

# PORTFOLIO

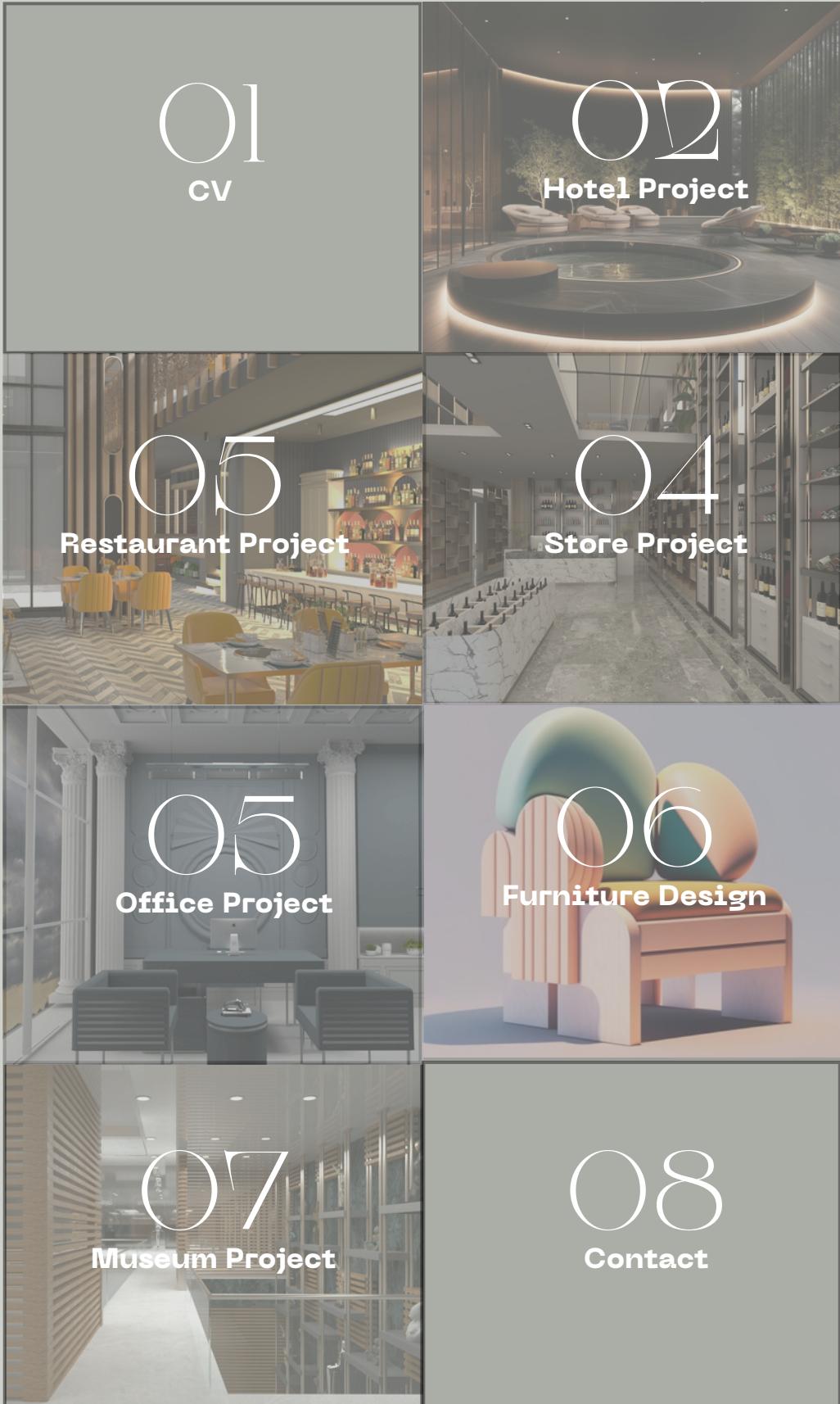
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25

M L K H Y V R

MELEK HAYVAR  
INTERIOR DESIGNER

2020-2025

# WHAT'S INSIDE?



INTERIOR  
DESIGNER



# MELEK HAYVAR

## INTERIOR ARCHITECT



[www.melekhayvar.github.io](http://www.melekhayvar.github.io)



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melekhayvar@gmail.com

### PROFILE

Since my father was a furniture maker, I have grown up with design and furniture since I was born. I worked and gained experience on many different design projects such as houses, restaurants, stores, offices and hotels, within the framework of conceptual themes. I am passionate about continuing to develop quality design solutions throughout my career path.

### EDUCATION

- 2019-PRESENT

**Undergraduate**

#### ANTALYA BİLİM UNIVERSITY

- Interior Architecture and Environmental Design

- 2020-PRESENT

**Undergraduate**

#### İSTANBUL UNIVERSITY

- Business Administration

### EXPERIENCE

- 2023- JUNE/JULY  
Intern

#### DESIGNER INFINITY SOLUTIONS

Rolove project technical drawing and 3D drawing

- 2023- FEBRUARY  
Intern

#### GUSTA MOBİLYA MİMARLIK MÜHENDİSLİK

Project monitoring at the construction site, furniture manufacturing and installation

- 2021- JULY/AUGUST  
Intern

#### IDEALIST ARCHITECTURE

Project drawing, electrical and water installation, ceiling drawings

- 2020- FEBRUARY/MAY  
Intern

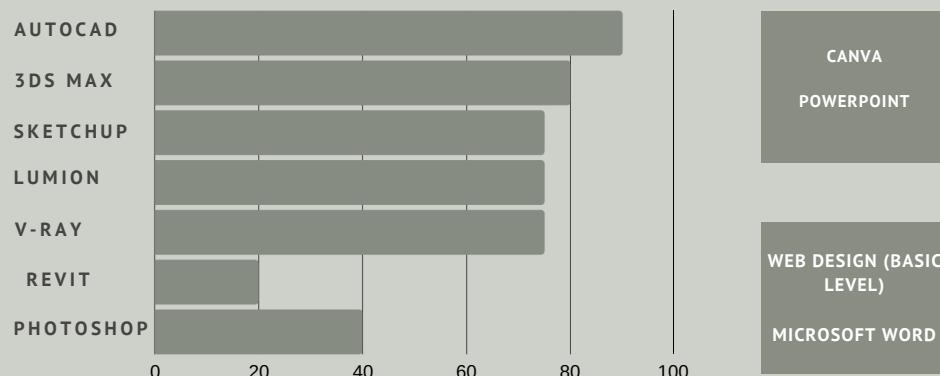
#### ENDER FURNITURE

Project tracking

### CERTIFICATES

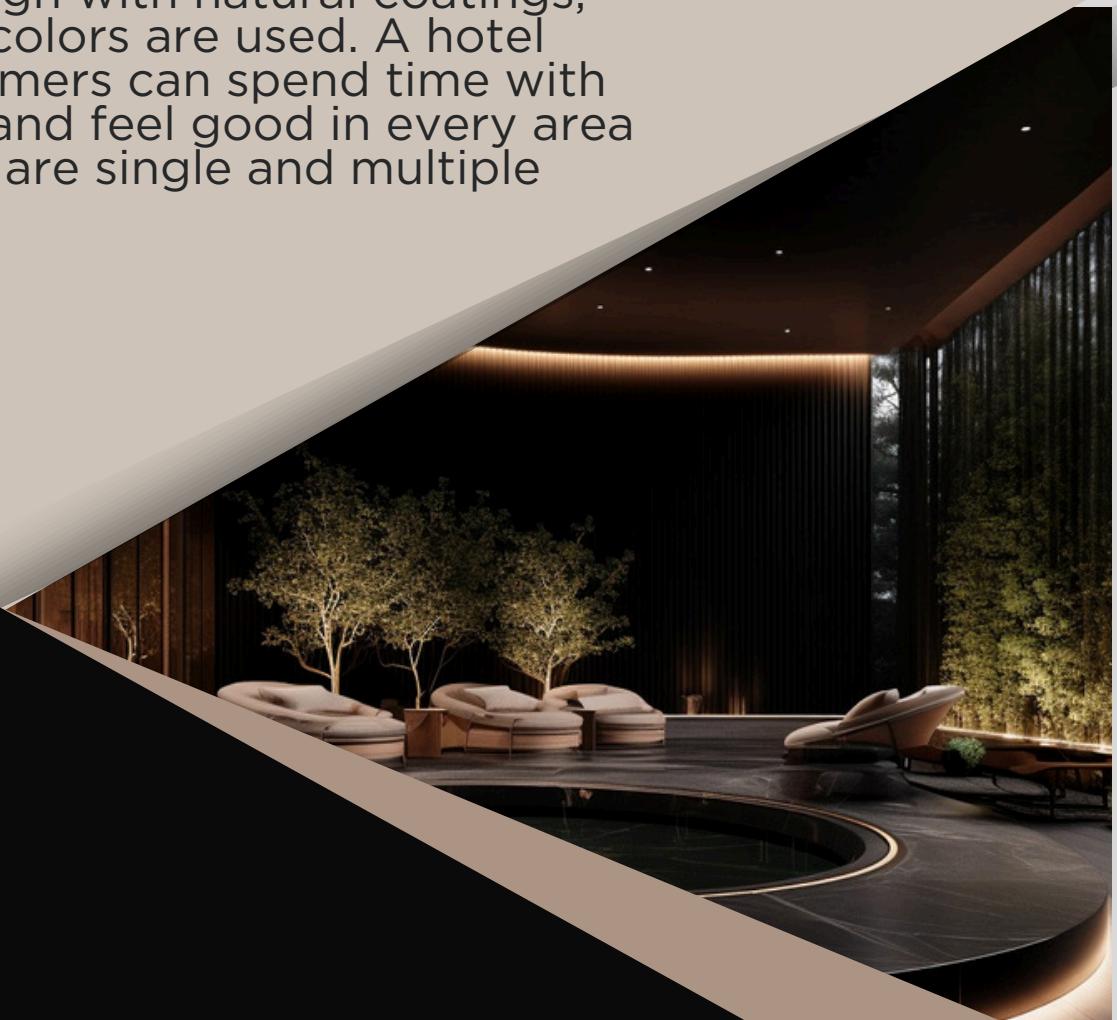
- 3ds Max Certificate of Expertise
- Photography Certificate

