

Alison Orellana Malouf | aomalouf@gmail.com | 440.759.3319

ALISON ORELLANA MALOUF



COMMON GROUND: PROTOTYPE FOR A POST-INDUSTRIAL COOPERATIVE

with Liu Yang
1211 Landscape Architecture III
Critic | Bradley Cantrell
Harvard GSD | Fall 2016

ABSTRACT

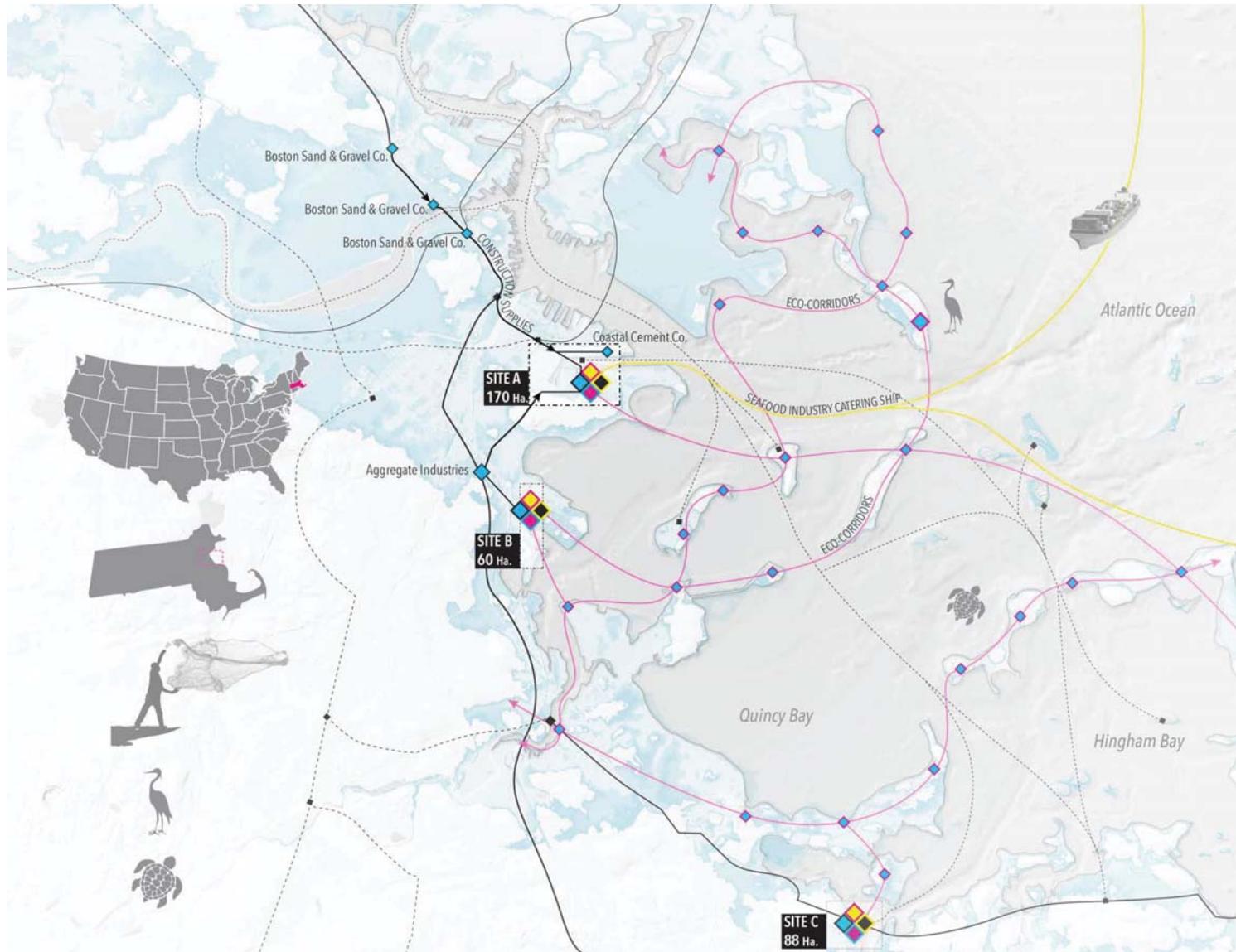
As climate change progresses unchecked, coastal populations can expect to contend with rising sea levels and more devastating storms.

The project challenges conventional economic modes of development and resolves ecological conflicts in Boston Harbor by creating a common ground occupied by vulnerable populations.

The design aims to expand the existing hard-edged coast from a line into a living volume embedded in the biological, economic, and sociological aspects of a larger ecological network.

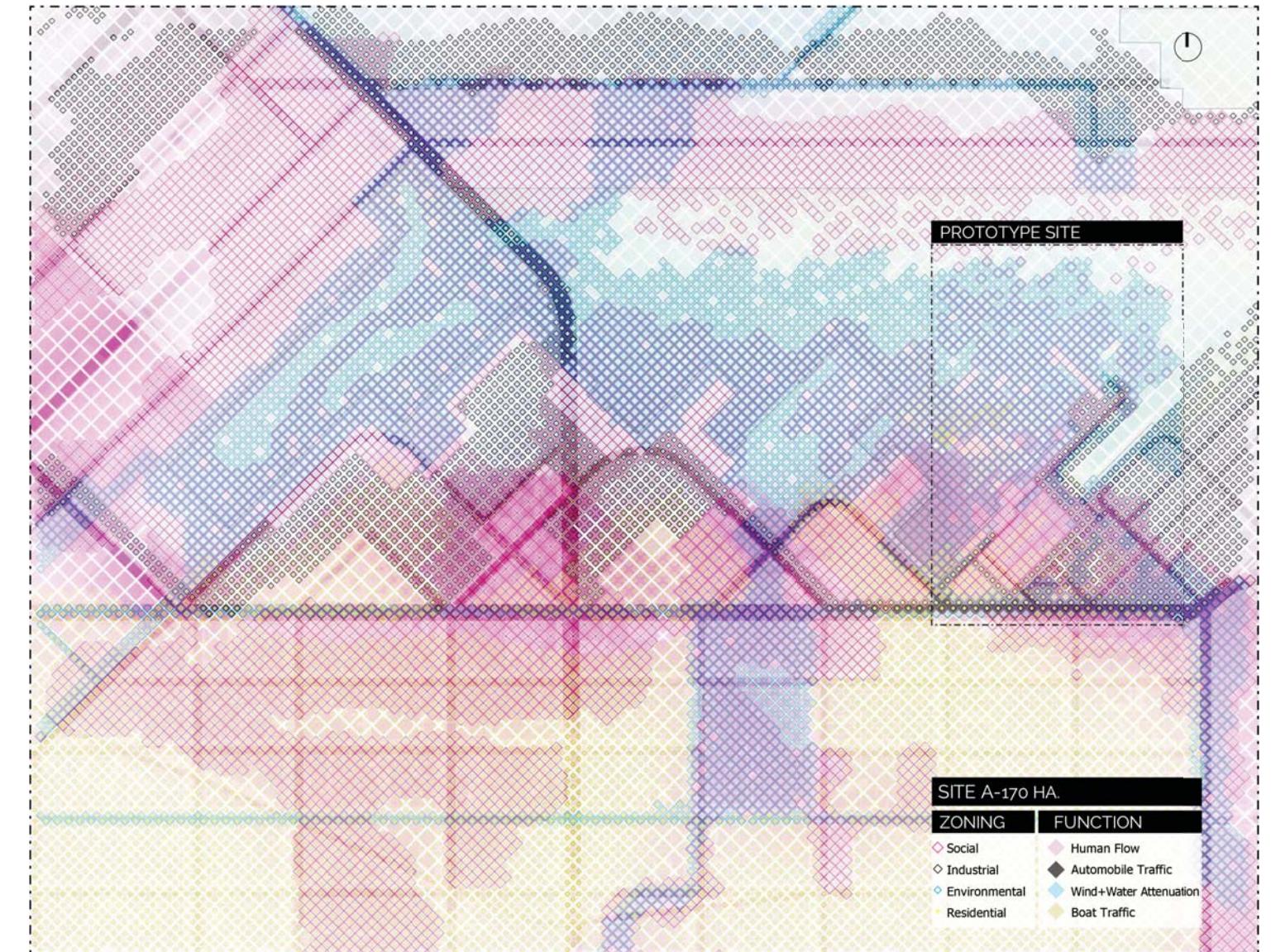
Common Ground envisions a Boston harbor waterfront as a connector for local communities, a prototype for ecological restoration, a model for post-industrial economic revival and livable cities.

NETWORKED ECOLOGIES



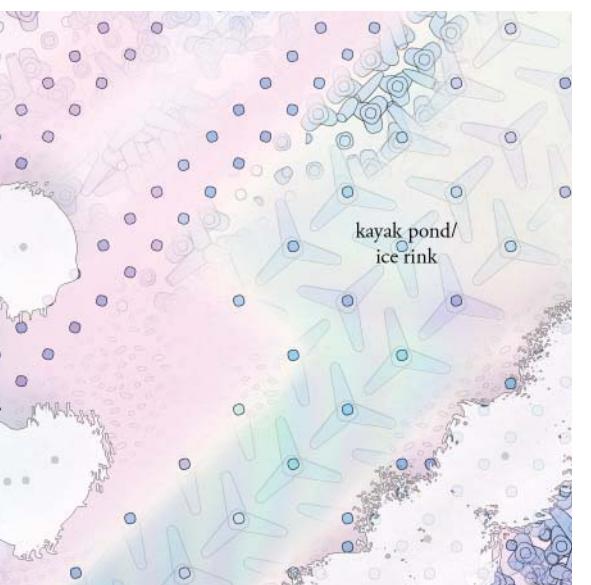
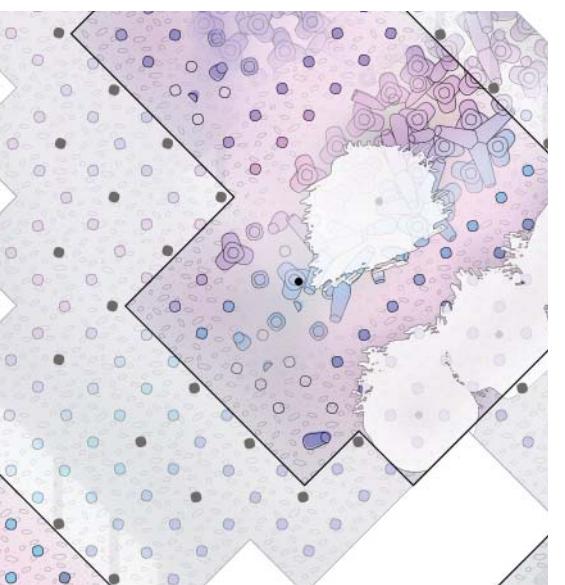
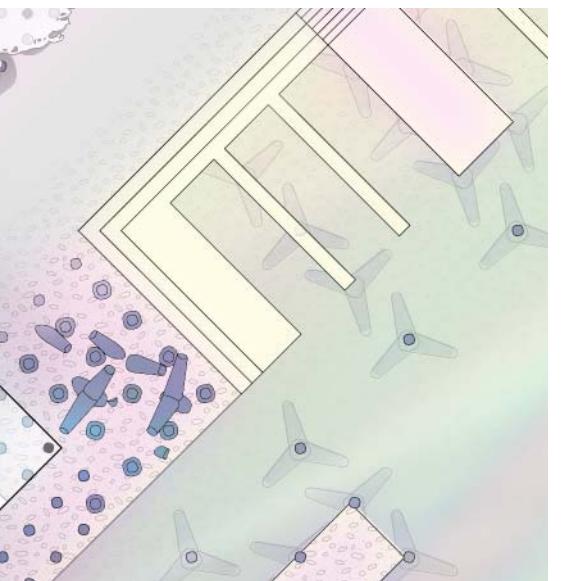
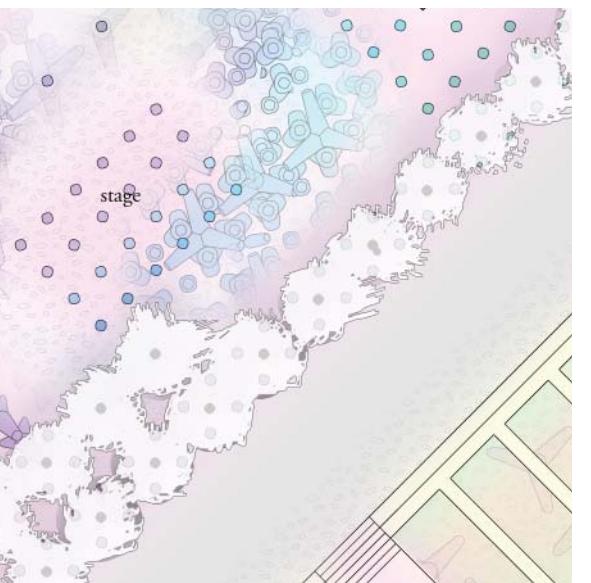
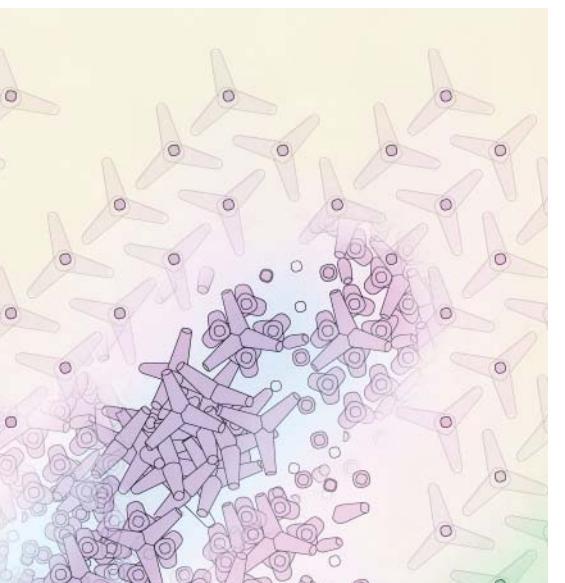
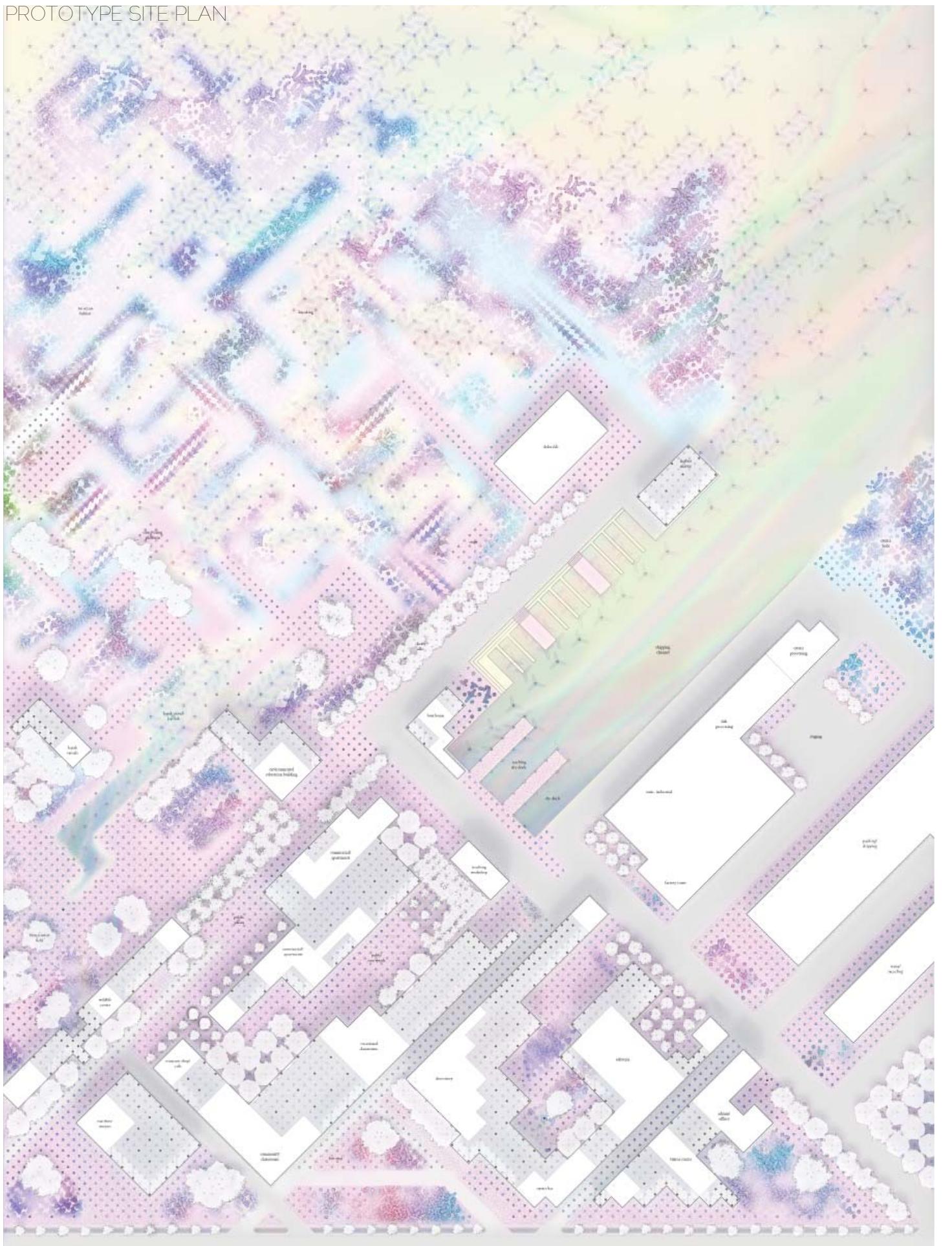
Regional atmospheric, economic, and ecological systems are mapped to determine appropriate sites of intervention. Identified sites have high potential for interspecies cooperation on shared territory.

NETWORKED MOSAICS

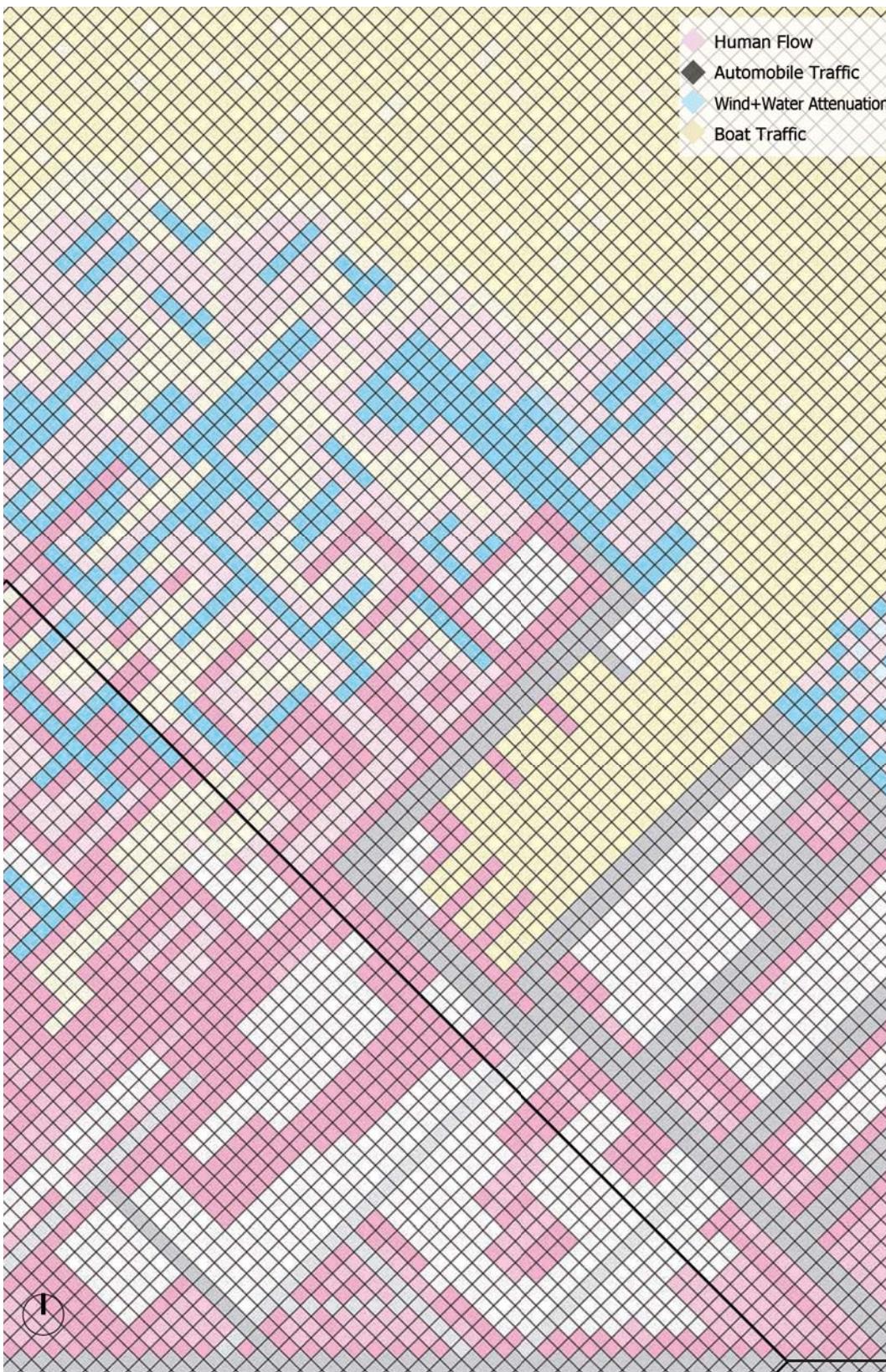


In this expanded study of Site A, land uses and users are overlaid to examine their interactions.

