

ARCHITECTURE PORTFOLIO

KIMIA KARIMI

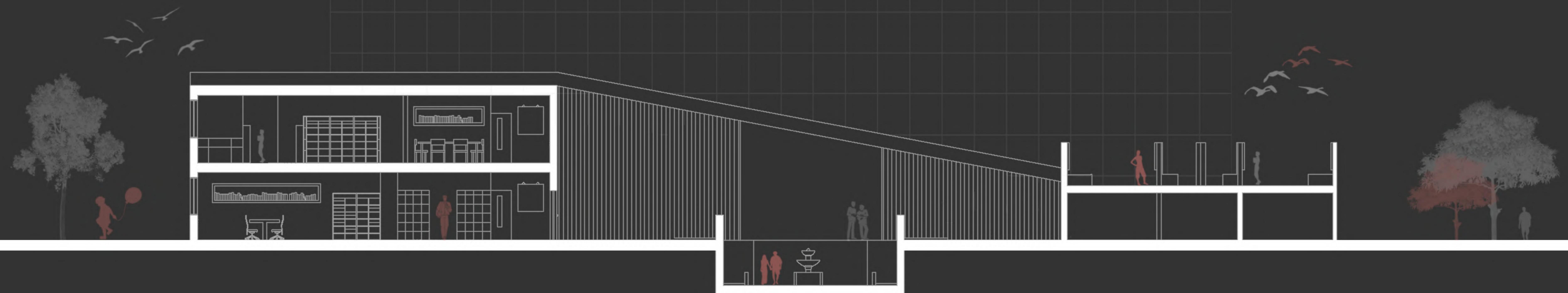


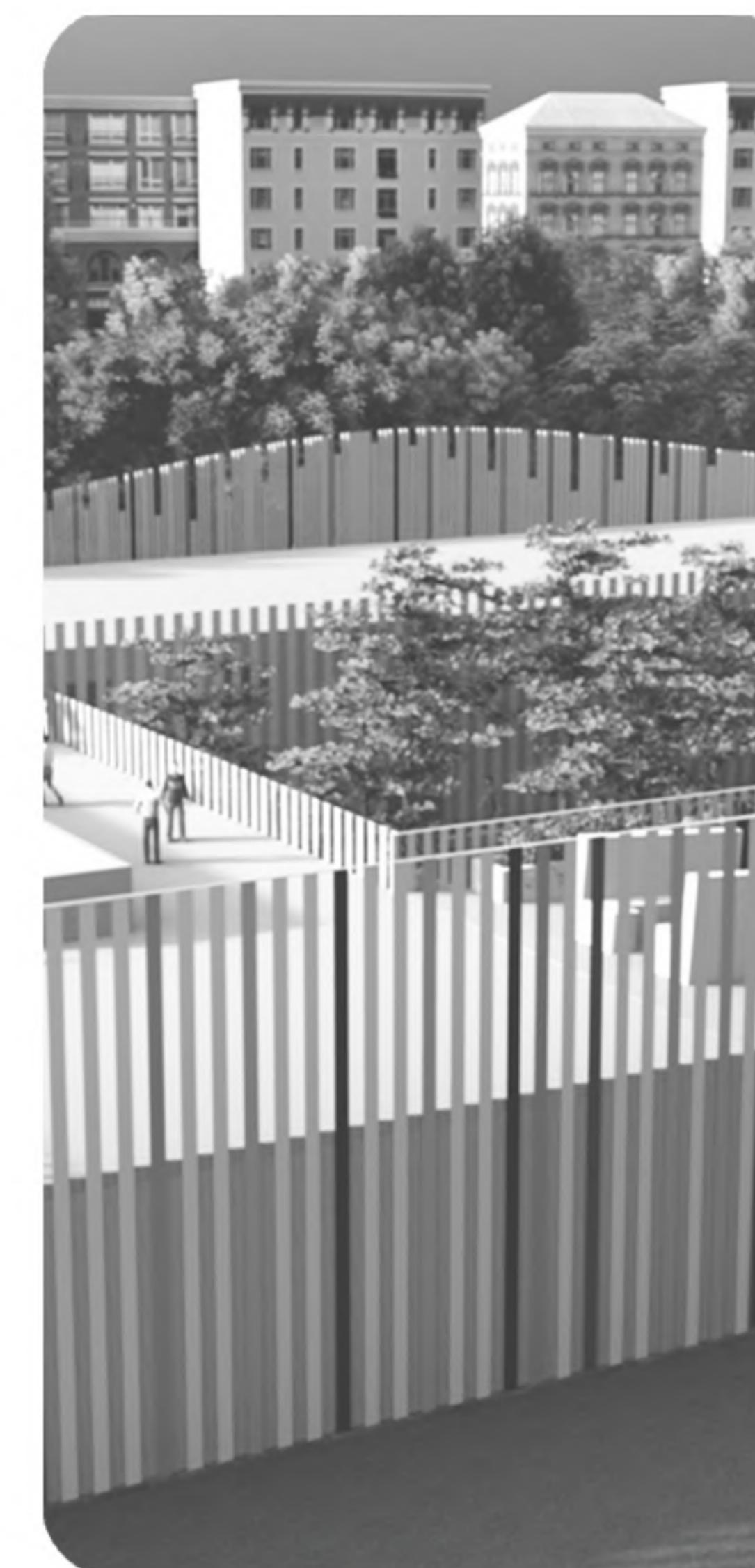


TABLE OF CONTENTS



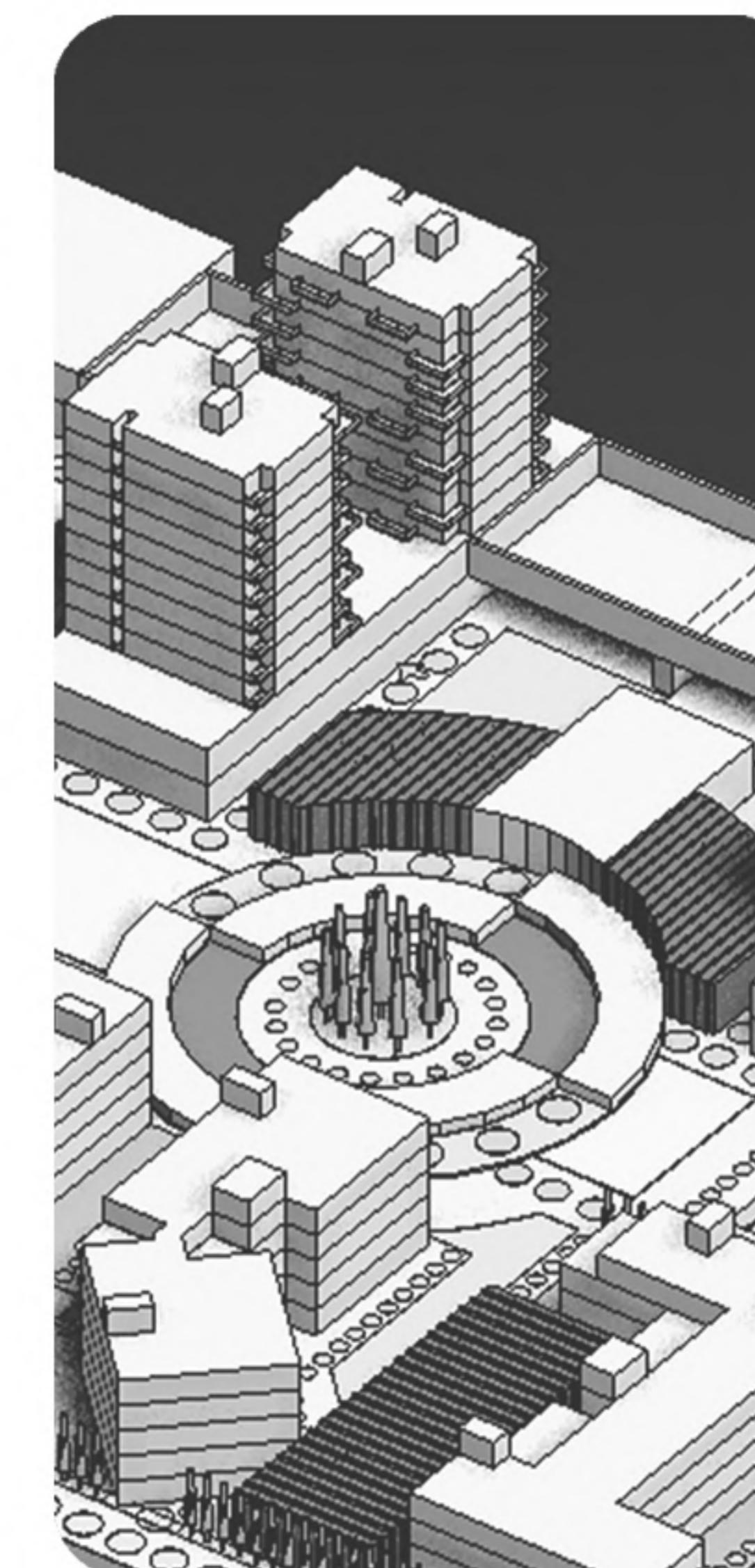
Curriculum
Vitae

3



Youth Cultural
Center

4



Residential
Complex

10



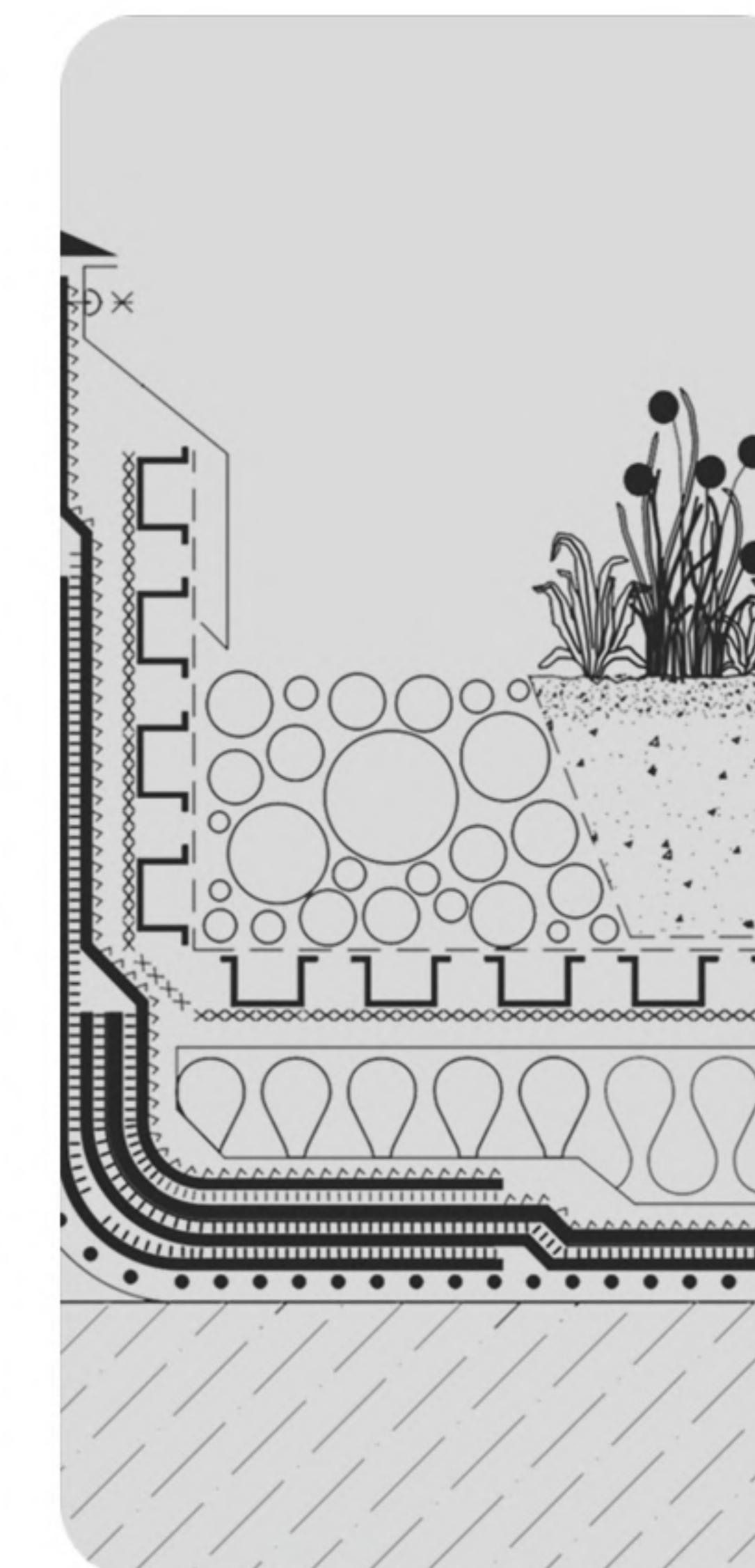
Four-Star
Hotel

15



Building
Renovation

20



Addiotional
Wroks

24

Curriculum Vitae



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References:

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Dr.Atashi-Associate

Professor (my research professor)

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Phone: +989151237547

Experiences Date

AUTO-CAD DRAFTER, ARIAN ENG. GROUP..... Oct 2021-Present

An intern-ship program mainly focused on Auto-cad drafting, Residential apartment design, etc.

RESEARCH ASSISTANT, IAUM Summer Of 2019

Voluntarily researched on the sustainability of rural architecture, supervised by my University professor.

Education Date

Bachelor of Architecture at IAUM (GPA= 3.7/4)..... 2016-2021

Certificates Date

IELTS (Band 7) Nov 2019

Architecture Group Exhibition Jul 2018

Architectural Design Process Workshop Sep 2017

Skills One To Five

AutoCad 3ds Max Photoshop

Lumion Drawing Revit

Languages Proficiency

Persian Native and bilingual proficiency

English Professional working proficiency

French Elementary proficiency

Activities In No Particular Order

Playing Tonbak (an Iranian goblet drum) Drawing (Hand-drawing on paper or canvas)

Reading Books (Architecture, History, Classic novels) Watching Documentaries (History, Art, Science)

01 Youth Cultural Center

4

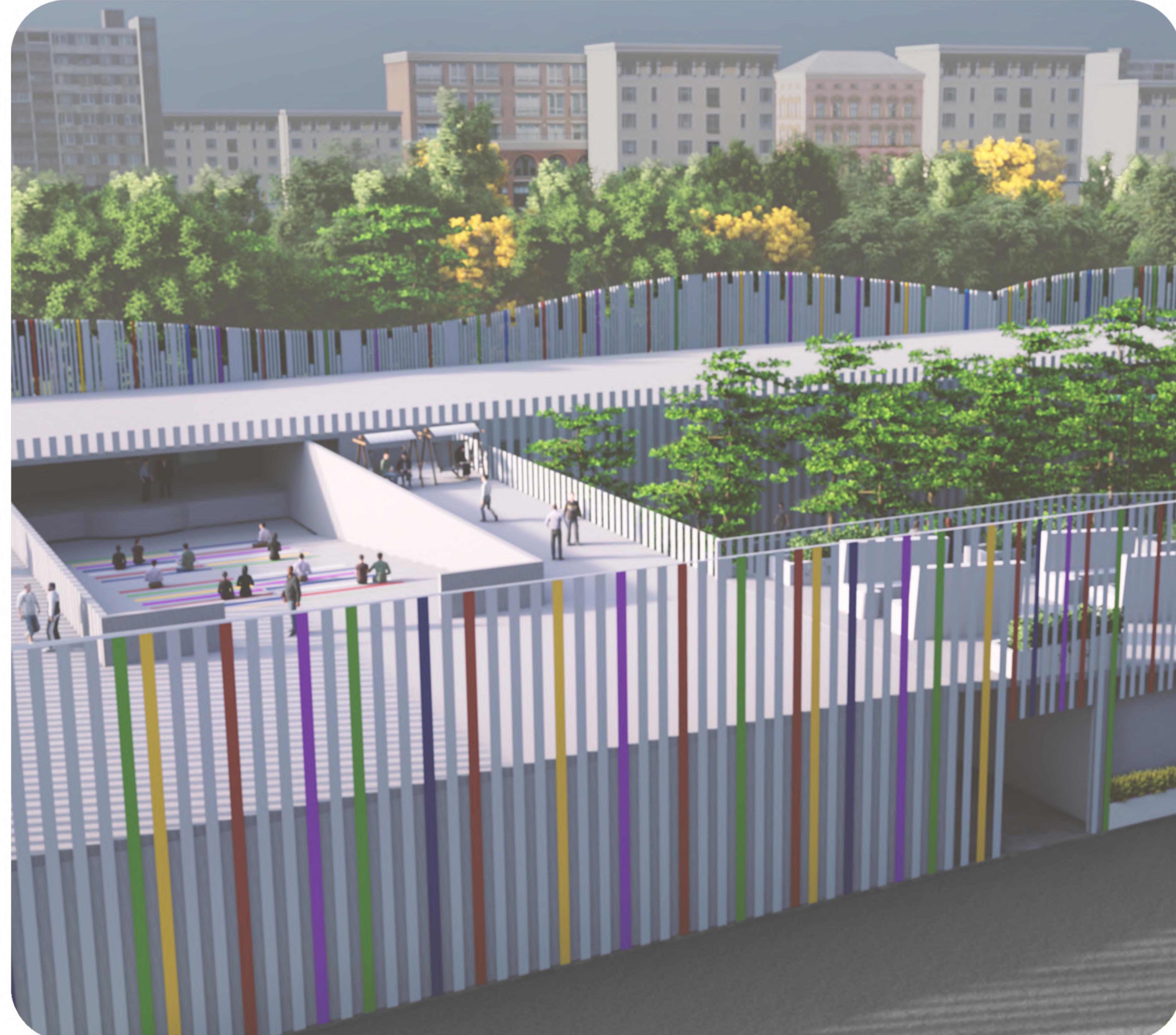
My BA project was a solo endeavor in which the student chose the subject, location, and concept.

► So, why a Youth Cultural Center?

I intended my design to benefit the city in which I've grown, Mashhad. Despite being Iran's second-biggest city, Mashhad lacks youth-oriented infrastructure.

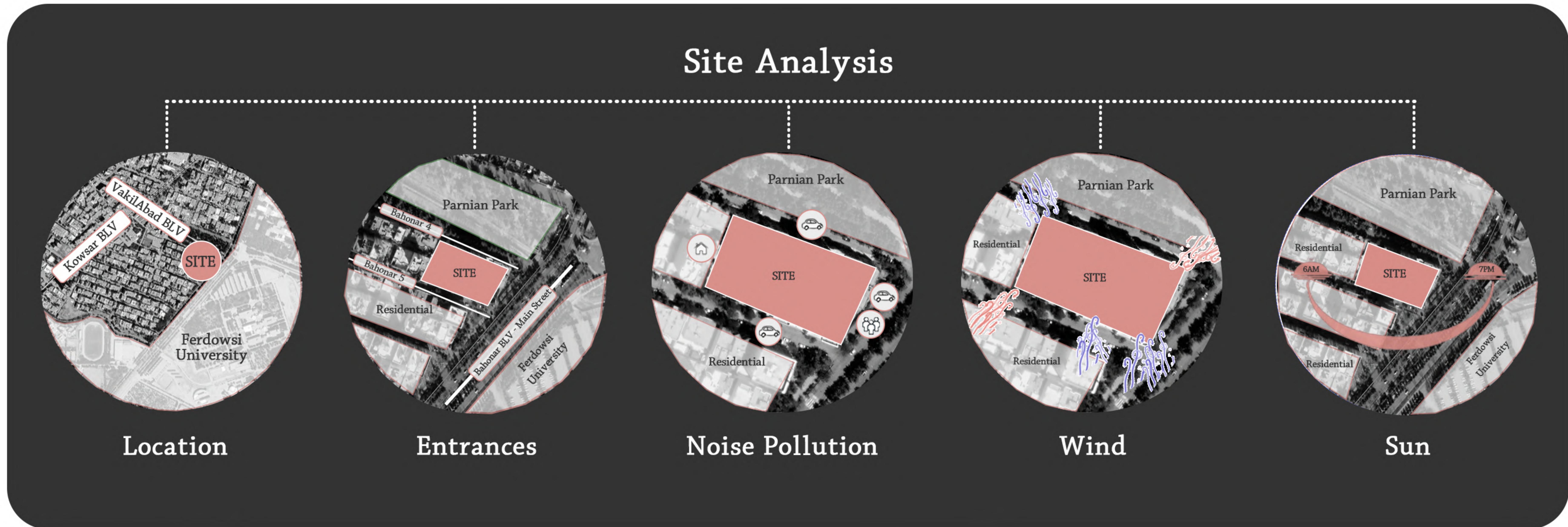
► How did I pick the Site's Location?