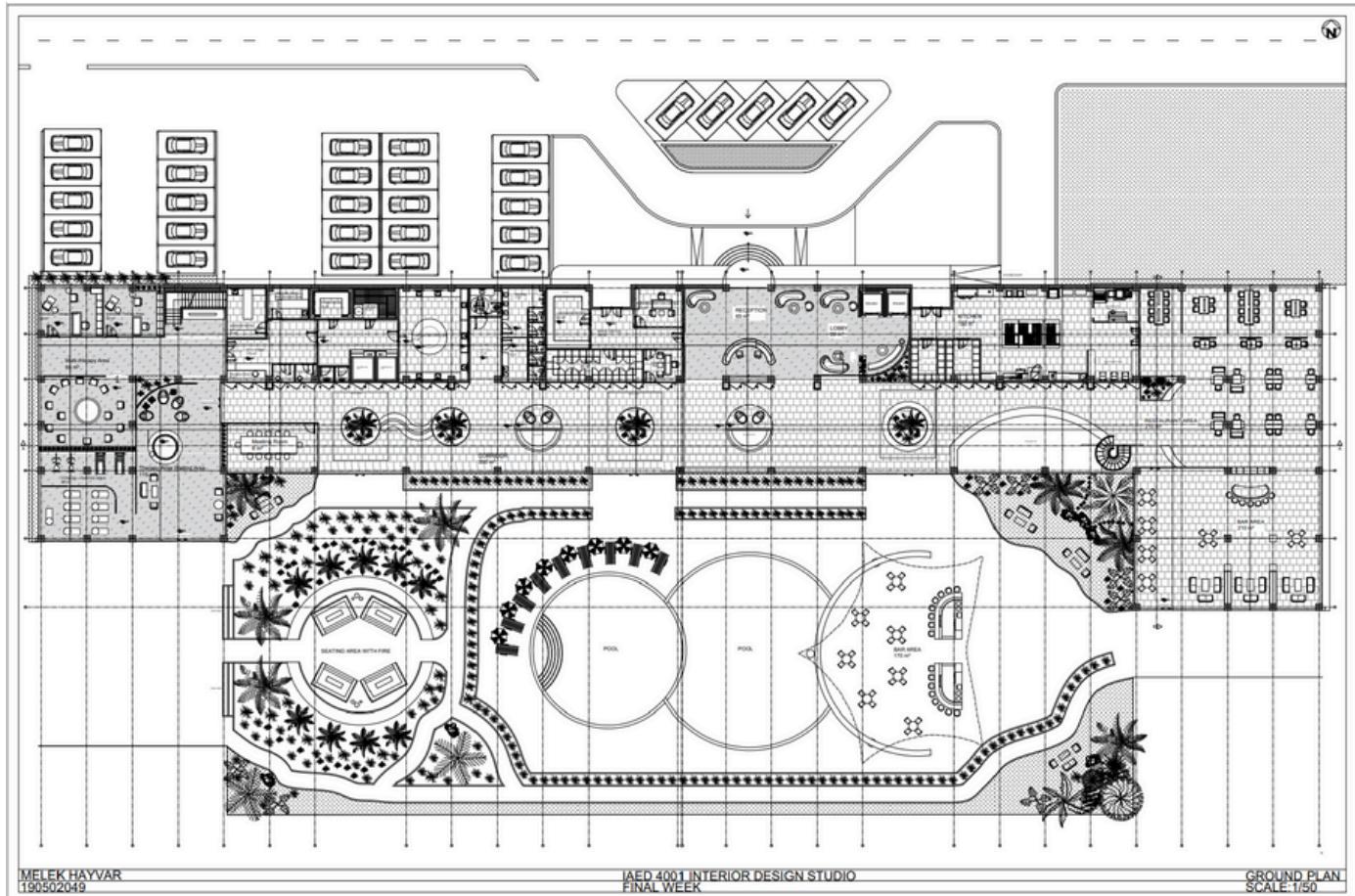
### SKILLS



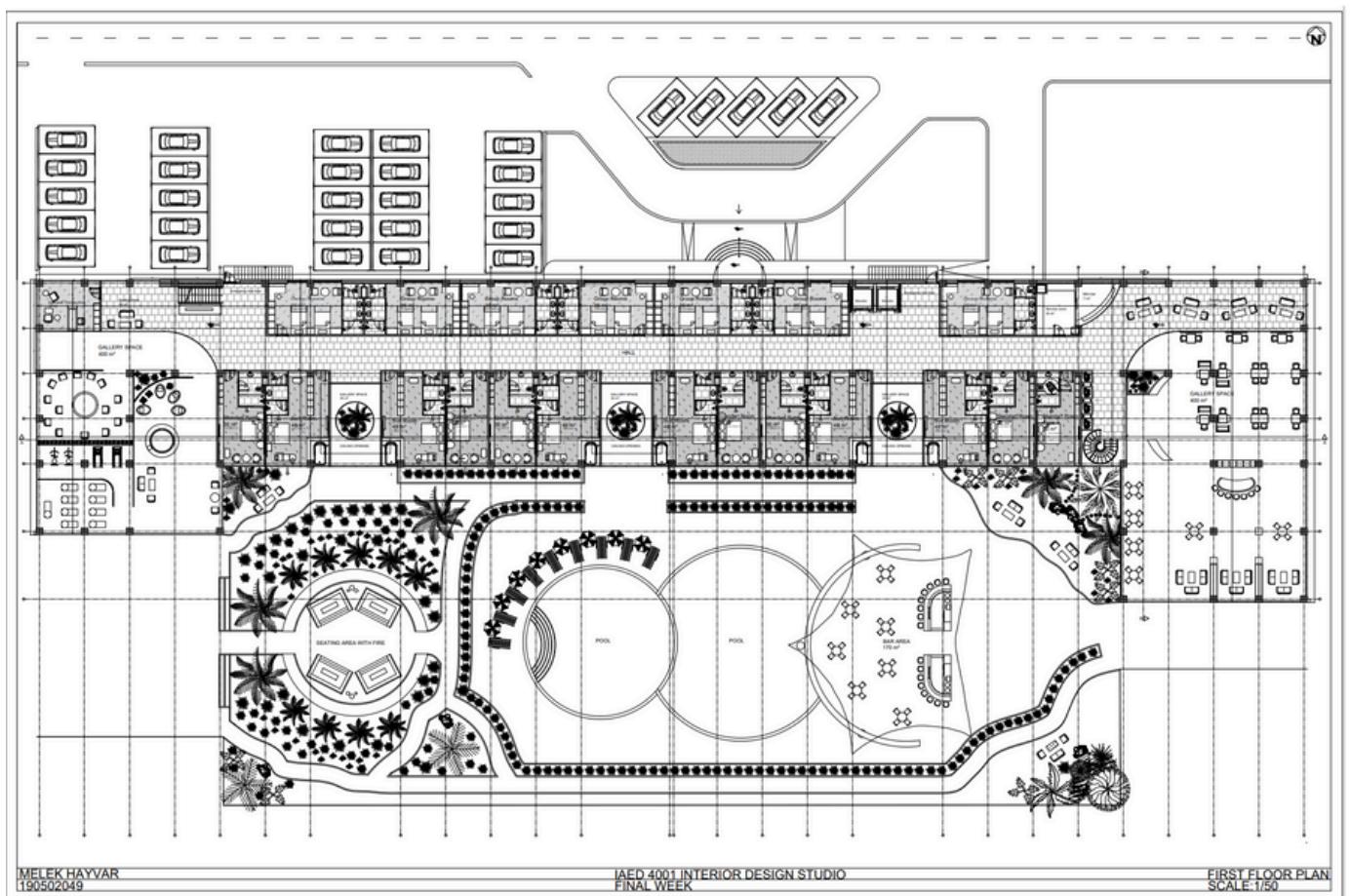
# THE THERAPY HOTEL DESIGN

A therapy hotel consisting of calm and meditation areas with a soft and minimal design with natural coatings, where dark colors are used. A hotel where customers can spend time with themselves and feel good in every area where there are single and multiple therapies.