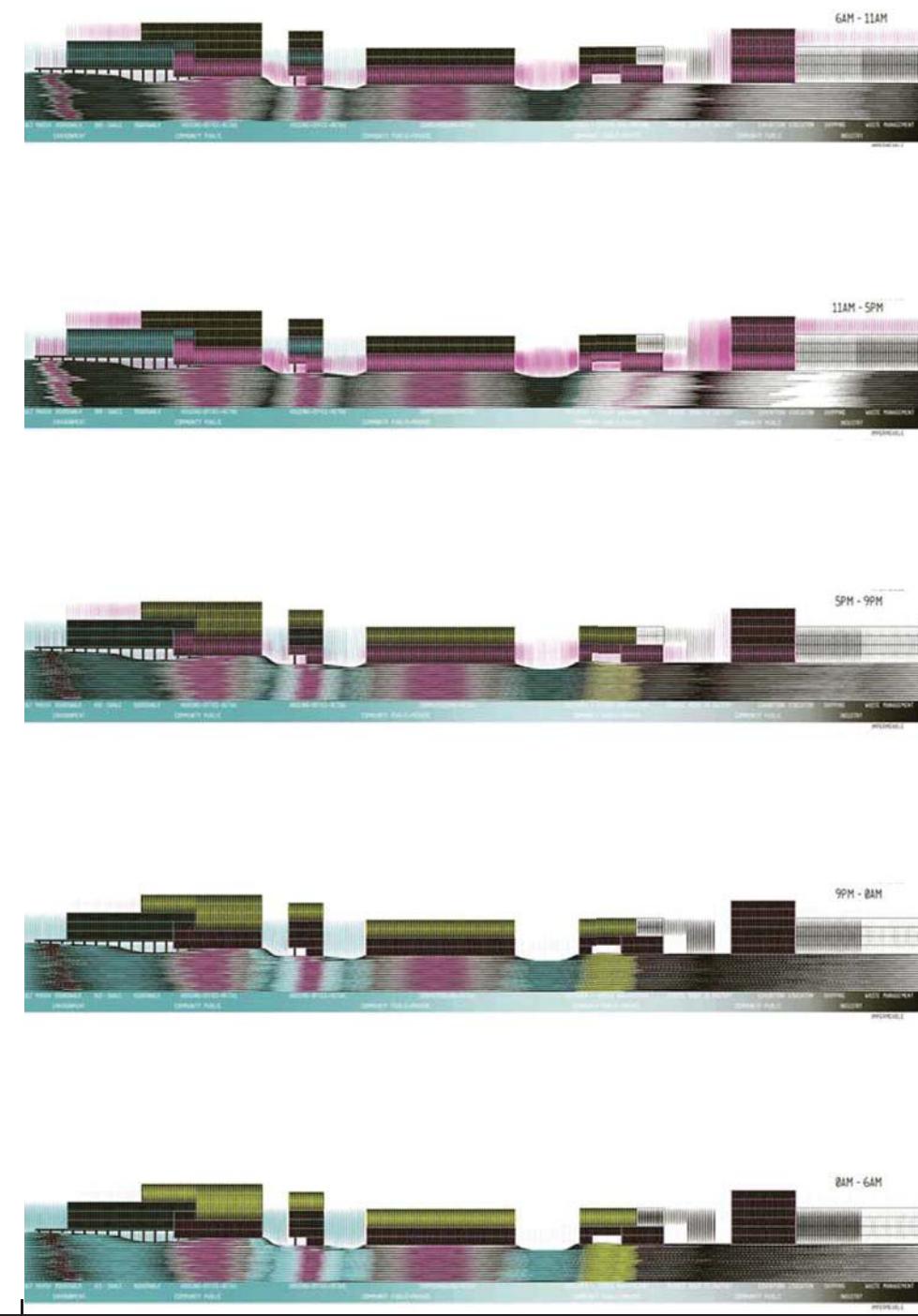
PROTOTYPE SITE PLAN



DOMINANT FLOWS

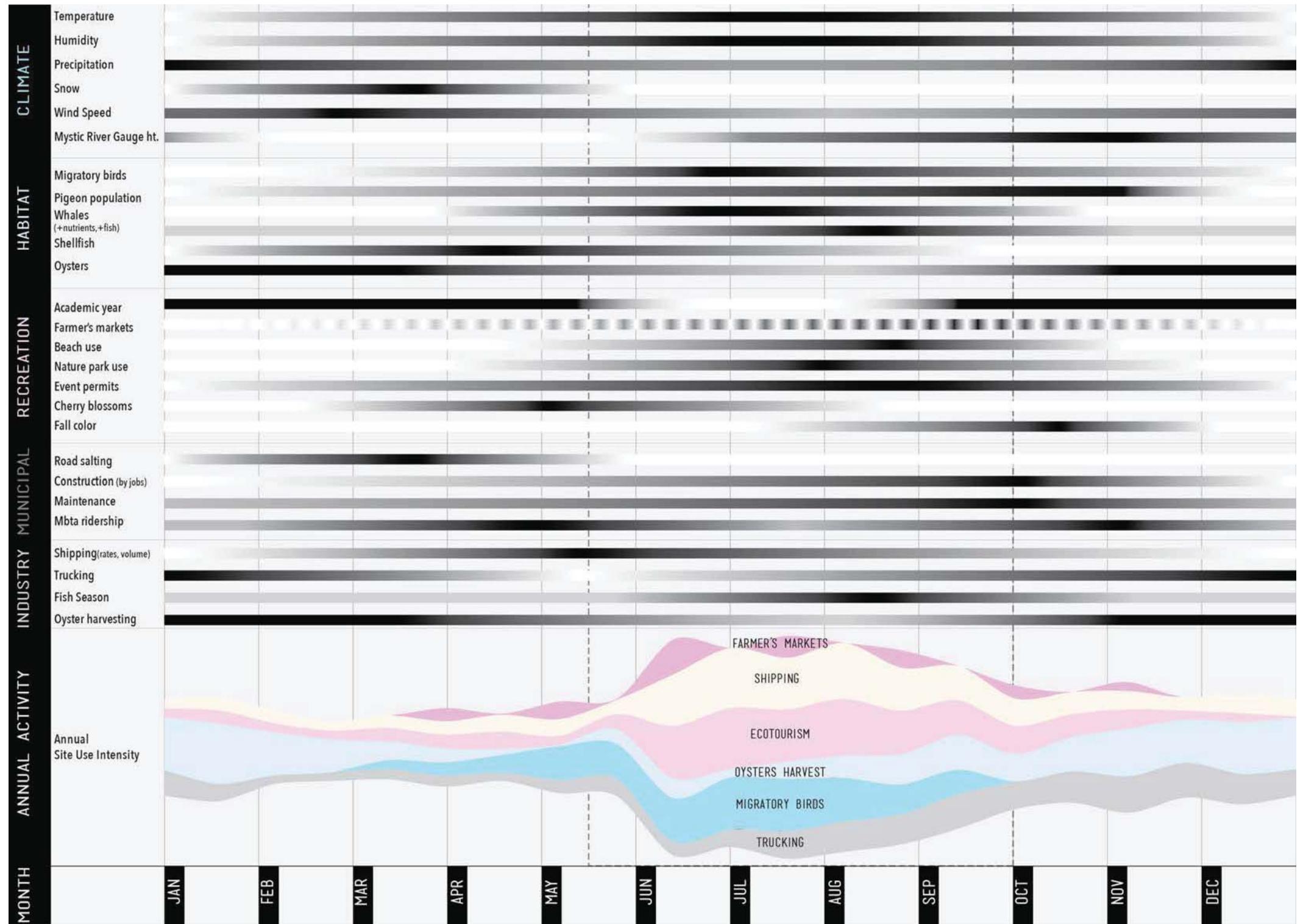


DAILY OCCUPANCY



PROGRAM CALENDAR

TYP. SPECIES



Crassostrea virginica



Melanogrammus aeglefinus



Sylvilagus transitionalis



Charadrius melanotos



Homo sapiens



Circus hudsonius



Prunus serotina



Spartina sp.



Quercus bicolor



Acer rubrum

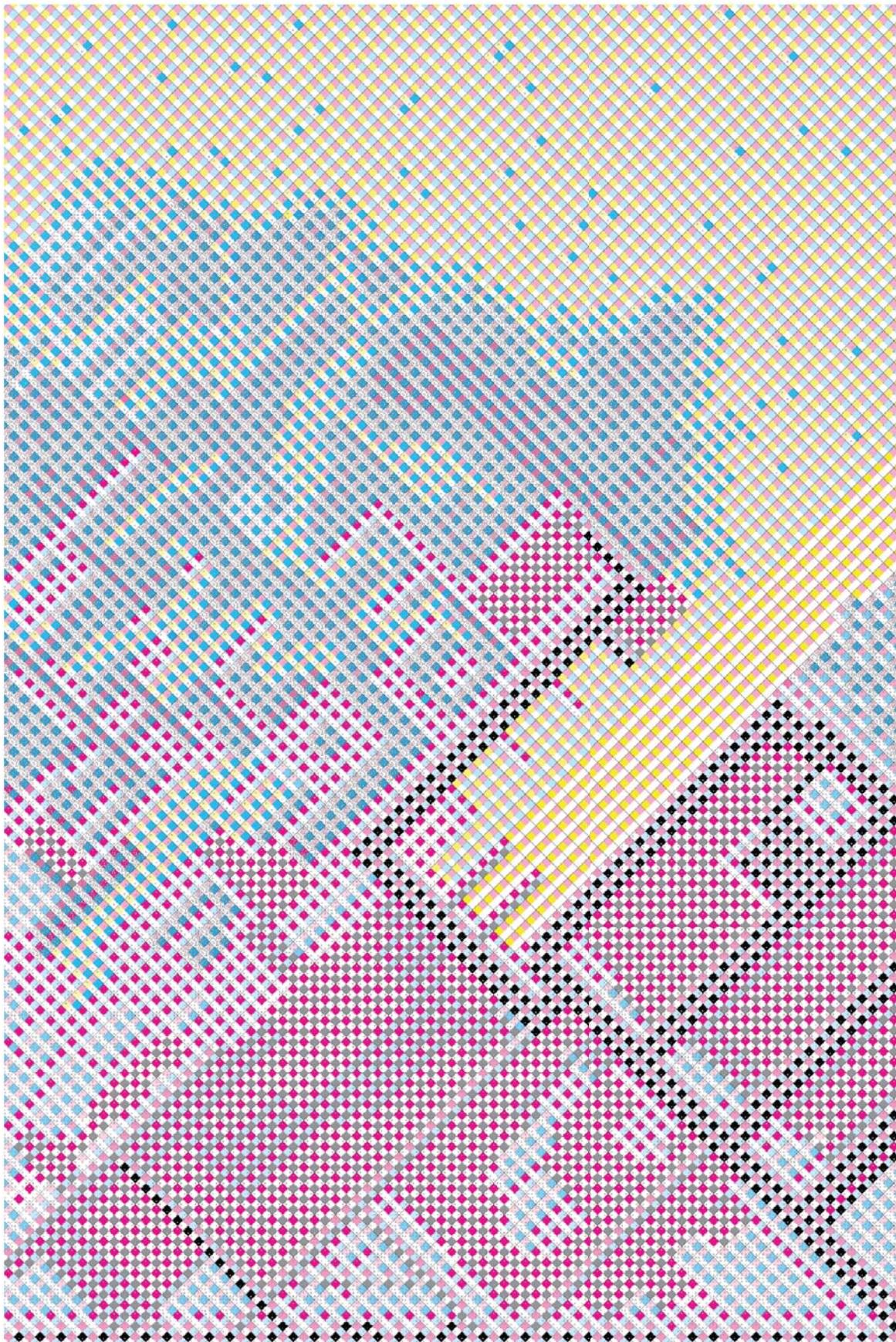


Myrica pensylvanica



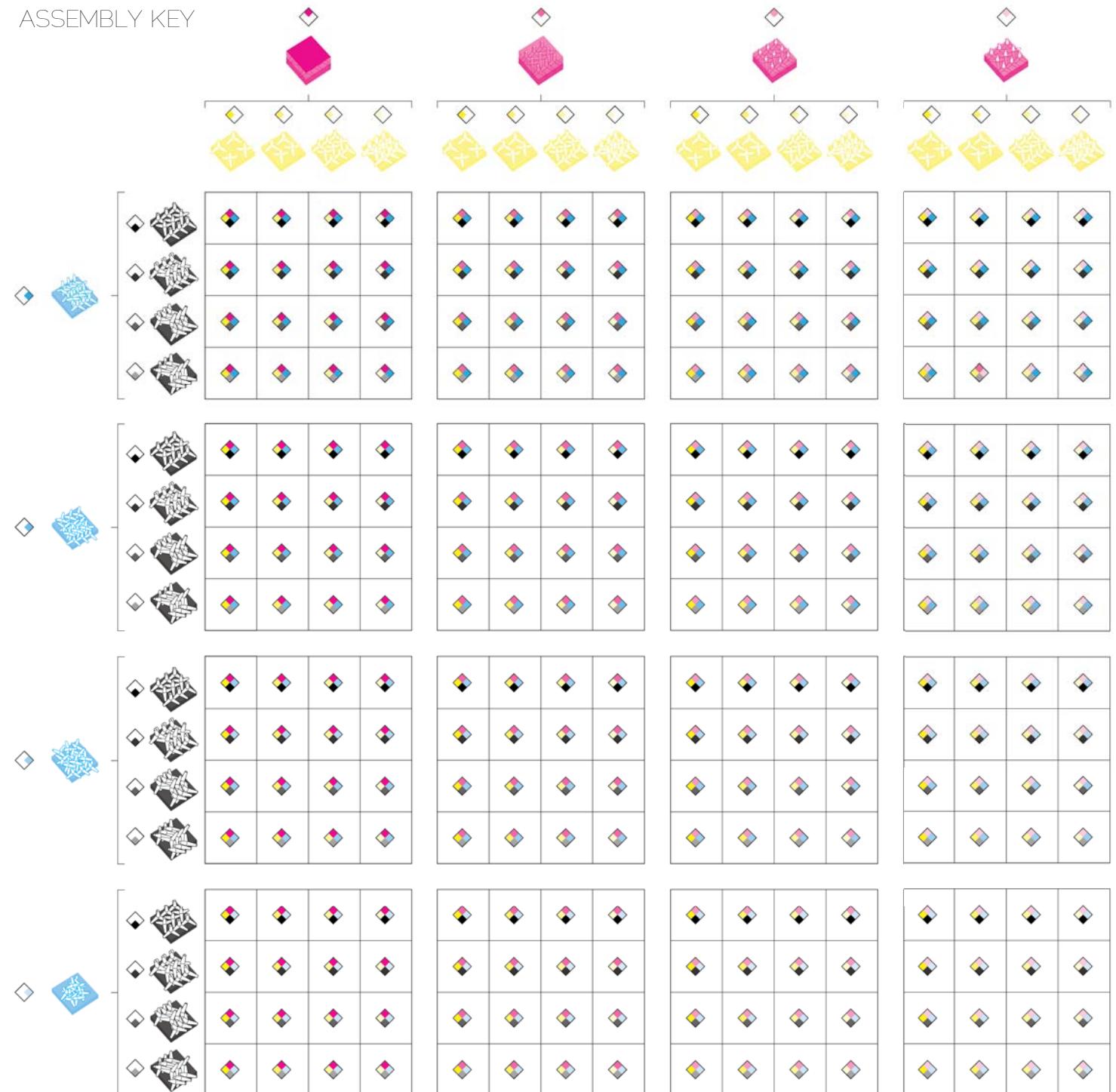
Nymphaea odorata

MODULE ASSEMBLY PLACEMENT

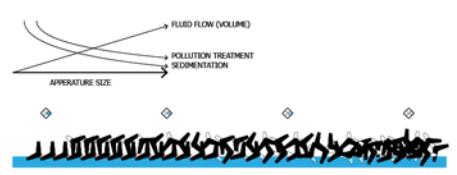


While the constituents of this system must be able to exist together and influence each other, they have varying degrees of tolerance for one another. Each square represents an assembly of modules oriented to attenuate water, wind, pedestrian, vehicular, and animal movement.

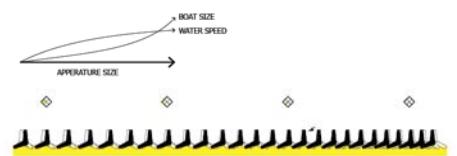
ASSEMBLY KEY



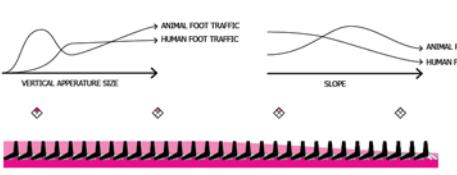
WIND + WATER (SEDIMENT + POLLUTION)



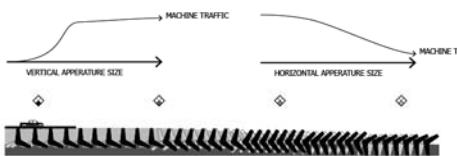
MACHINES (WATER)



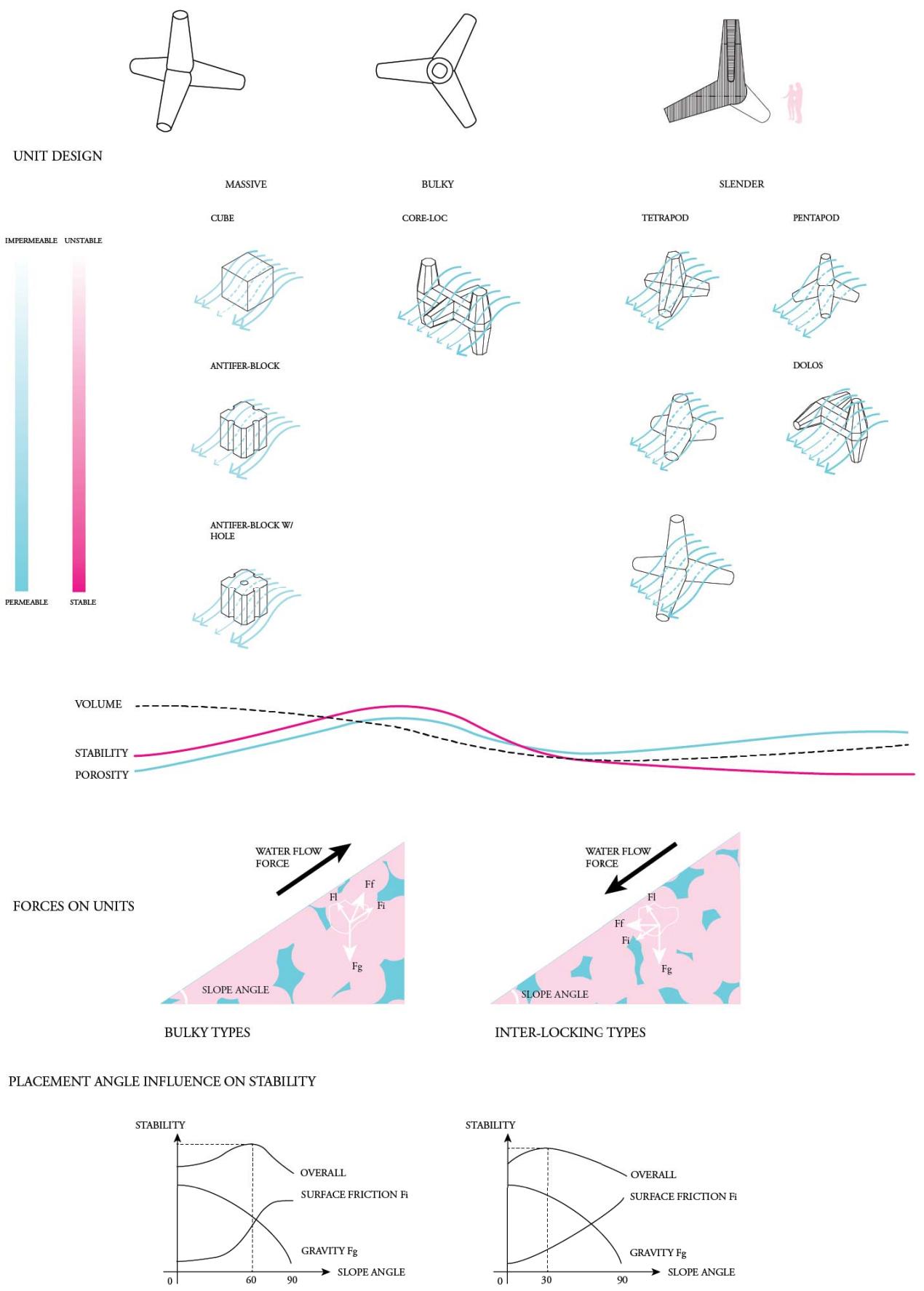
HUMAN + ANIMAL



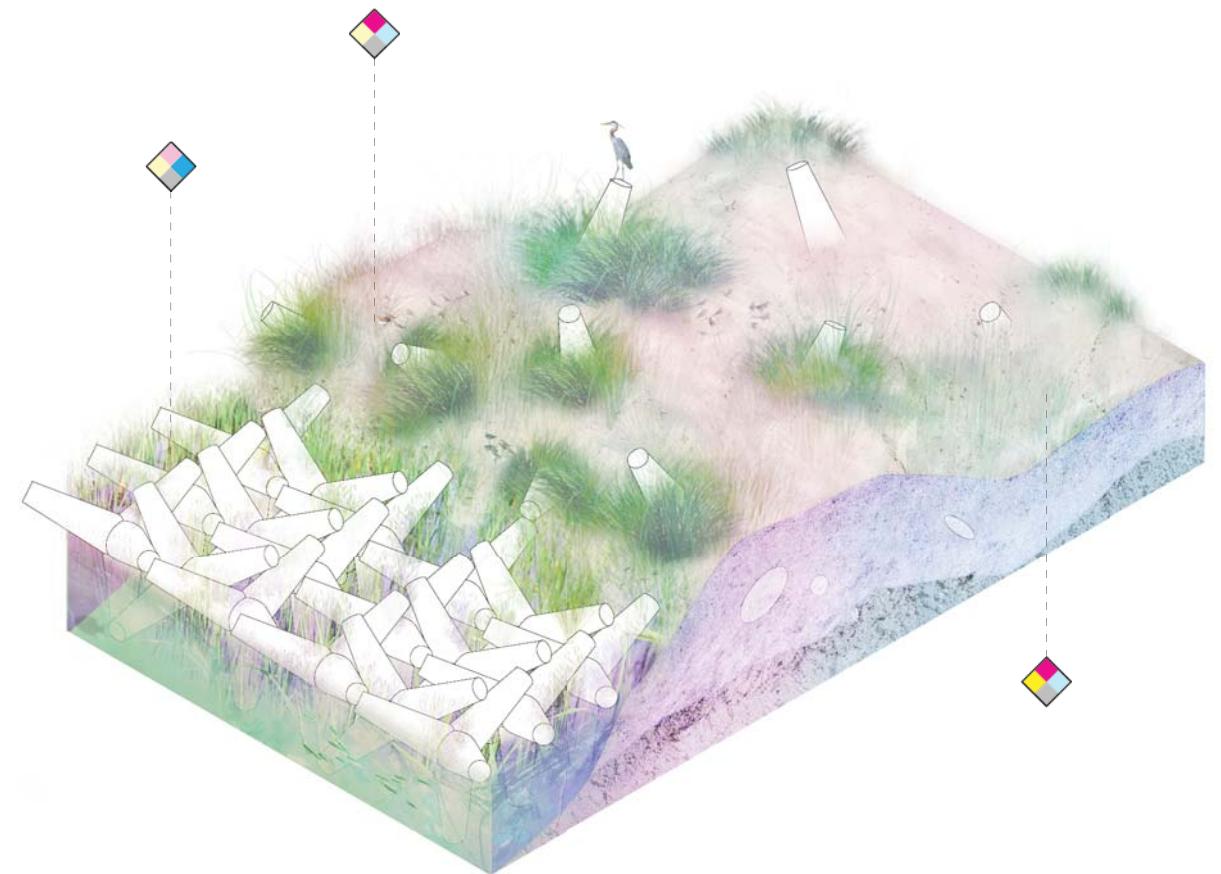
MACHINES (LAND)



