

Leila Moini

Portfolio

Professional Summary

Architect with a Bachelor's and Master's degree from Iran University of Science and Technology, graduating with honors. Experienced in architectural design, landscape design, graphic design, animation, and game development. Proficient in major architectural and graphic software, with a background in collaborating with knowledge-based teams, art studios, and international companies. Research interests include spatial perception, phenomenology, and landscape architecture.

Education

M.Arch in Architecture
Iran University of Science and Technology (2025–2022)
GPA: 18.89
Admitted through Direct Masters Admission

B.Arch in Architecture
Iran University of Science and Technology (2022–2018)
GPA: 18.39
Outstanding Student of the Year (2021)

Achievements & Certifications

Founder & Secretary of the Landscape Architecture Scientific Association, IUST (2022)
HSE Certificate

Professional Experience

Game Graphic Designer & Unity Artist – Delighter Studio (2025)
Graphic Designer & Animator – Delighter Studio (2025)
Architectural Designer – Lavasan Villa (2022)
Architectural Designer – Nemoubal Knowledge-Based Team / Abagah Project (2023)
Freelance Graphic Designer – Collaborations with international companies (including Noosh & Steinheim) (2021–2020)
Art Team Member – Godar Art Group (2020–2018)

Skills

Architectural & 3D Software
SketchUp, AutoCAD, Revit, Rhino, Twinmotion, Lumion
Graphic Design
Photoshop, Illustrator
Game Development
Unity
Animation
Moho
Languages
persian (native)
English (B2)

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Niavaran Park Redesign

Enhancing Social Interaction

Year: 2023

Location: Tehran Province, Tehran, District 1, Khan Sefid, No. 10, Iran

Type: Landscape Architecture Redesign

Project Area: 62,000 m²

Design Concept: The project aims to strengthen spatial connections and enhance social interaction by integrating cultural, historical, and natural layers while improving pedestrian flow and visual continuity across the site.

Niavaran Park is located in northern Tehran, adjacent to three significant complexes: Niavaran Palace, Niavaran Cultural Center, and a commercial mall. Its unique position among these cultural, historical, and commercial landmarks makes it an ideal setting for fostering social interaction and cultural exchange.

Through research and analysis, four key variables were identified as influential in promoting social interaction: safety, sense of belonging, and spatial presence. Each of these components informed specific design strategies that were adapted to the characteristics of the site.

The main design objective is to create spatial continuity between Niavaran Park, Niavaran Palace, and the Cultural Center. This connection is achieved through the use of water as a linking element, integrating the two existing qanats (traditional aqueducts) within the sites. The designed pathway gradually rises from the ground, forming a bridge that unites the three complexes.

A secondary design priority focuses on connecting the commercial center and parking area to the park, following a similar elevated pathway concept. Additionally, a series of self-employment kiosks have been placed along the southern edge of the site to support local activity and encourage social interaction.

Modeling: Rhino **Technical Drawings:** AutoCAD **Post-production:** Photoshop, Illustrator **Rendering:** Twinmotion + AI-based Enhancer