The Ferdowsi University of Mashhad, one of the most popular universities for Iranian students, was founded in 1949 and now enrolls 25'000 students from around the country. I've considered that by establishing a Youth Cultural Center near the university, we can give an extremely pleasurable experience to the students.



01 Youth Cultural Center

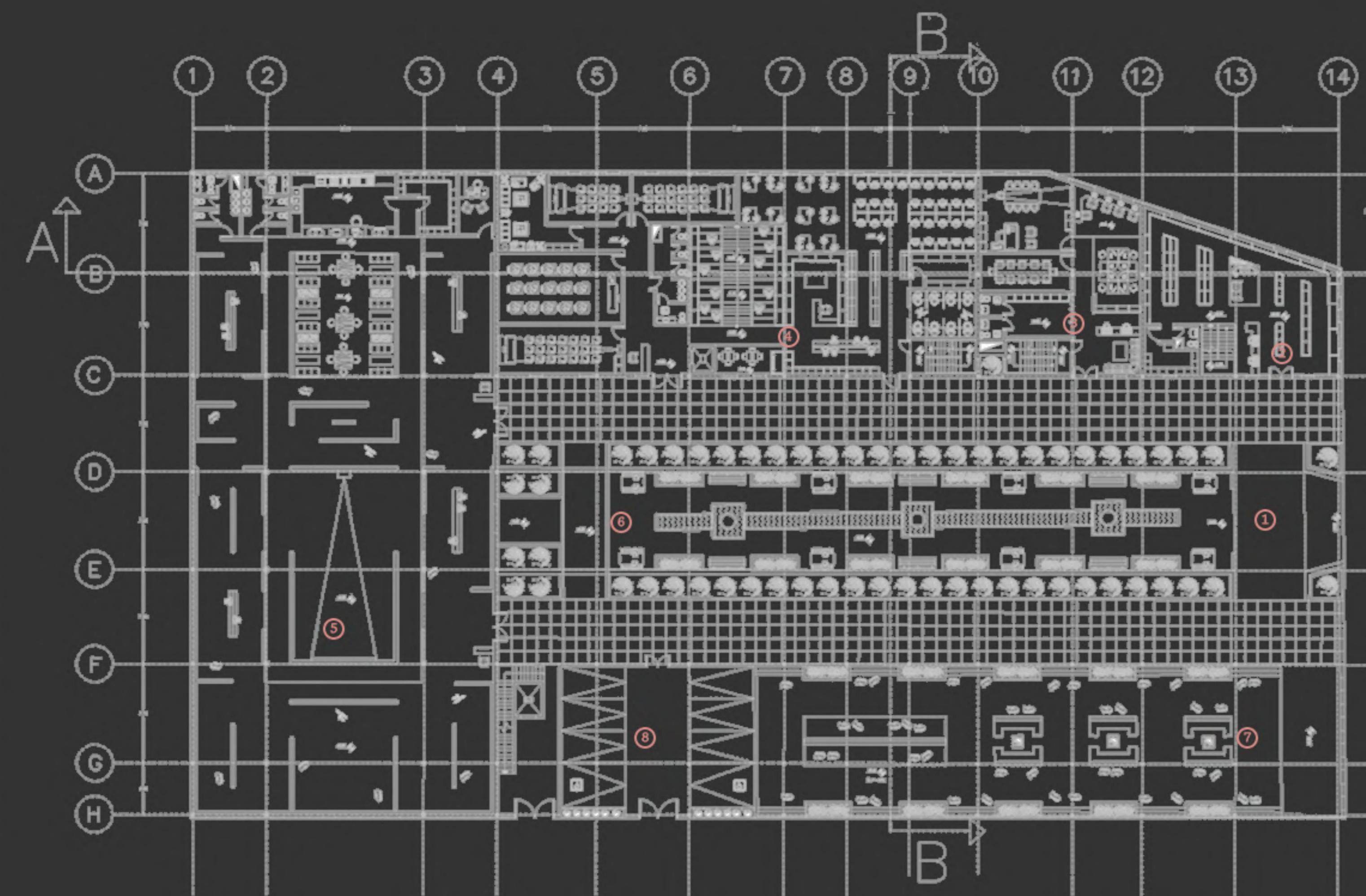
5



01 Youth Cultural Center

6

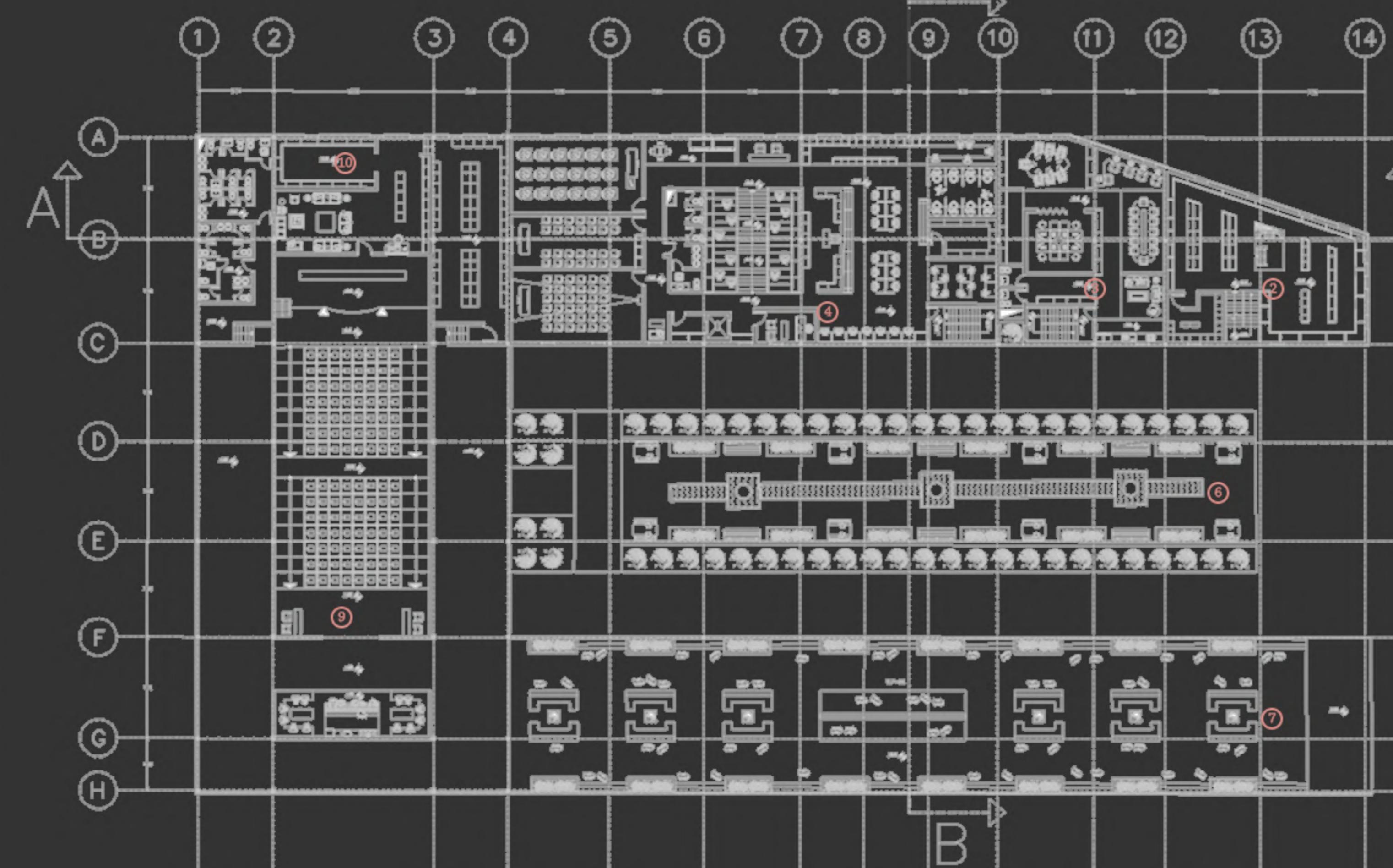
Ground Floor Plan



Spaces:

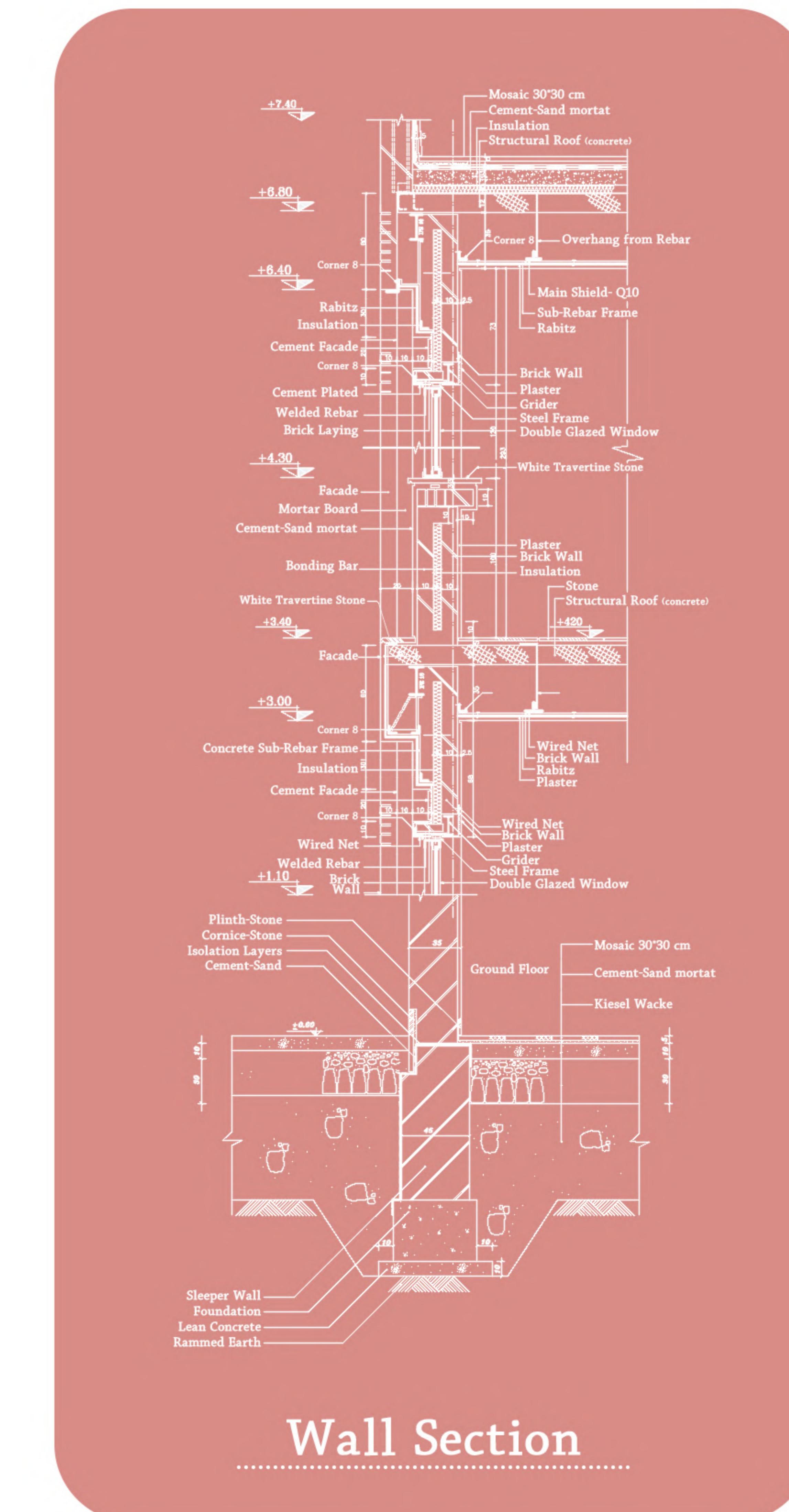
- ① Entrance
- ② Shop
- ③ Office
- ④ Educational
- ⑤ Gallery
- ⑥ Sunken Garden
- ⑦ Outdoor Gallery
- ⑧ Parking

First Floor Plan



Spaces:

- ② Shop
- ③ Office
- ④ Educational
- ⑥ Sunken Garden
- ⑦ Outdoor Gallery
- ⑨ Amphitheatre
- ⑩ Services



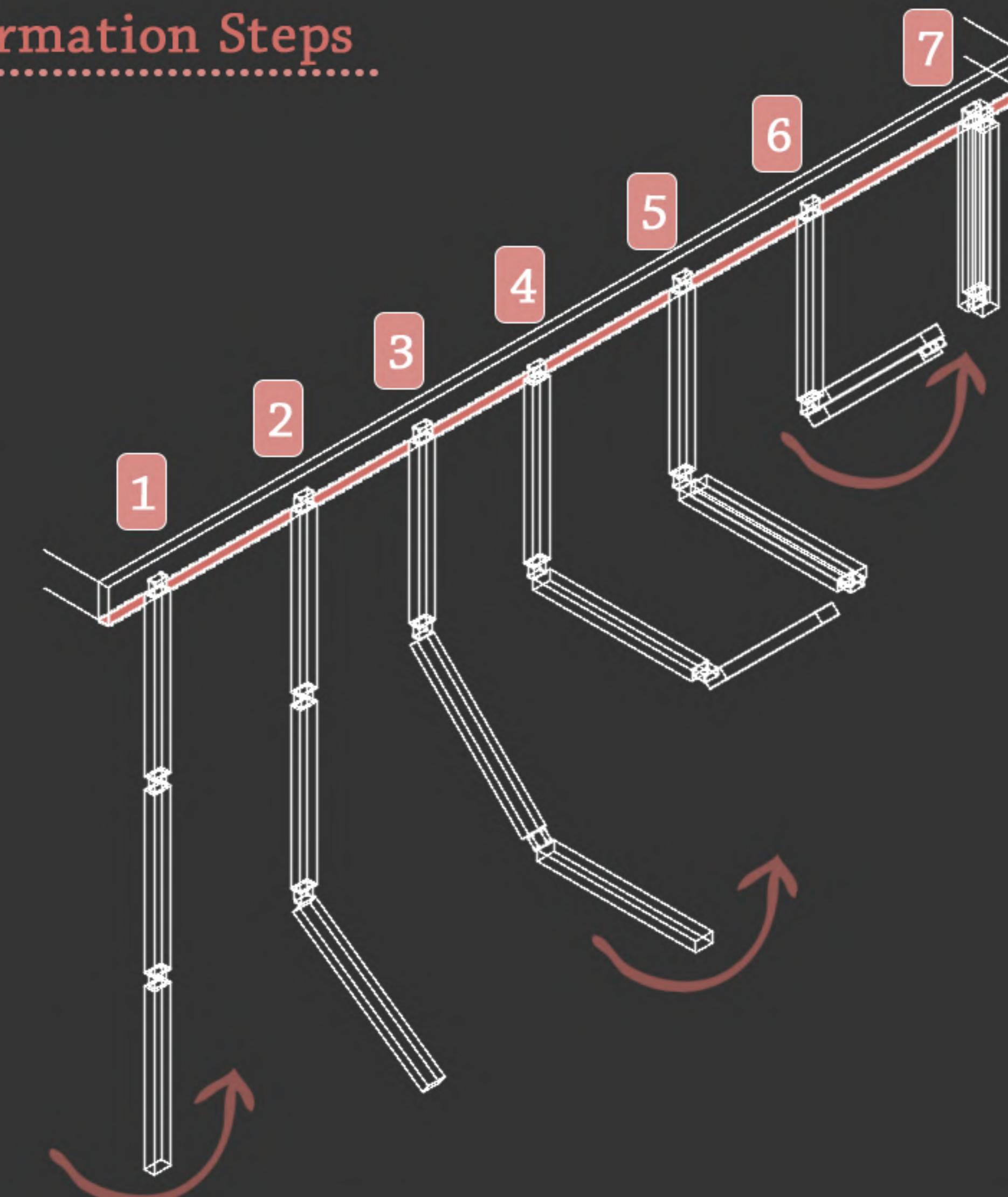
Wall Section

01 Youth Cultural Center

7

Moving Louvre formation Steps

From Left to Right, in seven steps, we can see how the Louvre folds and adjusts itself with sun height throughout the day, creating a pleasant temperature.



20Cm Structural Wall

3Cm Insulation Layer

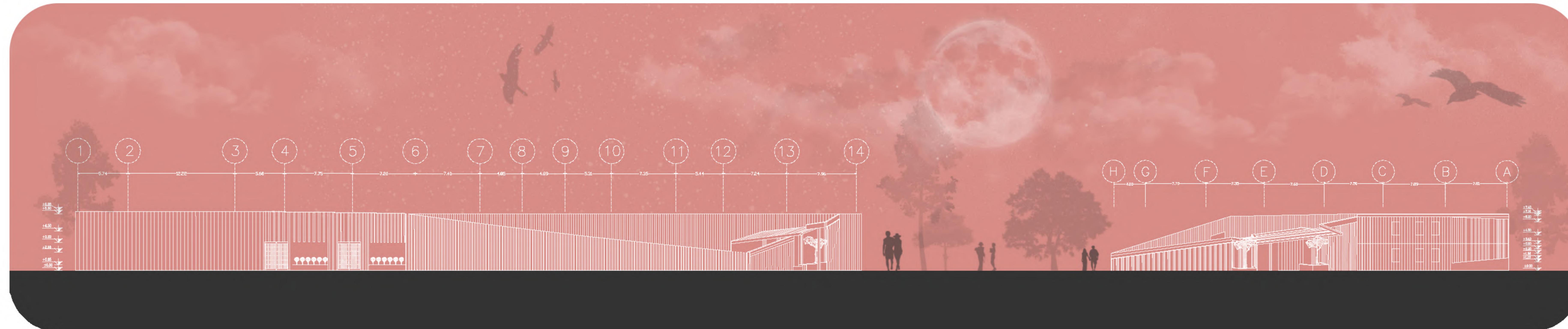
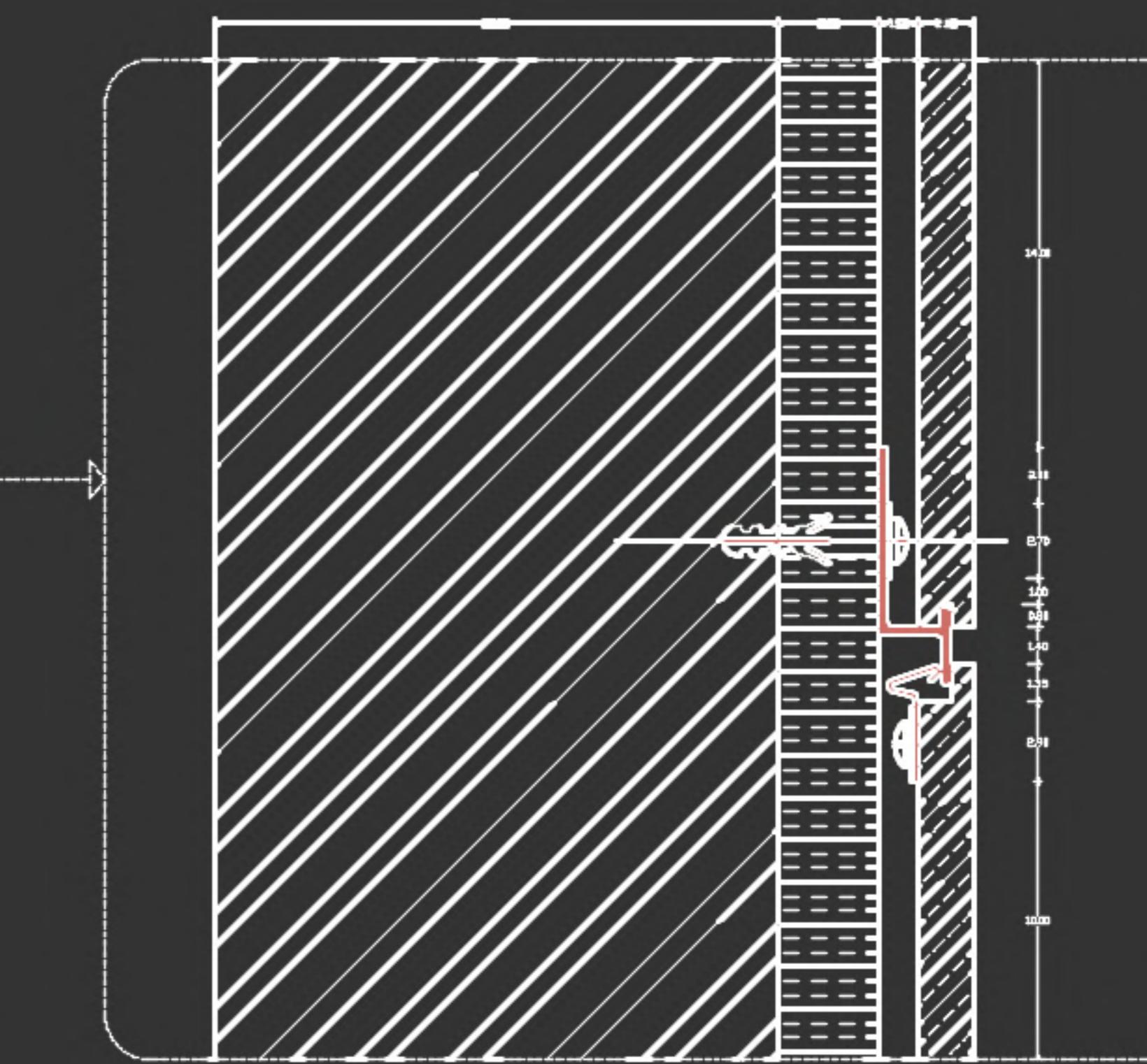
1.5Cm Space for Natural Ventilation