MODULE DESIGN



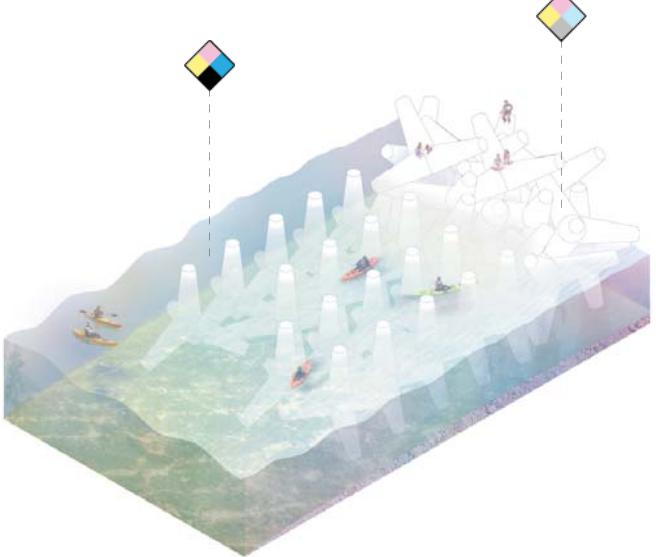
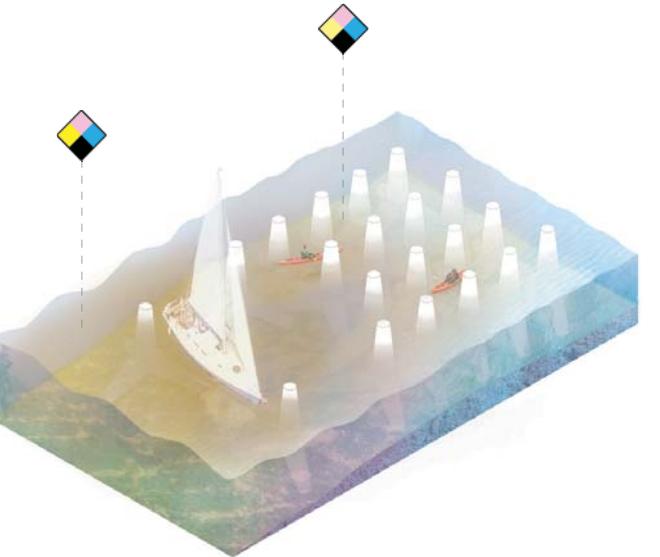
ASSEMBLY DETAILS



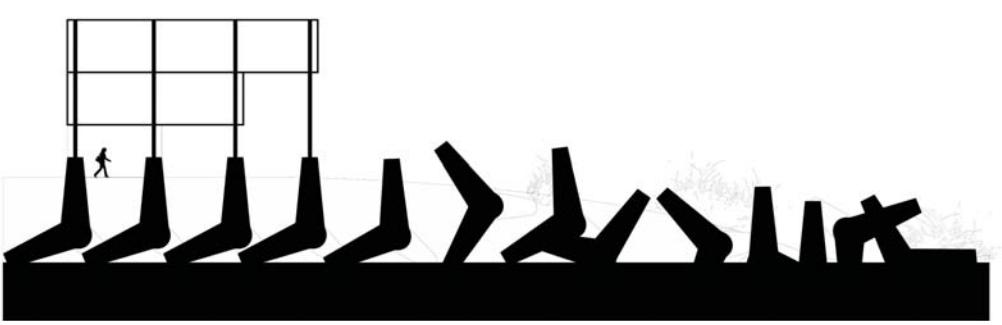
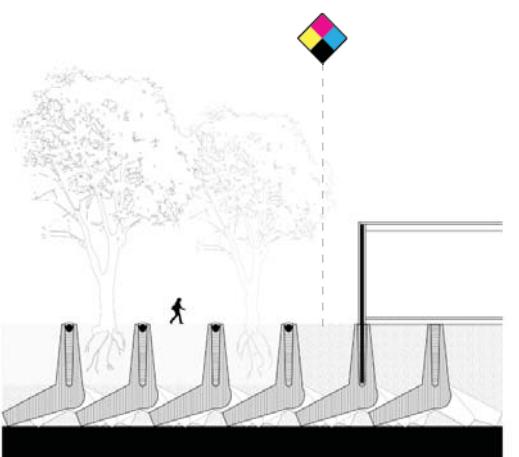
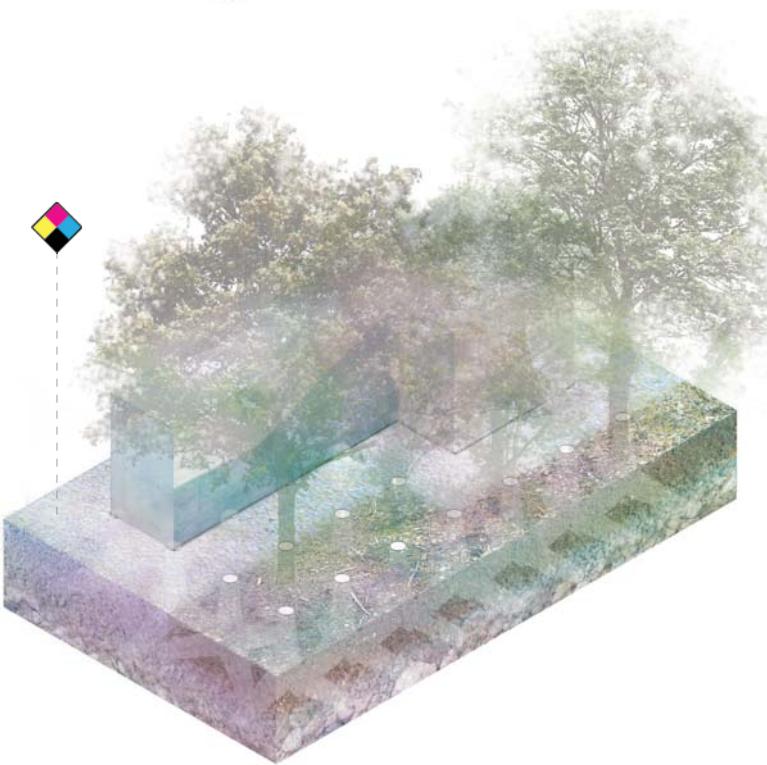
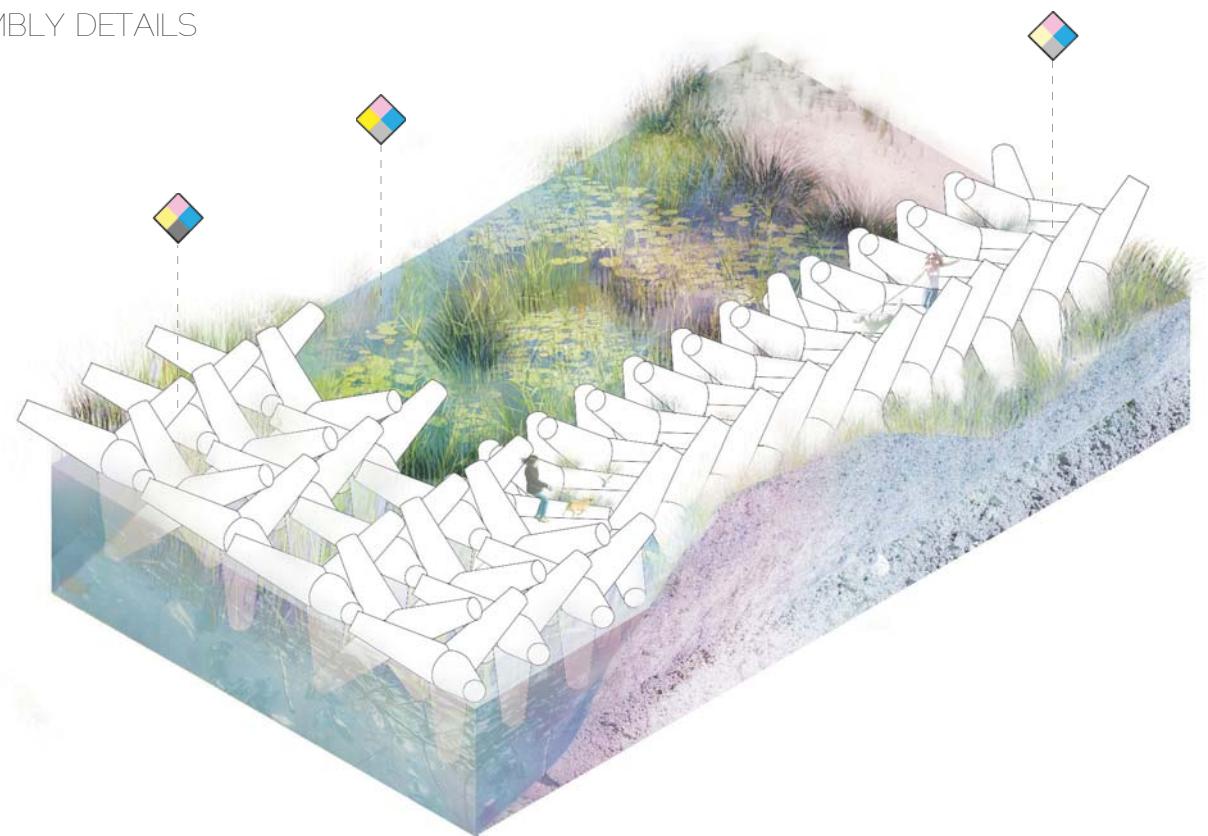
SEDIMENT ACCRETION



ASSEMBLY DETAILS



ASSEMBLY DETAILS



THE HYDRO-ELECTRIC CANAL

Boston Living with Water Competition Finalist
Role | Project Coordinator, Designer 2015

Submitting Team:
Paul Lukez Architecture
C2 Studio Landscape Architecture
Barnraisers Group LLC
Arup
Prof. A. Frankic, UMASS Boston
Simpson Gumpertz & Heger Inc.

Turbine Company Partners |
Blue Energy
MJ2 Technologies
Nitel Energy
OpenHydro

ABSTRACT

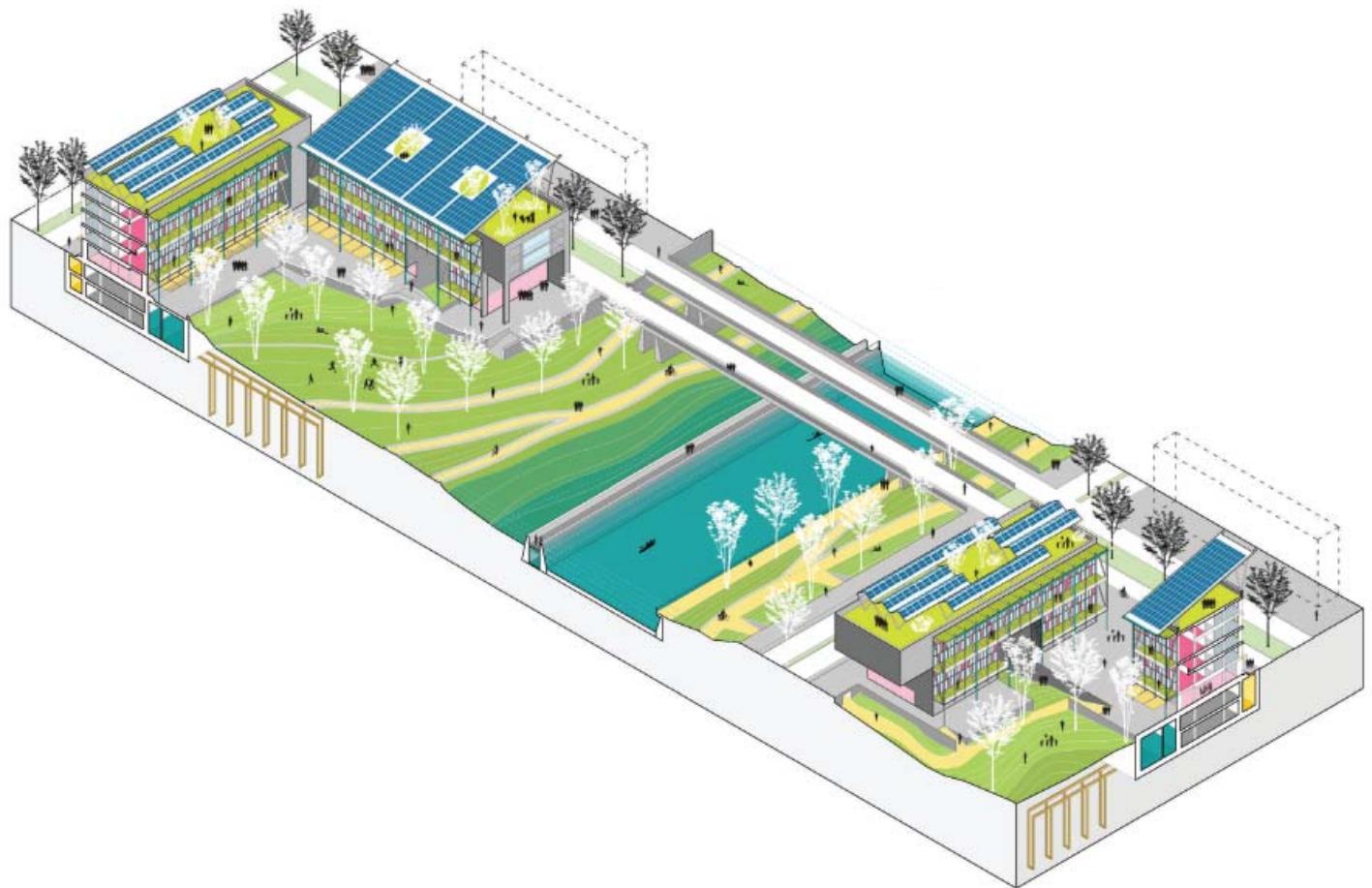
We propose to harness clean energy through hydropower generation from tidal changes and storm surges in low-lying urban areas to shape economically and environmentally resilient self-sustaining communities.

Our proposal offers an array of integrated landscape design, ecological restoration, urban development, and financing strategies for achieving this goal. The latter include public-private partnerships for creating a new energy-producing, amenity laden infrastructure that reduces risk to communities and investors.

By making the problem of sea level rise and the steps taken to adapt to it a visible part of everyday life, we hope to take "sustainability" from an industry buzzword to an inherent part of this community's culture.

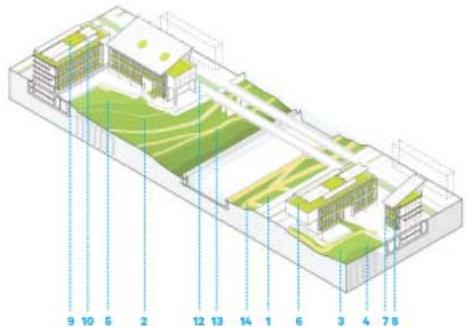


LIVING BUILDING MODULE



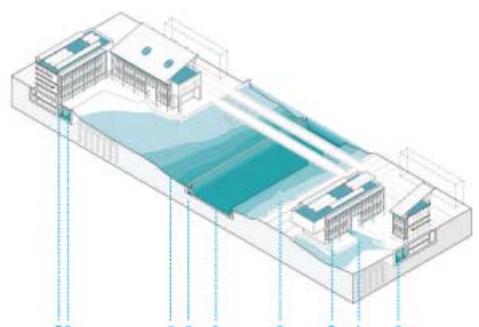
PLACE

Restore a Healthy Interrelationship with Nature



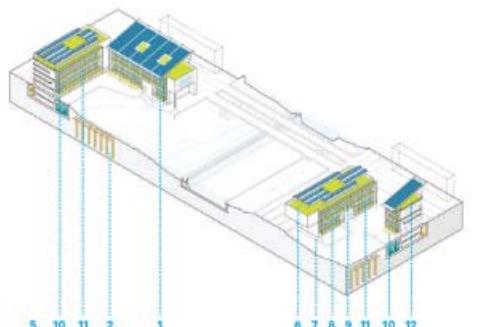
WATER

Create Developments that Operate Within the Water Balance of a Given Place and Climate



ENERGY

Rely Only on Renewable Energy



Requirements

Limits of growth
Wetlands areas > 15 m - 20 m separation
Within the 100 year flood plain

Urban agriculture
Vertical farming
Roof gardens

Habitat Exchange
IL.F.H.P.

Humanity Powered Living
Walkable areas
Pedestrian oriented community

Density and facilities
Electric vehicle charging places
Pedestrian use of weather protection areas
Stairways quality promotion
Accessibility changing facilities

Strategies / Tactics

1. Neighborhood park
2. Green open space
3. Interior landscape
4. Community garden
5. Seasonal vegetation
6. Roof garden
7. Green terraces
8. Vertical farming
9. Urban agriculture
10. Public composting
11. Streets trees
12. Proximity to transit
13. Pedestrian paths
14. Biking encourage

Requirements

Net Positive Water
100% water needs will be supplied by:
Captured precipitation
Natural closed loop water systems

Water purification without use of chemicals
Water storm managed by landscape

Treatment of grey and black water on site by: infiltration, re-use or closed loop system
9. Waterfront accessibility.
Pedestrian paths. Bike lanes.

Strategies / Tactics

1. Hydro Powered canal
2. Dam
3. Wetlands filter run-off
4. Infiltration surfaces as part of the resilience plan

5. Storm water collector
6. Cisterns and connections of water systems
7. Water purification without use of chemicals
8. Recycling water process without chemicals

9. Waterfront accessibility.
Pedestrian paths. Bike lanes.
1. Building Integrated Photovoltaics
2. Geothermal injection and production
3. Bio-Mass production
4. Wind turbines
5. Energy storage installation
6. Compost production
Design building principles to reduce energy consumption
7. Orientation to minimize exposure
8. Re-skinning facades
9. Operable shade structures
10. South glazing elements
11. Fresh air and daylight. Operable windows
12. Cross ventilation

Passive sustainable strategies 15 - 100 years (basis strategies)

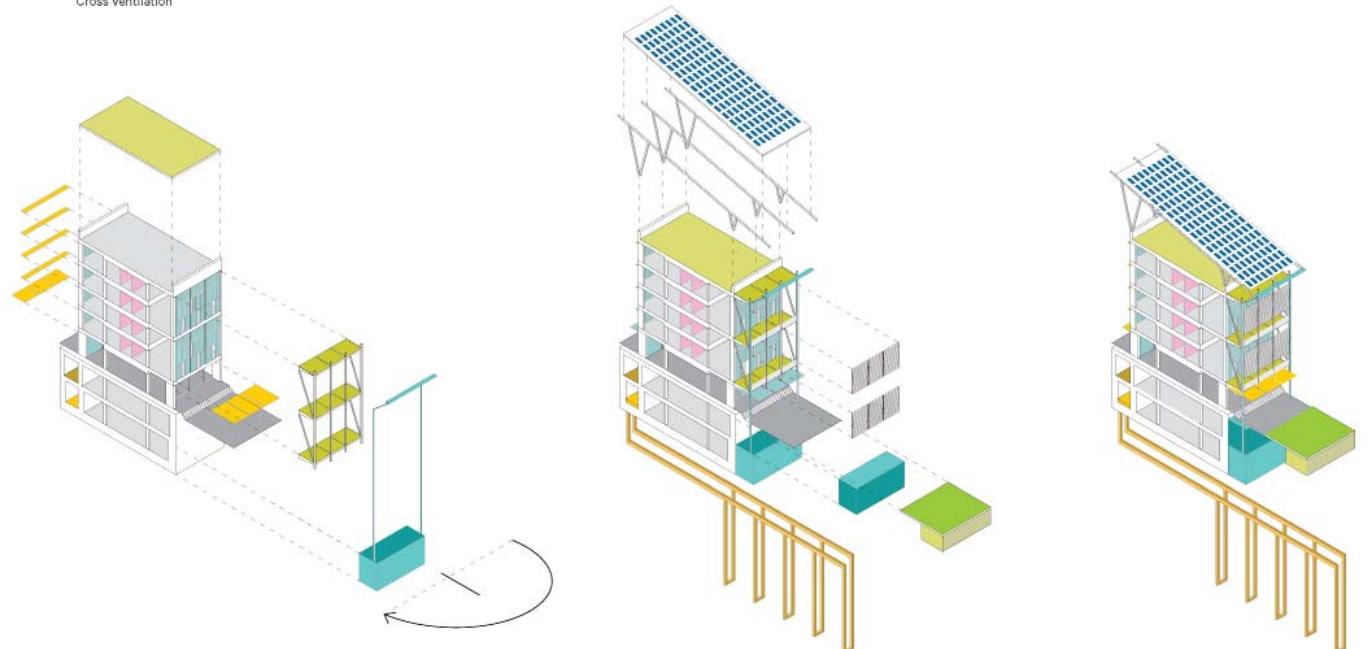
Roof garden
Storm water collect and store it cisterns
Green terraces. Shade structures
Vertical farming
South glazing
Operable windows to regulate climate interior
Re-skinning facades
Orientation to minimize exposure
Fresh air and daylight
Cross ventilation

Active sustainable strategies 15 - 100 years (depending of the technology)

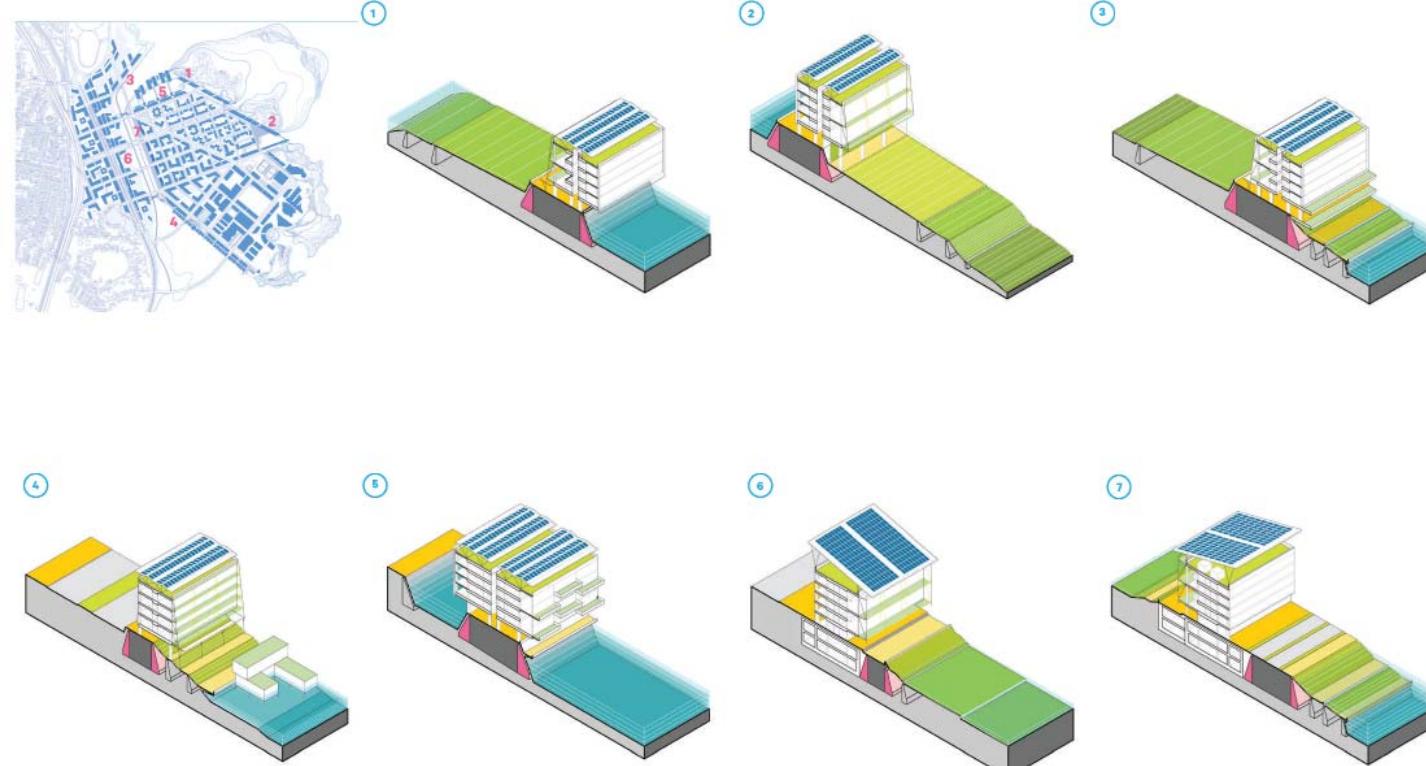
Building Integrated Photovoltaics
Community garden
Water recycling process
Compost production
Geothermal injection and production
Bio-Mass production
Shade structures

Economic Goals

Each living building creates cash flows from alternative energy generation from solar, hydro and wind power. In addition there are avoided costs due to the fresh water retention systems, internal living systems sewage and grey water treatment, geothermal water and air source heat pumps.