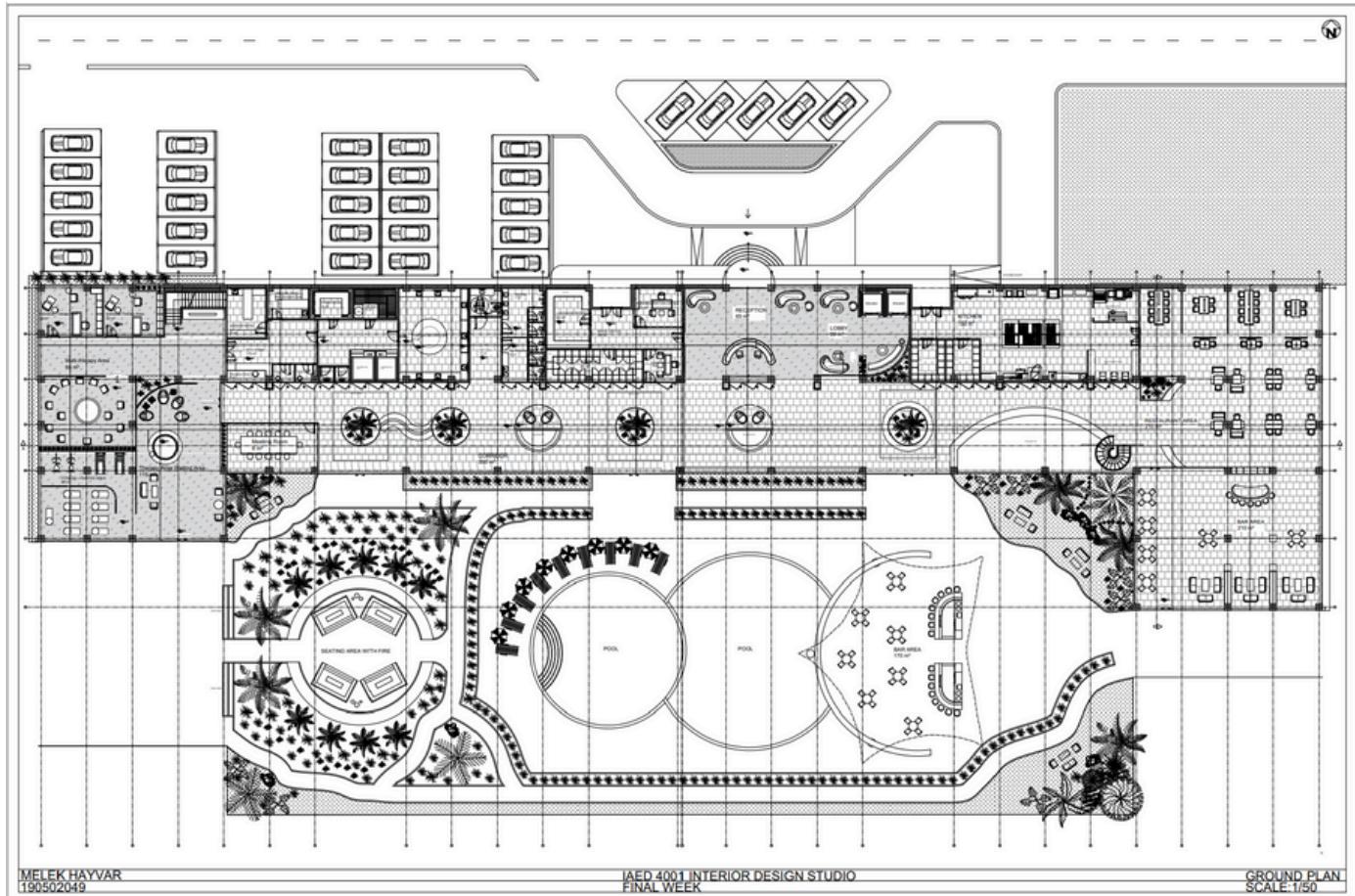




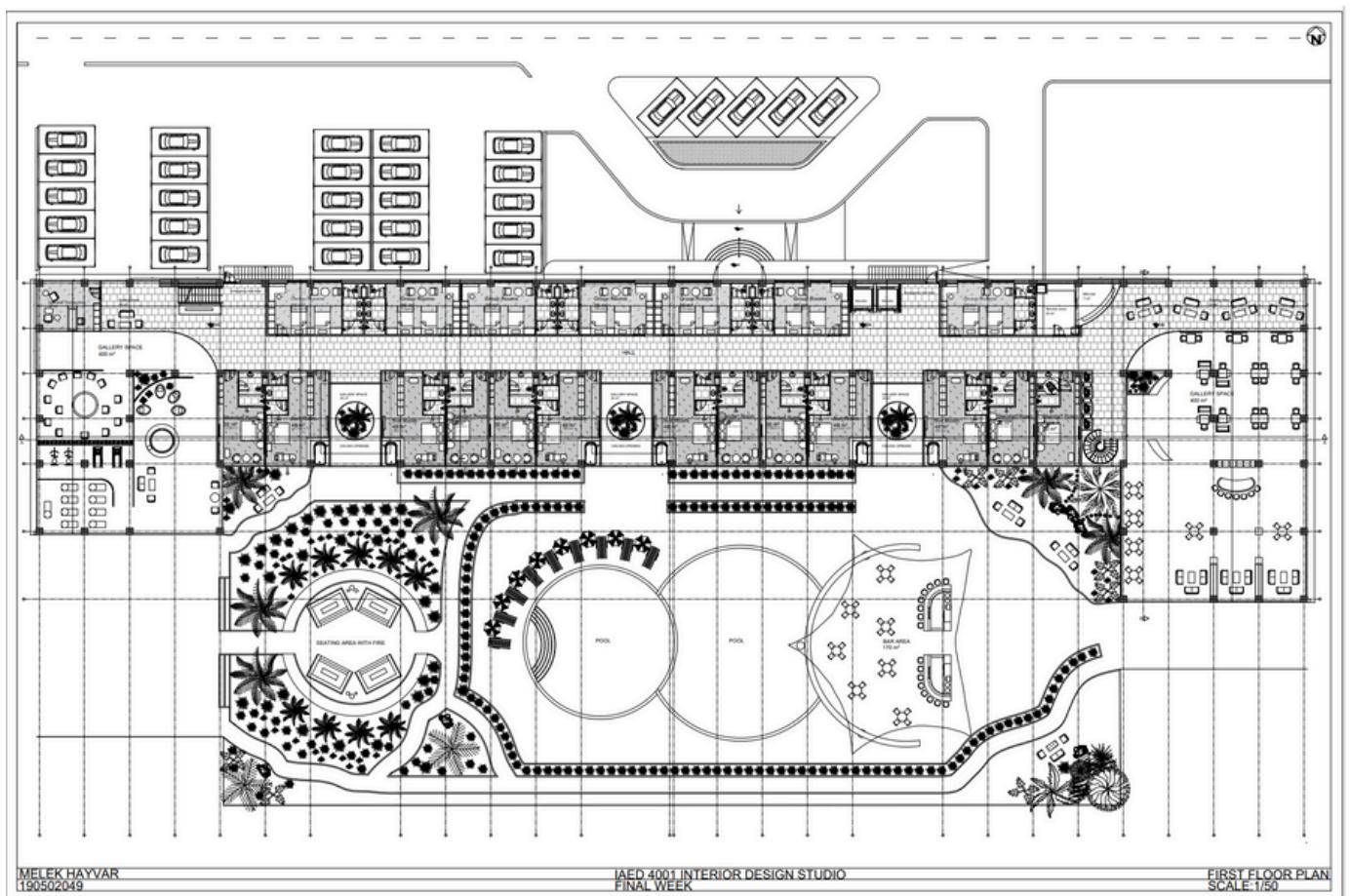
Ground Floor Plan



First Floor Plans

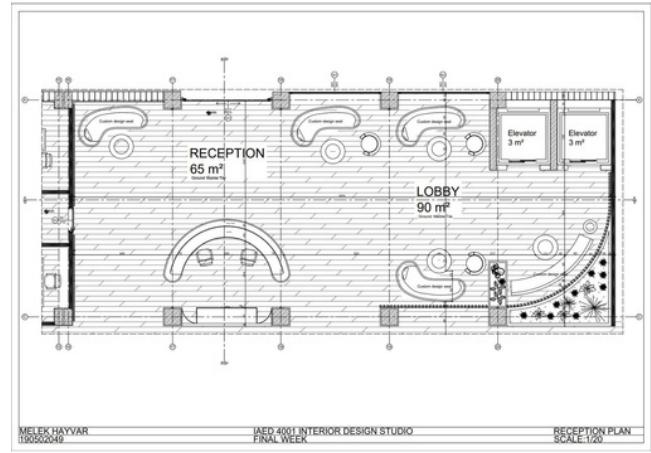


Ground Floor Plan

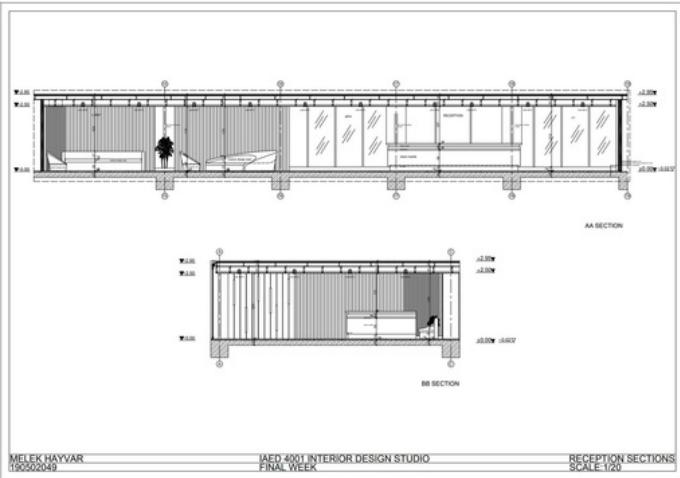


First Floor Plans

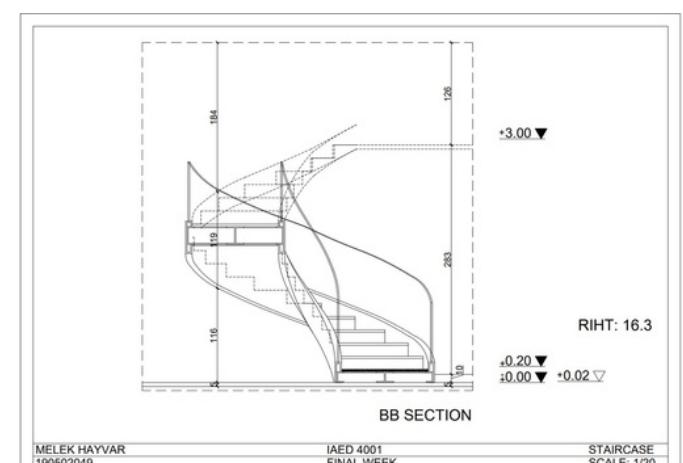
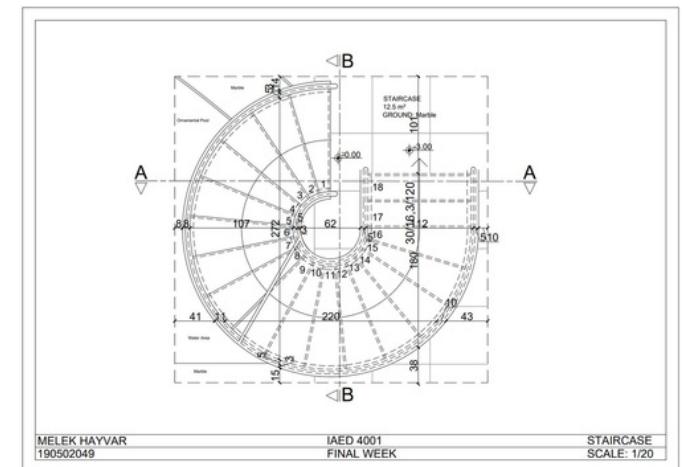
## Reception Area



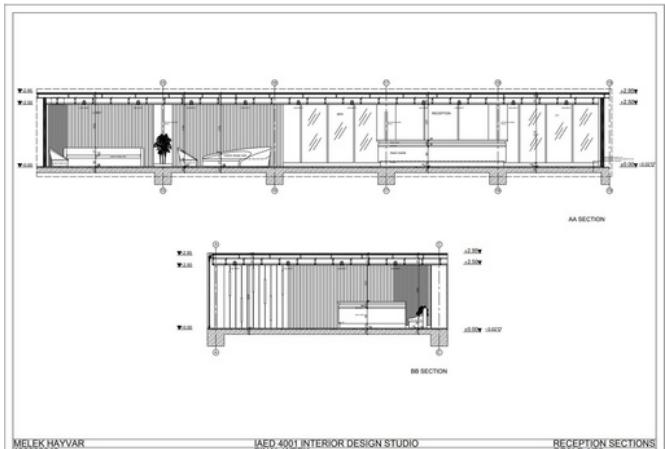
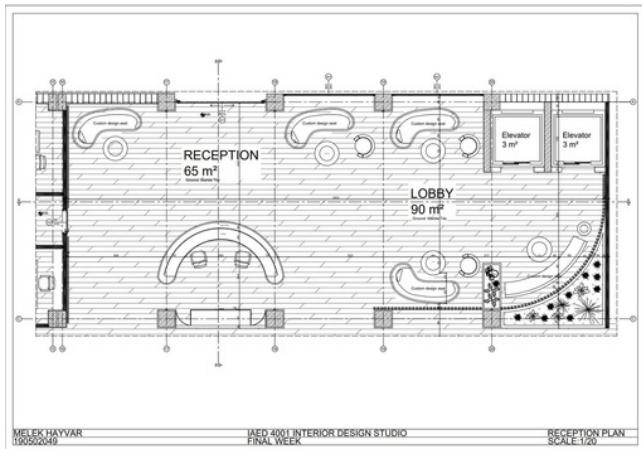
## Lobby Area