2Cm Movable Aluminum Vertical Louver

Louver Holder Base

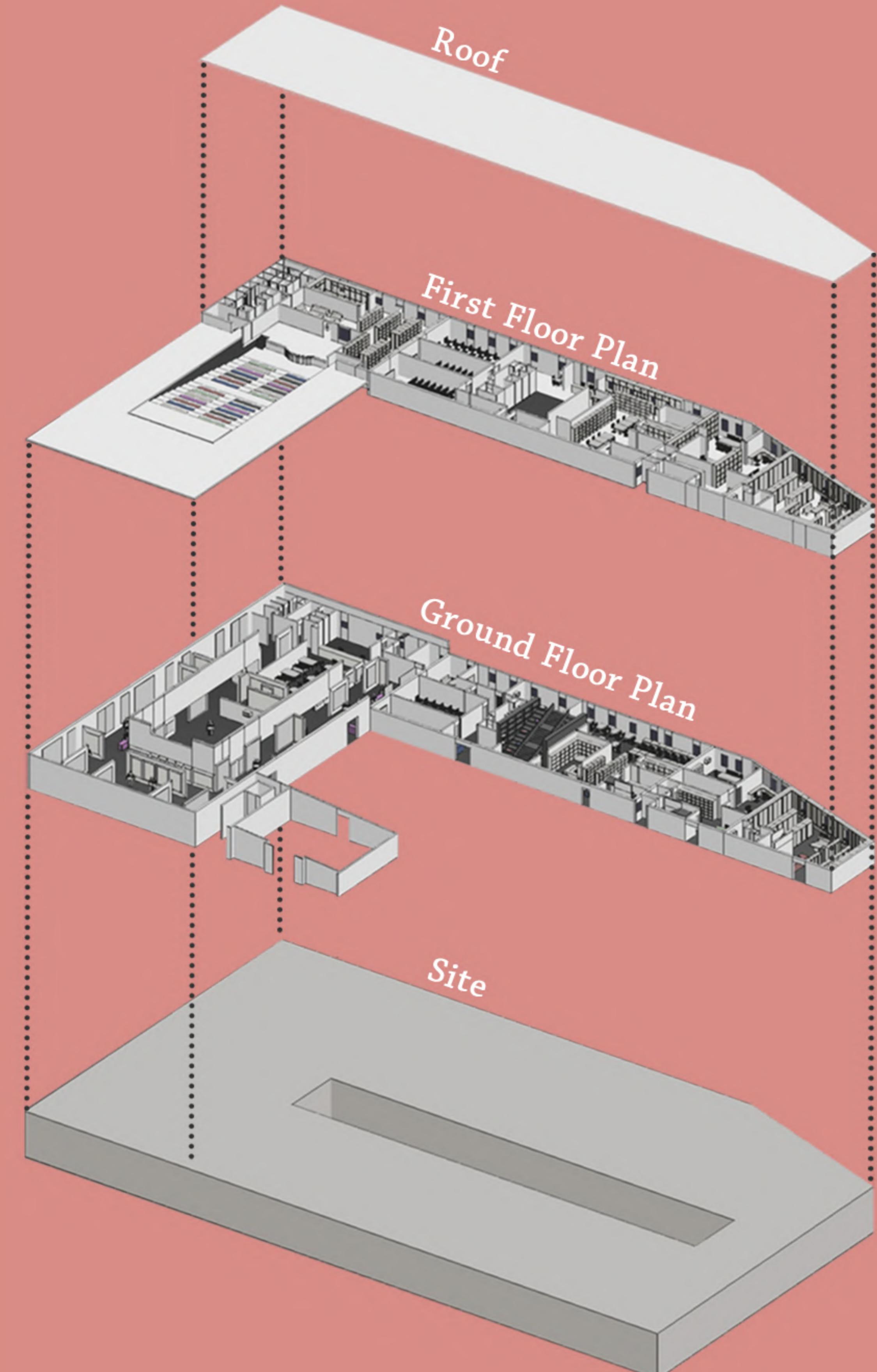
Screw

Connecting the Louvre to Facade

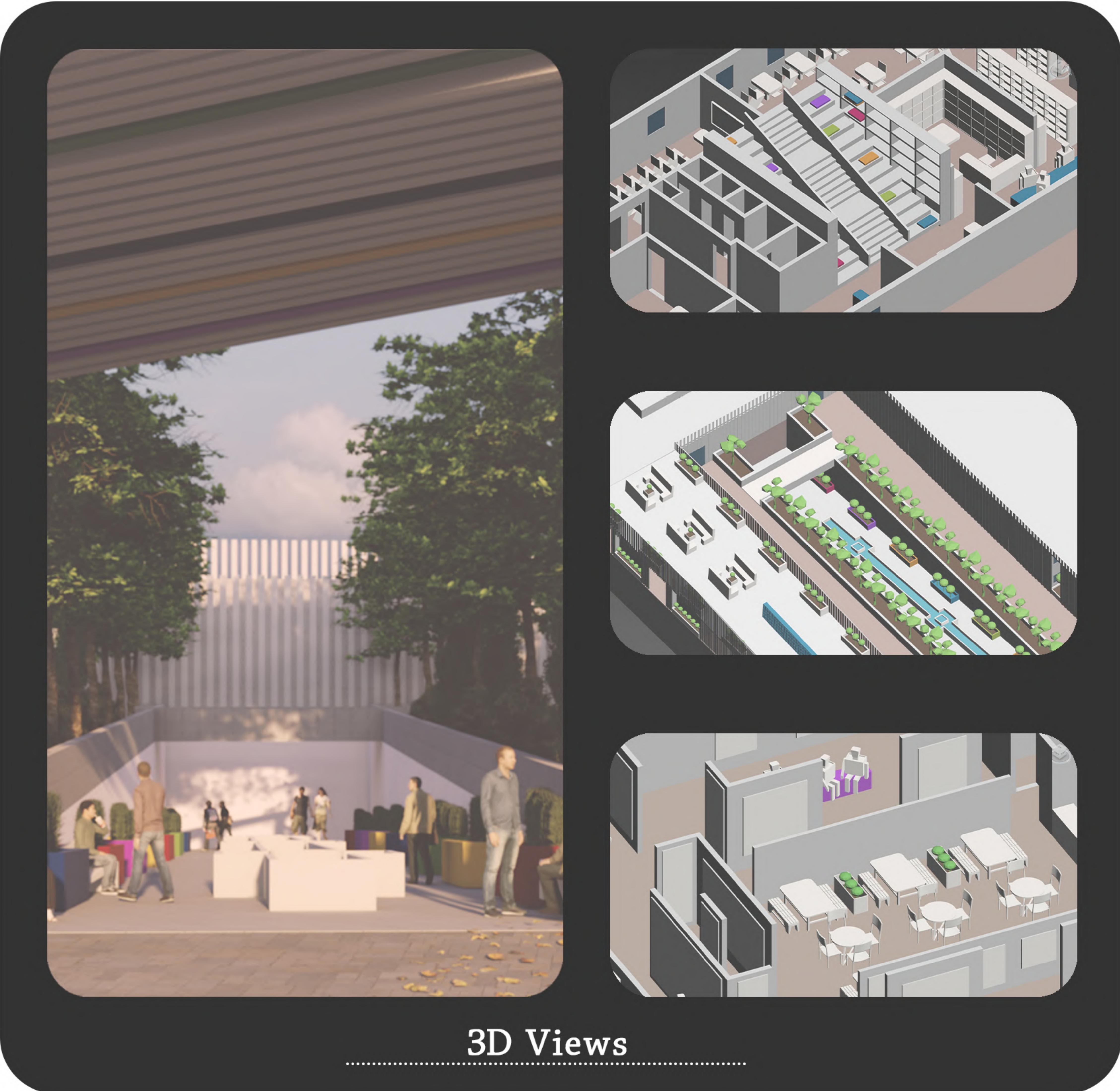


01 Youth Cultural Center

8

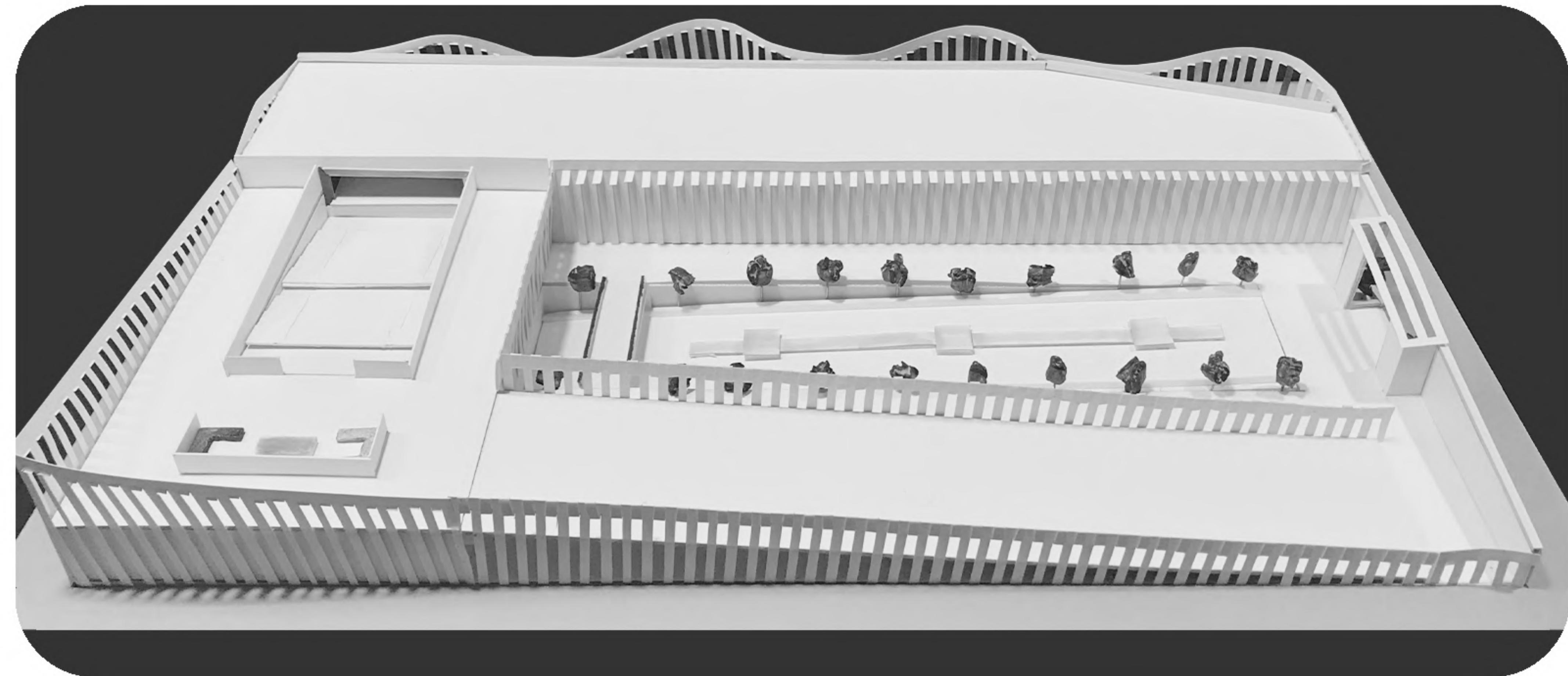
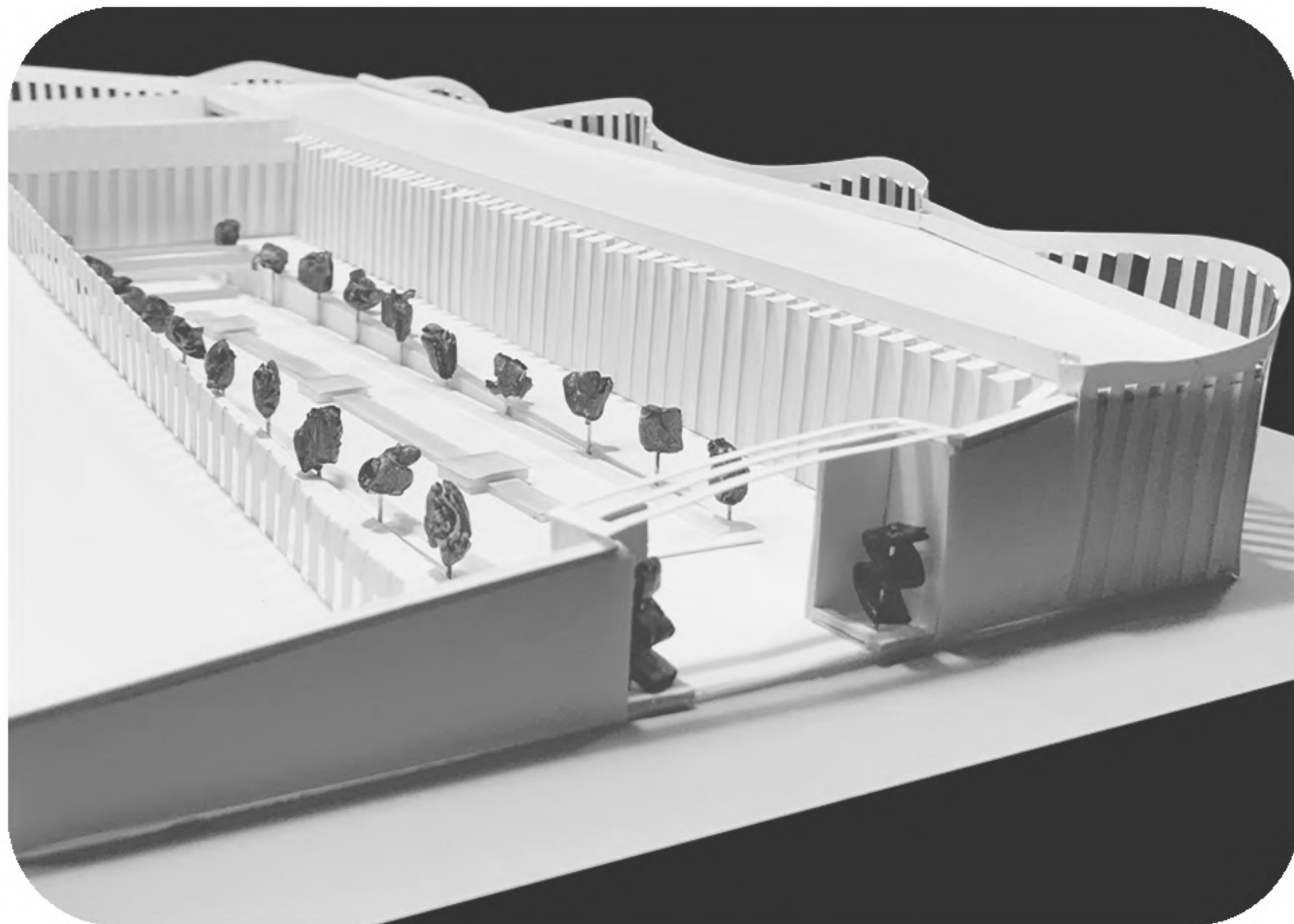