Niavaran Street

AtlasMall

Commercial

Complex



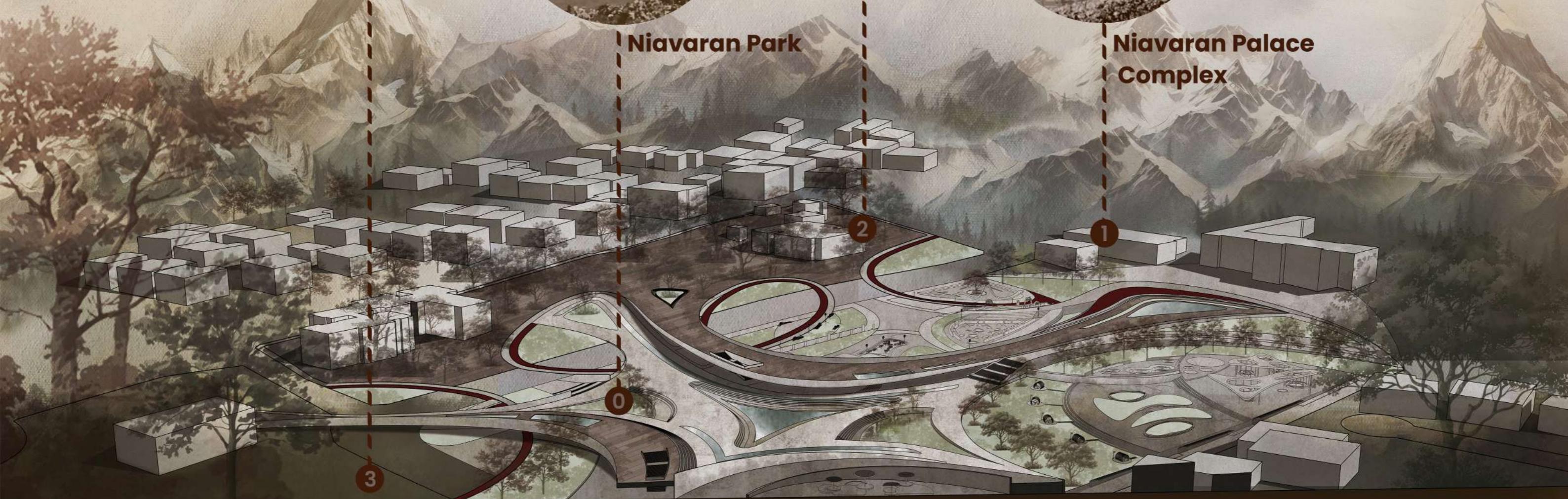
Niavaran Cultural Center

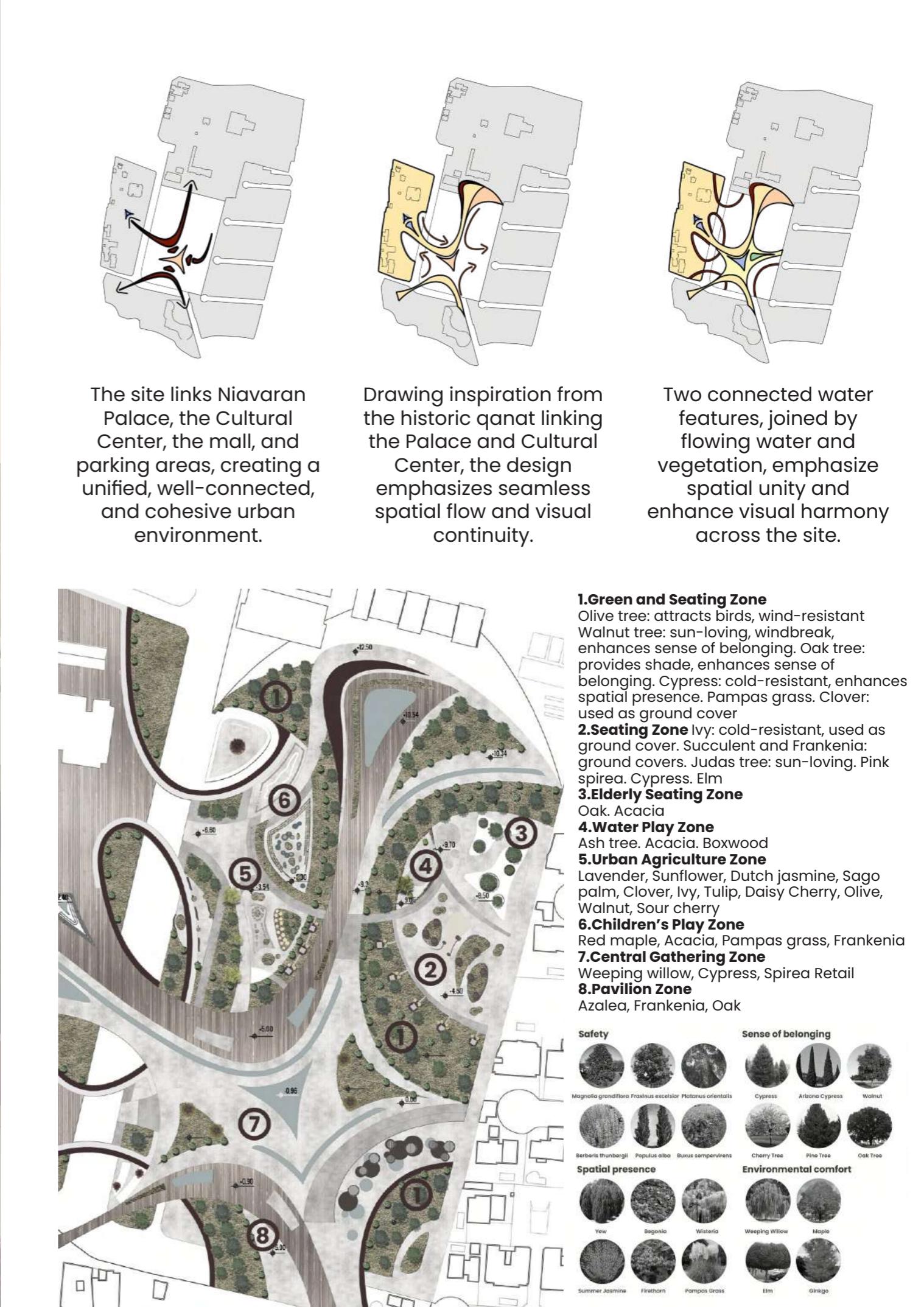


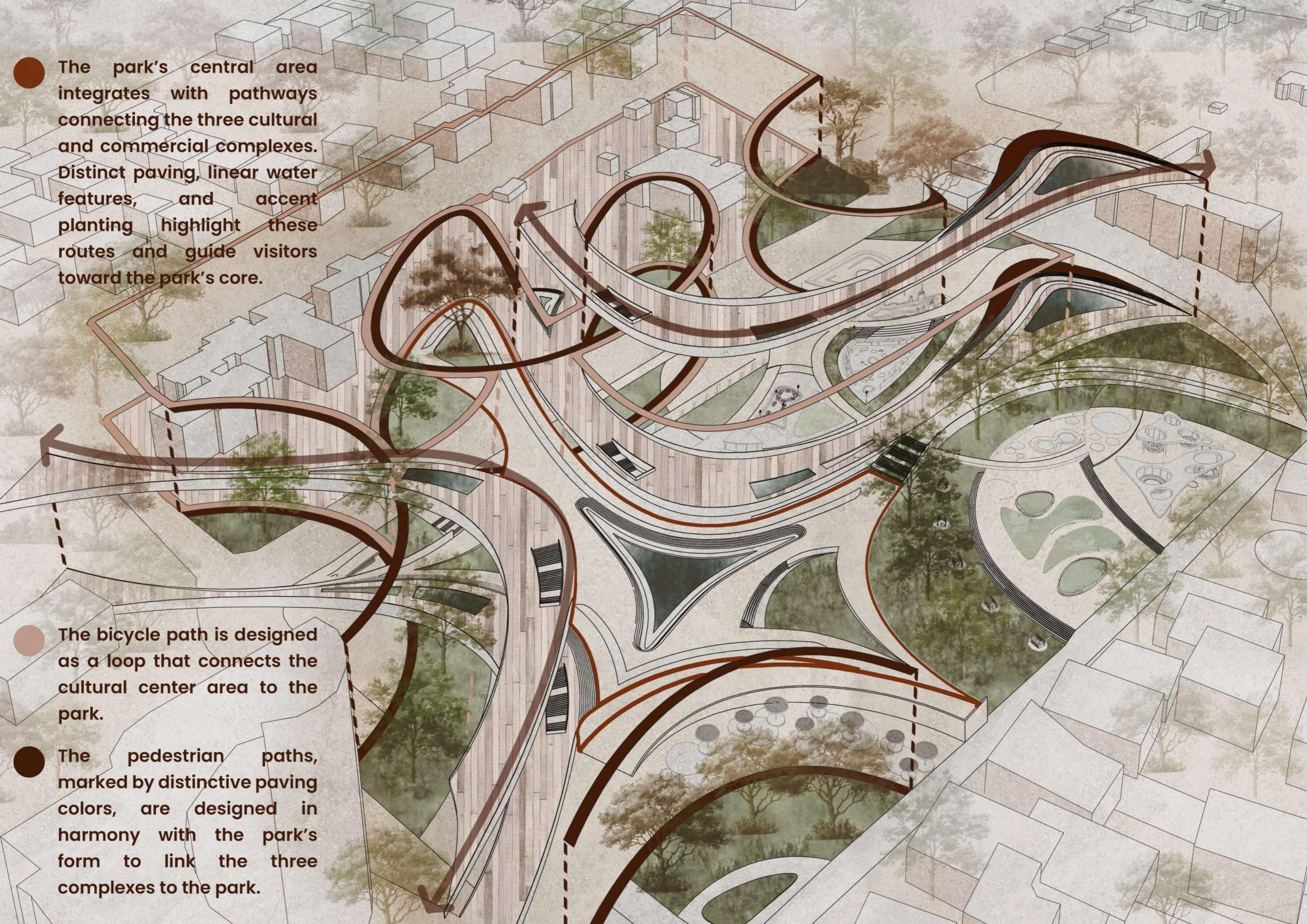
Niavaran Park



Niavaran Palace Complex