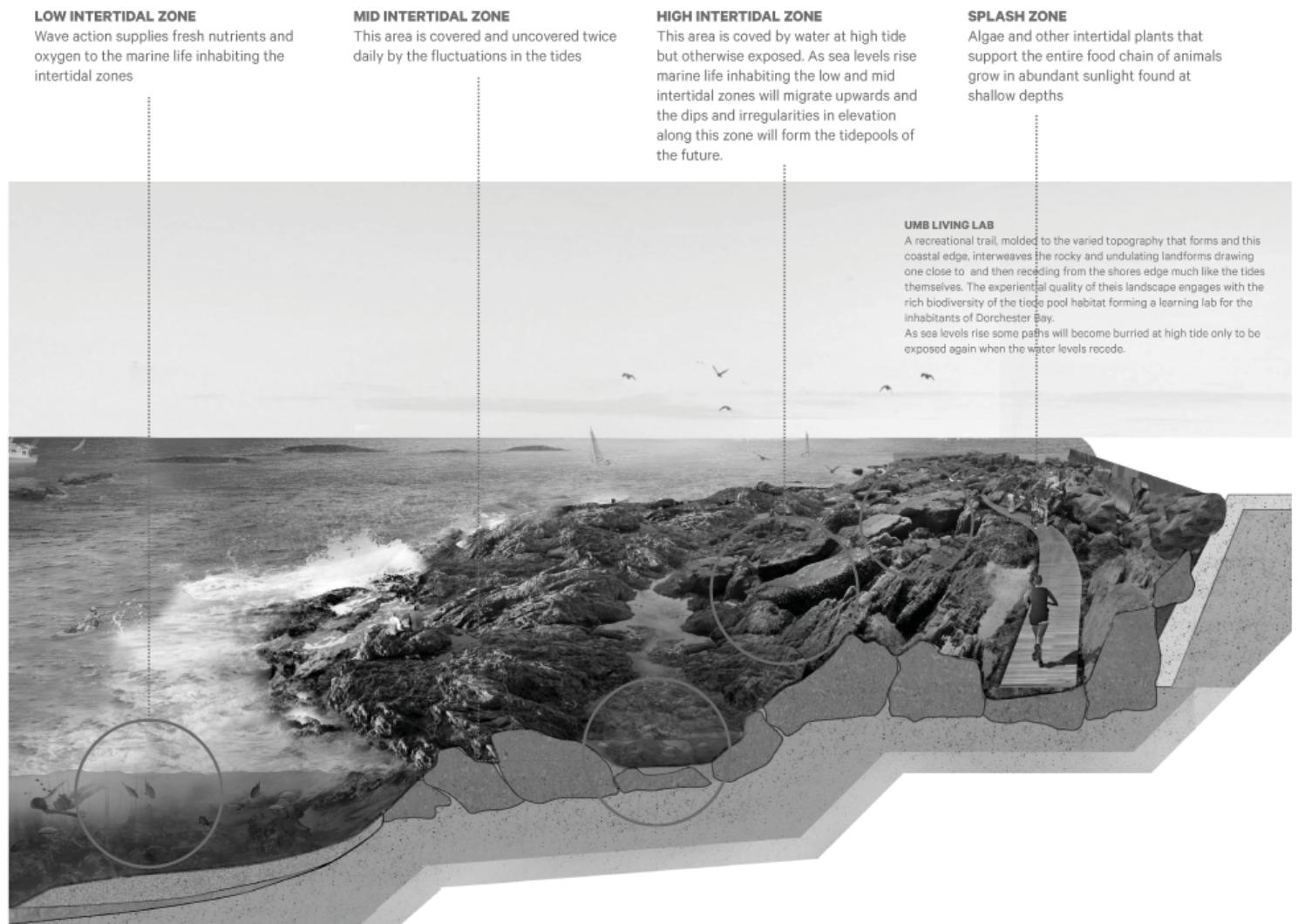


HYBRID Land-Form



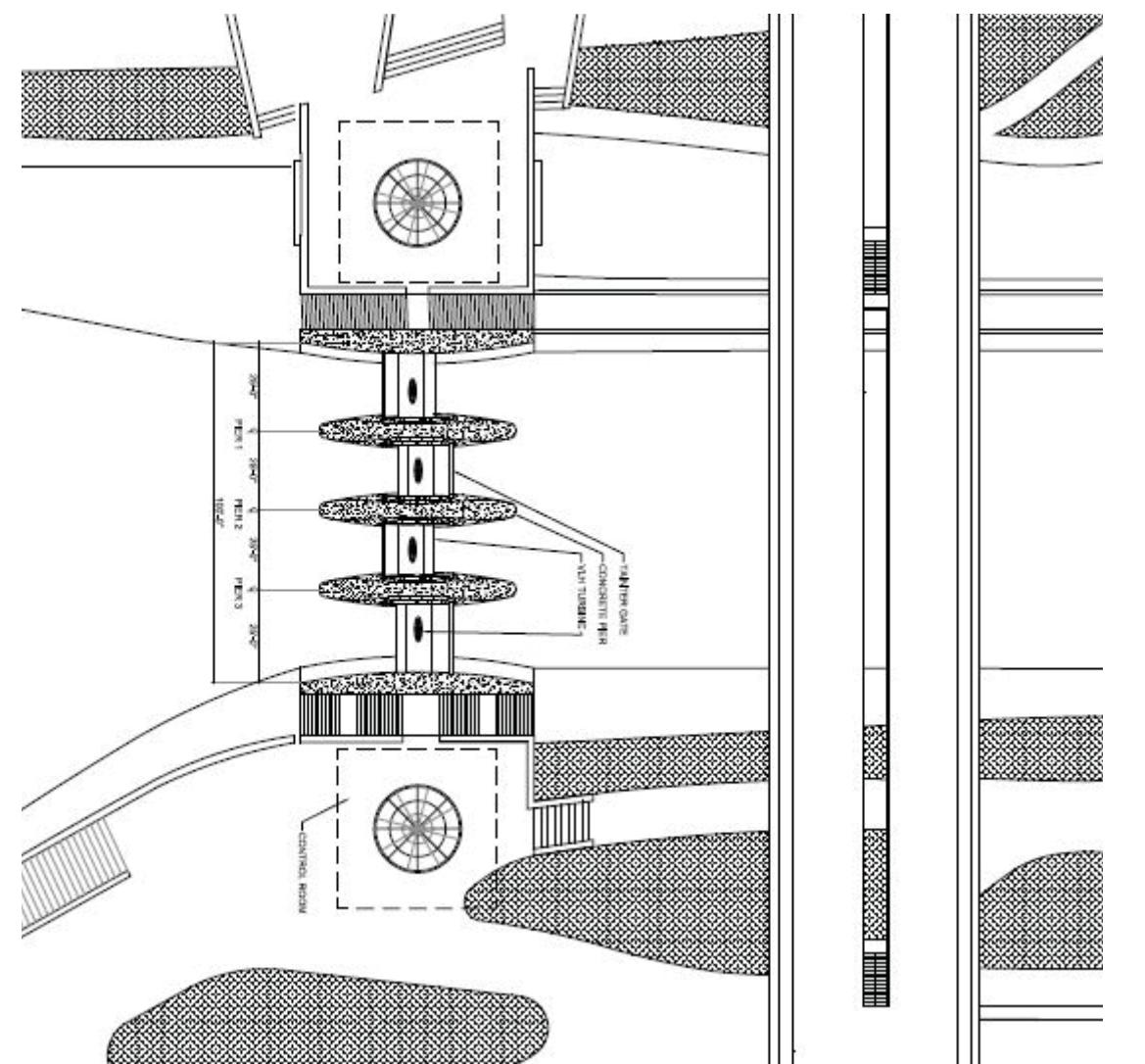
Using the Living Building Challenge (LBC) as a guide, this proposal calls for 4-6 story mixed-use building clusters around naturally landscaped courtyards that serve as retention ponds for storm surges. All modules must meet LBC standards for energy performance, water and waste management, and material design so that each module will be self-sustaining.

LANDSCAPE DESIGN CONCEPT



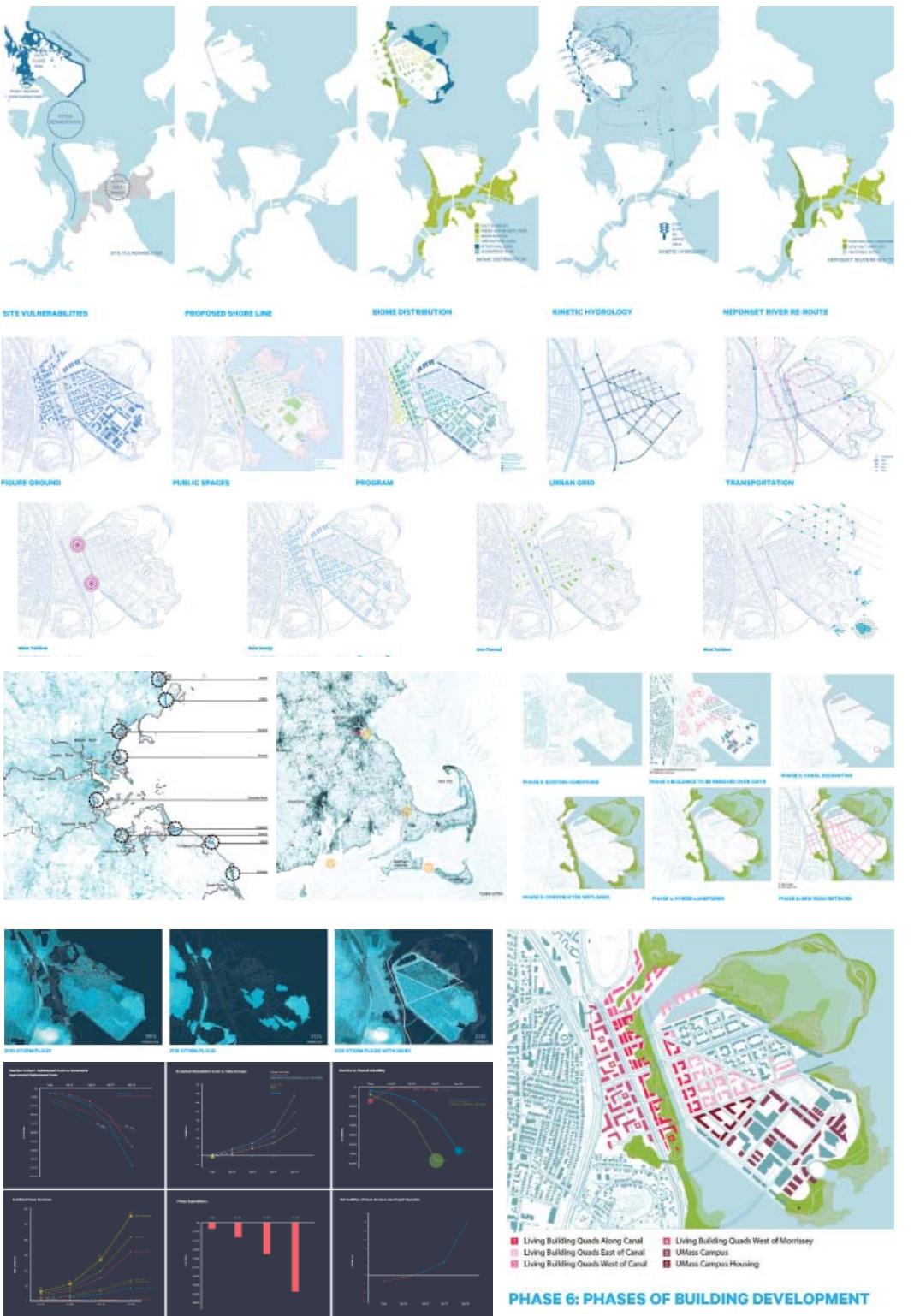
The channel creates an urban floodplain that provides the public with a beneficial civic experience, a signature aesthetic and storm/wastewater treatment. The continuous array of terraced bioremediation wetlands purify and release water into a captured salt marsh, which exchanges salt water with the channel via engineered channel-wall culverts.

ENERGY PRODUCTION



The 'canal' will in fact be a tidal barrage, or a reservoir bounded by a turbine-studded dam that can be gate-sealed to yield a height difference (hydraulic head) between the ocean and the canal. This stores ample potential energy and converts it to mechanical energy as the water is released across the turbines. In addition to my supervisory role as Project Manager and the miscellaneous asset production I performed, I was directly responsible for the engineering design of the canal and tidal barrage. Our engineering team members provided a hydrological model of the Boston Harbor, which made it possible to size the channel and turbines to the real conditions there. I solicited technical advice from several hydropower companies, and produced a plausible energy production scheme. The complete details, equations, and diagrams can be seen on the final boards or in the appendix document.

PHASING AND CIRCULATION



SITE PLAN

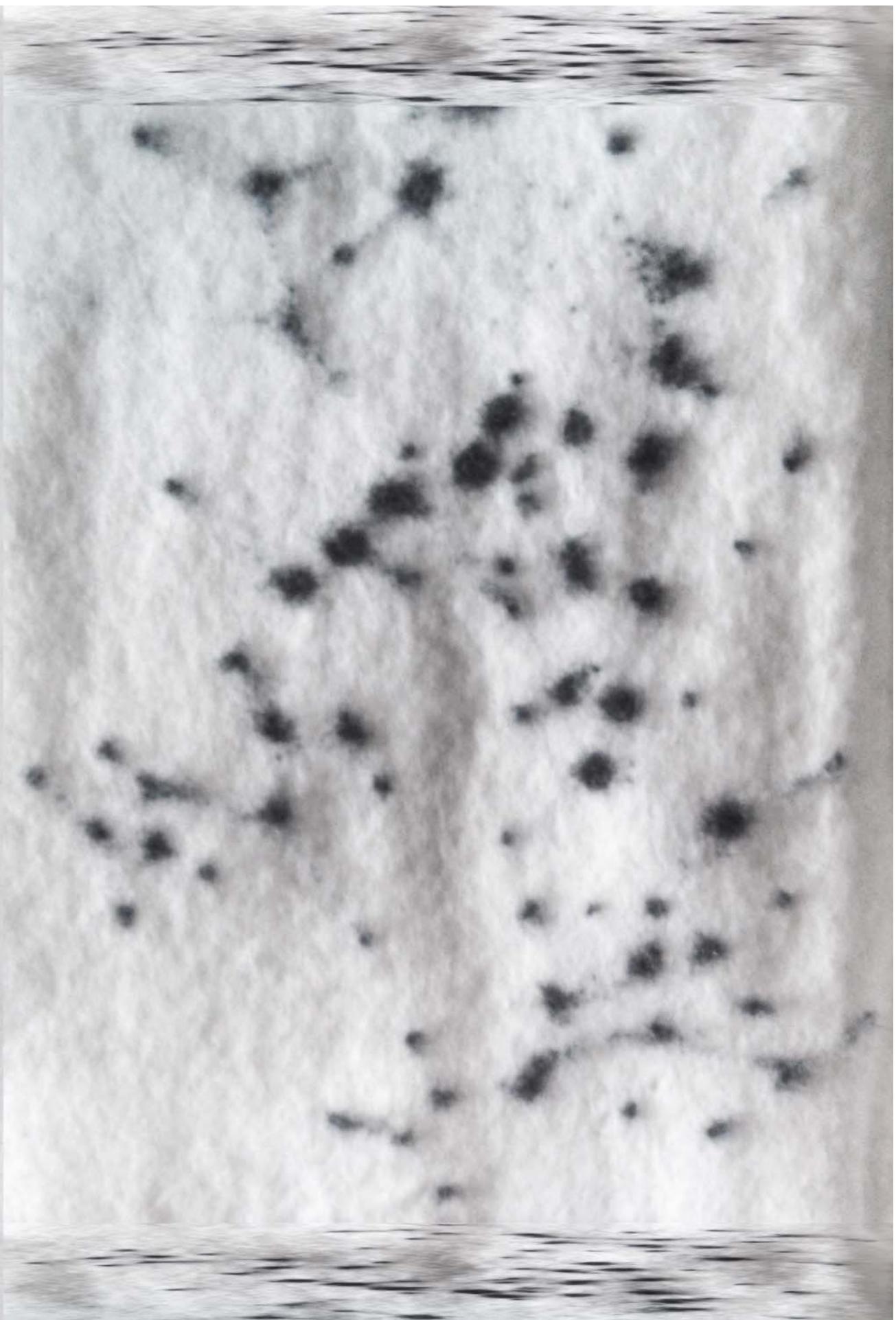


EAST BOSTON MUSIC HIGH SCHOOL

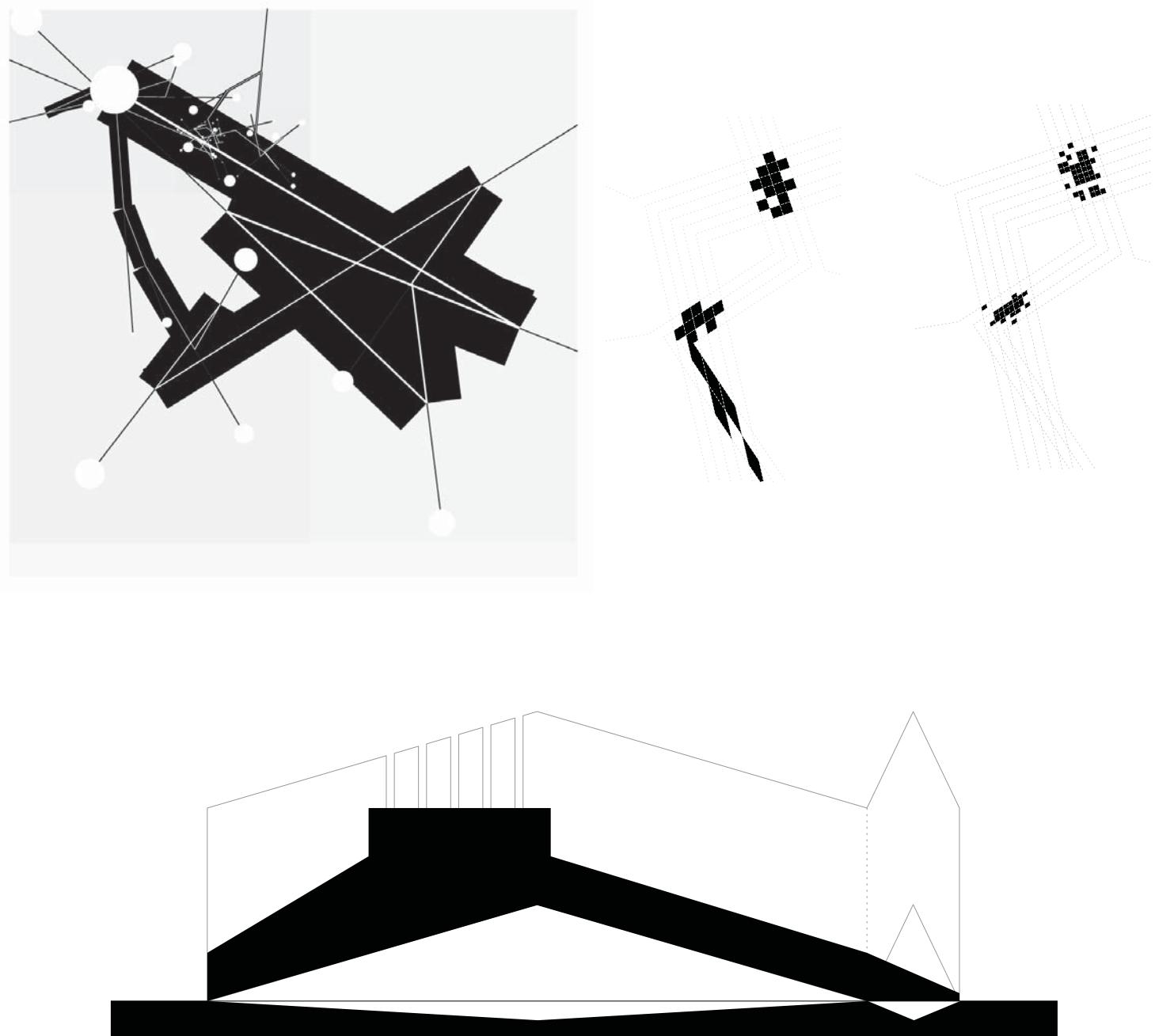
4.115 Architecture Design Studio II
Critic: William O'Brien Jr.
MIT SA+P 2014

CONCEPTUAL PRECEDENT

At points of connection to the substrate fabric, individual fibers are packed so densely that they fuse, or 'felt'. The concepts of gathering strands, continuous paths, and significant nodes at turns and intersections persist in the final building scheme.