Exploding Diagram



01 Youth Cultural Center

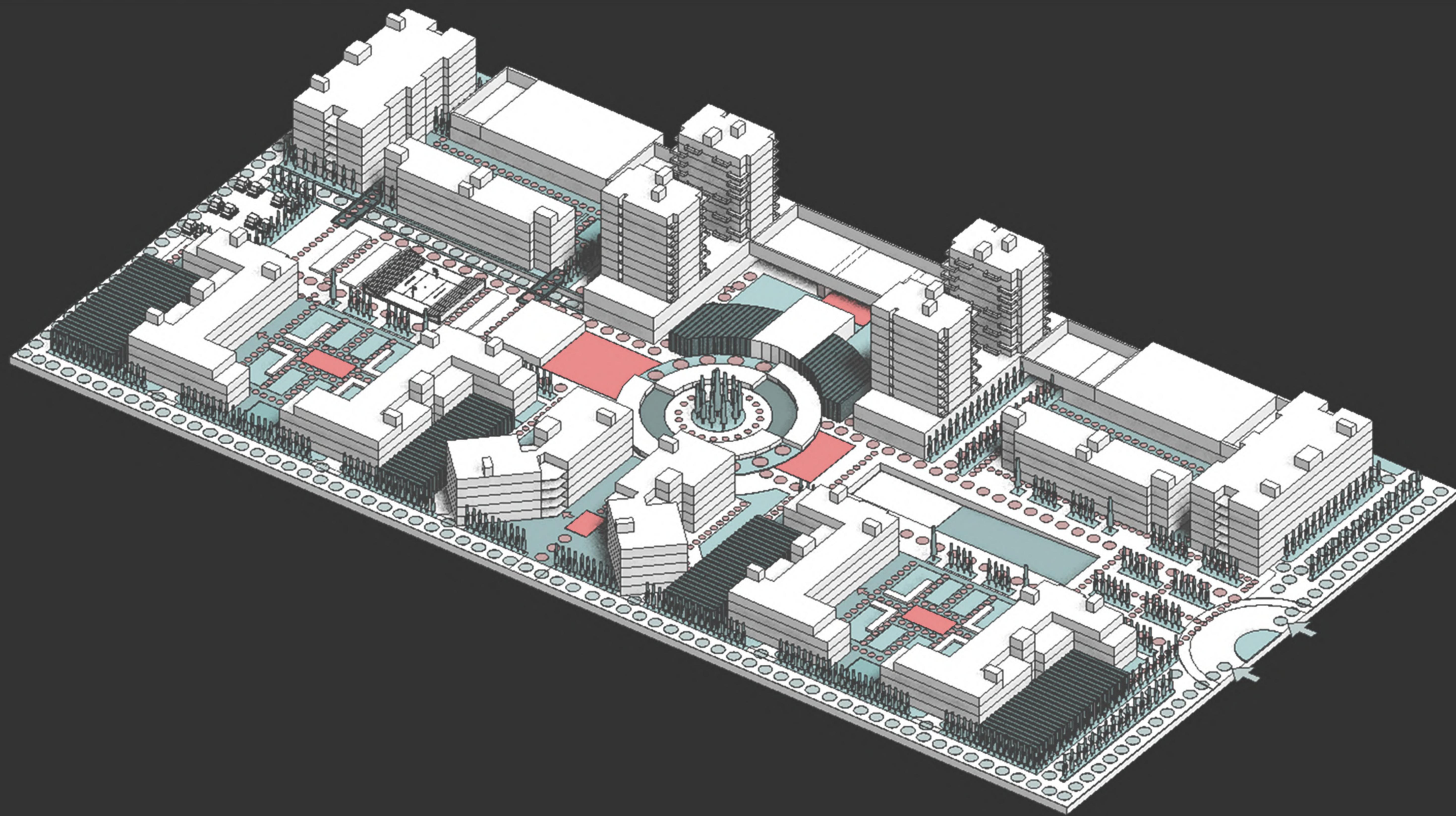
9



Maquette Scale: 1/200

02 Residential Complex

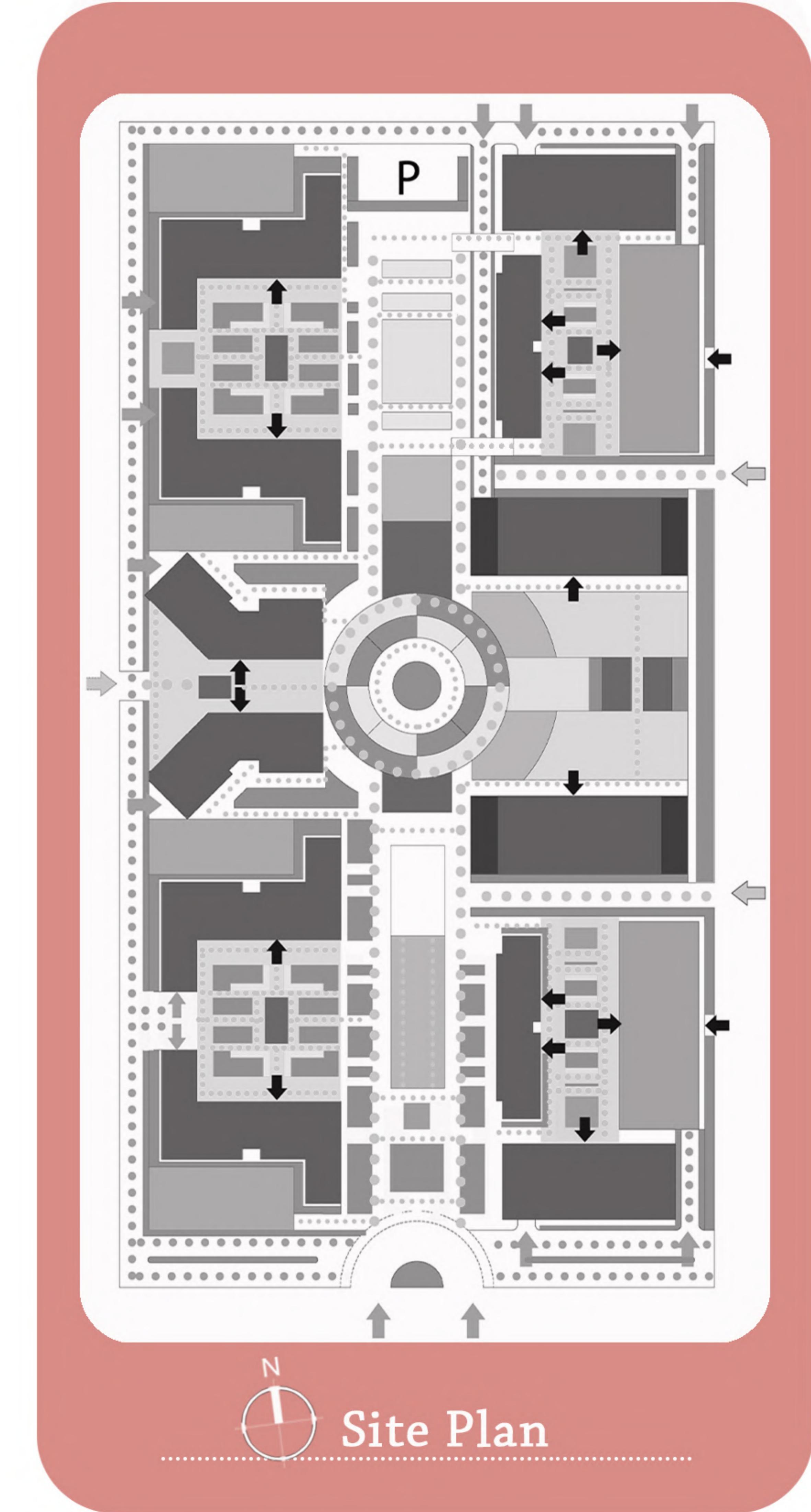
10



- ▶ For this course we were divided into groups of two. The goal was to create a residential complex that could meet its needs, another important factor in this design was having a safe and fun environment for children and teenagers.
- ▶ Our concept was designing vertical farms, creating a unique yard for every 2-3 units with their own separate playground for children, having a central open space for all the residents to come together and spend time in.

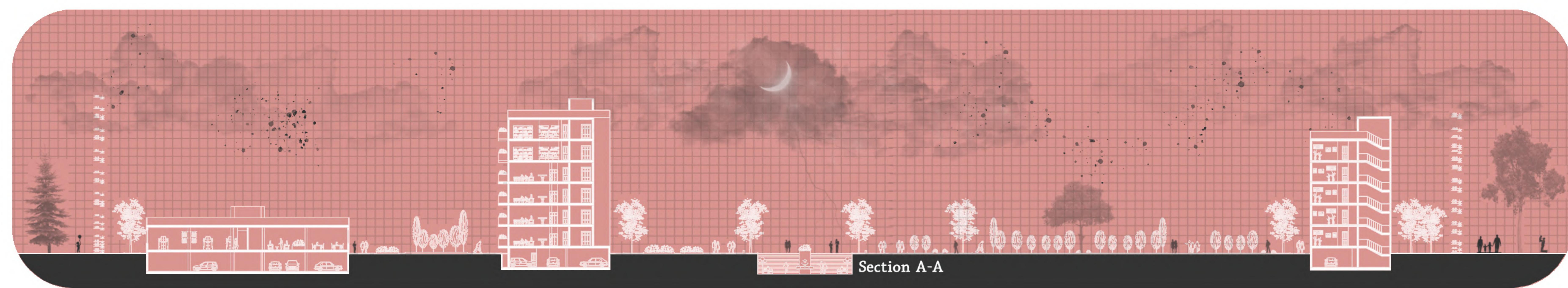
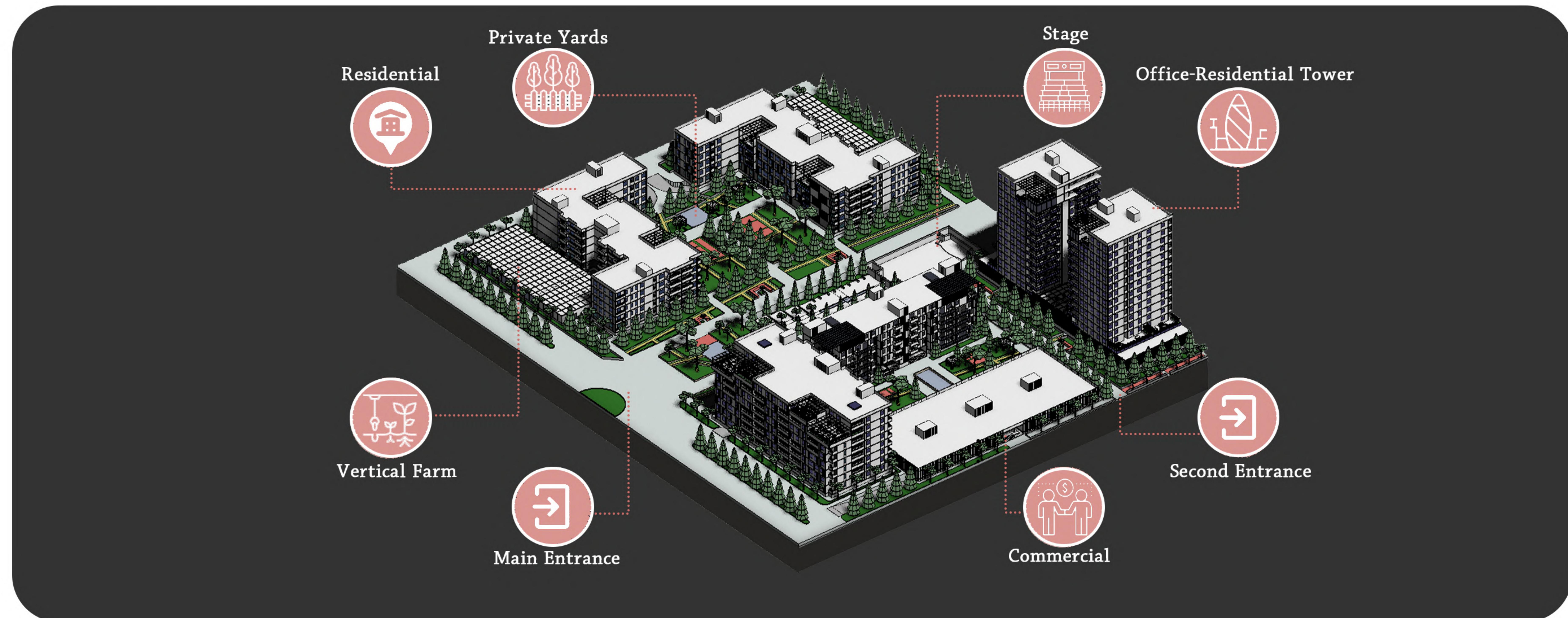
02 Residential Complex