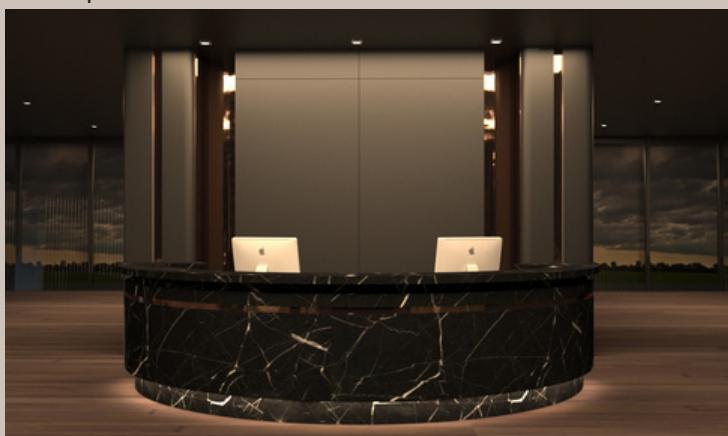
## Corridors



## Reception Area



## Reception Desk



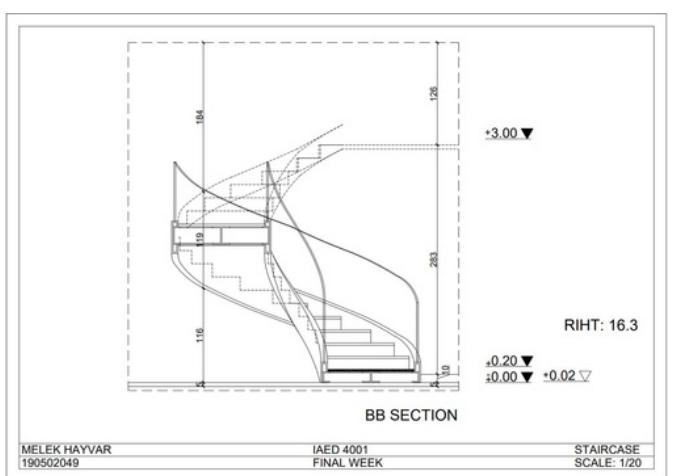
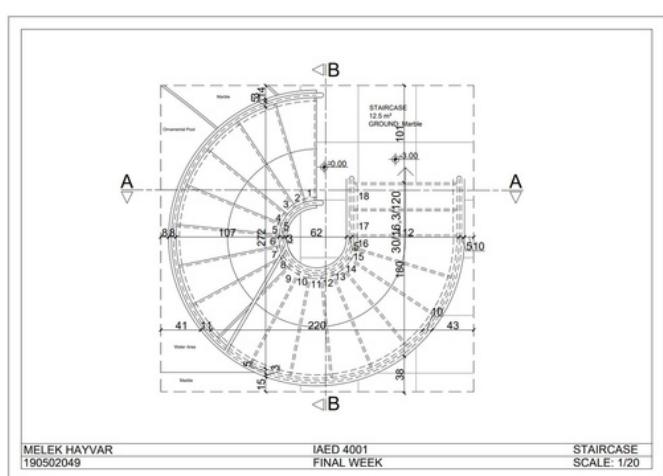
## Lobby Area



## Corridors



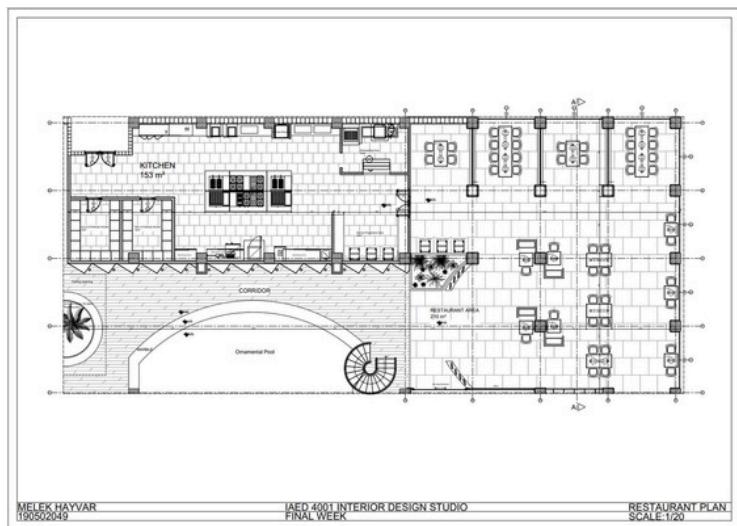
## Stairs



Bar Area



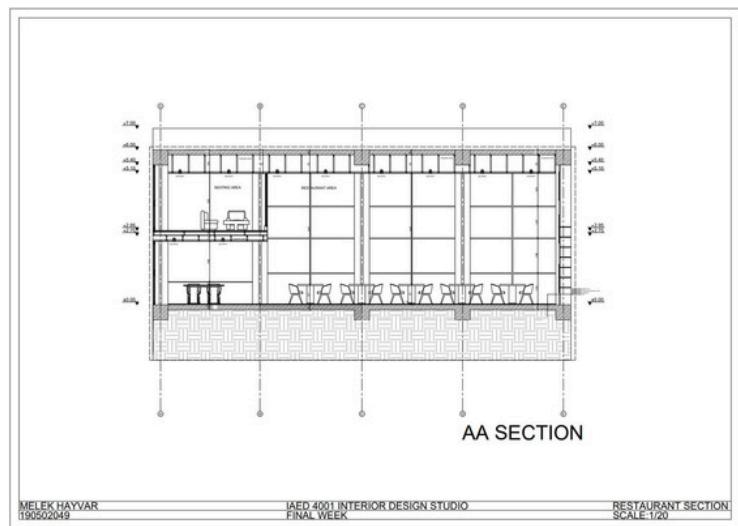
Restaurant Area



MELEK HAYVAR  
190502049

IAED 4001 INTERIOR DESIGN STUDIO  
FINAL WEEK

RESTAURANT PLAN  
SCALE: 1/20



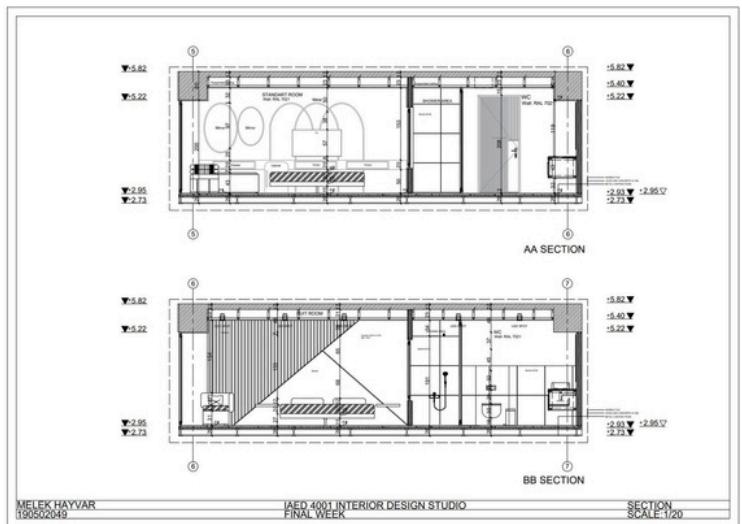
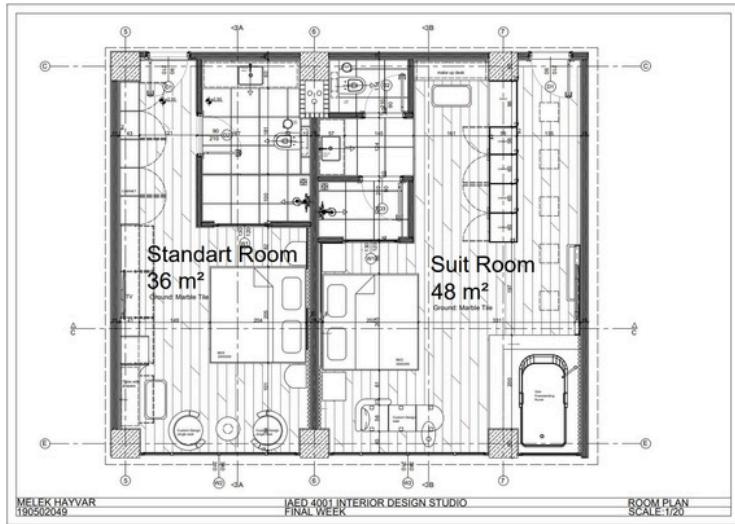
MELEK HAYVAR  
190502049

IAED 4001 INTERIOR DESIGN STUDIO  
FINAL WEEK

RESTAURANT SECTION  
SCALE: 1/20

Calm and peaceful seating areas where books can be read have been created in the bar area.

## Standart Room



## Suit Room



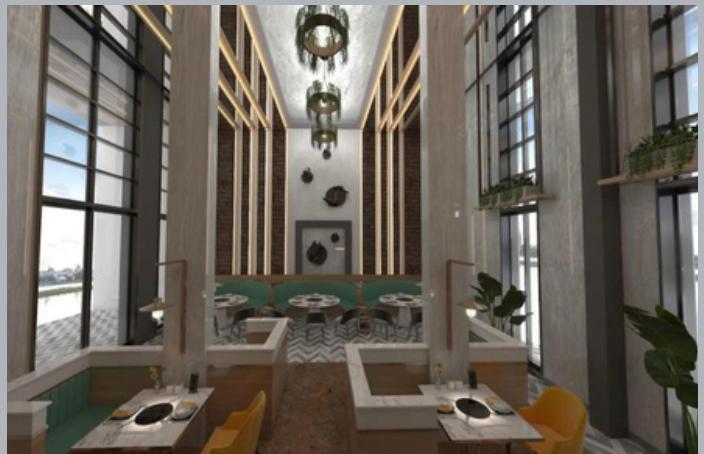
Dark colors are preferred for customers to fall asleep comfortably.

