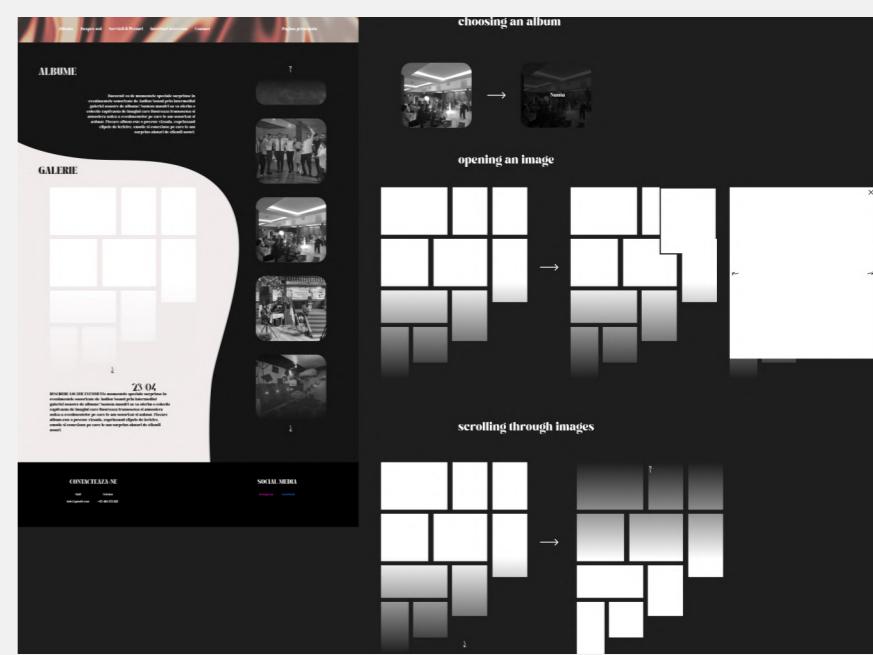


Audion  
Sound

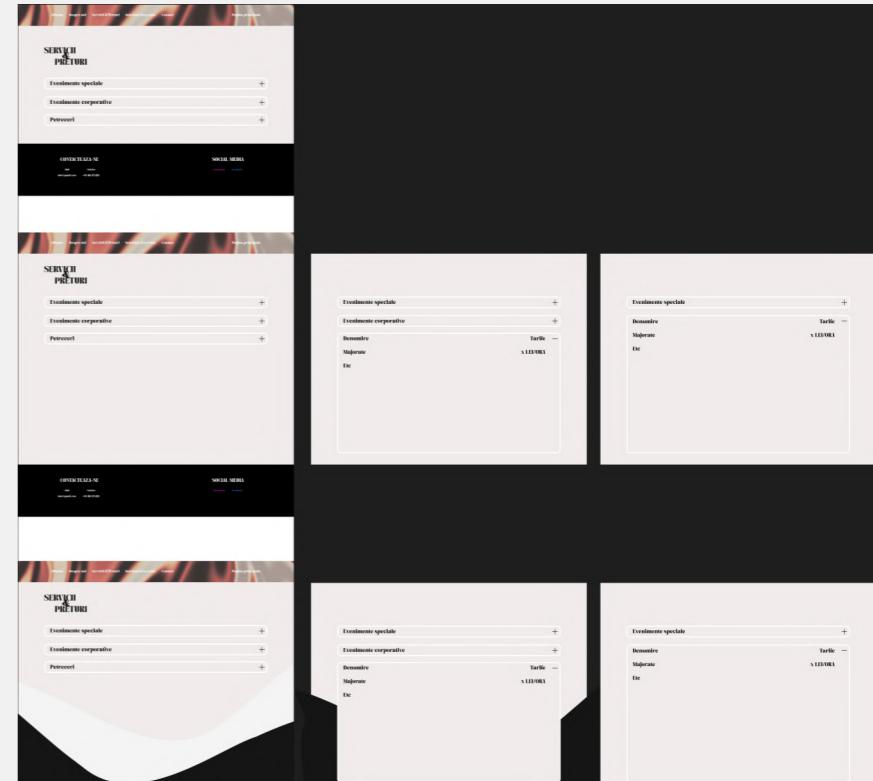
Hover variations



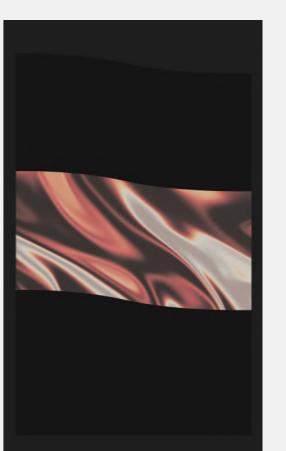
Albums Page



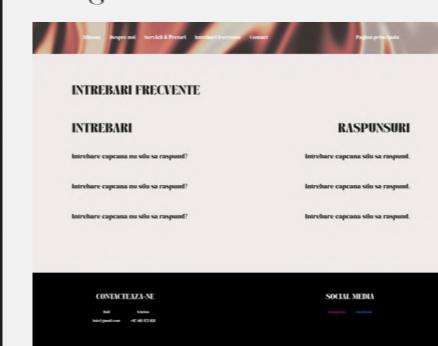
Services and prices Page



Sliding variations



FAC Page