11



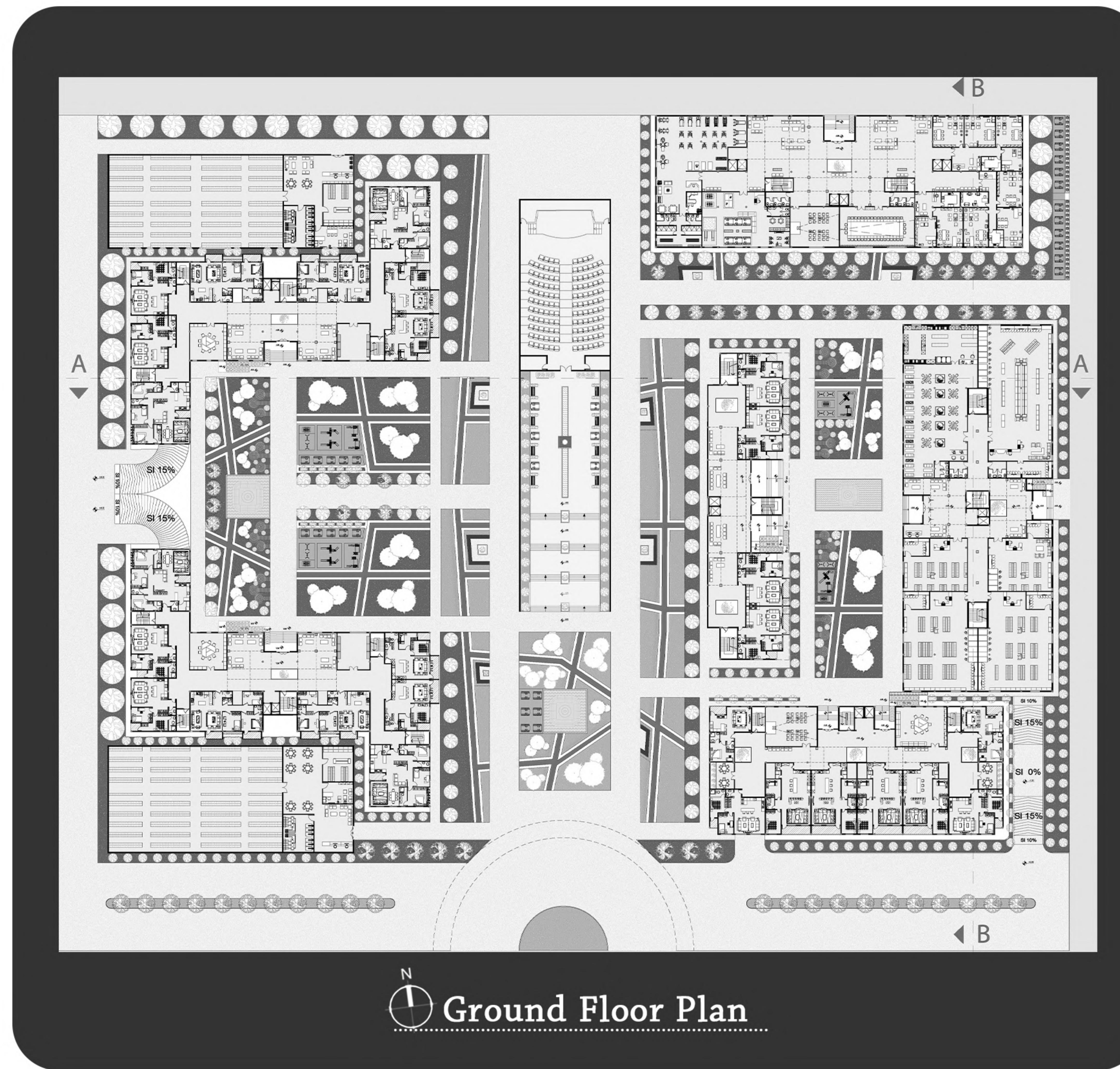
02 Residential Complex

12



02 Residential Complex

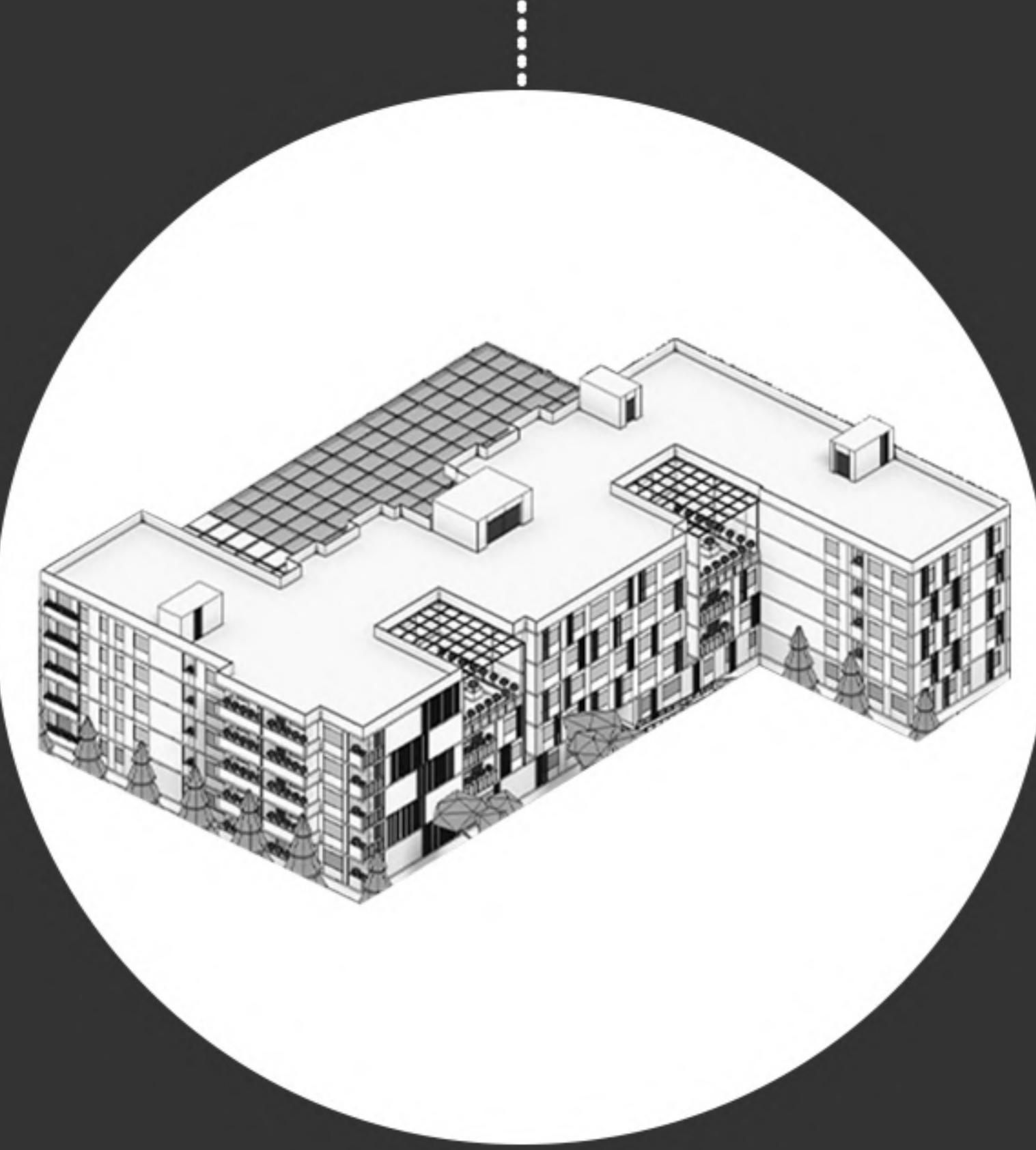
13



02 Residential Complex

14

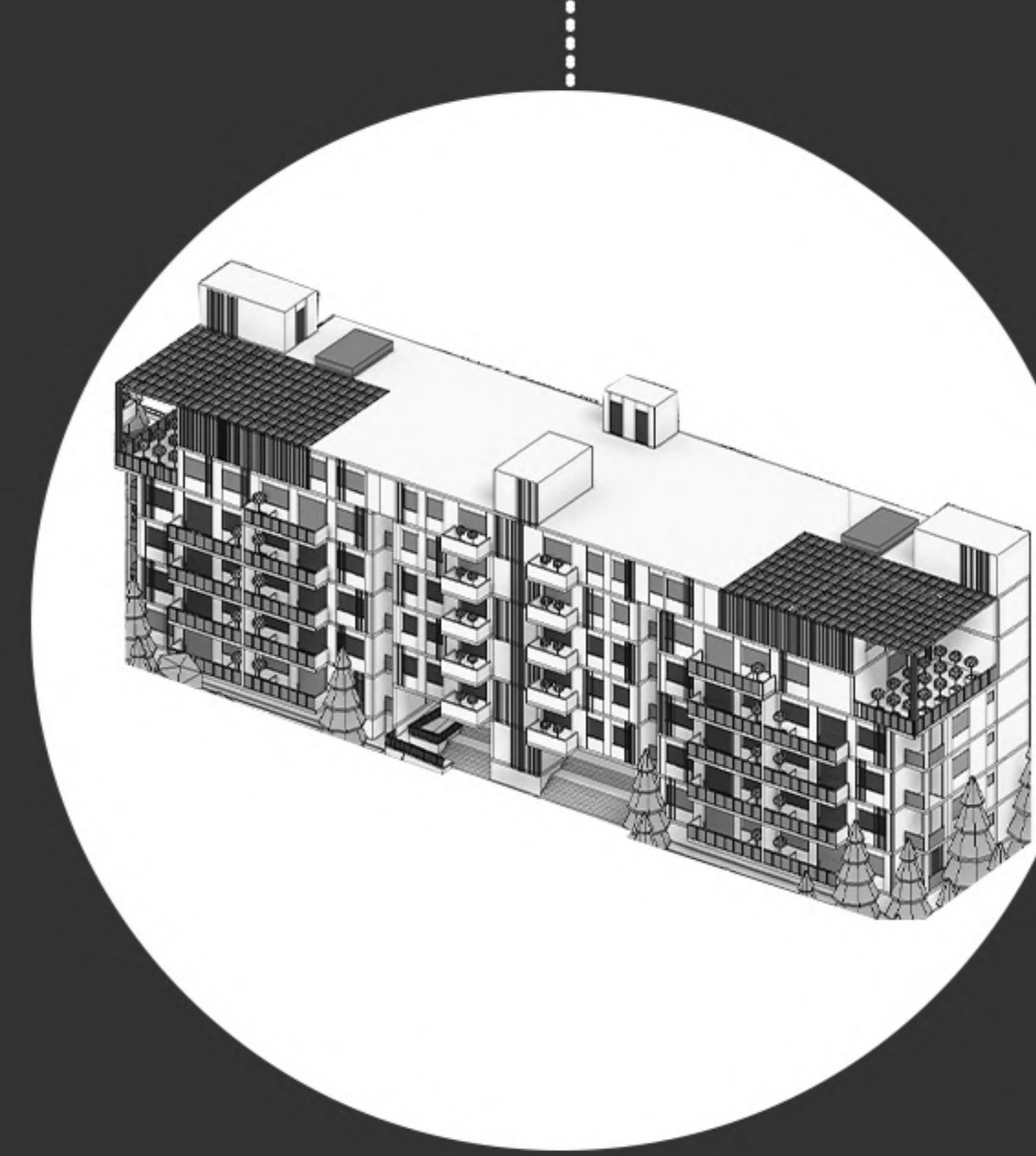
Block Types



Type One: 4 Story



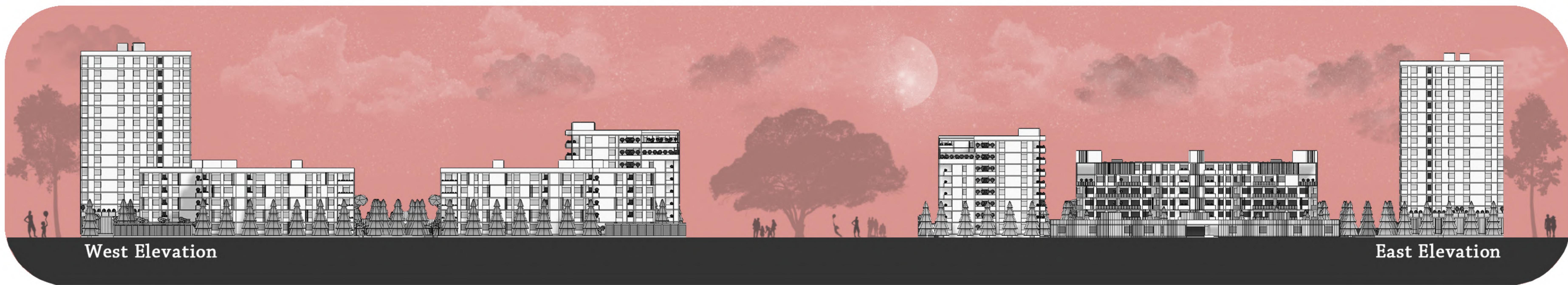
Type Two: 7 Story



Type Three: 5 Story



Type Four: 13 Story



03 Four-Star Hotel Design

15

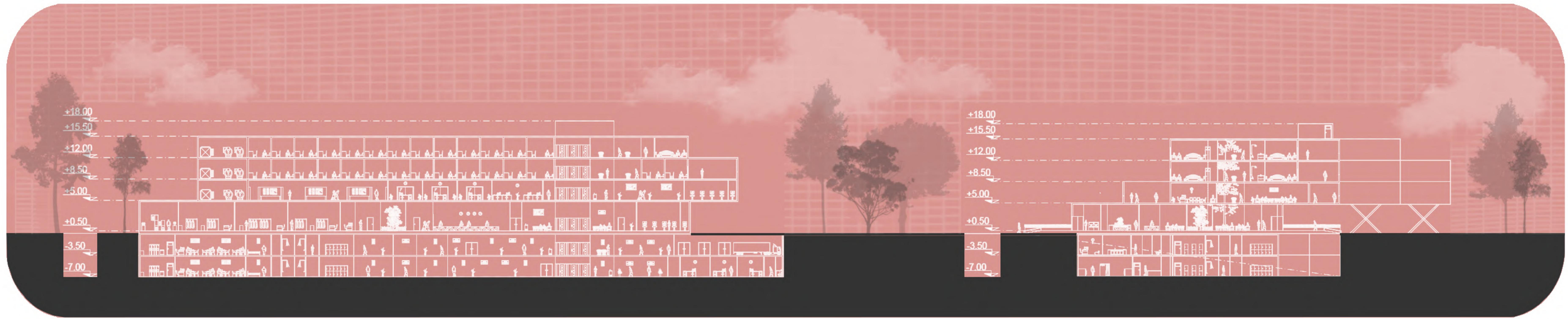
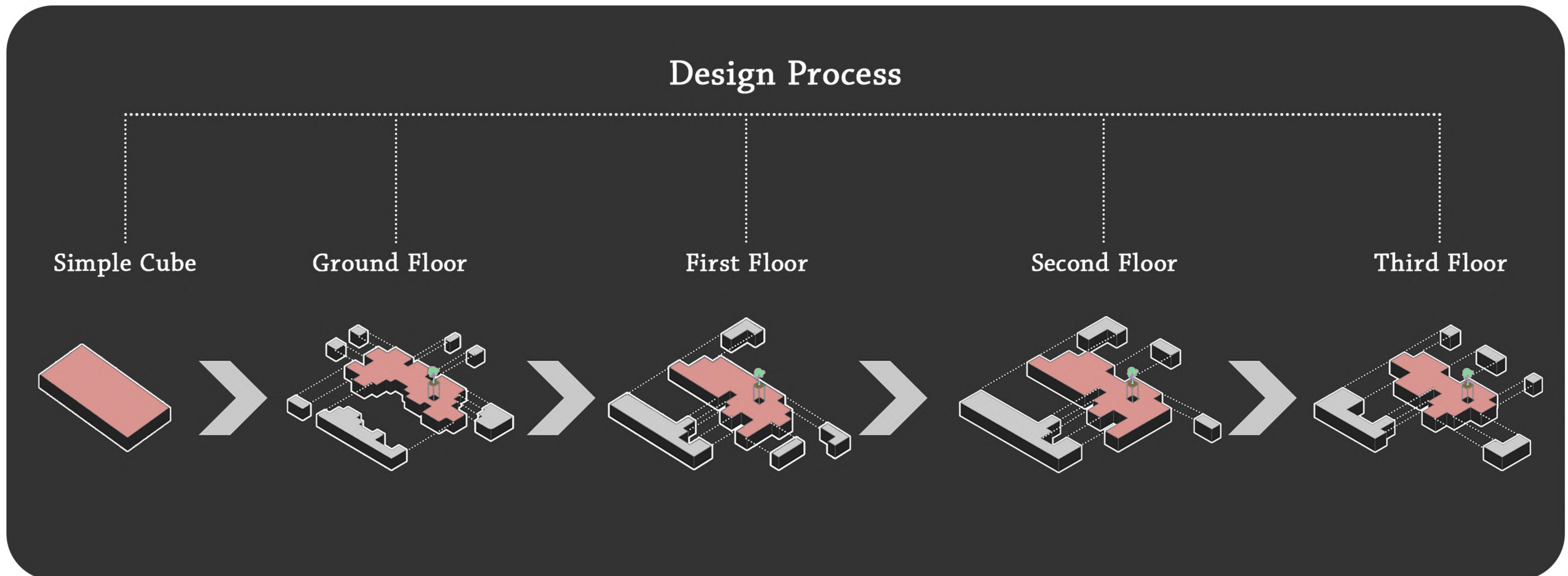
Given the site's rural location in Mashhad, the primary consideration for this course was to design a structure that would not detract from the surrounding scenery. Thus, to accomplish this goal, we need to consider the following:

- 1 Limited the building to four floors above ground to better blend in with its surroundings
- 2 By utilizing a modular distortion that is natural to this location, we built separate balconies facing the lush, sloping, and attractive yard.
- 3 Retained the beautiful ancient tree in the centre of our building and converted it into a single-piece museum, utilizing the gap to bring natural light into the structure.



03 Four-Star Hotel Design

16



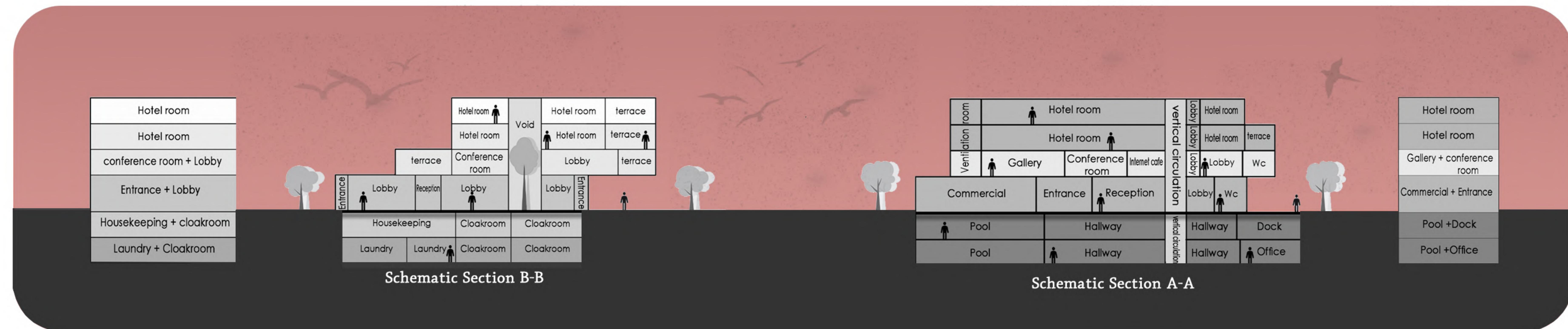
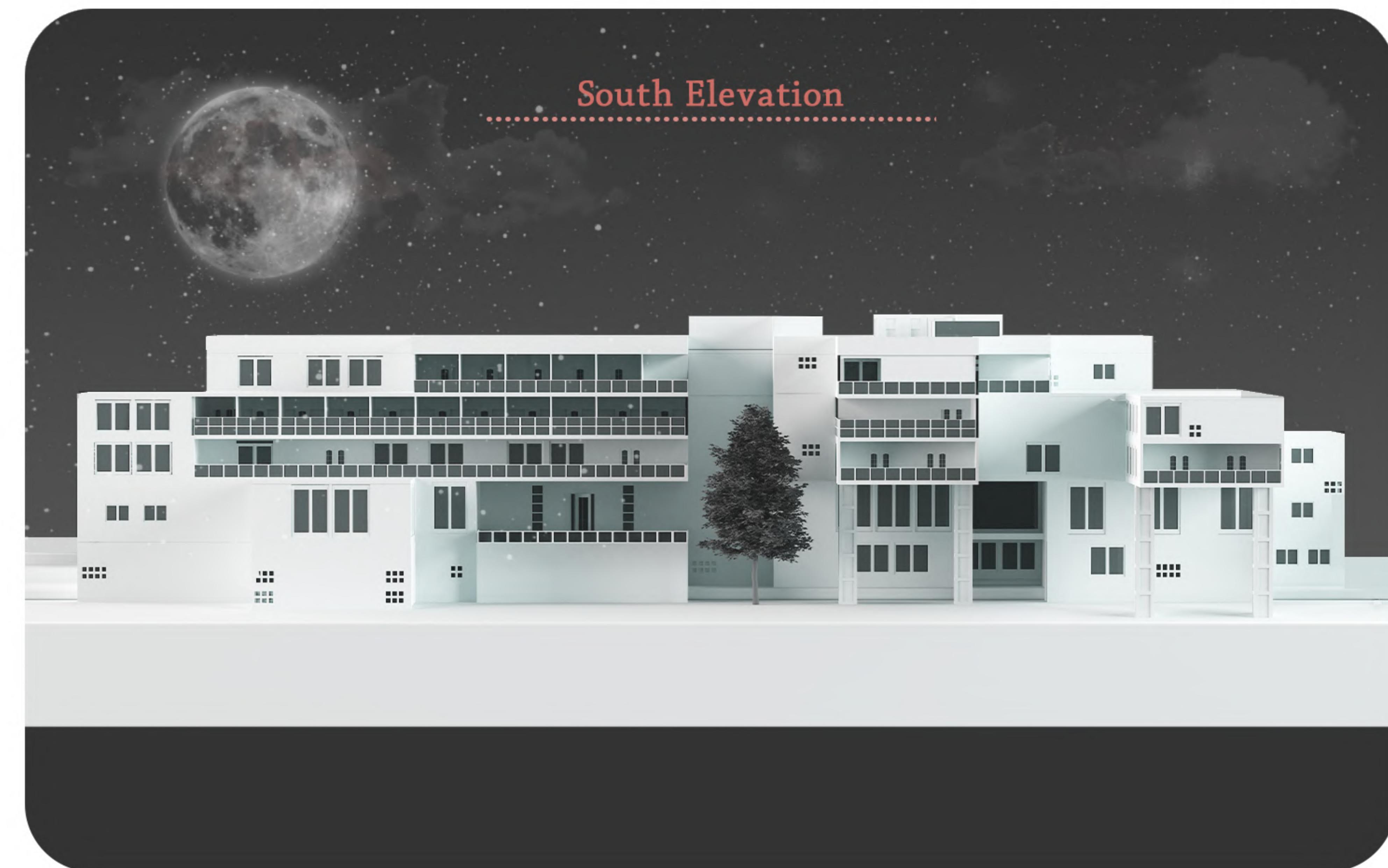
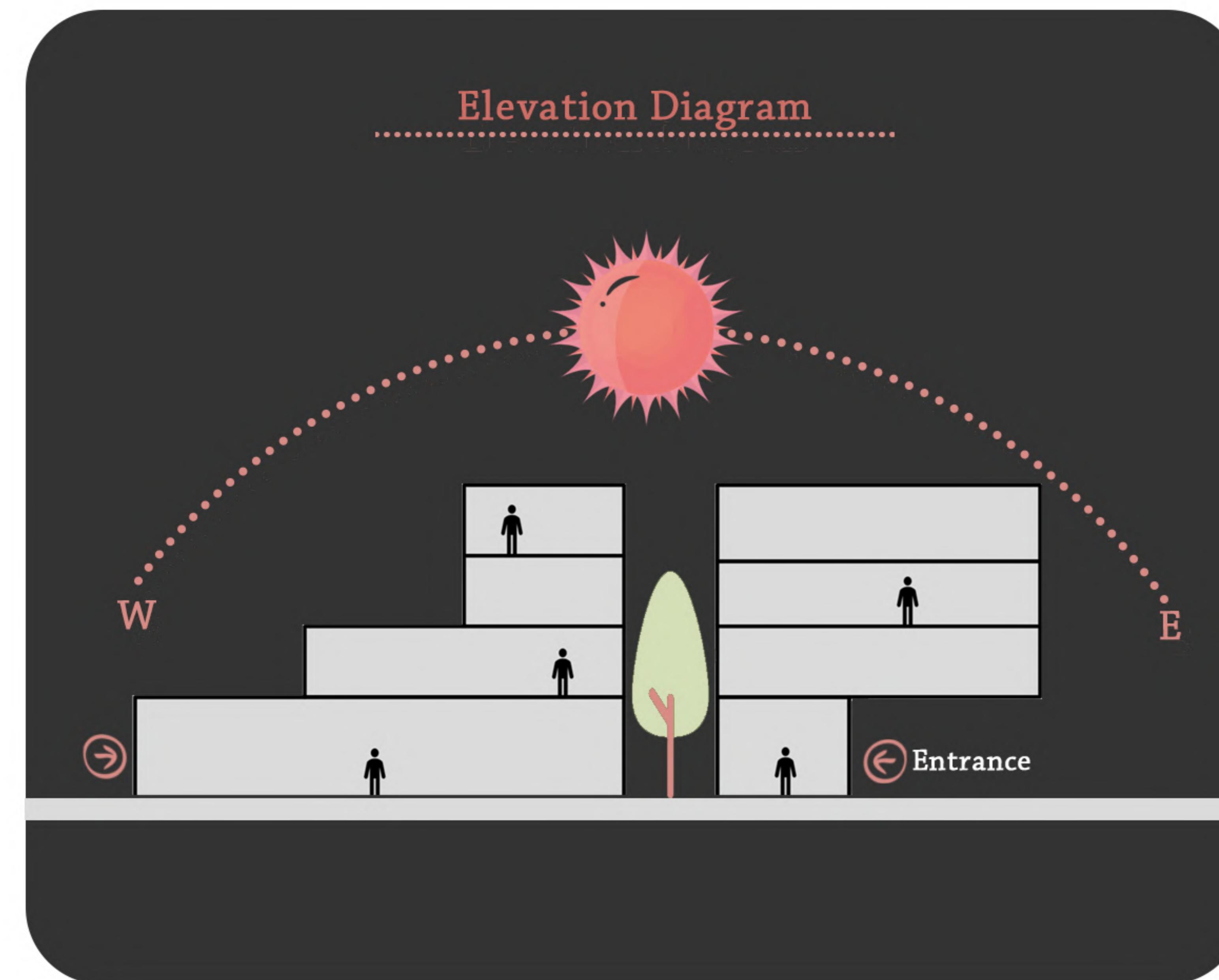
03 Four-Star Hotel Design

17



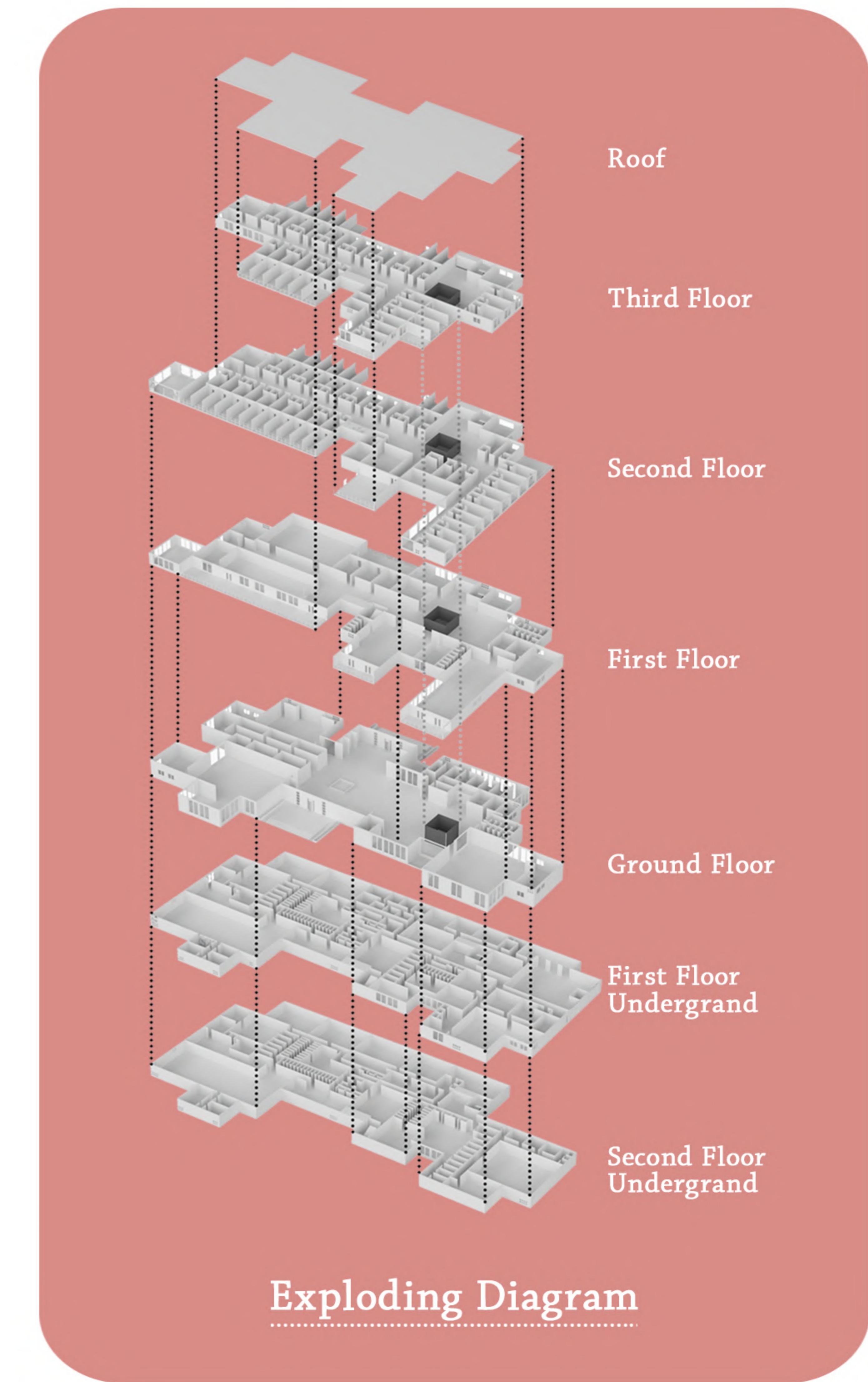
03 Four-Star Hotel Design .