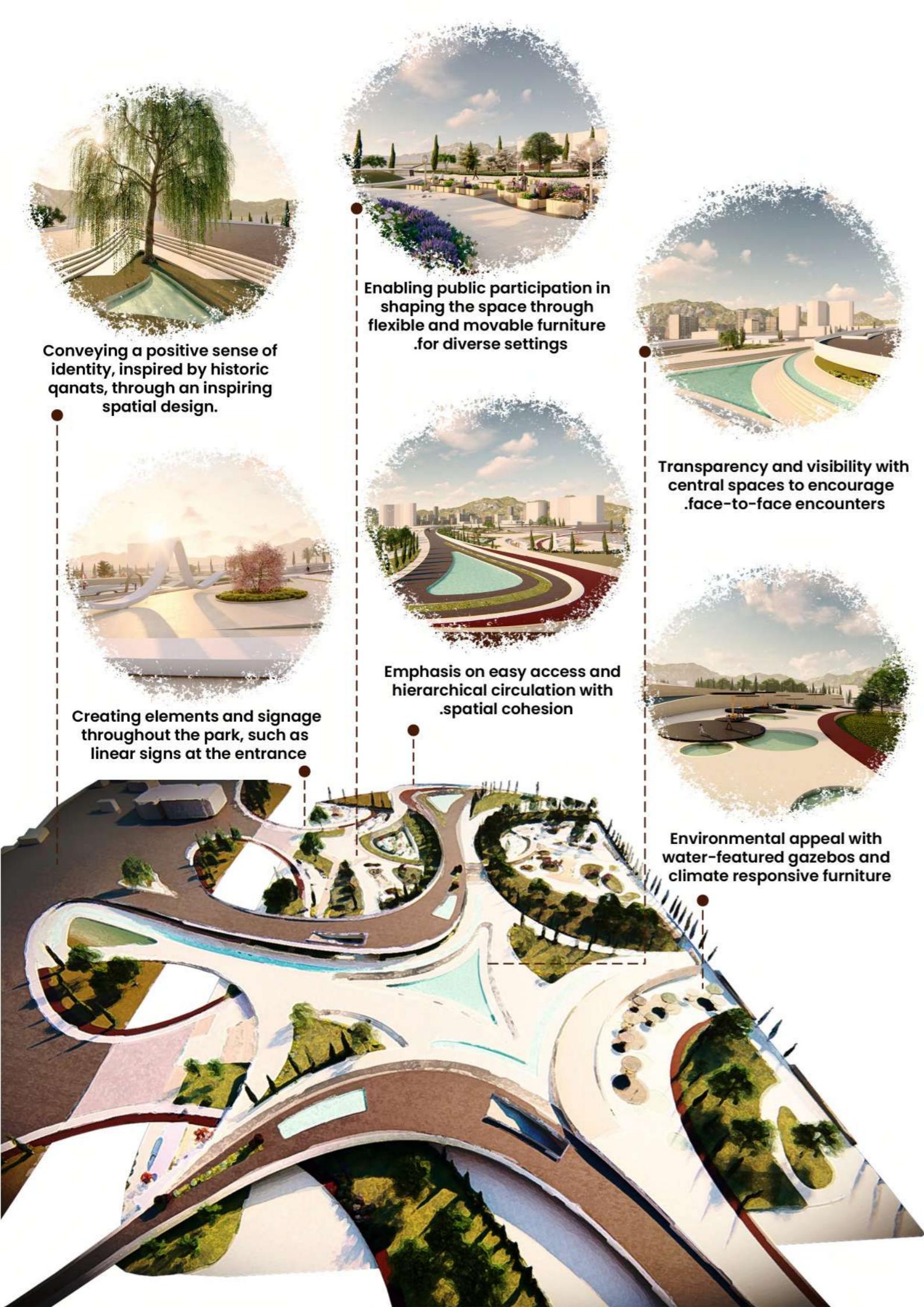




The park's central area integrates with pathways connecting the three cultural and commercial complexes. Distinct paving, linear water features, and accent planting highlight these routes and guide visitors toward the park's core.

The bicycle path is designed as a loop that connects the cultural center area to the park.

The pedestrian paths, marked by distinctive paving colors, are designed in harmony with the park's form to link the three complexes to the park.