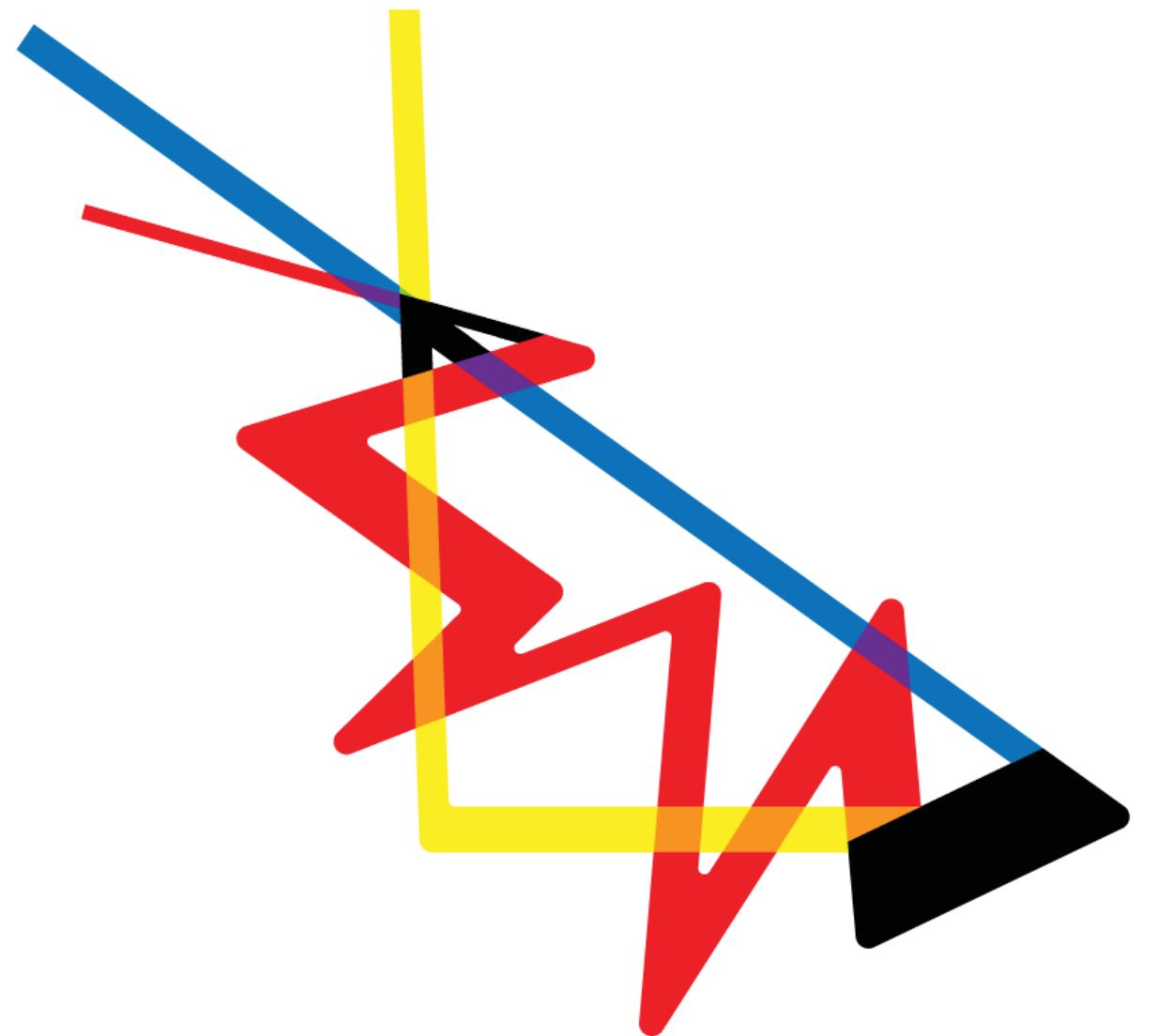


EXPERIMENTAL DRAWINGS



EXPERIMENTAL MODELS





PATHS (ABOVE)

The figure of the building is defined by strands assigned to each of the constituent user groups - the administrators and staff (blue), the teachers (yellow), and the students (red). Turns create intersections in response to the degree of interaction between groups.

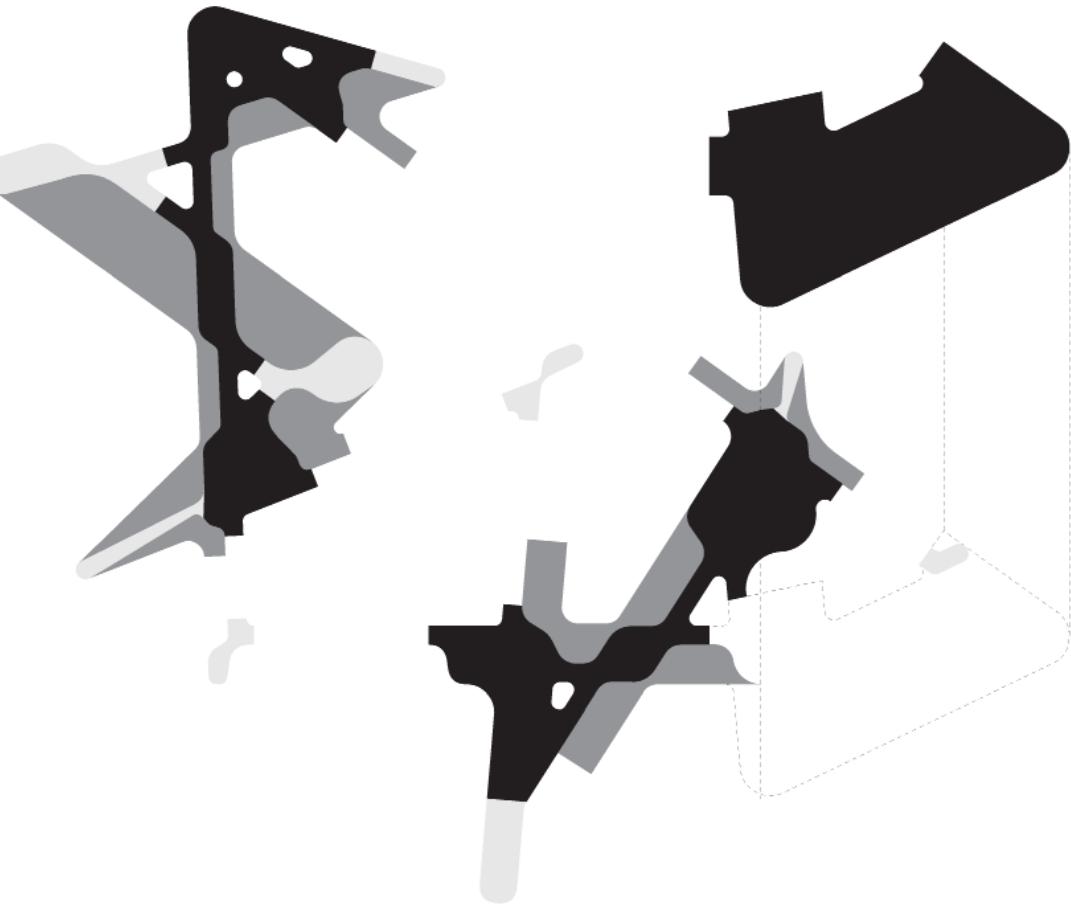
The activity level of the program rises from landscape and parking in the quiet Northwest corner, surrounded by forest and residences, to a dramatically cantilevered, publicly accessible auditorium and event space that abuts the active urban circle to the Southeast.

INTERSECTIONS (RIGHT)

Narrow corridors open into sky lit intersections, and users can pool and socialize in niches where the void pushes into the program.

A second type of intersection occurs around the corners of crossing paths, where related program is connected by small pinches to create an enfilade.

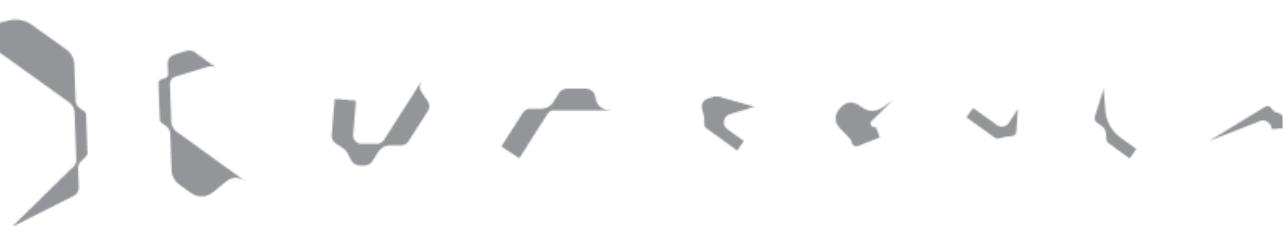
A final type occurs at the turns, where a semi-private space is pinched off of the corridor. The boundaries of these spaces are defined by the extension of successive segments, as though the strand were intersecting itself. At the most extreme points, the glazed interior loop penetrates the opaque outer loop to create connections with the outside.



CROSS

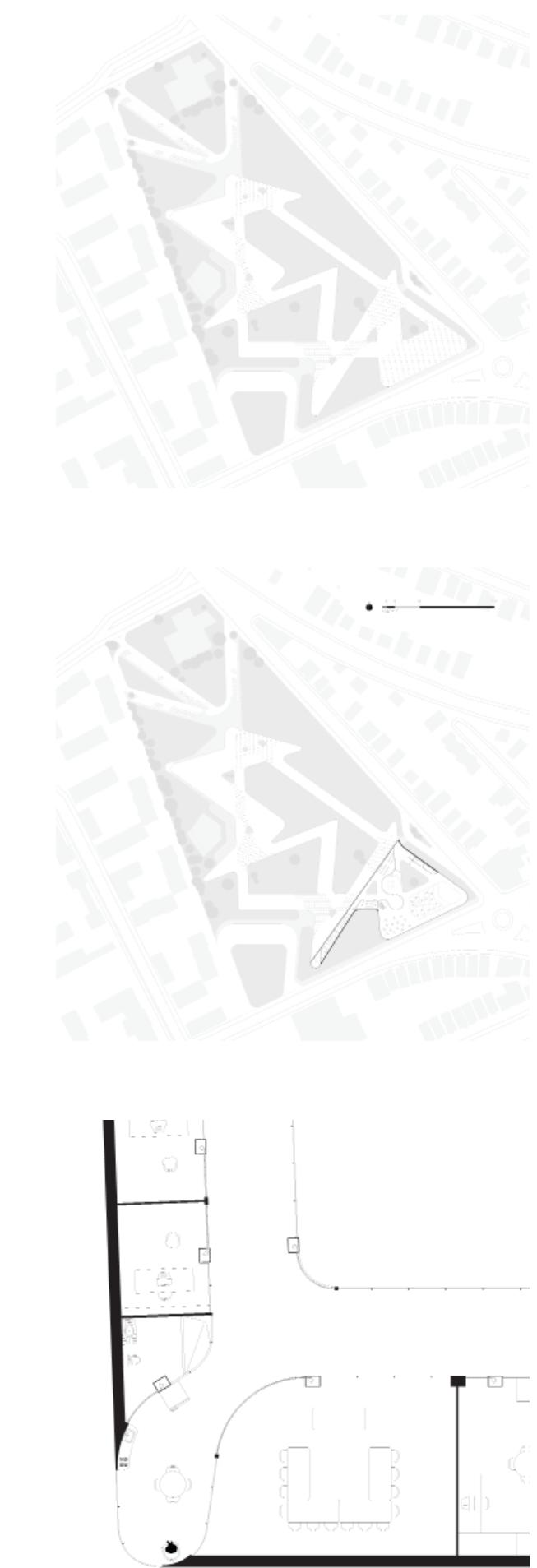


CORNER

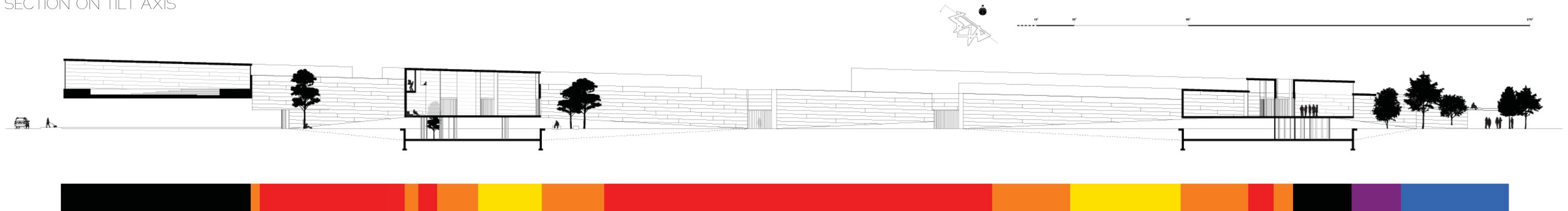


KINK

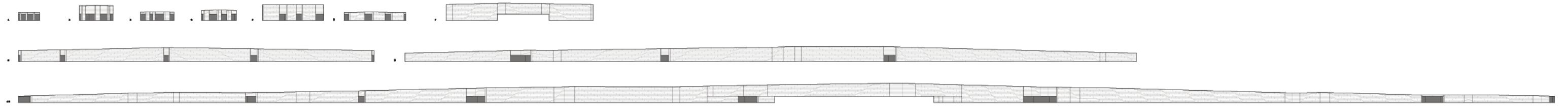




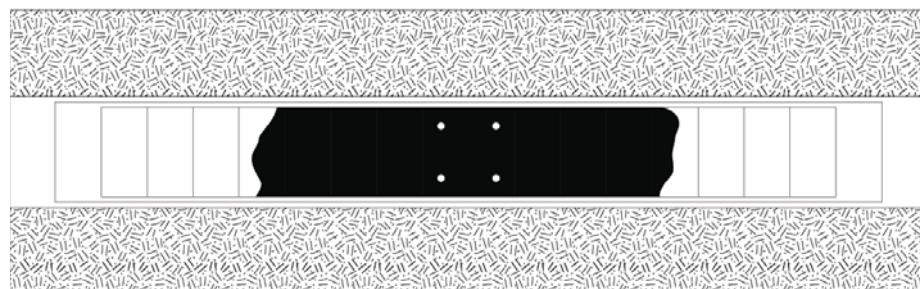
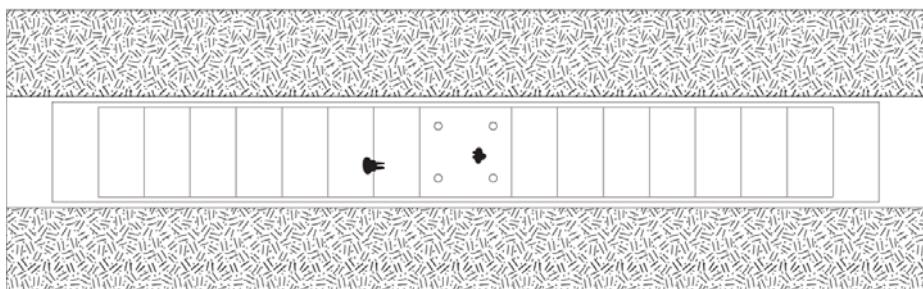
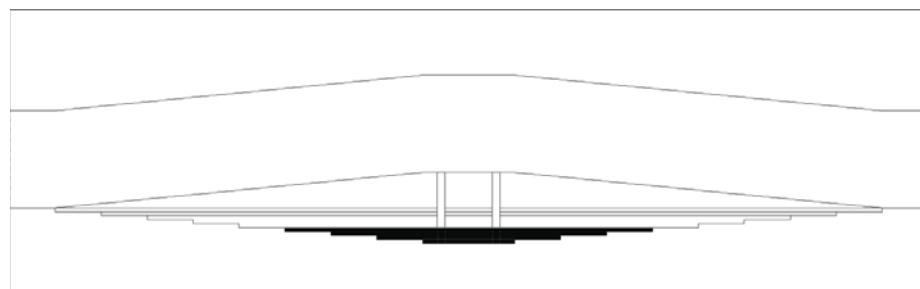
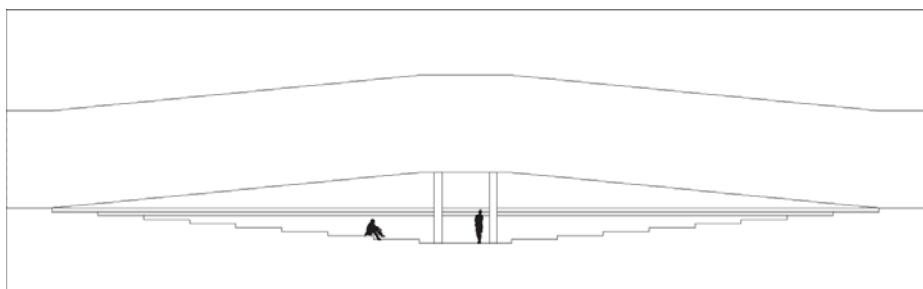
SECTION ON TILT AXIS



UNROLLED ELEVATIONS



FLOOD CONTROL



FAN PIER PARK

1111 Landscape Architecture CORE I
Critic: Zaneta Hong
Harvard GSD 2015

ABSTRACT

The coastlines of New England are peppered with drumlins left by the glaciers that shaped this area. Many are uninhabited and inaccessible, their caps of deep, dense green rising mysteriously out of the ocean.

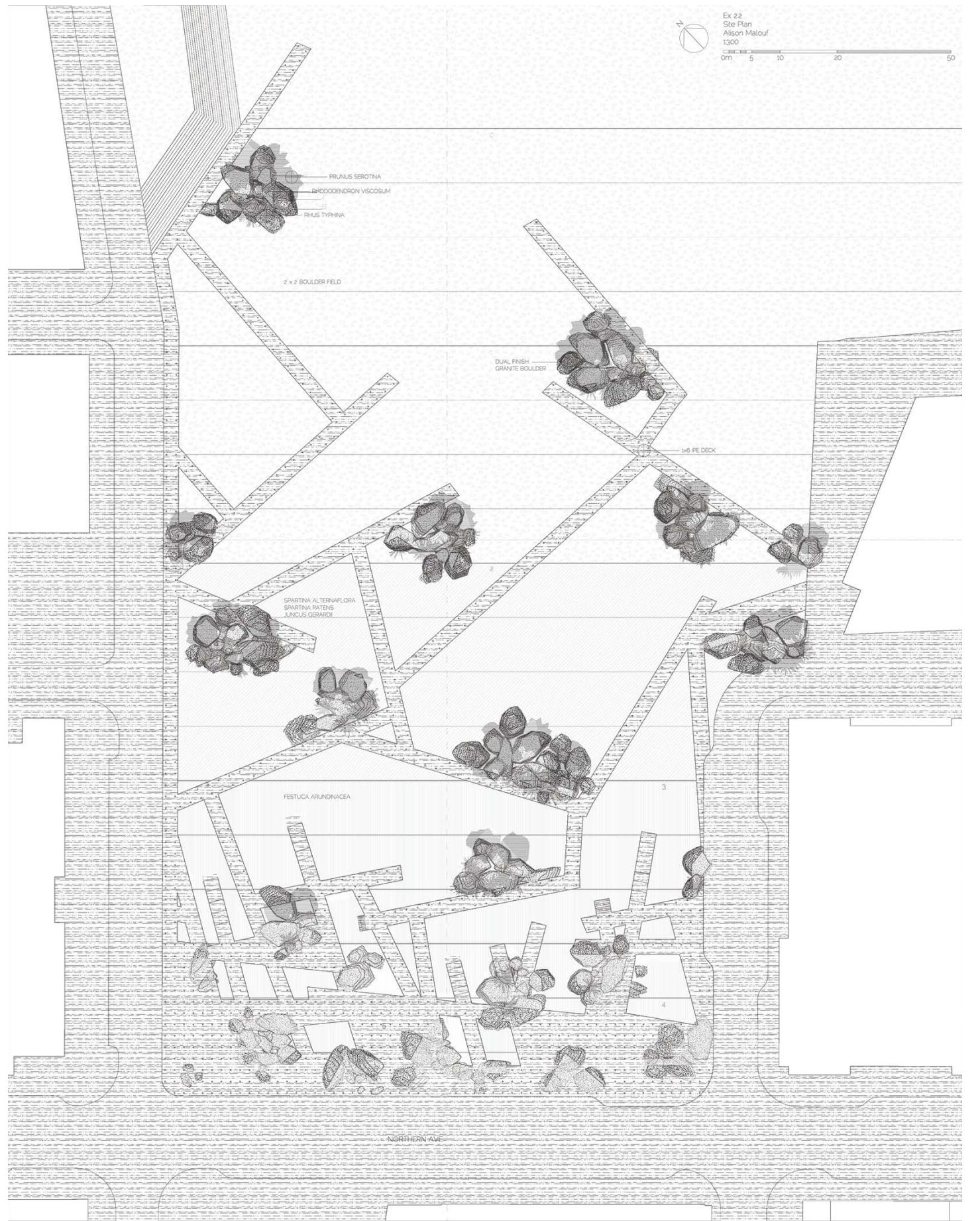
My initial approach to this project was a very civic scheme that reflected the values and aesthetic of the Innovation District. Given that the project will not be built, I moved to a scheme that challenges the community to acknowledge parts of the natural environment that are tamed by the hard lines and slick materials found throughout the rest of the neighborhood, and experimented with a symbolic representation style.