18



03 Four-Star Hotel Design

19

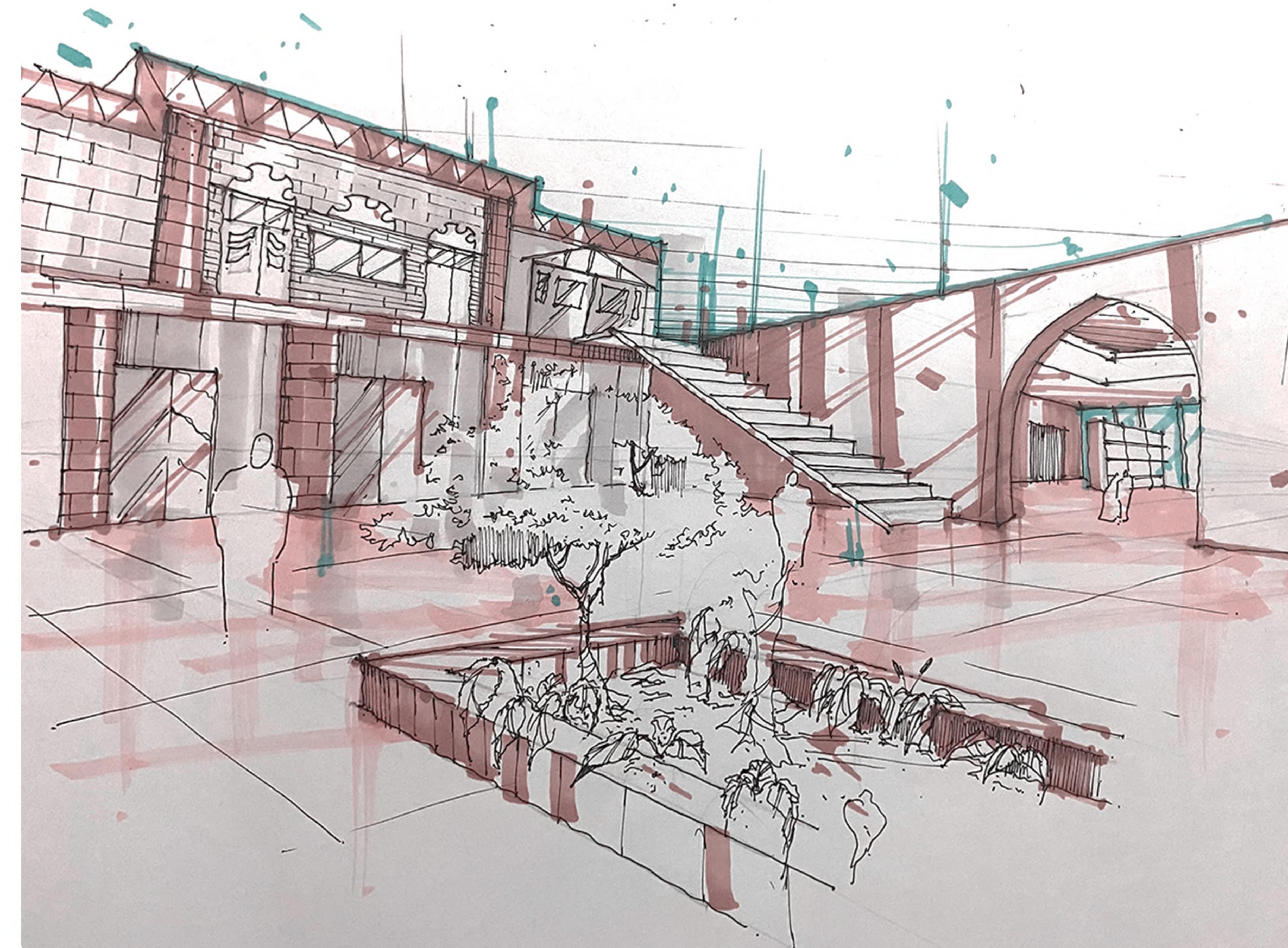


04 Building Renovation

20

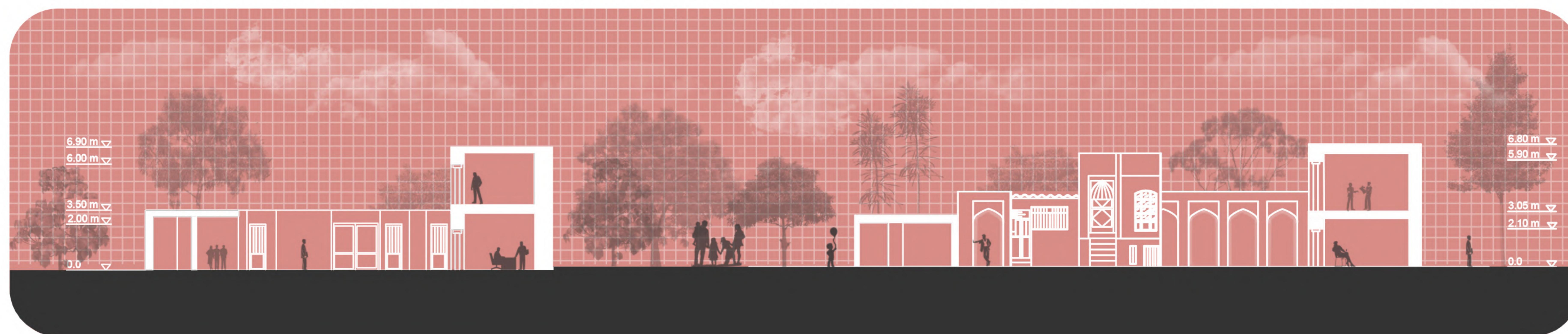
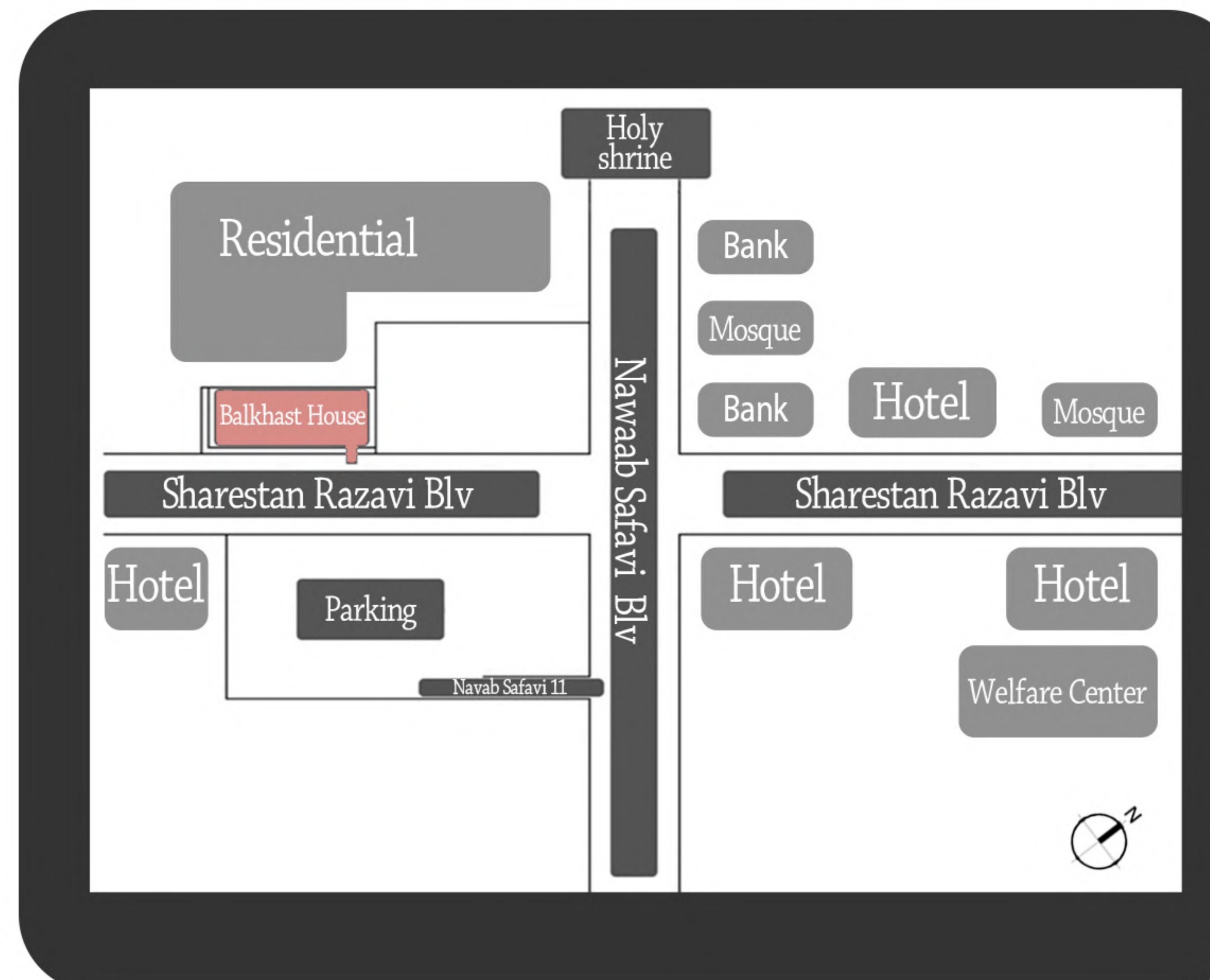
For this group project we had to choose an old, non resorted house, the next step was analysing parts that needed restoration, adding a part to the building and to give it a new function.

- 1 We chose Balkhast house, a two story building that was built in 1730 and is inscribed on the national heritage list.
- 2 Parts that needed restoration were listed carefully with their specific solution to keep the house safe from any harm.
- 3 As for the new functionality we turned the house into a boutique hotel, containing six rooms. The lobby, parking and other servicing areas were all designed in the new added space from the east and northern side of the building.



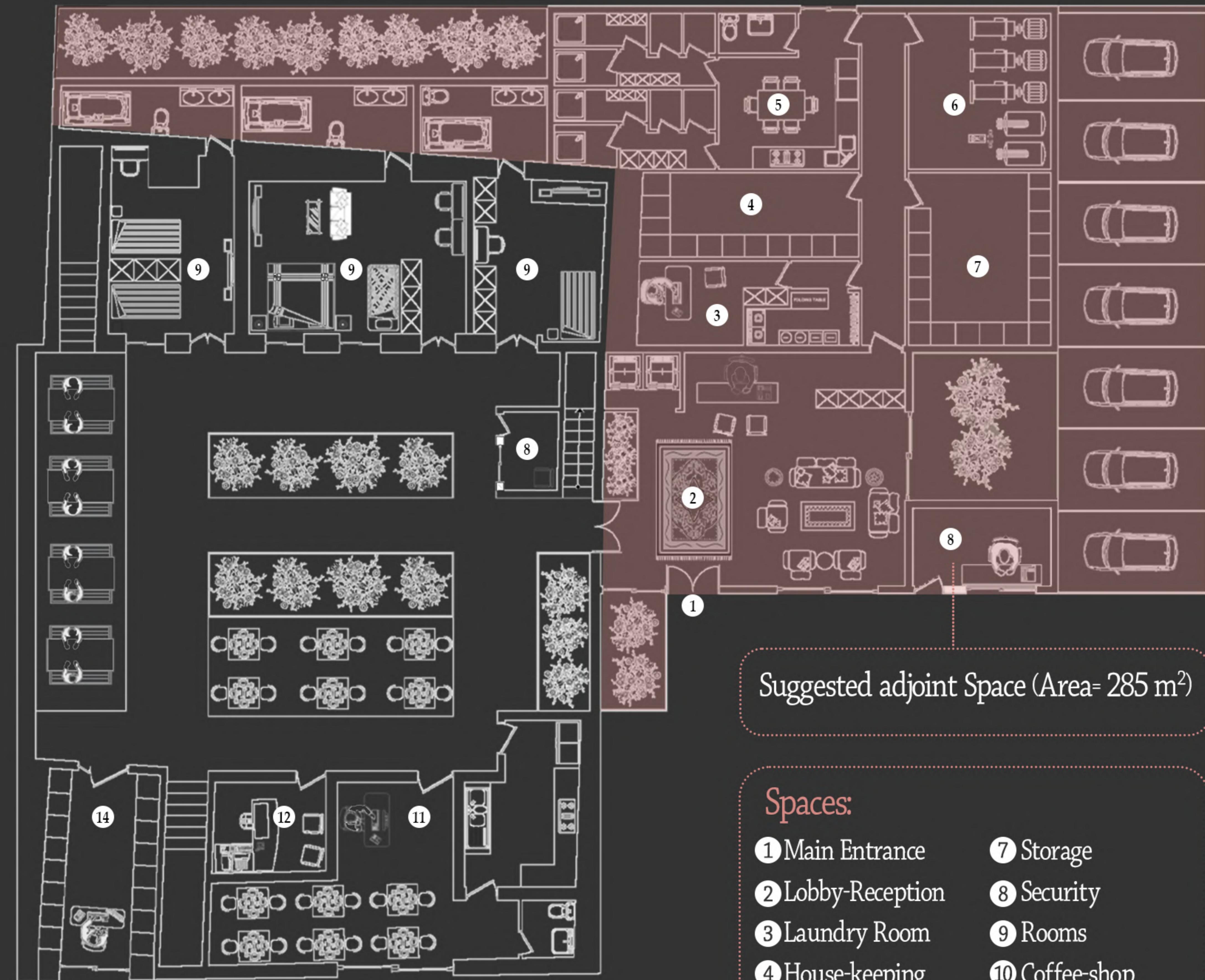
04 Building Renovation

21



04 Building Renovation

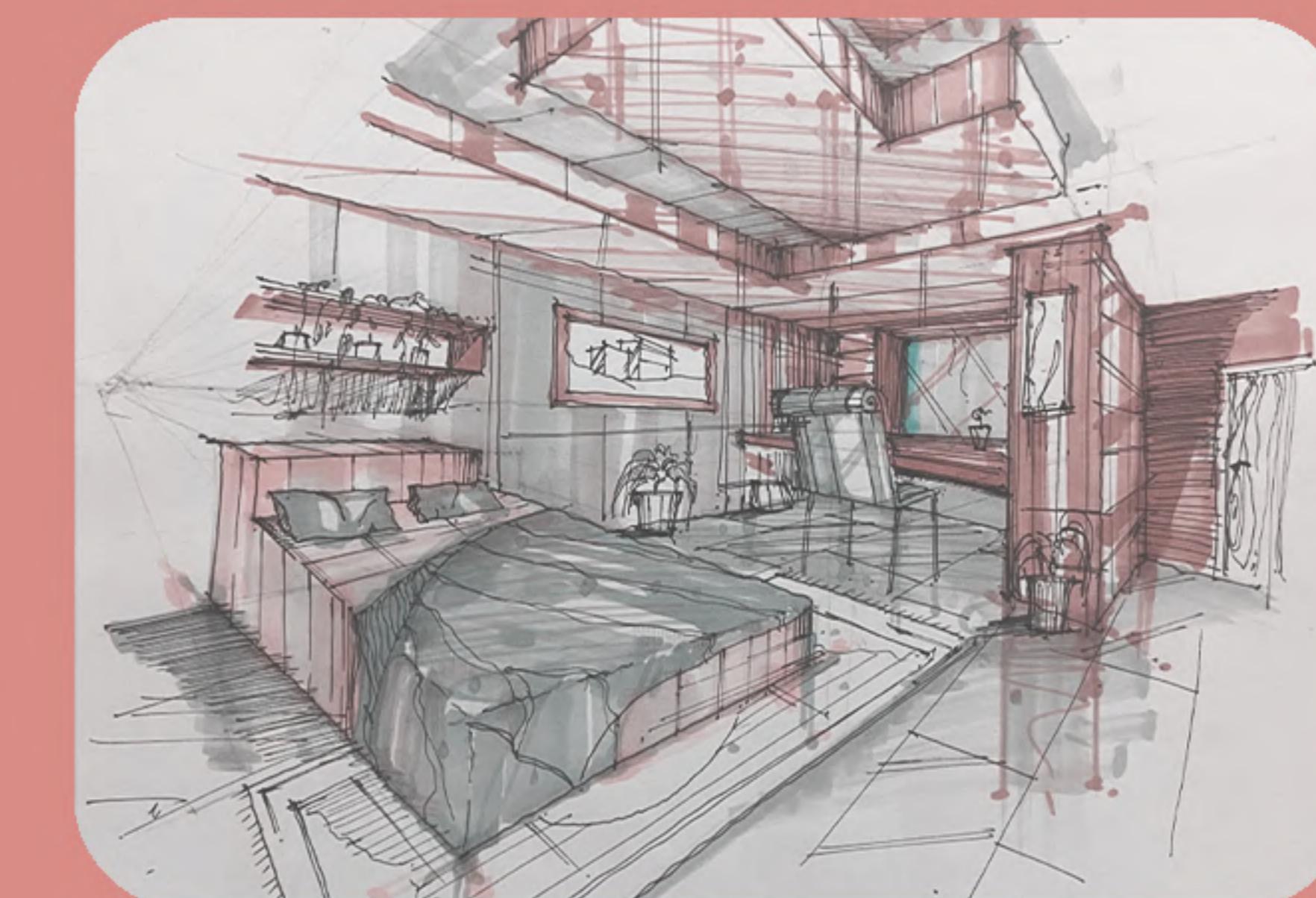
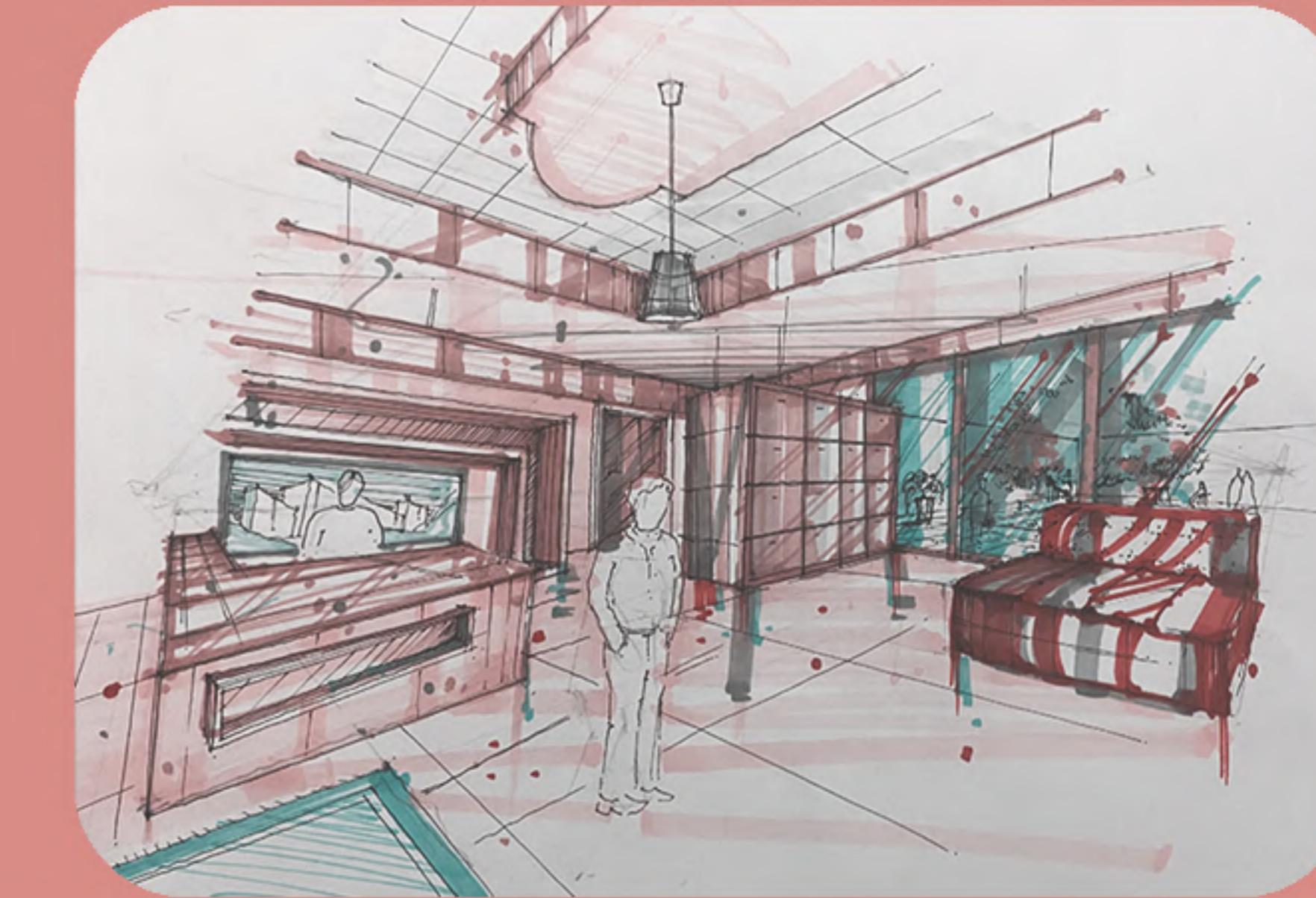
22