# RESTAURANT PROJECT

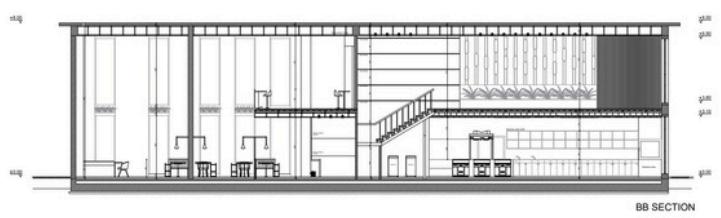
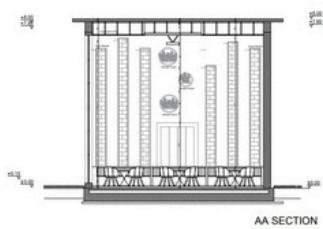
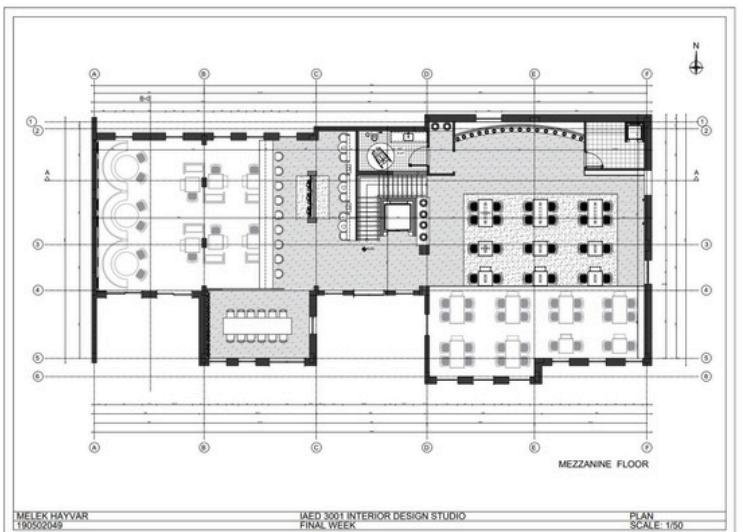
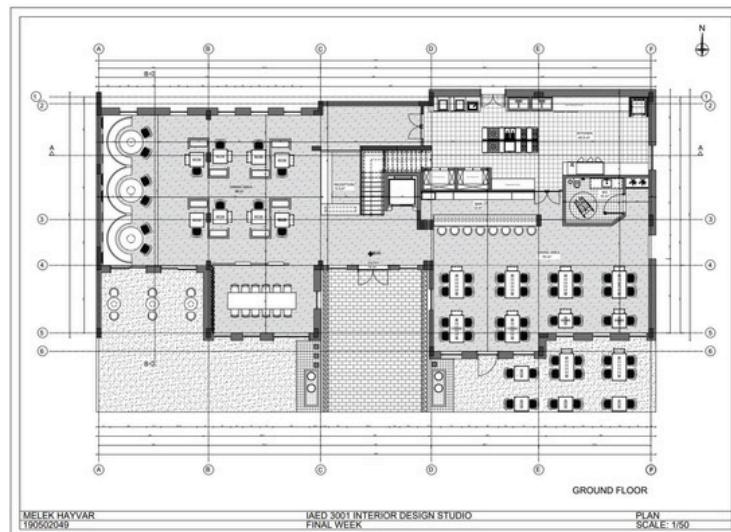


Restaurant design using the harmony  
of plants and wood

## Main Area



## Upstairs

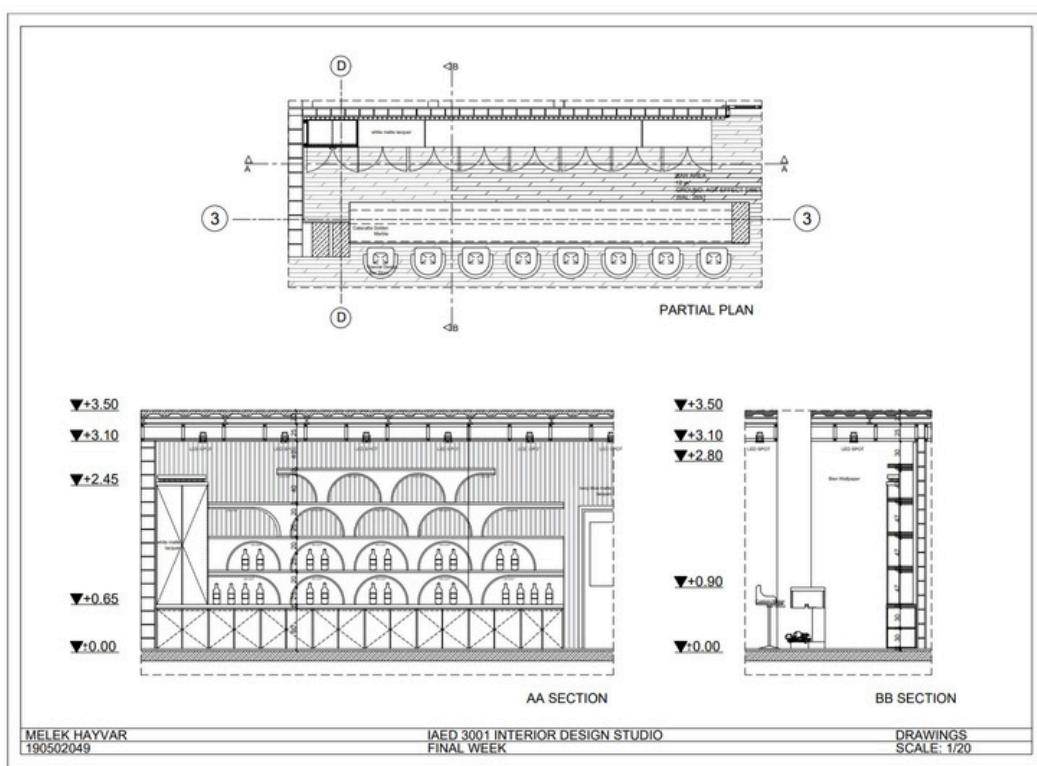




Wood and nature colors (yellow, orange, blue) were used to support the planted areas.

Detailed (manufacturing) drawing of the bar area was made.

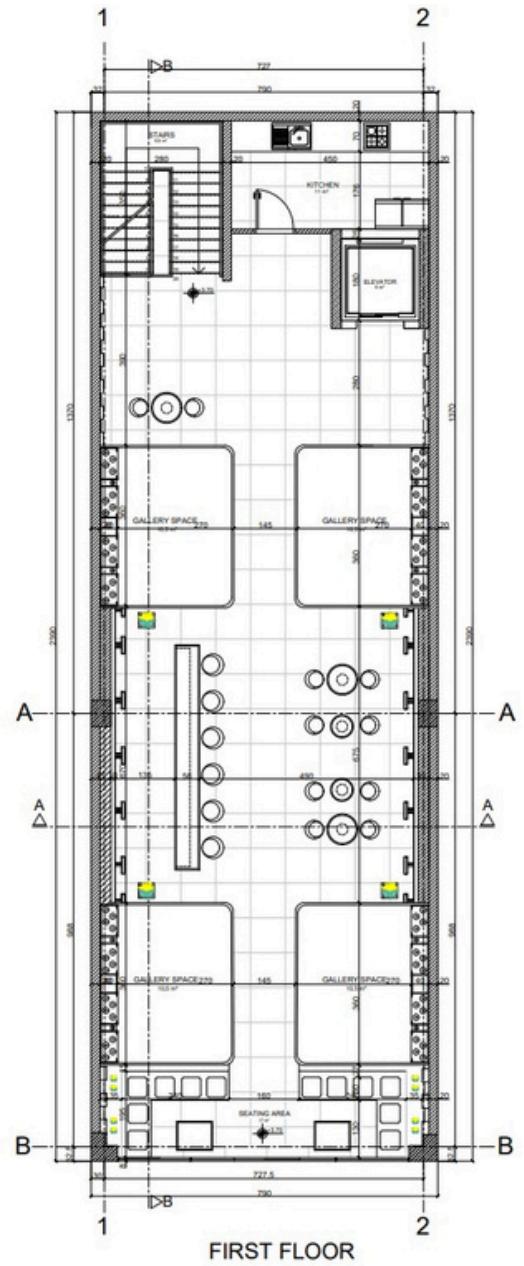
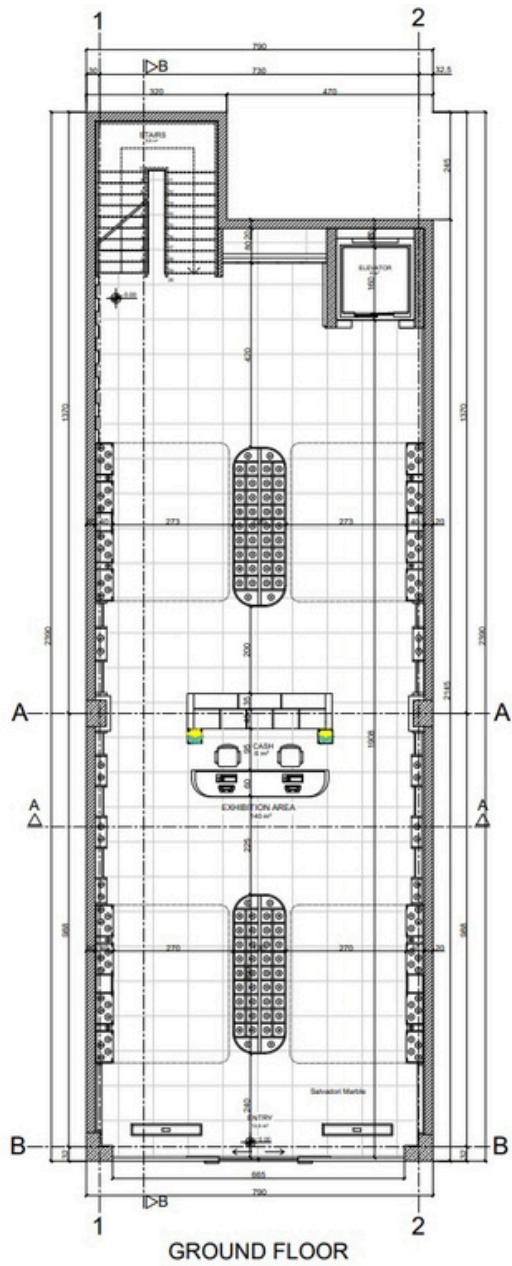
Bar Area





# WINE SHOP PROJECT

SIMPLE  
AND  
REPETITIVE



## Entrance



## Cash Desk



Sales Area



Lift Area



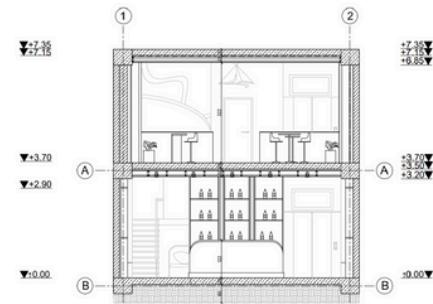
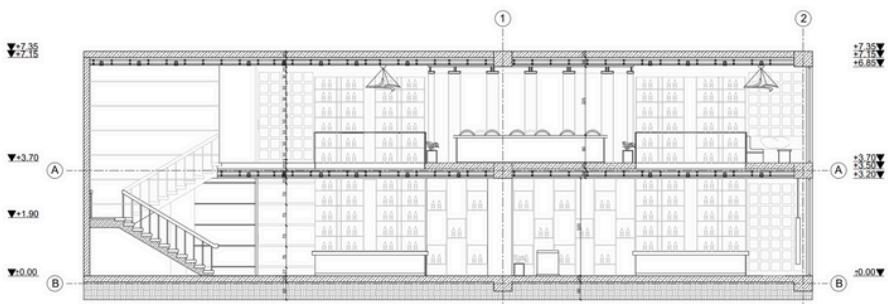
Tasting Area