The intervention that I have proposed includes a field of salt tolerant grasses that will encroach on the turf grass as sea level rises, forcing a retreat onto the wooden deck on the Southern end of the site. A thin network of deck suspends visitors over a large, active intertidal zone, punctuated by thickly planted islands.

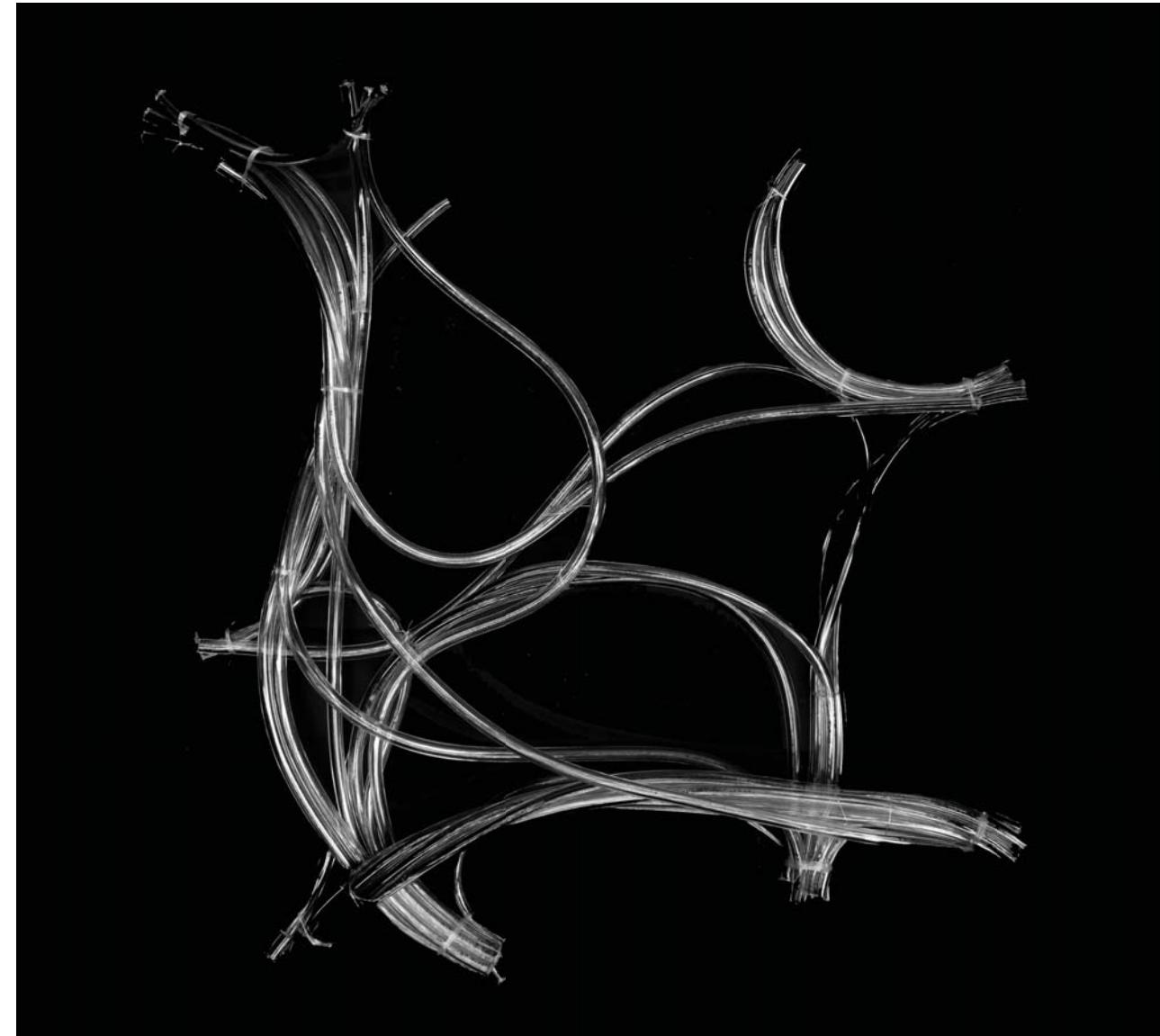
These islands and the piers that connect them are meditative spaces that allow appreciation and contemplation of the various sensory phenomena of the sea coast - the sound of the wind, the movement of the water's surface, the smell of brine. They facilitate a personal connection to local environment and a sense of responsibility for it's fate.



SITE PLAN

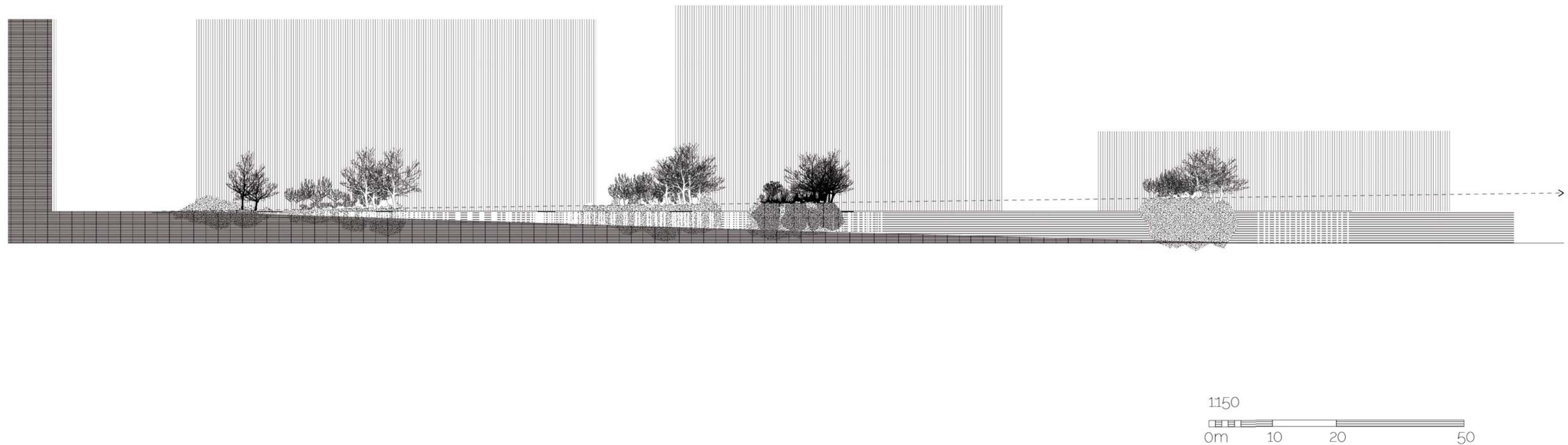


CIRCULATION DIAGRAM



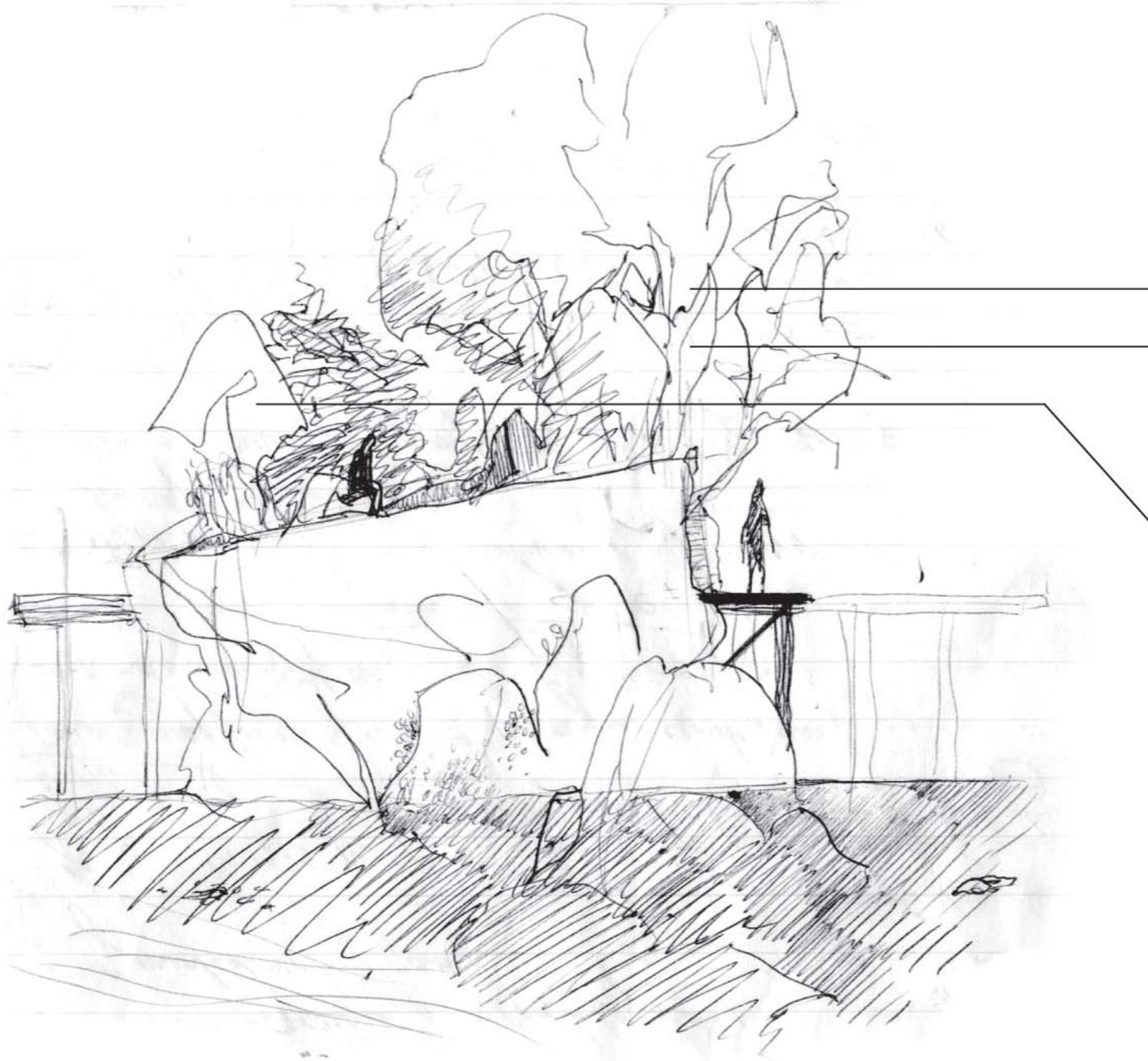
This diagram models activity levels of the pedestrian pathways that comprise the site. The context is busy, densely residential and commercial, and high traffic. The proposed tidal park is comparatively low traffic, and there are no direct connections across the site. It is a place to go to enjoy the sensations of the waterfront in intimate groups or alone. This model is interactive, and events or times of day can be modelled by turning it to let the black sand rush through the tubes.

LONGITUDINAL SECTION



This assignment began with a precedent analysis of Snohetta's Oslo Opera House. From this initial study, I kept the overall gesture and angle ratio of the two planes that split to form its deck and roof. The lower plane eases smoothly into the water, and the upper plane rises at a shallower angle to define the floors of the occupiable pockets that are cut out of the precast concrete boulder assemblies. At the ground datum (5m above sea level) a thin web of decking strings the platforms together and tethers them to the surrounding site.

PLANTING SCHEME



Each platform is densely planted with species native to the New England coast. Twisted black cherries line the northern edge and form a windbreak that protects the people and plants behind them. With the sumac, they create a dense, thicket-like private pocket that screens the surrounding high rises from view. Rhododendrons fill in the understory. The rough surfaces of the platforms will accumulate a natural layer of first succession species, like lichens, over time. Below the tide line, they will be encrusted with barnacles and other shellfish.



Prunus serotina

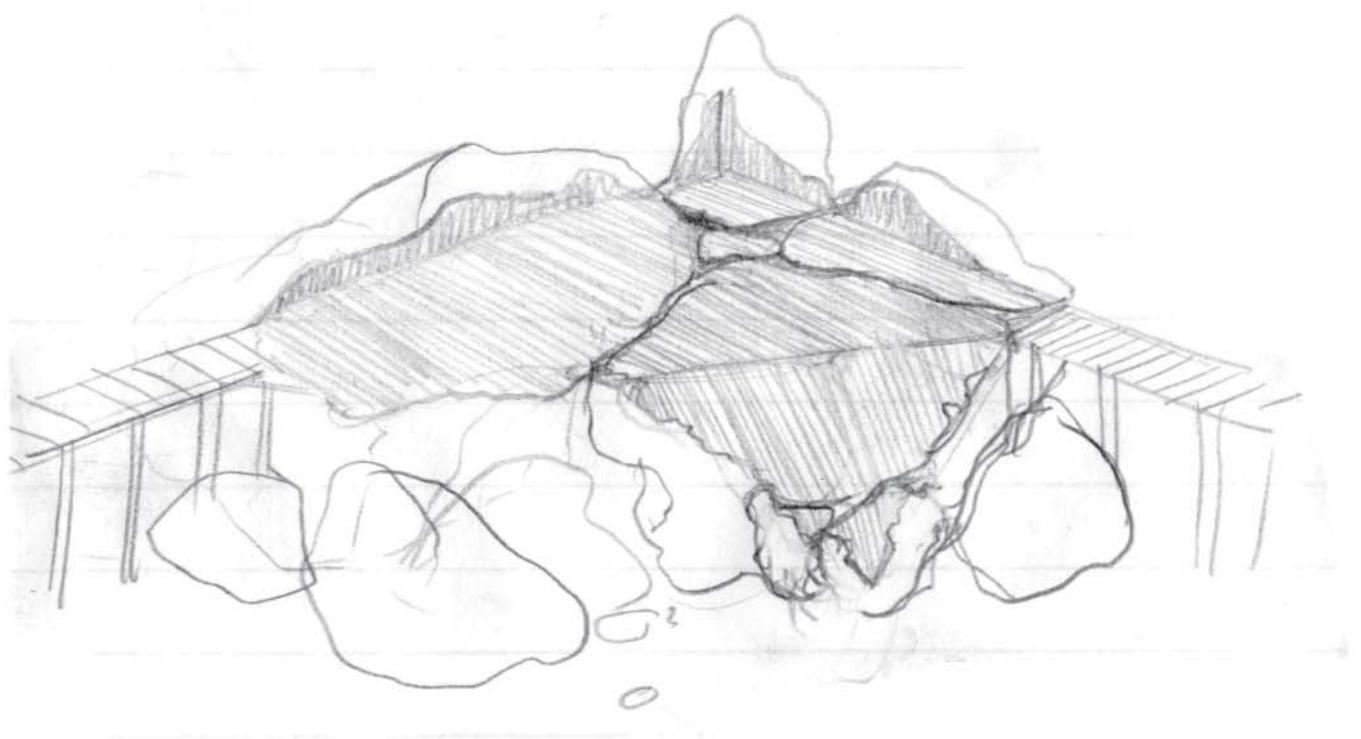
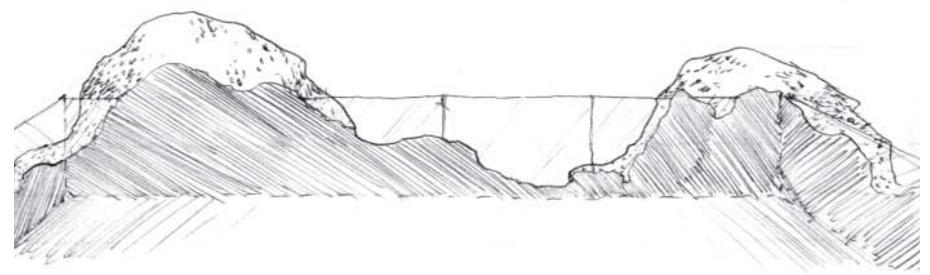
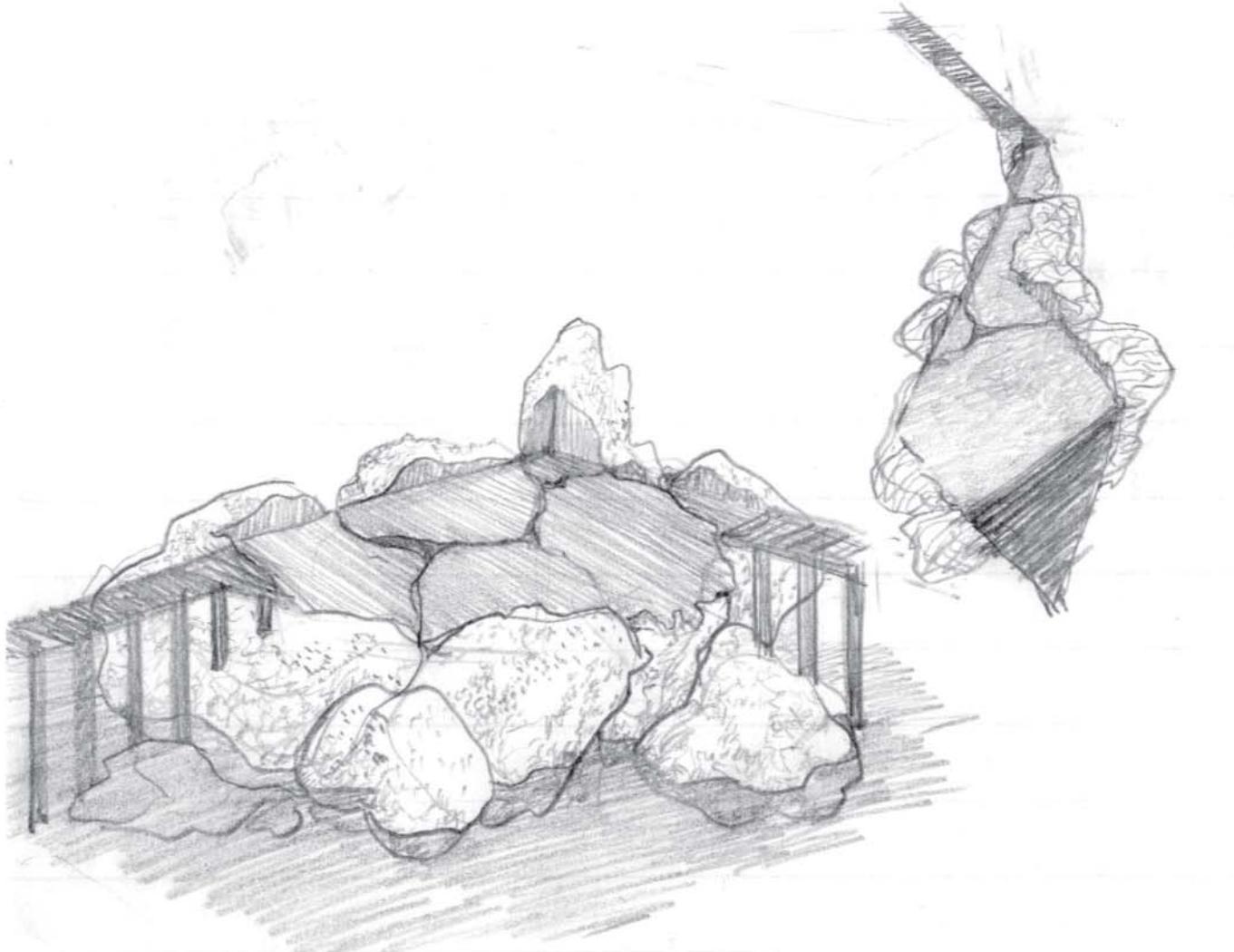


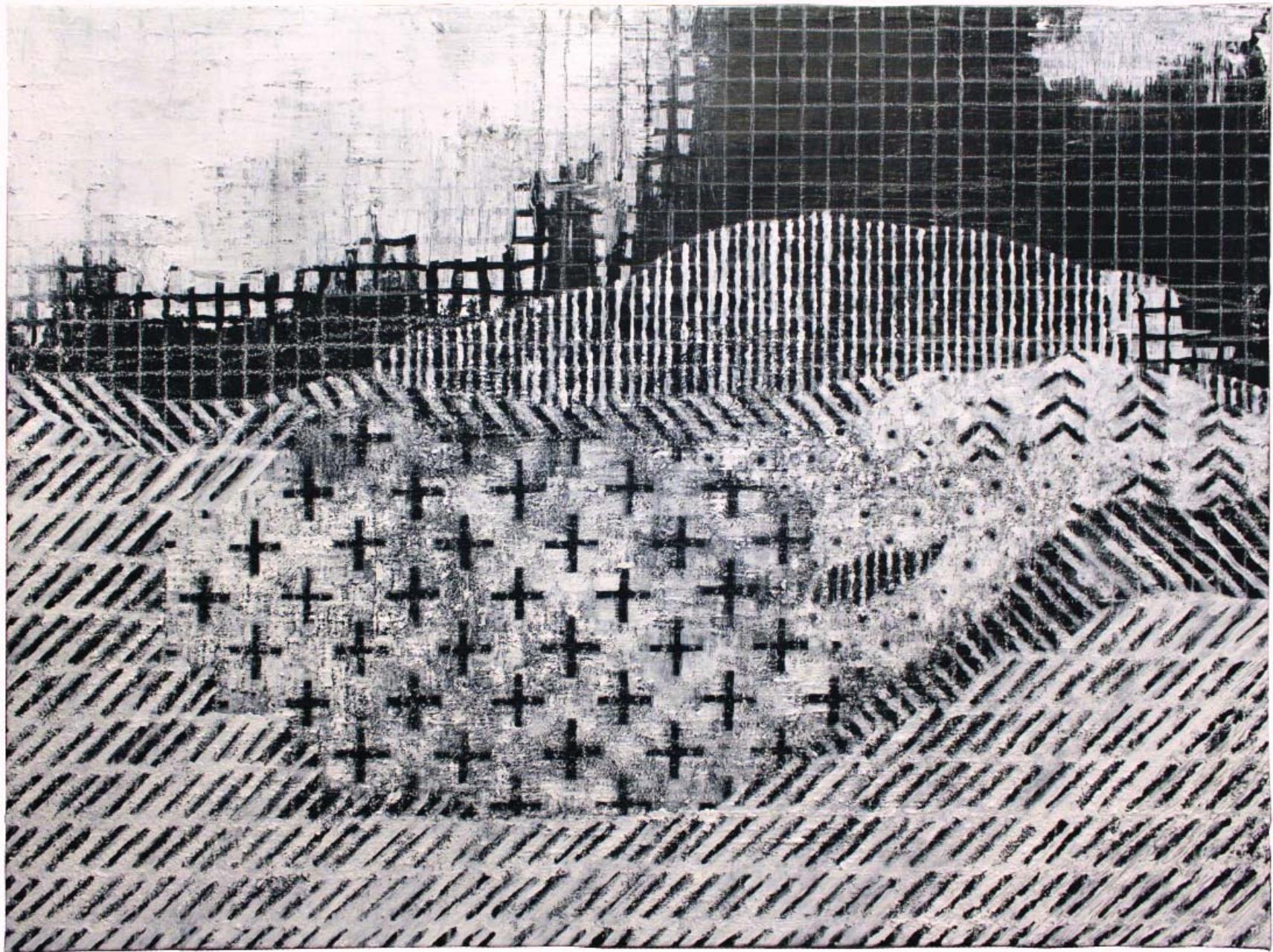
Rhus typhina



Rhododendron viscosum

PLATFORM DETAILS





HATCH (WIP)