Ground Floor Plan

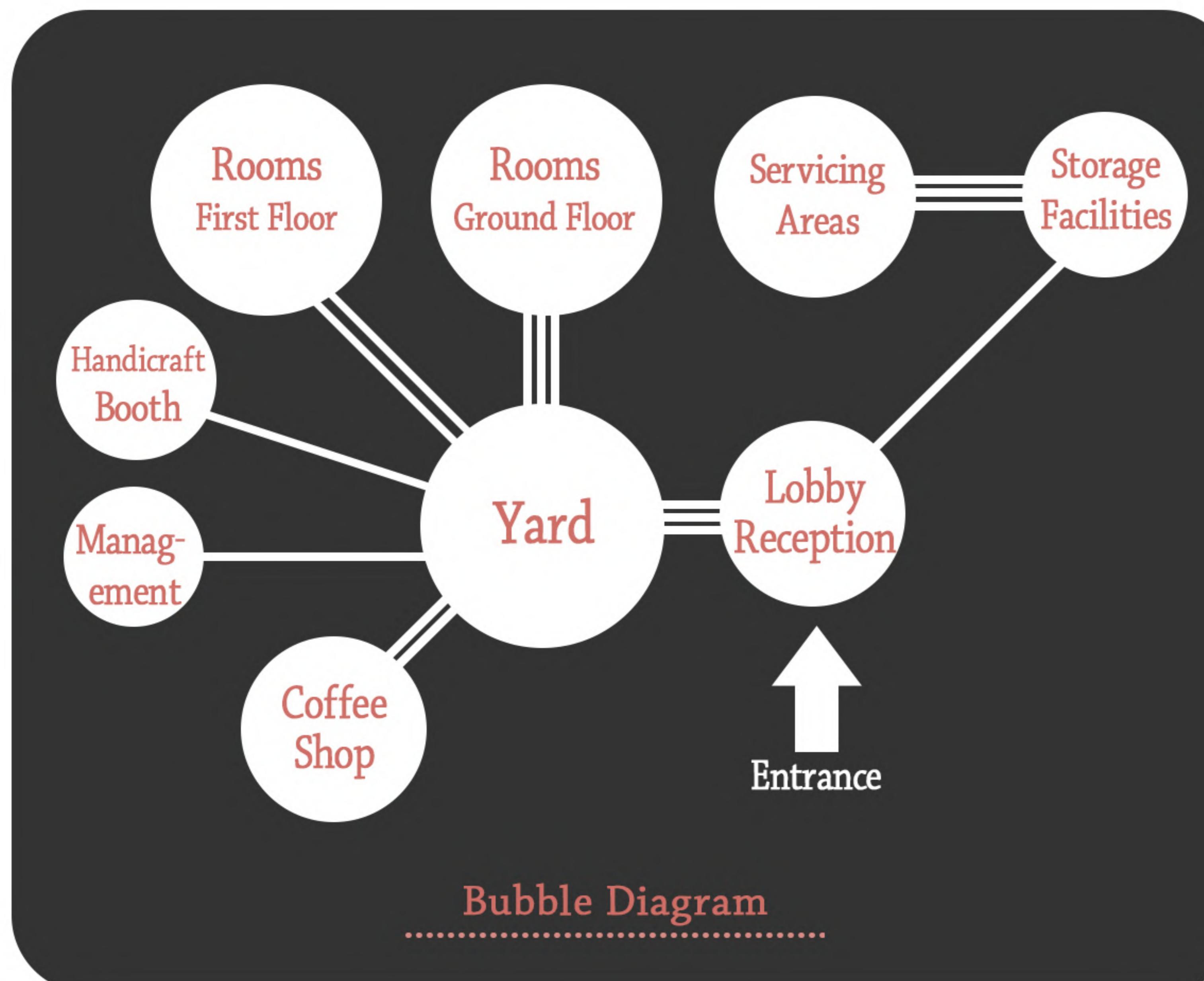
Spaces:

- ① Main Entrance
- ② Lobby-Reception
- ③ Laundry Room
- ④ House-keeping
- ⑤ Staff Room
- ⑥ Facilities
- ⑦ Storage
- ⑧ Security
- ⑨ Rooms
- ⑩ Coffee-shop
- ⑪ Management
- ⑫ Handicraft Booth



04 Building Renovation

23



Name	Area
Rooms	256 m ²
Laundry Room	16 m ²
House-Keeping	15 m ²
Staff Room	37 m ²
Facilities	19 m ²
Storage	20 m ²
New Area	915 m ²

Name	Area
Lobby-Reception	51 m ²
Yard	160 m ²
Security	5 m ²
Coffee-Shop	52 m ²
Management	12 m ²
Handicraft Booth	23 m ²
Previous Area	630 m ²

Spaces-Area Table

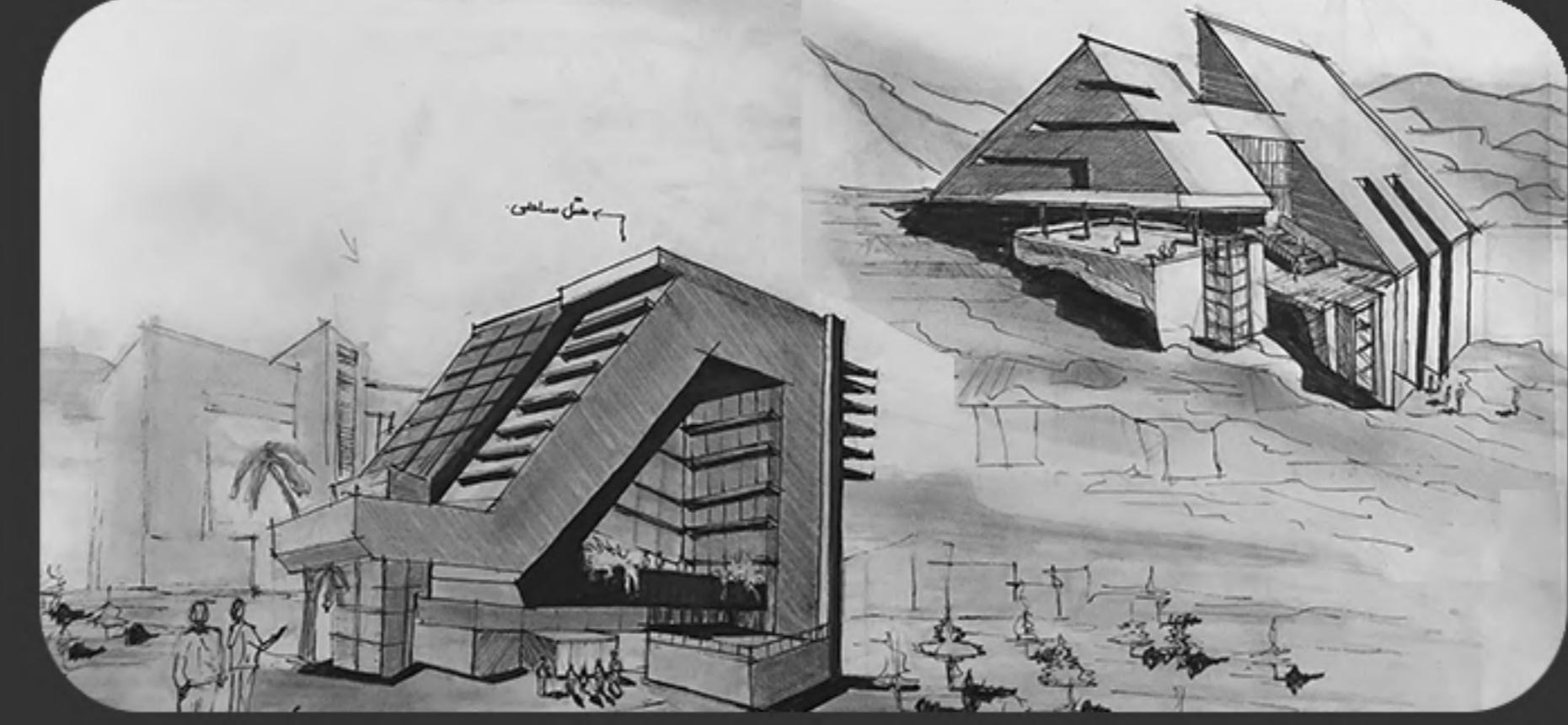
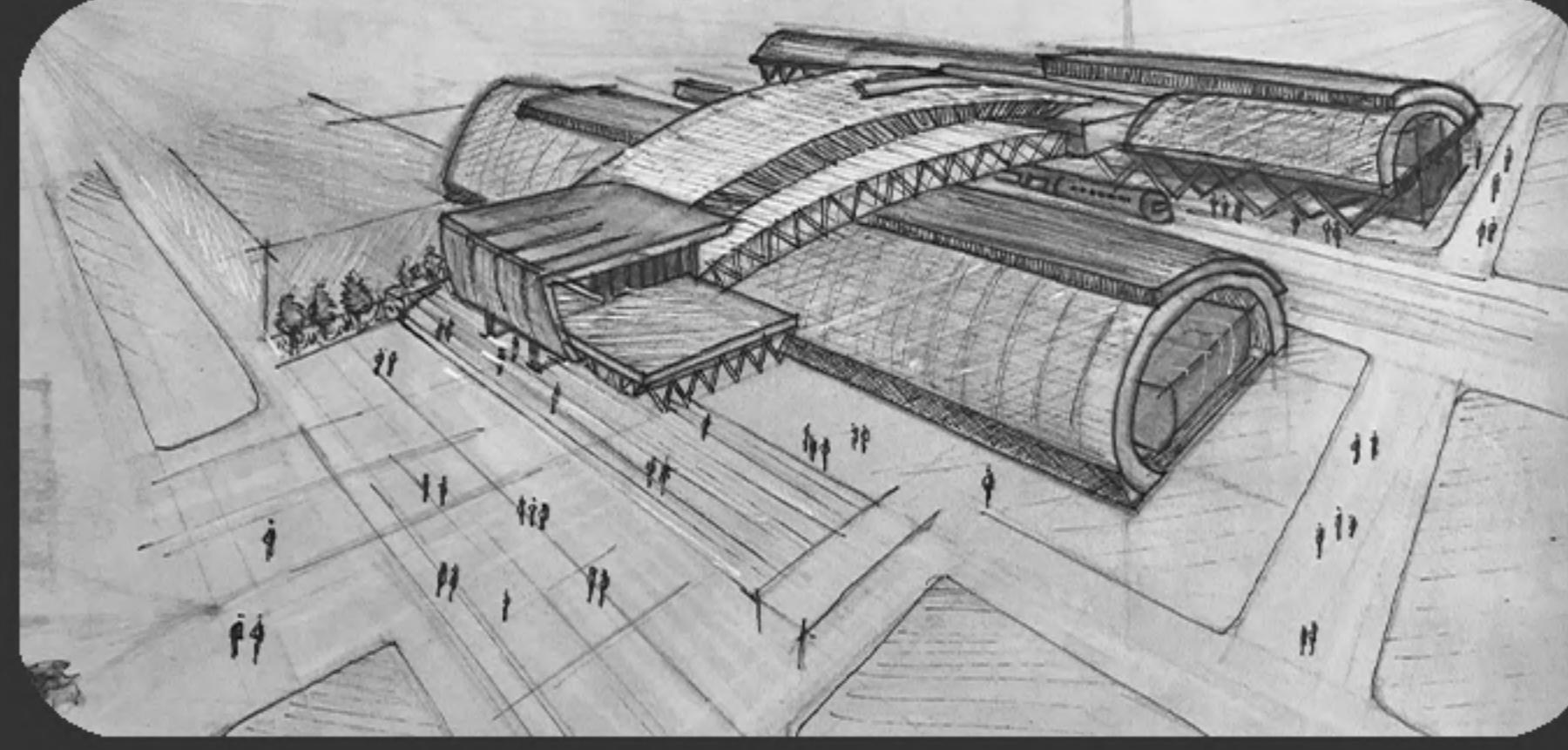
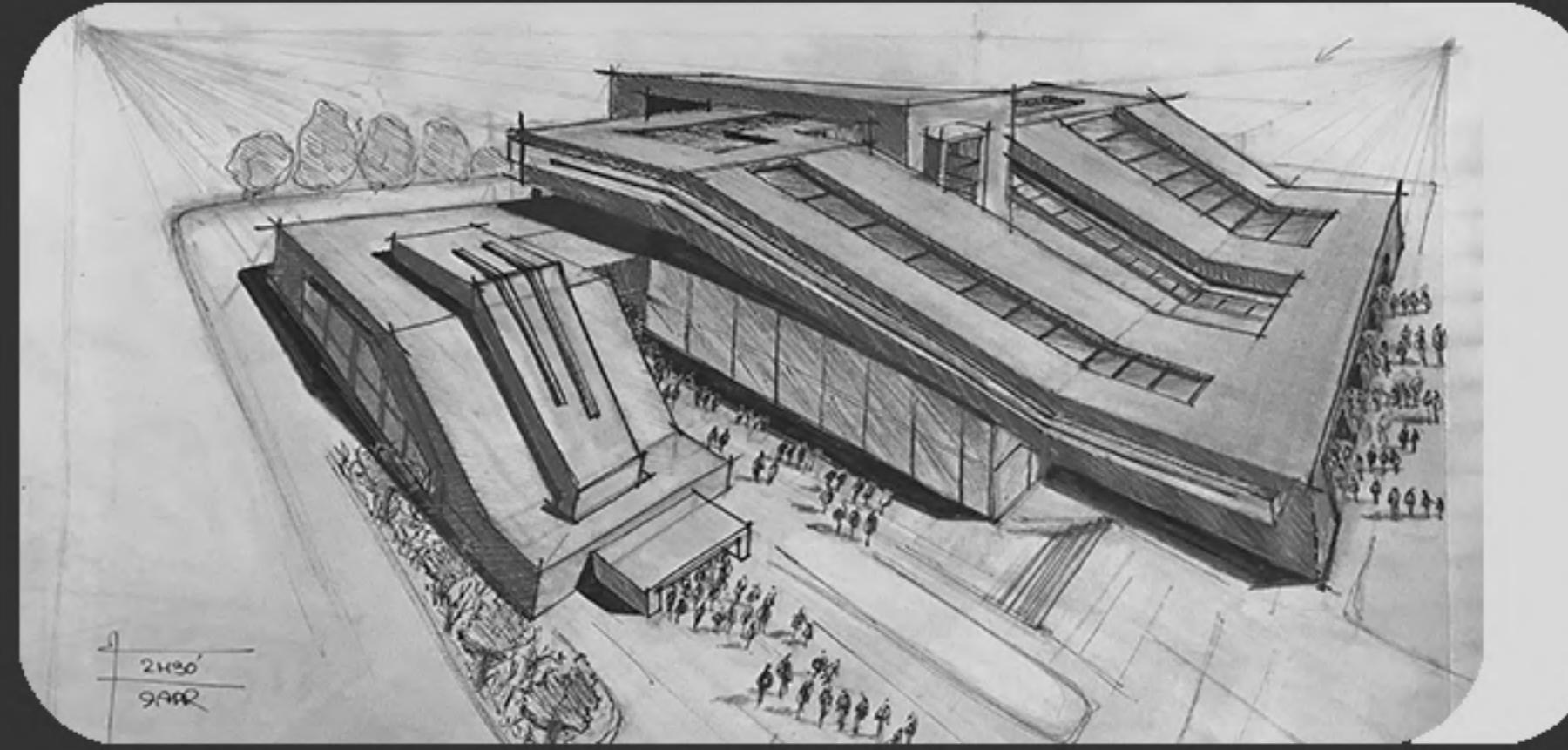
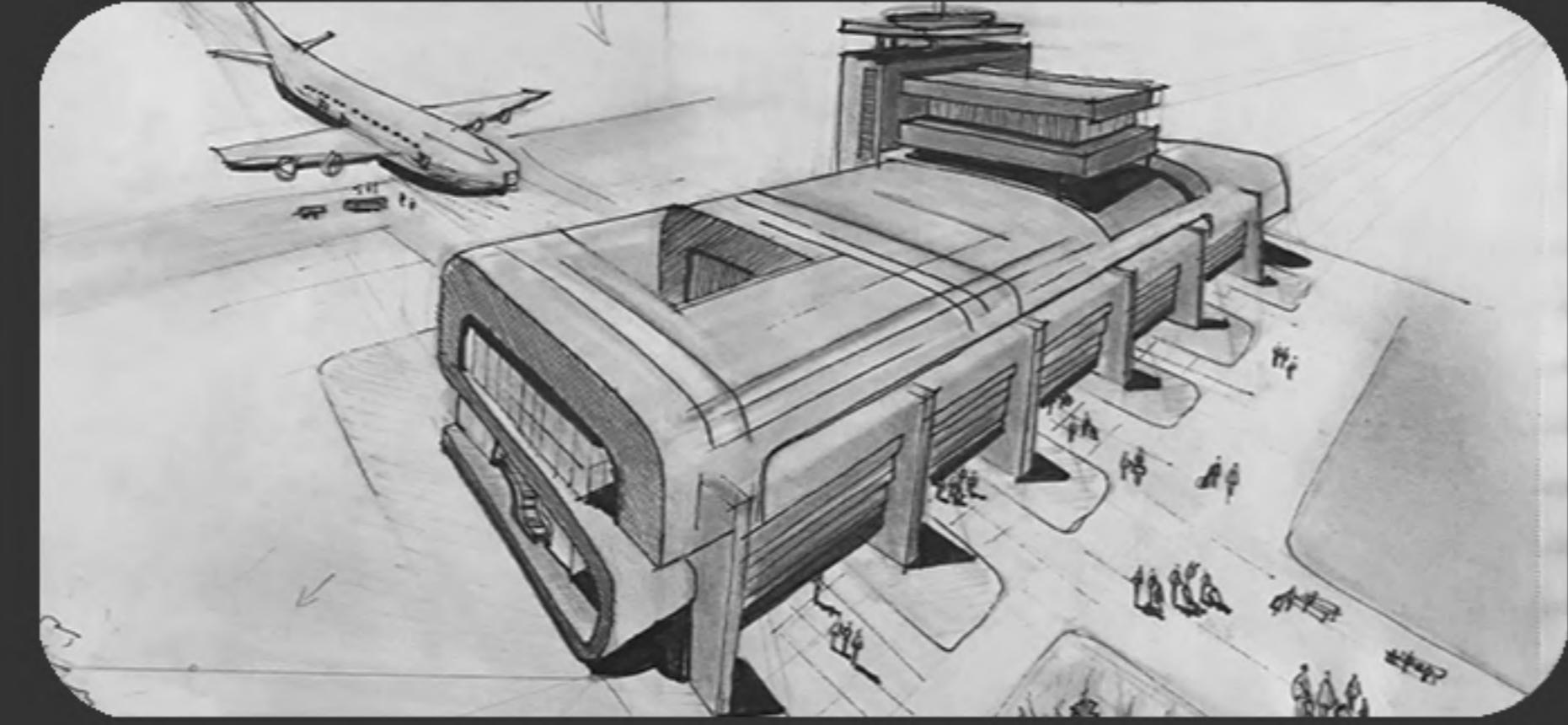
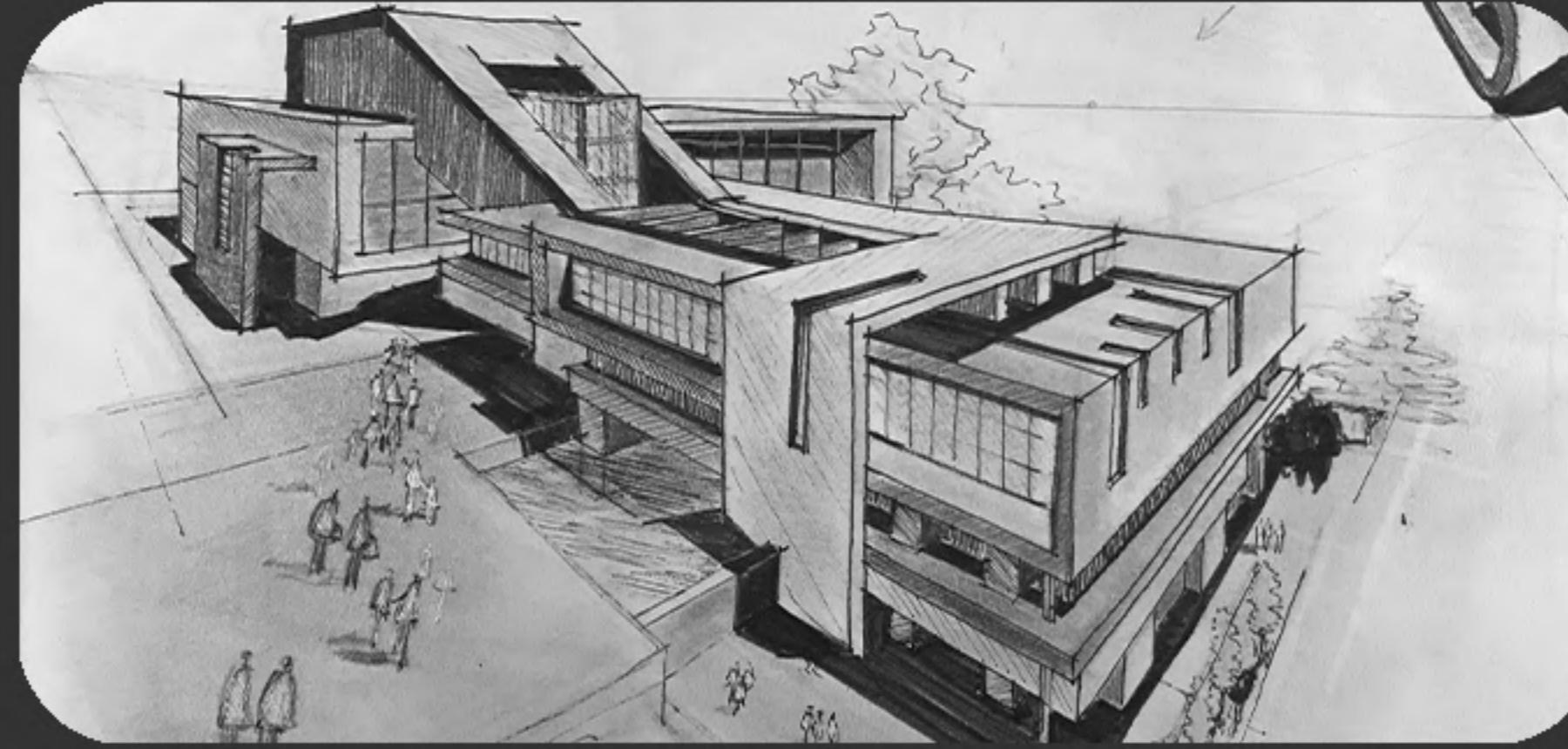


05 Additional Works

24

One definition for architecture is "Knowledge of art, science, technology, and humanity", sadly I can not show humanity through canvas but for showing the rest, I created this section containing three parts: Sketches and drawings, Auto-cad detailed drawings and Maquettes.