# Personal projects

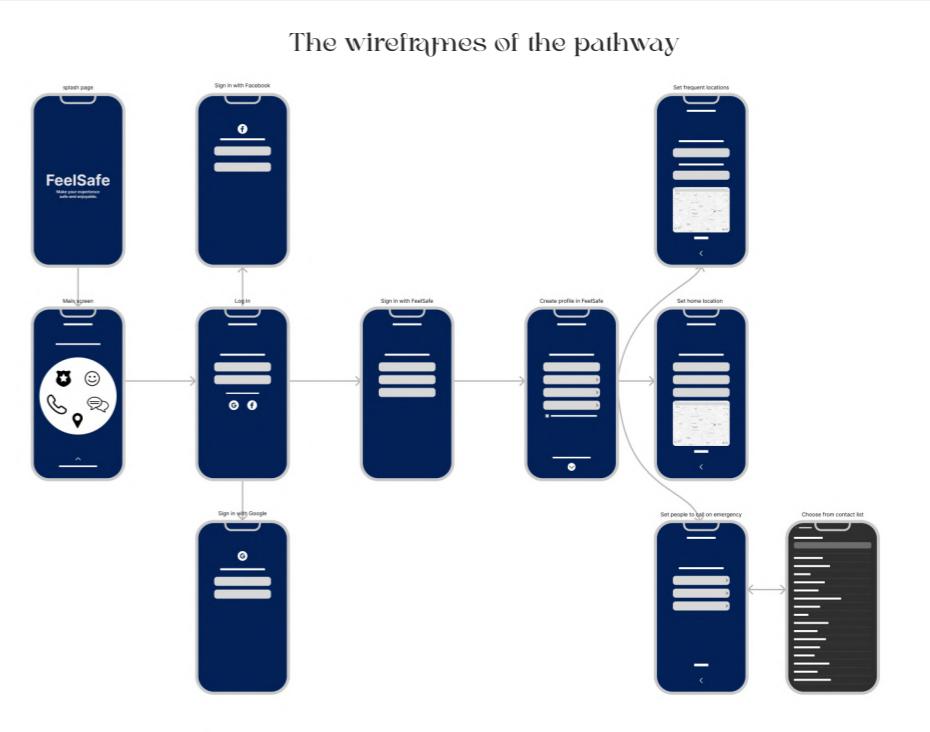
Learning projects | UI/UX

The prototype for the log in/sign in pathway of an app that requires using personal information, location and creating a profile.

The prototype of the pathway



The wireframes of the pathway



The interactions of the prototype