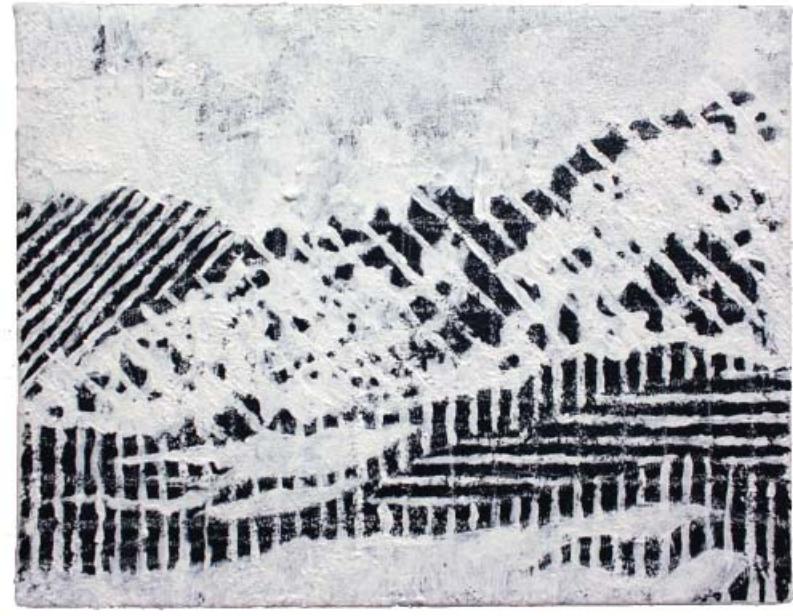
2017

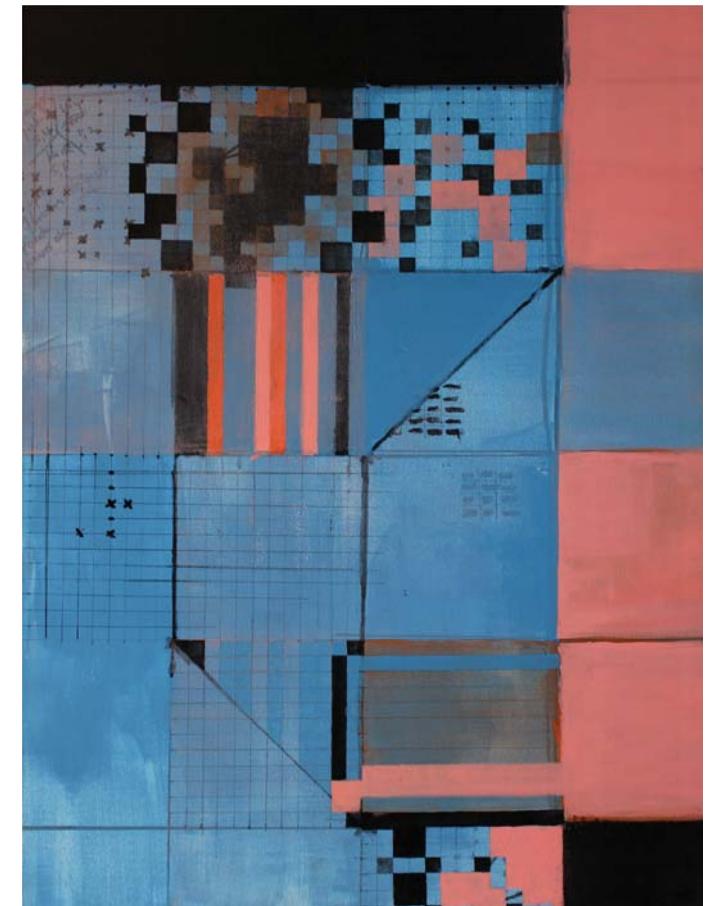
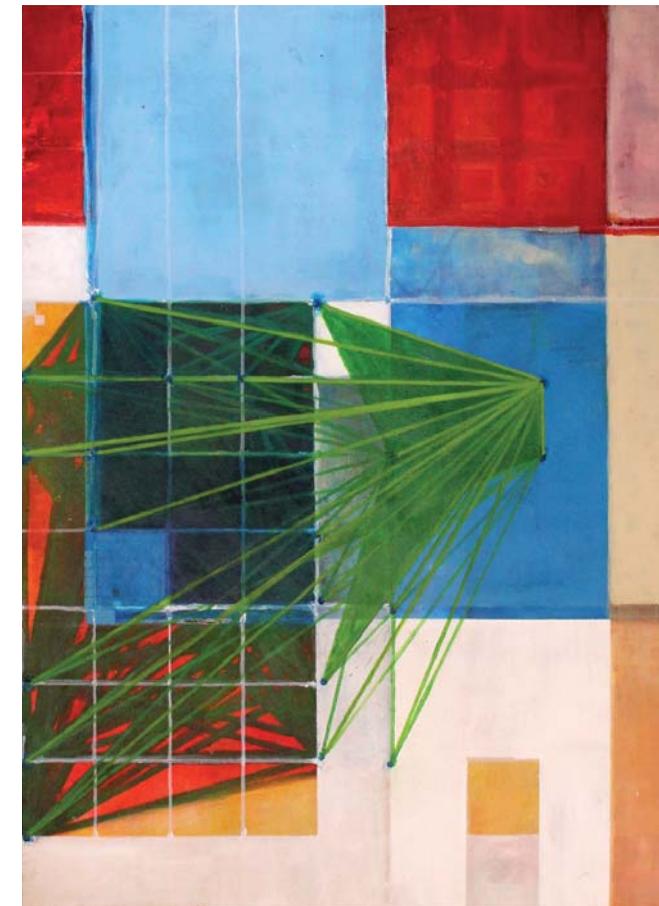
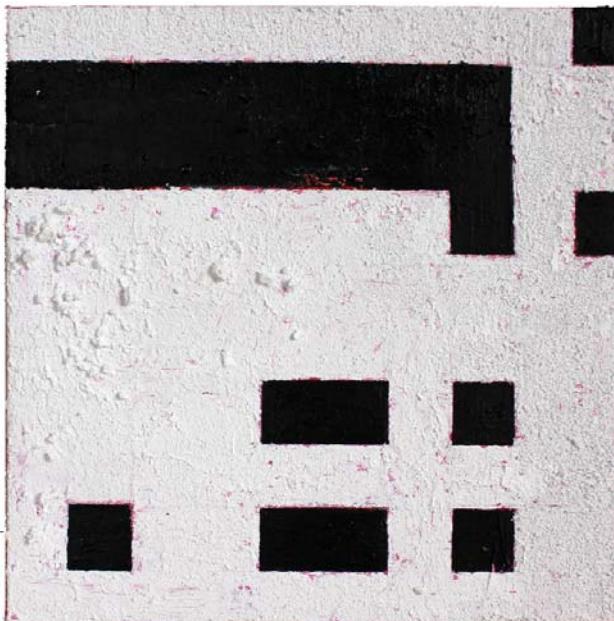
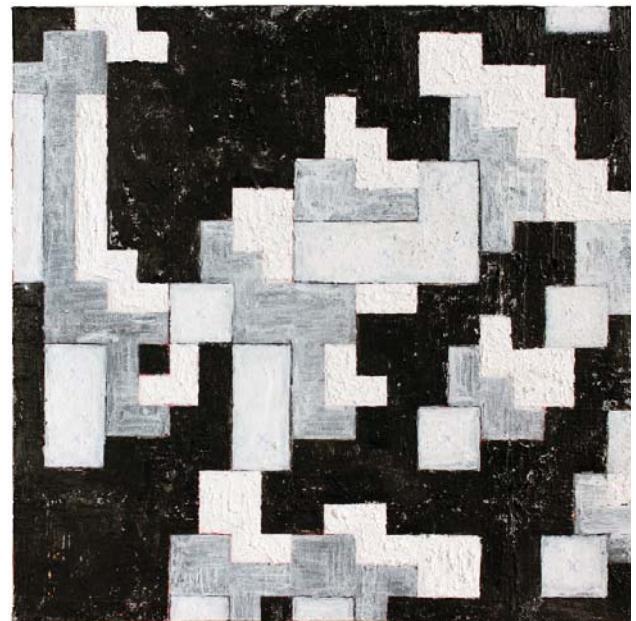
This series of acrylic paintings explores material encoding in design disciplines by adapting the hatch, a flat encoding of texture for legal construction documents, to perspectival landscapes.

While hatches are an interesting avenue of formal investigation, the flattening and encoding of textures has parallels to the Paint by Numbers kits introduced by Palmer Paint in the early 1950s. These wildly popular kits carried

the tag line "Every man a Rembrandt!" and democratized both painting as a hobby and fine art history.

As a follow up to this project, I would like to make a study of existing design tools that use a similar strategy of simplification and interactivity, and attempt to produce one that is specific to environmental design.





CHANCE II

2015

The first iteration of this project used one algorithm to generate a unique list of rules for each painting. In the second iteration, a single rule list generated by the algorithm is interpreted rigorously, but the finite limitations of the rules are exploited to produce a different painting for each canvas.

CHANCE I

Abstraction and Representation
Critic: Angelina Gualdoni
SMFA 2012

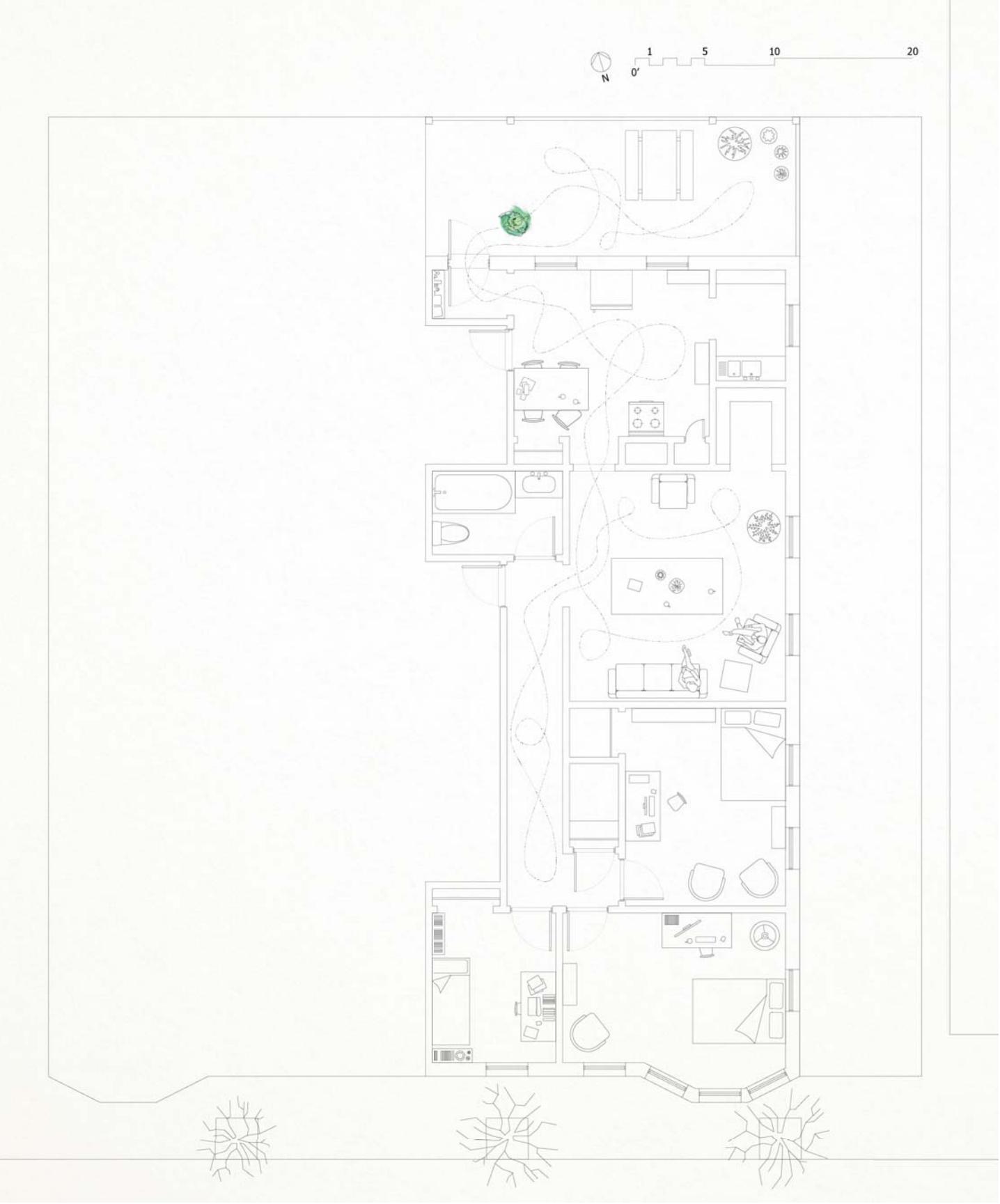
A series of paintings that questions decision making in abstract art by using 'random' input to generate sets of constraints within a single, frame-like algorithm. Formal decision making occurs in the (often subversive) translation of these constraints onto canvas.



YARD

2016

sod, twine, 3rd floor apartment





MapSwipe



You receive groups of satellite images from vulnerable areas.



The data helps organisations coordinate humanitarian efforts in the places you map.



Mapping has already helped save lives. Are you ready to become a mobile volunteer?



Mapswipe imagery powered by Microsoft/Bing



MAP GBNESE KONO IN SIERRA LEONE

79% GLOBAL PROGRESS BY 176 MAPPERS JUST LIKE YOU. Missing Maps

Objective:
Find Houses

Scroll slowly through the imagery and look for anything that looks like it could be a house, a village, or a hut.

This is a large task, so you will not see the global percentage increase very quickly. Over time, as everyone contributes, it will go up, but do not expect it to go up instantly!

Map Now (requires network)

Download For Later



Missions

More

Welcome to the team!

carmel

You've mapped 7 square kilometers and found 66 objects

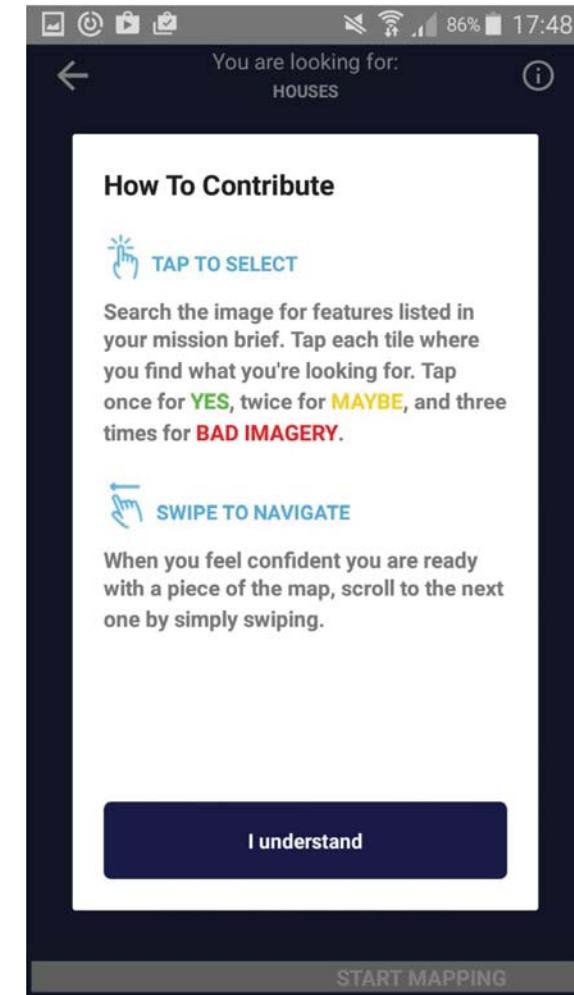
3 square km (22 swipes) until the next level

Frequently Asked Questions

Contact Us

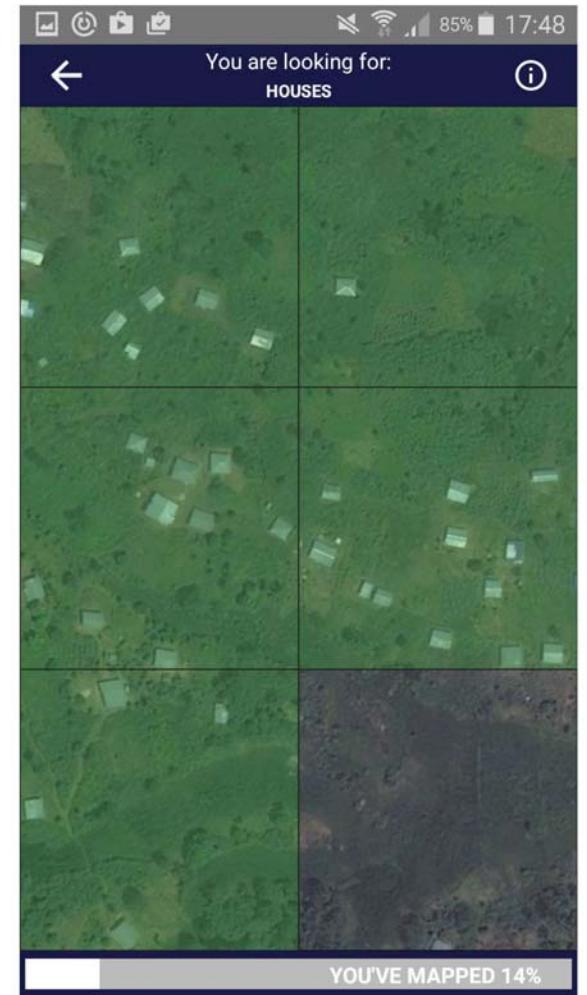
Events

Blog



I understand

START MAPPING



YOU'VE MAPPED 14%



MAPSWIPE

2016

MapSwipe is a mobile app developed for the Missing Maps Project, an open collaboration founded by the American Red Cross, the British Red Cross, Humanitarian OpenStreetMap Team (HOT), and Medecins Sans Frontières/Doctors Without Borders (MSF), to enable fast satellite image classification on mobile devices.

I was able to participate in this project through the support of the GSD's Community Service Fellowship Program. While

there are many people and organizations involved in the operation of the Missing Maps Project, the MapSwipe development team was quite small - the lead programmer, the lead designer, and me. The small size of the team allowed me to work on many diverse tasks, including research and analysis of the problem domain, UI/UX design and testing, visual asset production, copywriting, level design, community outreach, PR, and even some minor contributions to the code.

BEE SAFE

Base Landscape Architecture

Despite their known toxicity to pollinating insects and the known importance of pollinators to ecosystems, the effect of neonicotinoids on pollinators in practice remains controversial. Given the large number of children's learning environments, pollinator gardens, and urban farms in our portfolio, BASE Landscape Architecture considers neonicotinoid pesticides to be an unnecessary risk, especially in non-agricultural environments. Since habitat loss and malnutrition have also been identified as factors that contribute to pollinator decline, urban and suburban landscapes with dense, diverse forage are increasingly important pollinator refuges. After we learned of several instances of undisclosed neonicotinoids in plants labeled bee-friendly, we undertook this research project to ensure that our projects are serving their intended purpose - that is, that they are not attracting bees and making use of their services as pollinators only to unintentionally poison them. While parts of our final documents are specific to the Bay Area, most of our research is relevant to landscape architects working anywhere, and our methodology can be generalized to produce similar documents for any locality.

These documents include an overview of legislation and policy topics surrounding the usage and labeling of systemic pesticide products. In most jurisdictions, there is no requirement for transparency in pesticide use. In jurisdictions where disclosure is required, the agrochemical industry has fought back aggressively. In the United States, many state level regulatory bodies will not enact regulation that is more stringent than that of the EPA. Currently, the EPA is waiting on the results of another round of field-testing before imposing any new regulations on neonicotinoids. Additionally, the call for further studies on bee toxicity in the recently released report by the presidentially mandated

pollinator task force has the mixed effect of raising awareness about this issue while further delaying regulatory action until new research is available. We hope that the information collected here will provide useful precedents for those advocating for pollinator protection programs in their own areas.

Given the limitations of governmental oversight of neonicotinoid pesticides, we have attempted to produce a toolkit of proactive measures that landscape architects can take to ensure that their projects are safe for pollinators. Our findings are compiled on our website and in a summary handout that draws on the Center for Urban Pedagogy strategy of engaging and informing. The handout is intended to provide an overview of the issues and a list of actionable items applicable to professionals and hobbyists alike. It includes a guide to asking a grower about their pest management strategy, a confidence rating system for growers with bee-friendly pesticide programs, a list of such growers in the Bay Area, in addition to guidelines for specification writing and maintenance plans. This information, expanded and tailored to landscape architects, will also be presented by BASE and the San Francisco Department of the Environment at the National American Society of Landscape Architects Conference in Chicago this fall. This research is currently being put into practice through the transformation of a Dolores Street median in San Francisco, California, from turf into a drought tolerant pollinator habitat.