Tasting Area



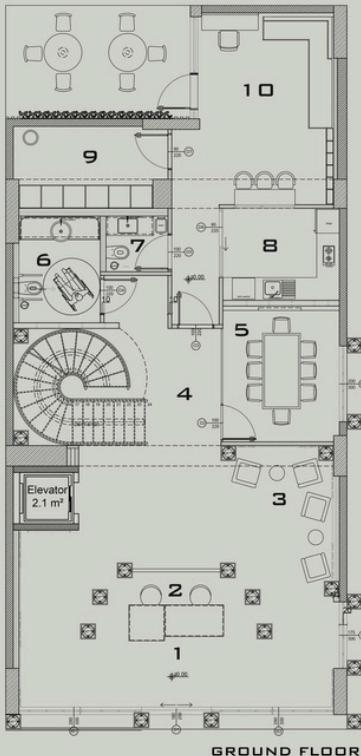
Sections



# CLINIC PROJECT

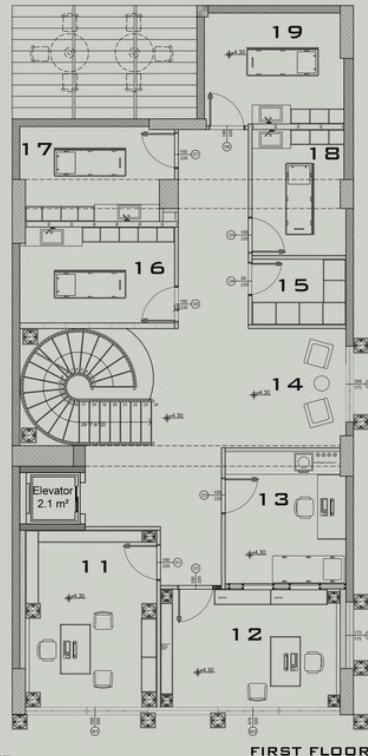


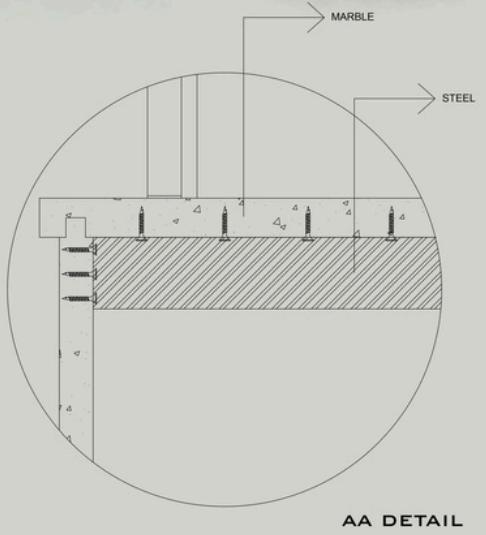
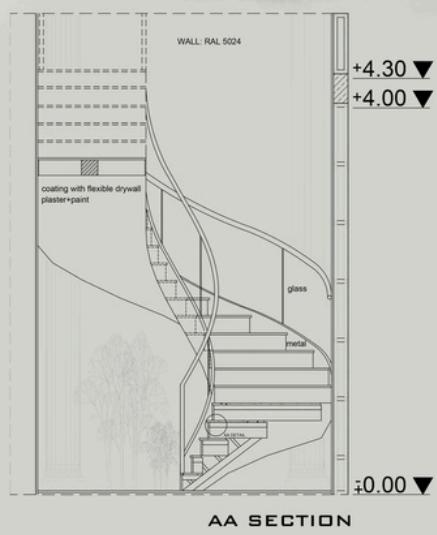
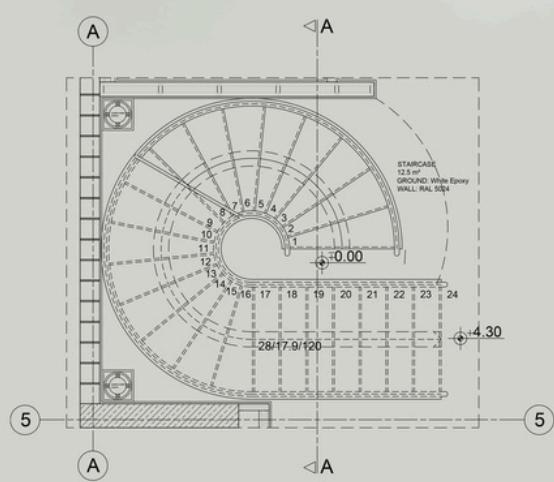
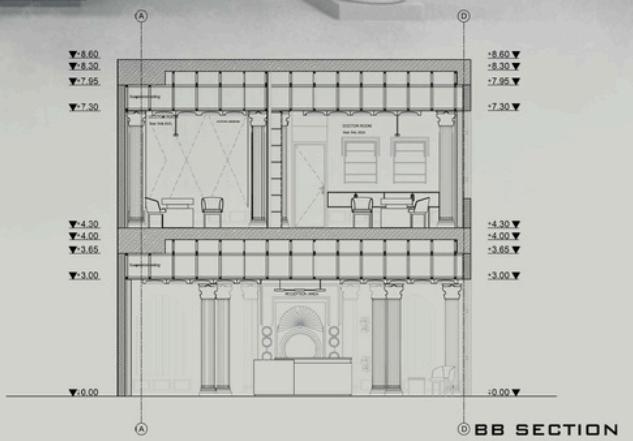
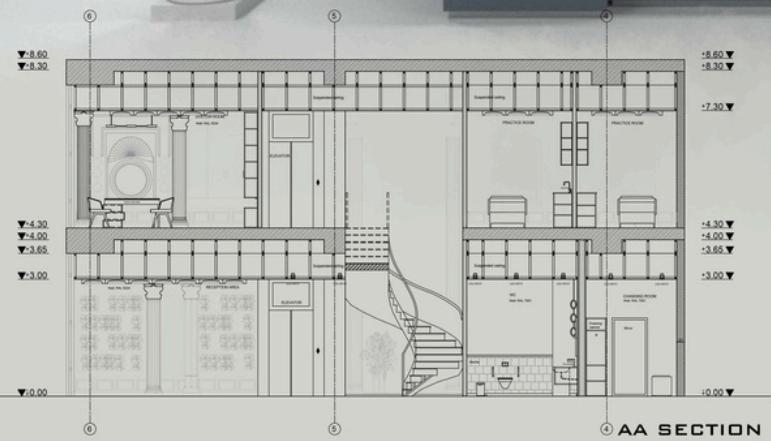
## BAUHAUS AND BAROQUE STYLE

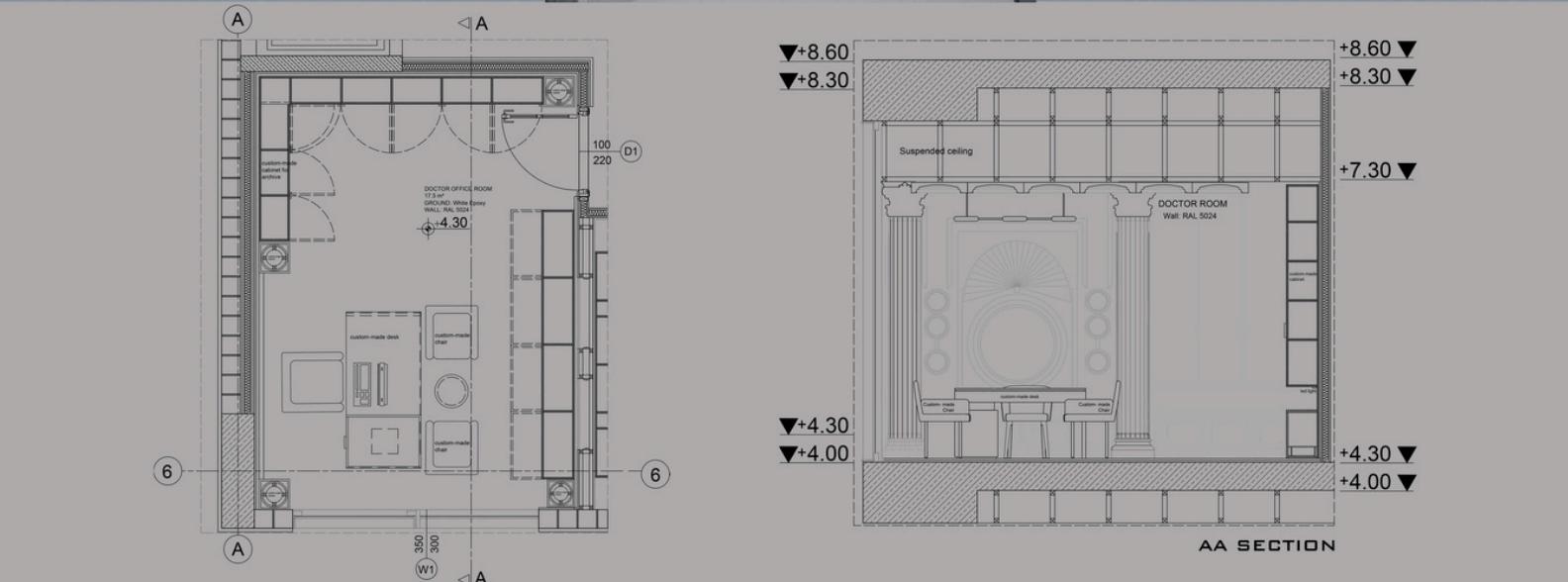


**LEGEND**  
**GROUND FLOOR**  
 1 ENTRY  
 2 RECEPTION  
 3 WAITING AREA  
 4 HALL  
 5 MEETING ROOM  
 6 CUSTOMER WC  
 7 EMPLOYEES WC  
 8 KITCHEN  
 9 CHANGING ROOM  
 10 RELAXING ROOM

**FIRST FLOOR**  
 11 DOCTOR OFFICE  
 12 DOCTOR OFFICE II  
 13 LABORATORY  
 14 WAITING AREA  
 15 MEDICAL STORAGE  
 16 PRACTISE ROOM I  
 17 PRACTISE ROOM II  
 18 PRACTISE ROOM III  
 19 PRACTISE ROOM IV







# FURNITURE DESIGN

This project develop as group project.

**MEMPHIS & XV LOUIS**

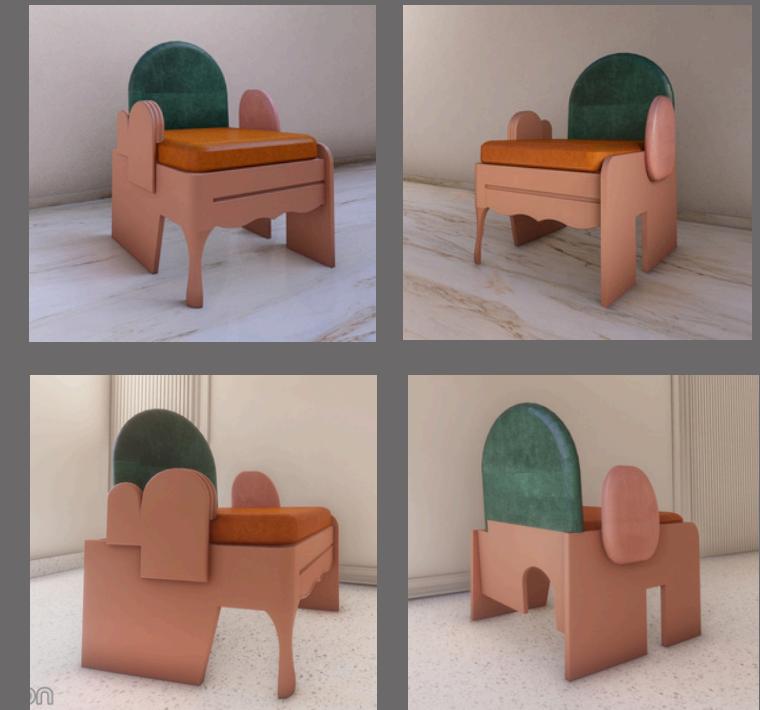
Furniture making consisting of a mixture of Memphis and XV. Louis furniture.