Each part contains different projects, some are university projects and some were made during my free time and as a hobby.



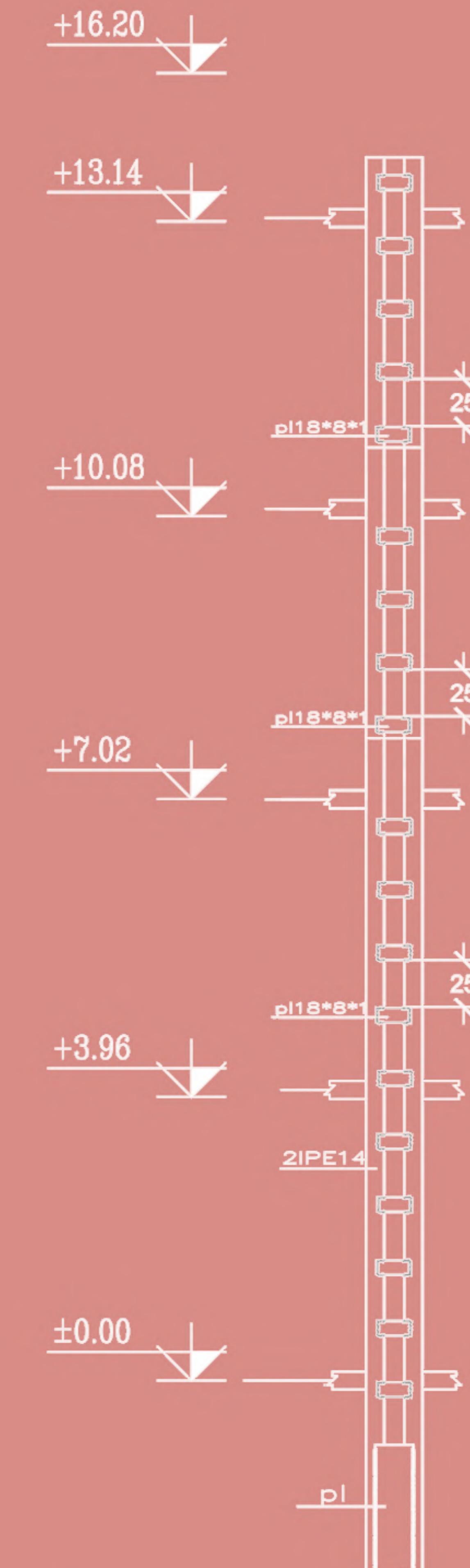
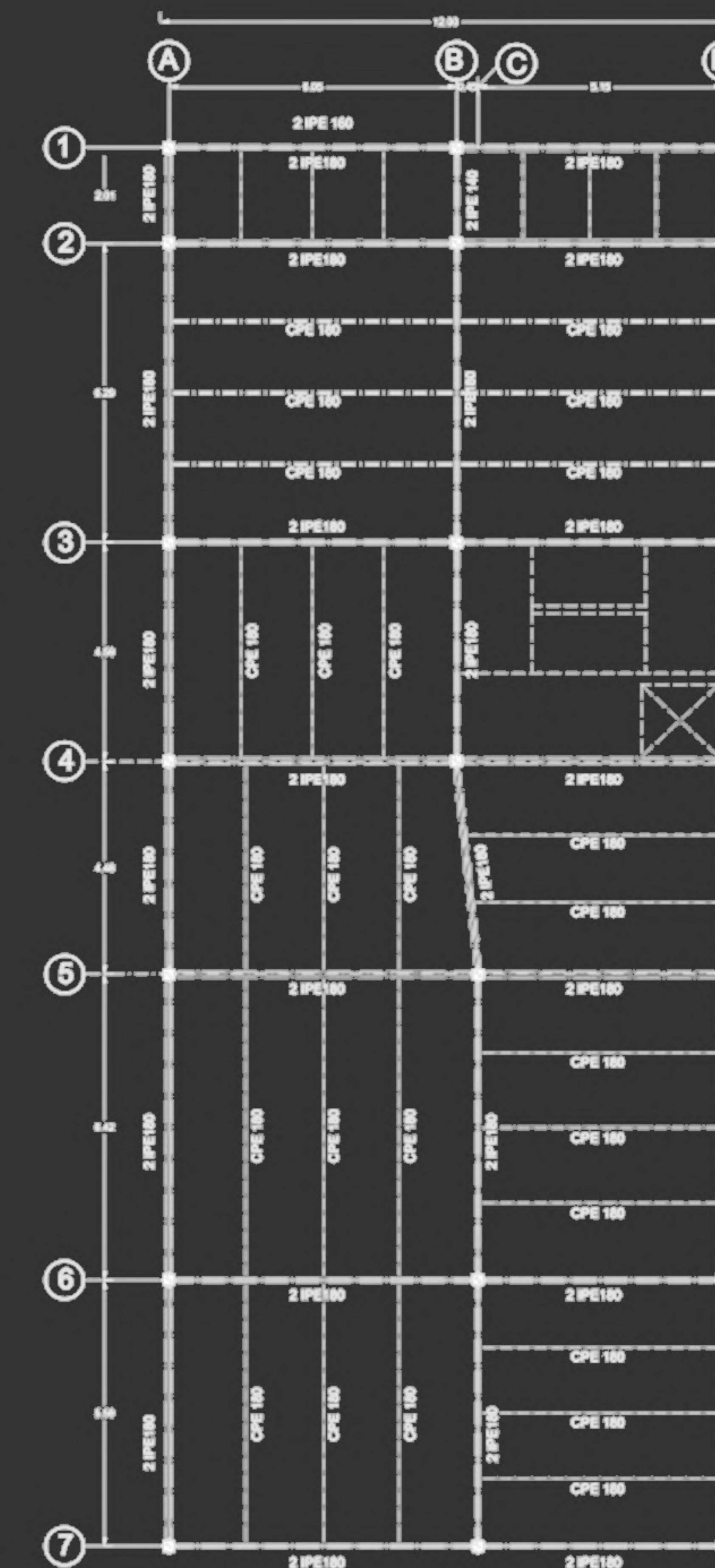
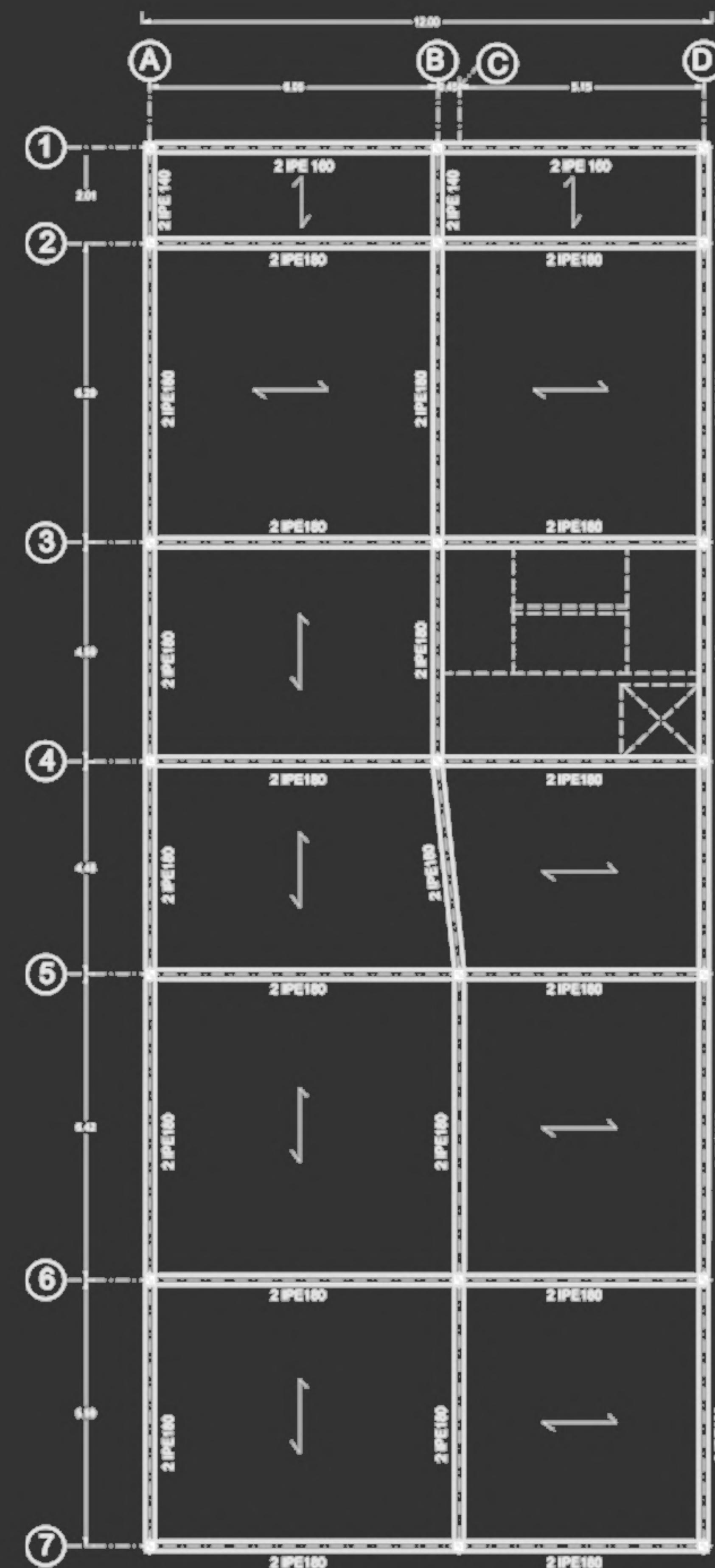
Sketches



Drawings

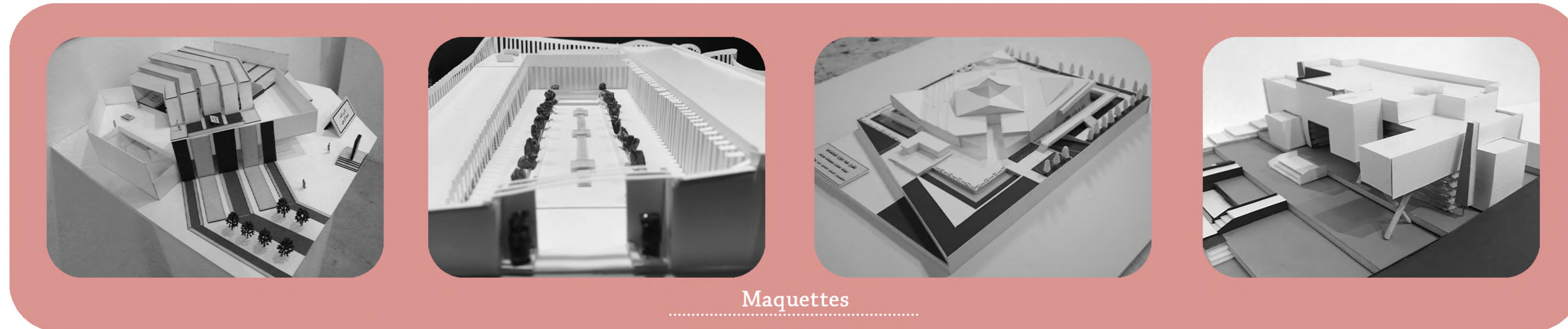
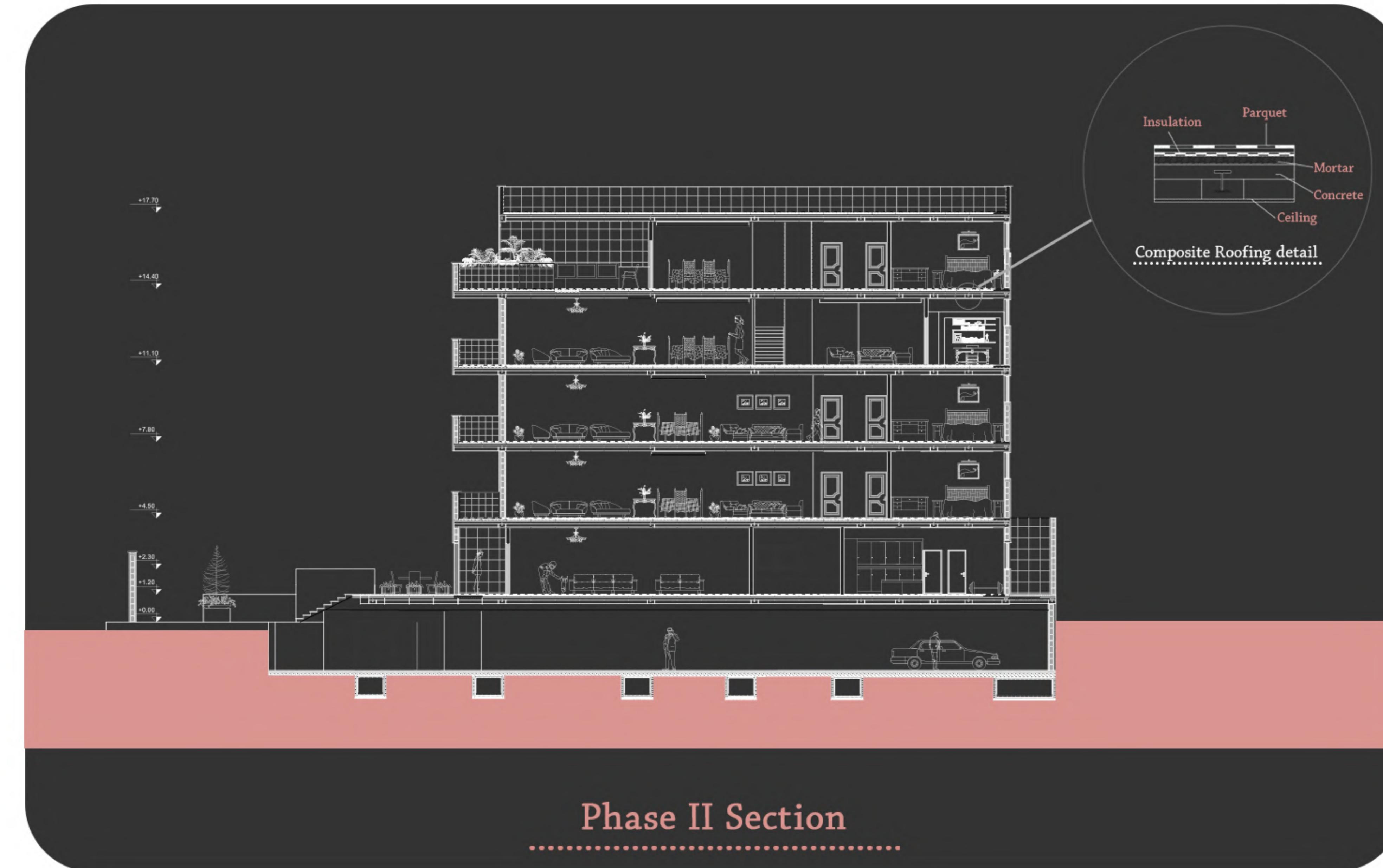
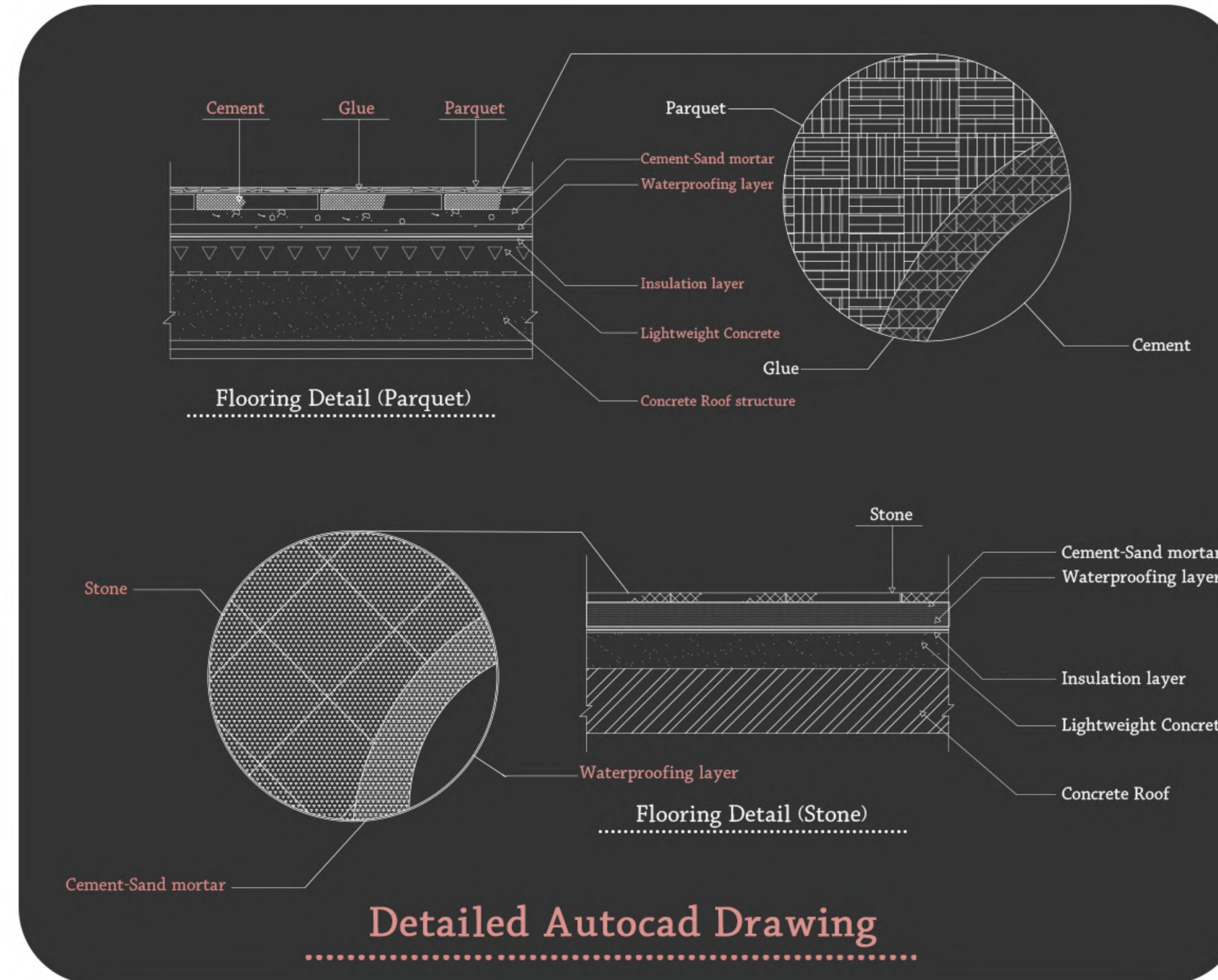
05 Additional Works

25



05 Additional Works

26





Thank you for your time



You can also visit my website: www.kimiakarimi.com