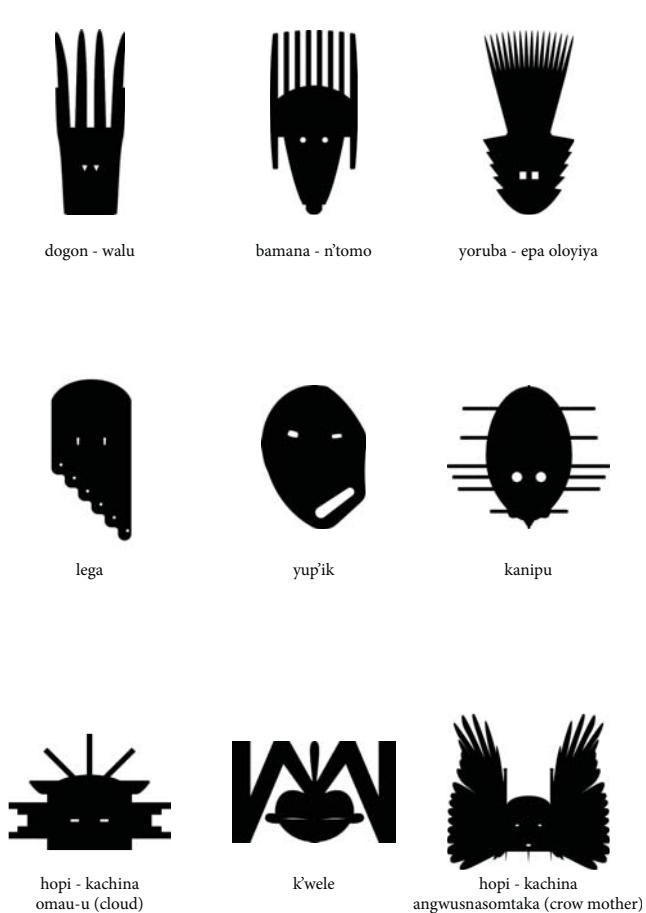
BEE SAFE/BASE LANDSCAPE ARCHITECTURE/2015

I wrote this article and designed the brochure pictured above on behalf of BASE Landscape Architecture. The BEE SAFE campaign is intended to make the information I gathered and analyzed that summer to support Patricia Algara's talk at the 2015 National American Society of Landscape Architects Conference open and accessible to the public.

This project and the article were submitted to the World Landscape Architecture Magazine and published in WLA 21 | Research & Policy in the fall of 2015.

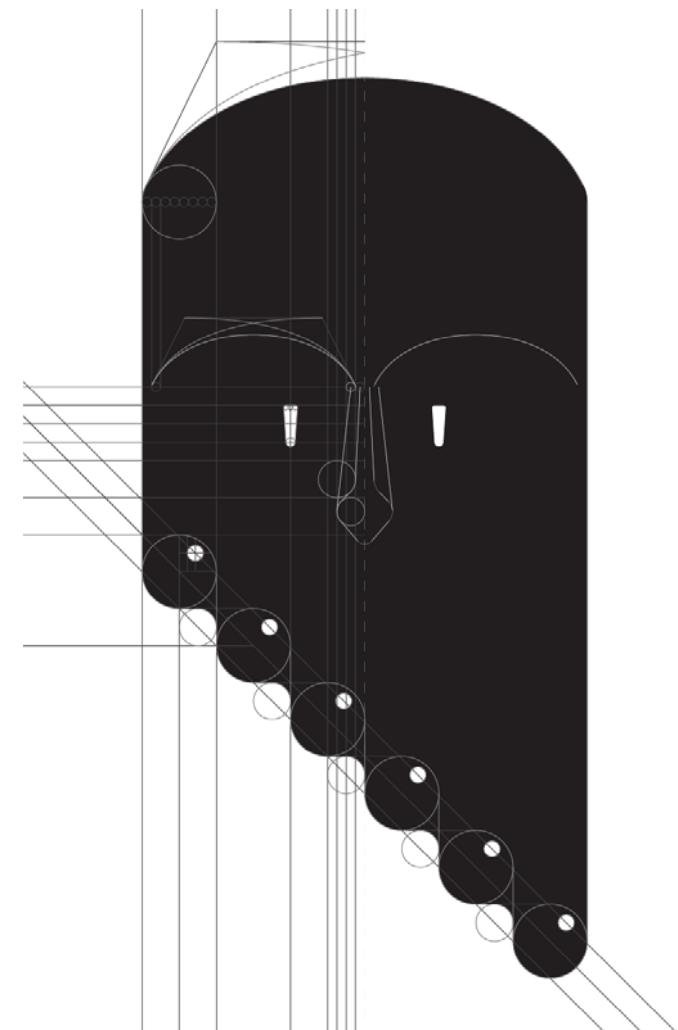


*Sourcing Pollinator
Friendly Plants*



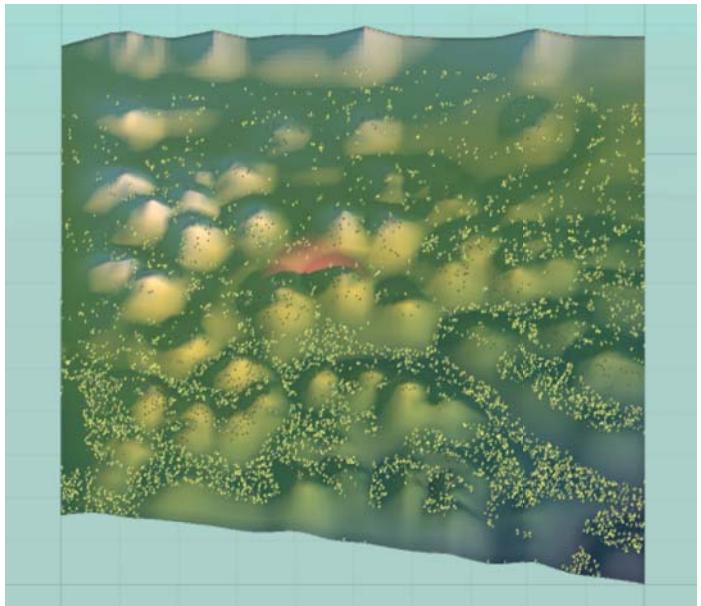
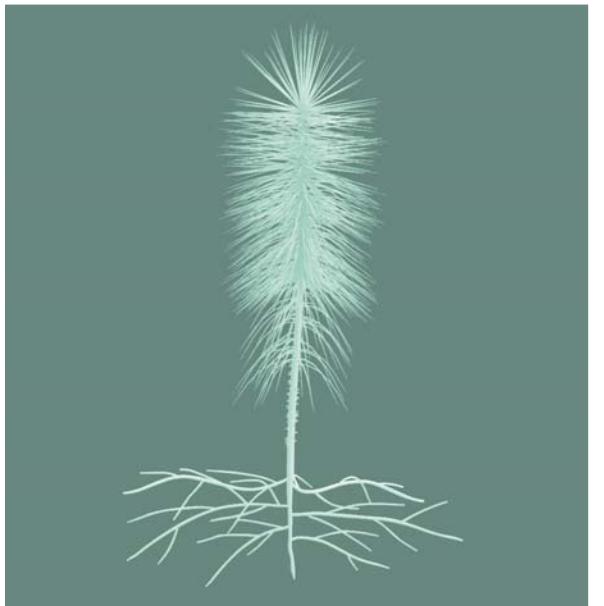
MASK/WOJR/2014

These studies of masks are for a house by WOJR that hovers in a forest overlooking a lake. While in design, the owner's brother died in the lake and the project took on a more meditative, monastic quality. A screen, charged with themes of transformation and isolation through the symbolism of masks, blurs the facade of the house into the surrounding trees. After gathering an extensive catalog of masks, I graphically analyzed and redrew the



most promising. The mask ultimately chosen to inform the screen was the N'domo mask, which appropriately belongs to an initiation society that practices ritual silence, encourages introspection and self awareness, and explicitly connects the horns of the mask to plants shooting out of the ground.

FABRICATION + MODELING



SLEIPNIR CHAIR/INTRO TO COMPUTATION/2012

Chair design named after Odin's eight legged horse. The assignment asked for an initial chair design, which was then to be reinterpreted so that it could be built entirely out of a single sheet of plywood. The final chair has a working plywood hinge.

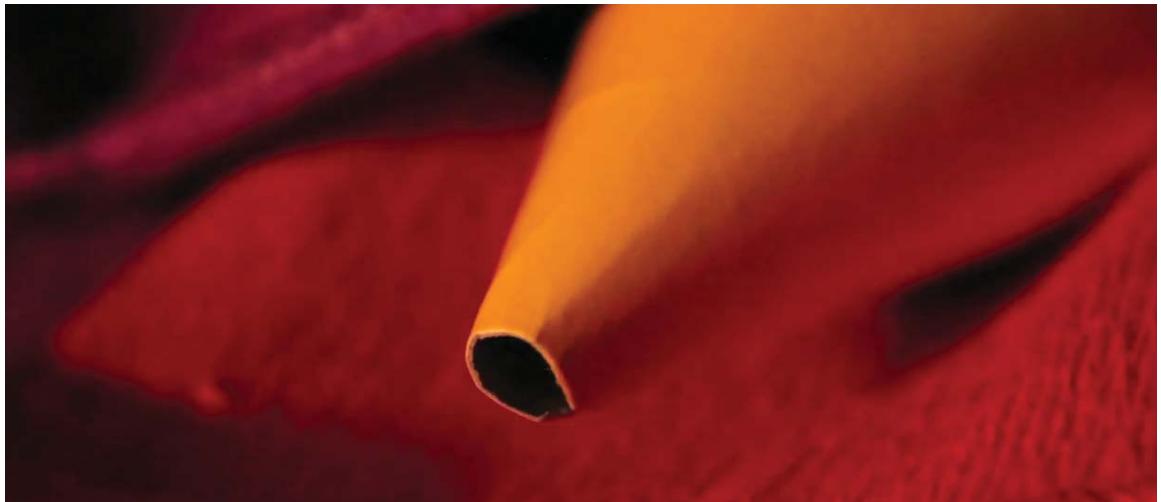
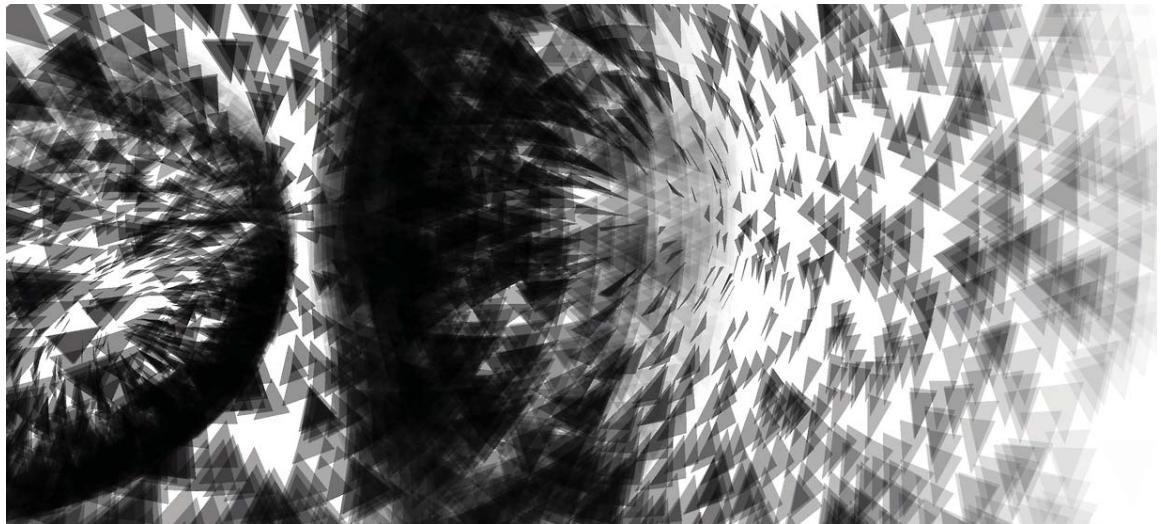
◀ | PINUS PALUSTRIS/2017

Longleaf Pine sapling modeled in Rhino with Grasshopper.

▶ | ELK SIM/2016

Parametric terrain modeled in Rhino with Grasshopper. Elk simulation and gameplay created in Unity.

ANIMATION



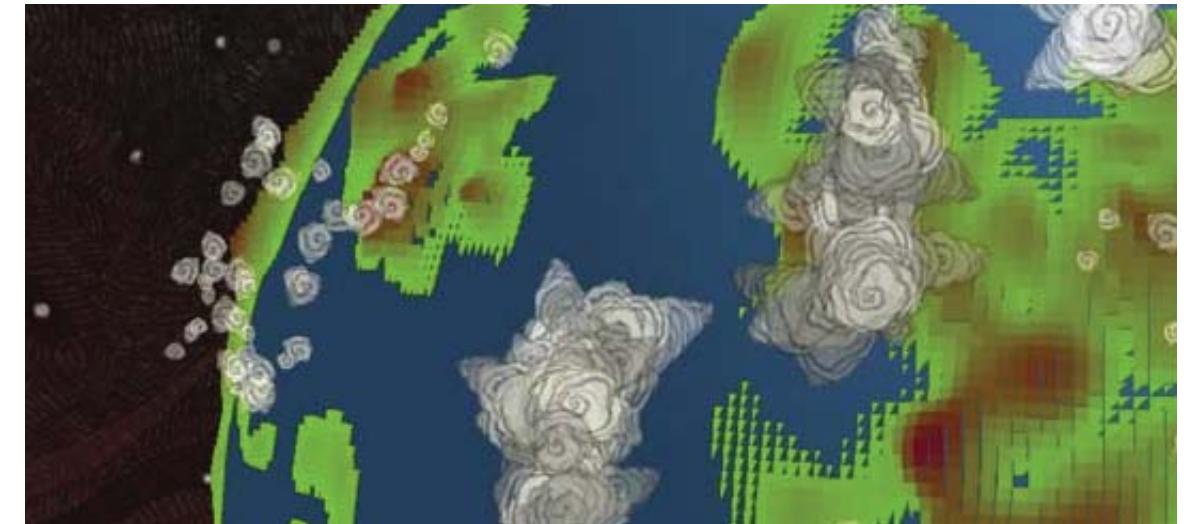
^ | SOAP/2012

Stills from an interactive Processing application based on the organizational logic of polar molecules in a soap film.

^ | AFTER PARTY/2012

1:30m stop motion with party detritus. After Party was screened at two juried shows, the 2012 SMFA Film & Animation Annual and the 16th CMS Media Spectacle, where it won Best Animation.

VIDEO GAMES



^ | ENTROPY/2009

Entropy is a meditative sandbox game in which the player draws land masses and clouds with associated musical themes on the surface of a little blue planet. For this project, I directed the look and visual feel of the game, creating all art assets and working with programmers to nudge animation variables until we found the most delightful spin of cloud and the most stately eruption of mountain. Made in under 48 hours with a team at MIT's GAMBIT Game Lab for the Global Game Jam 2009 and featured as one of the best games from that event by IndieGames.com.

IndieGames.com article Best of Global Game Jam:
http://www.indiegames.com/2009/02/best_of_global_game_jam.html

^ | THE BRIDGE/2009

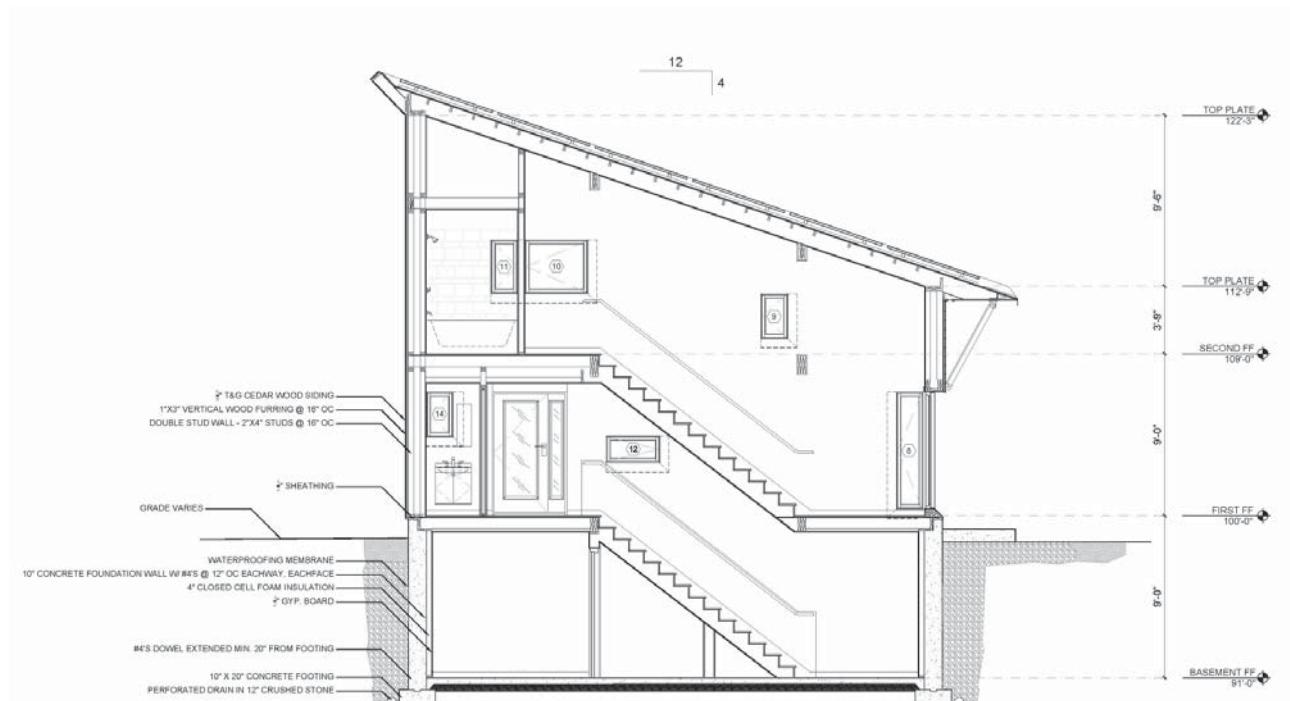
Made with MIT GAMBIT Game Lab team led by Doris C. Rusch. I produced all art assets for the prototype, and did character design and animation for the final version (pictured).

More information and related publications here:
<http://gambit.mit.edu/loadgame/thebridge.php>

DRAWING



FUN + PROFIT



^ | LIFE DRAWING/Various years

18" x 24"
graphite on newsprint

^ | CONSTRUCTION DRAWING/2015

Section drawing for small solar house project in Lexington, MA.



^ | NECKLACES/2016

approximately 1" x 1" each
broken laser cutter, 18" gold and silver chains

^ | SOFT ROCK/2015

20" x 16"
felted wool

ALISON ORELLANA MALOUF



EXPERIENCE

Penny White Fellow

Harvard GSD | San Francisco, CA | Summer 2017

3D Printing Technical Assistant

Harvard GSD Fabrication Lab | Cambridge, MA | Fall 2015 - Present

Consultation on rapid prototyping process and file preparation, file review, operation and maintenance of 3D printing equipment. Software design and development for interactive app to train students in equipment use.

Harvard GSD Community Service Fellow

Missing Maps (MSF UK/HOT/TRC) | San Francisco, CA | Summer 2016

Joined the MapSwipe team to work on research and design, including UX, in addition to performing myriad other tasks needed for our 3-person development team to bring a complete mobile app from design to release in 3 months.

Research Assistant

BASE Landscape Architecture | Berkeley, CA | Summer 2015

Research on policy and practice issues surrounding pesticides to support a talk at the ASLA 2015 National Conference. Design of graphics communicating this research and writing of an abstract that was published in WLA Magazine.

Designer

Paul Lukez Architecture | Boston, MA | Fall 2014 - Present

Research, design of graphics and diagrams, permit and construction drawing, digital study modeling, and conceptual rendering for residential, institutional, and urban scale projects.

Architectural Intern

WOJR | Boston, MA | Spring 2014

Research, documentation, analysis, and drawings of a series of extra-architectural cultural artifacts - including but not limited to African tribal masks - as they related to architectural design projects.

Fabrication Intern

Höweler + Yoon Architecture | Boston, MA | Fall 2013

Artist

Independent game design team with Alec Thomson | Boston, MA | Summer 2012

Architectural and Curatorial Intern

Studio Techne Architects + The Sculpture Center | Cleveland, OH | Summer 2011

Research Intern

Speech Communication Group at MIT Research Laboratory of Electronics | 2009

Illustration Intern

MIT GAMBIT Game Lab | 2009

440 759 3319

aomalouf@gmail.com

SKILLS

Art:

2D media

woodworking/joinery

mold making and casting

welding and metal shaping

digital video production

animation

laser cutting

3D printing

CNC routing

+other methods of digital fabrication

Software:

Photoshop/Illustrator/

InDesign/Premiere/After Effects

ArcMap/ArcGIS/QGIS

Rhino/Grasshopper

AutoCAD/3dsMax/Unity

Final Cut Pro

Dragonframe

Processing/JavaScript/HTML/CSS/

Python/beginning R

Language: fluent English, good

French, some Latin and Spanish,

beginning Arabic, mangled Swahili

ACTIVITIES

MIT Shakespeare Ensemble, Illustration Editor of The Tech, Art Director of Voo Doo: "MIT's only intentionally humorous campus publication", MIT Medlinks, Projection for MIT Lecture Series Committee, Middle Eastern Dance

Elected Positions: Historian of tEp (MIT living group), ASNAP of tEp, Vice President of Senior House, Haus Chameleon of Senior House

AWARDS/EXHIBITIONS/PUBLICATIONS

2017 Penny White Grant to work on *Great Expectations: Designing for Privacy in the Smart City*

2016 Greater Boston Area Community Service Fellowship

2015 *Artifacts - Seven Objects Since Rome*, Jai & Jai Gallery, Los Angeles, CA

design research and drawings for WOJR's MASK project, supported by the American Academy in Rome

Patricia Algara, Sutter Wehmeier, Alison Malouf, Natalie Martell, Megan Stevens, "BEE SAFE," World Landscape Architecture Magazine, WLA 21 | Research + Policy, pp. 45-48

Article on BEE SAFE research project written on behalf of Base Landscape Architecture

Mirko Ilic, Steven Heller, *Presenting Shakespeare: 1,100 Posters from Around the World*, Princeton Architectural Press, Fall 2015

Poster design for the MIT Shakespeare Ensemble's Fall 2014 production of Othello included

Dean's Merit Scholarship, Harvard University

Finalist, Boston Living with Water Competition

Project Coordinator and Job Captain of team at Paul Lukez Architecture

2014 Best Animation and Animation Runner-Up, *16th Annual CMS Media Spectacle*, Boston, MA

Honorable Mention, Harold and Arlene Schnitzer Prize in the Visual Arts

Harold and Arlene Schnitzer Prize in the Visual Arts Exhibition, Cambridge, MA

2013 *Rights of Way: Mobility and the City*, BSA Space, Boston, MA

work done for Höweler + Yoon Architecture

2012 *SMEA Film and Animation Annual*, Boston, MA

Boston Festival of Independent Games, Boston, MA

2011 *Building Below the Radar*, Heights Arts, Cleveland Heights, OH

work done for Studio Techne Architects

SculptureX, The Sculpture Center, Cleveland, OH

curation

EDUCATION

Master of Landscape Architecture

Harvard University Graduate School of Design | June 2018

Bachelor of Science in Architecture

Massachusetts Institute of Technology | June 2014

Full Time Non-Degree Student

School of the Museum of Fine Arts, Boston | 2011 - 2012