A Image



Created via Midjourney

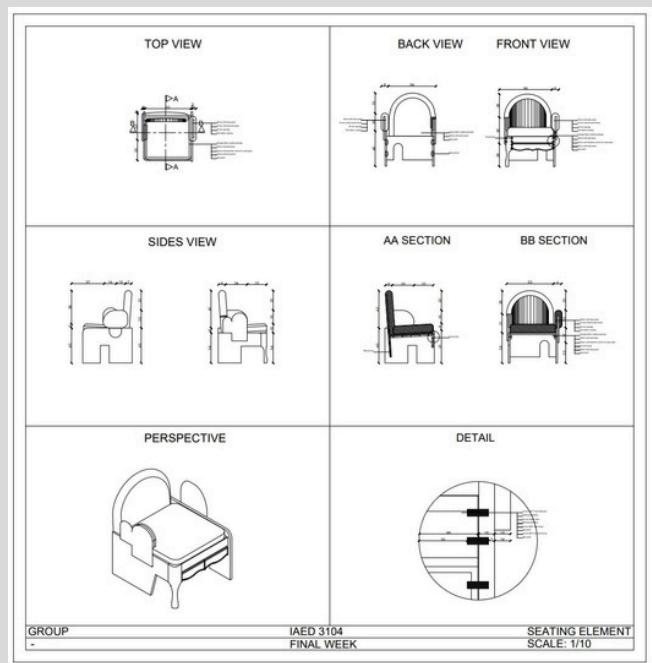
Render Image



Real Image



Technical Drawings

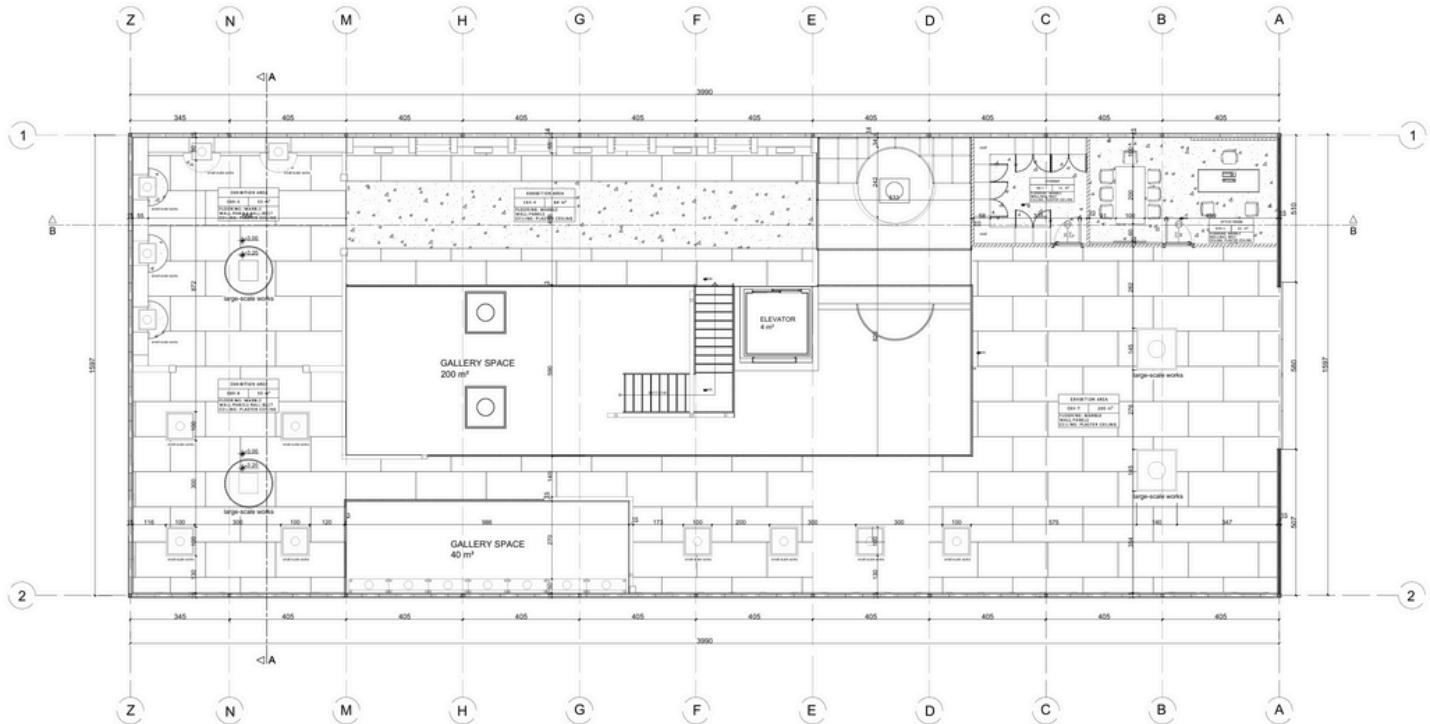


# MUSEUM PROJECT

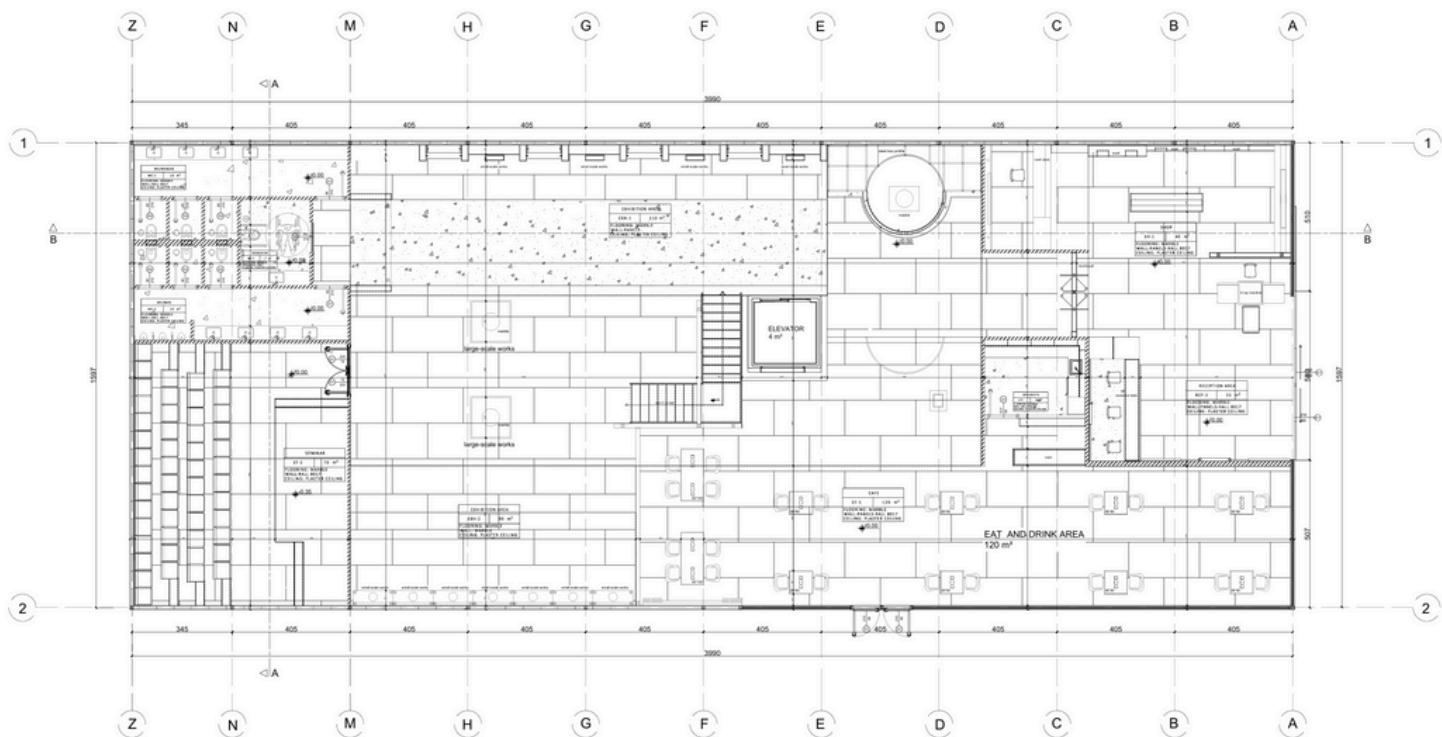


**When examining a statue in the museum, the visitor will be able to partially see the other statue next to it, but he will have to move forward to see the whole. Thanks to this style, the visitor will be curious about the next statue. Wood and stone-looking materials were used in harmony with the sculptures.**

# PLAN DRAWINGS

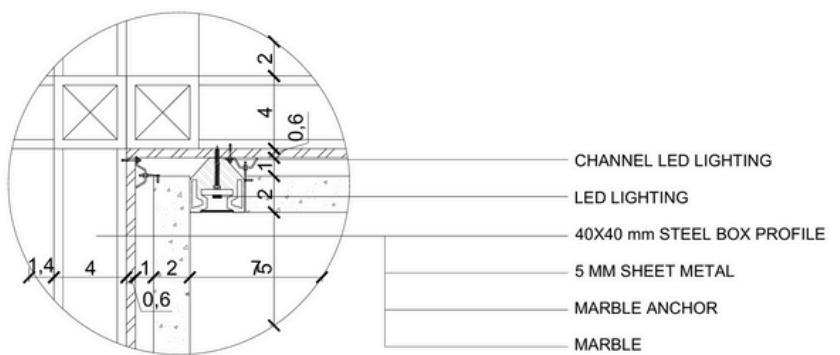
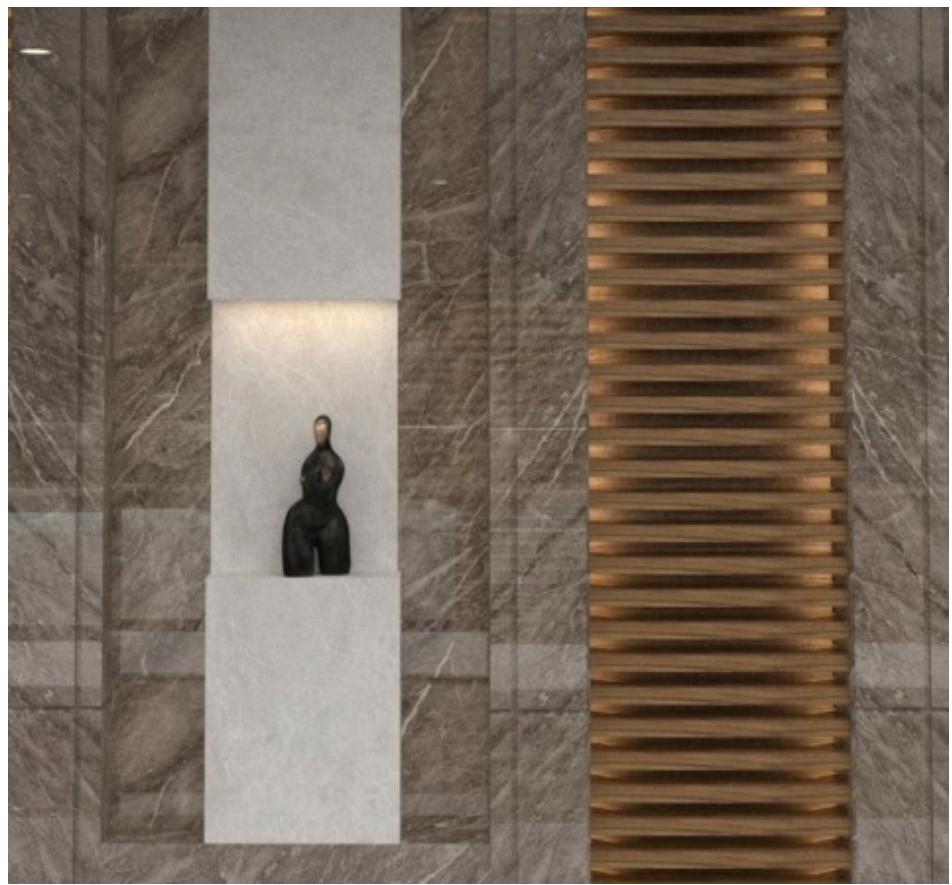
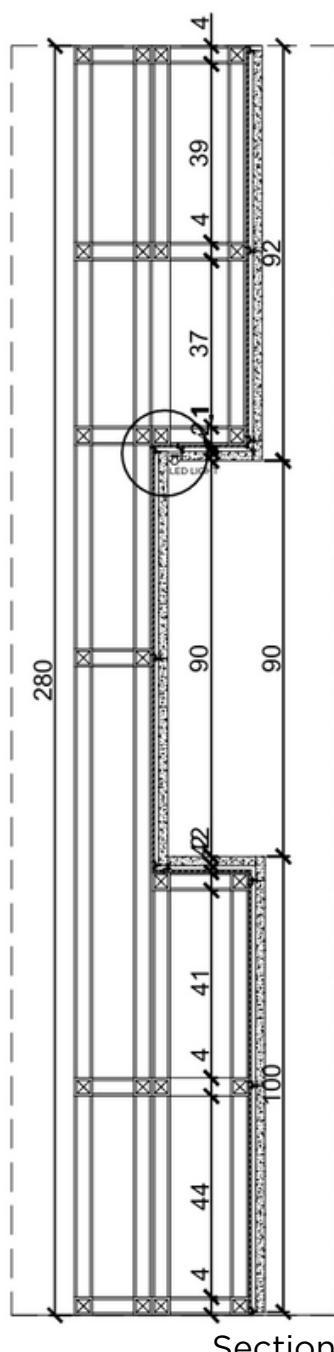
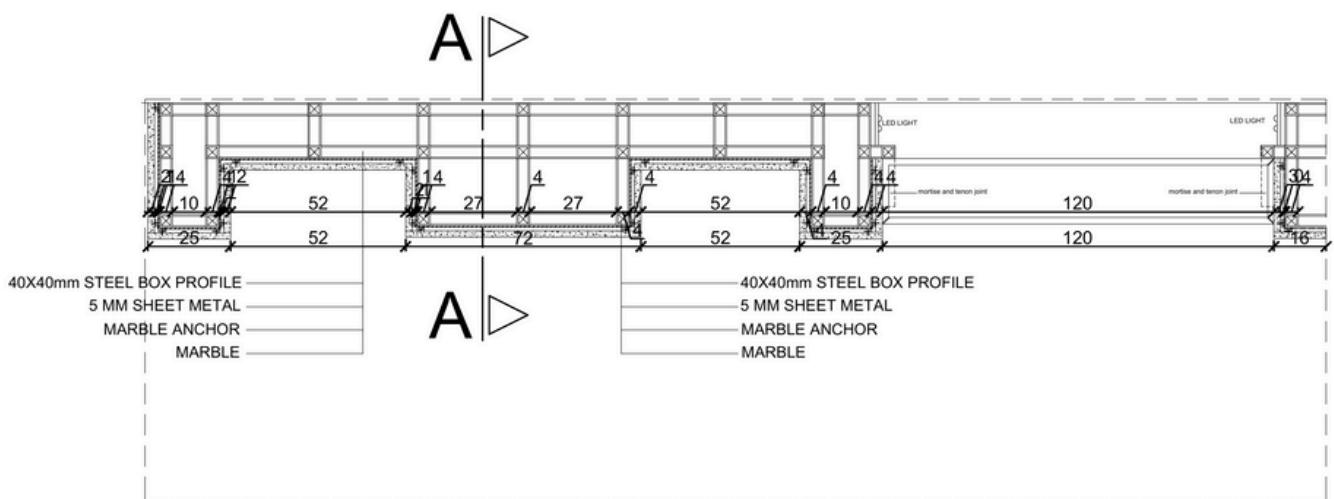


Ground Floor



First Floor

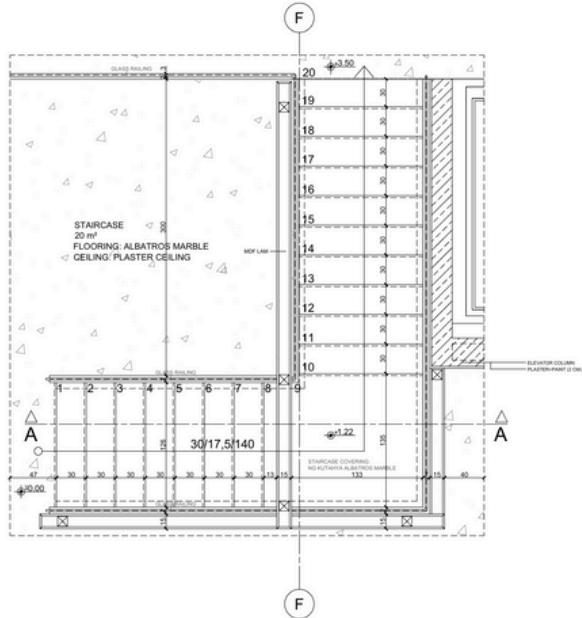
## Unit-Detail Drawings



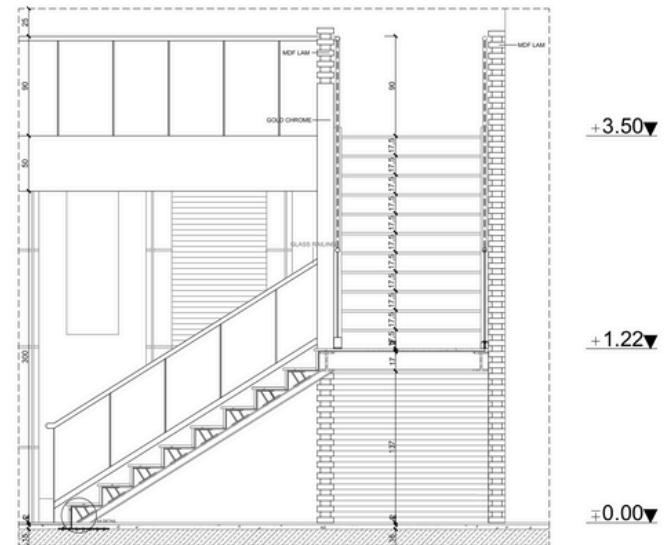
Section

AA Detail

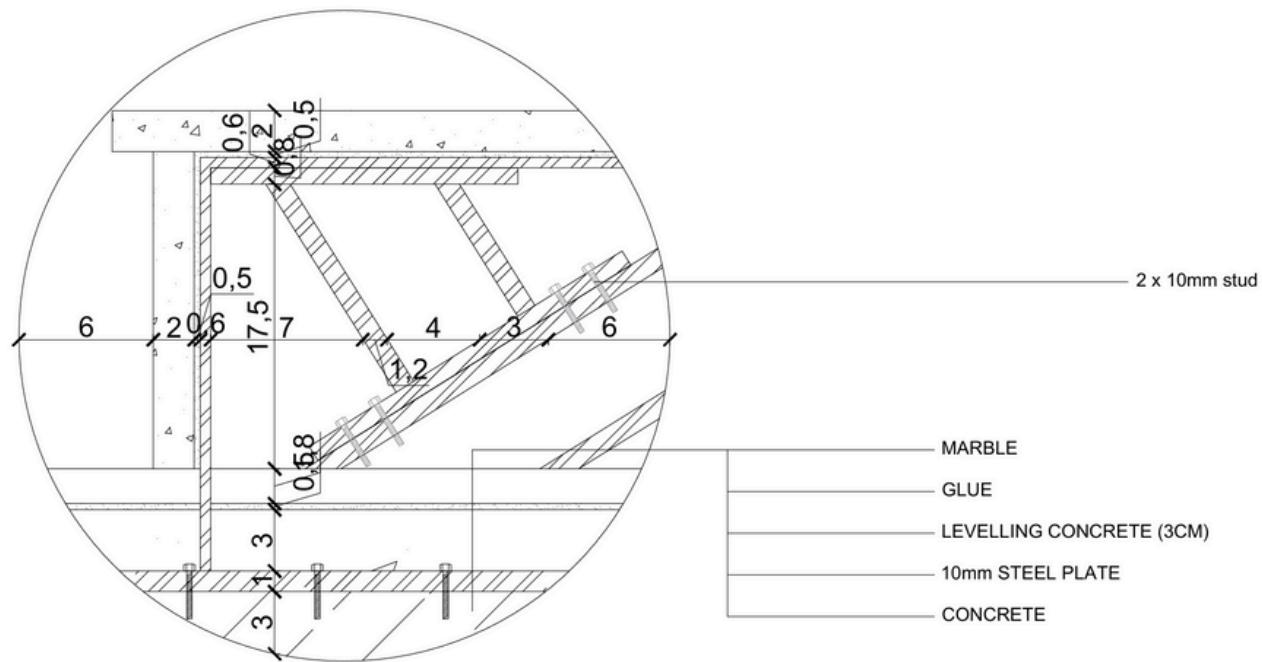
# STAIR DRAWING



Plan



Section



AA Detail

# RENDER IMAGES



Entry



Exhibit Area



Entrance of Cafe Area



Exhibit Area



Stair Area



Stair and Elevator Area



Exhibit Area



Exhibit Area



Exhibiton Area



Exhibiton Area



Exhibiton Area



Exhibiton Area



Exhibiton Area



## CONTACT

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