Cultural Center Faranj

Connecting Space & Life

Year: 2020

Location: Sadaf Park, QF8M+P8R, Tehran, Tehran Province, Iran

Type: Cultural Architecture

Project Area: 1,500 m²

Design Concept: Inspired by the traditional Persian garden, the design organizes spaces around main and secondary axes, with a central pavilion opening to all sides and integrated with nature. Fountains and garden paths guide movement, create contemplative spaces, and enhance visual and spatial connections between users and the landscape.

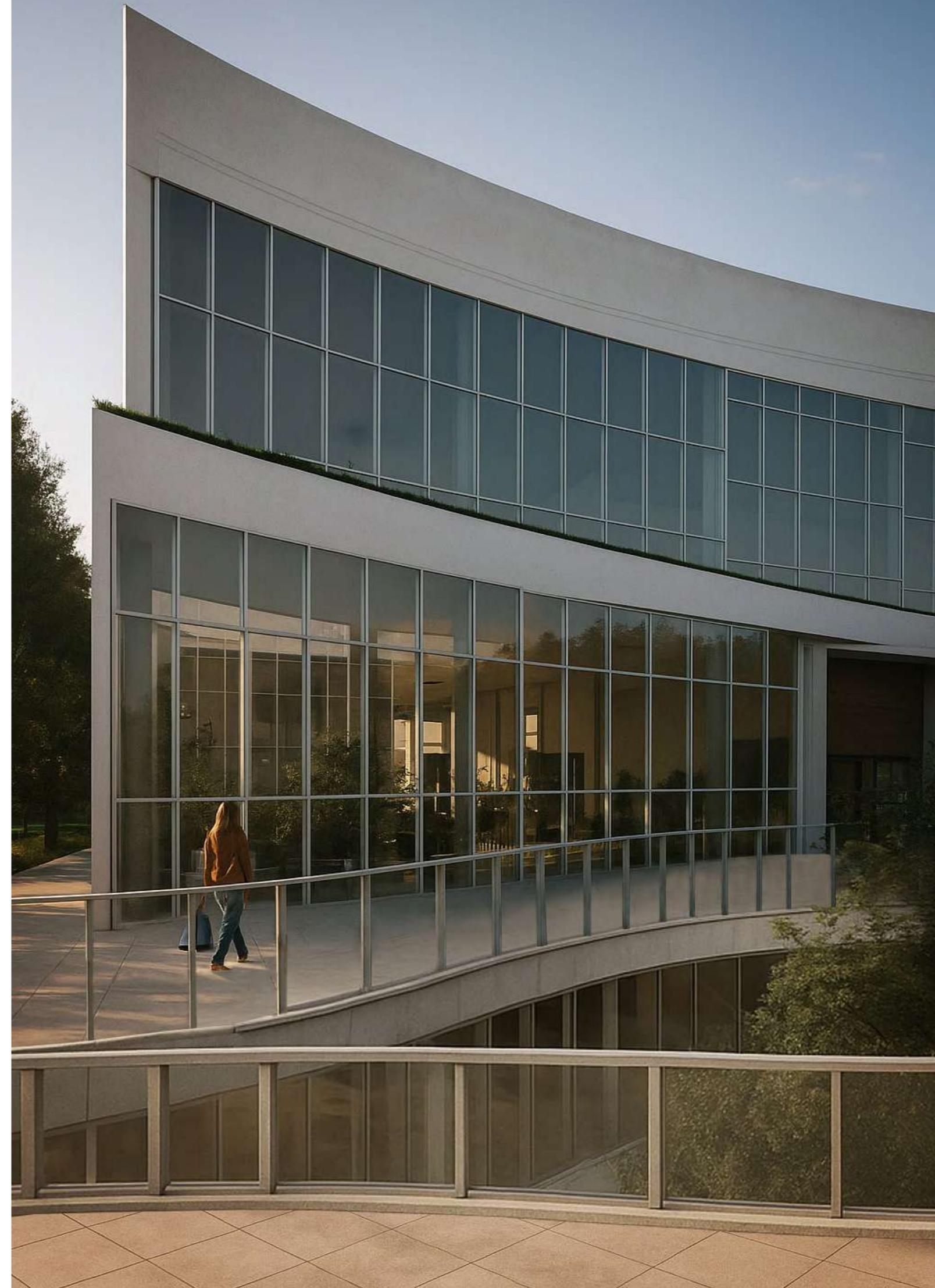
Cultural Center Faranj is located in Sadaf Park, Tehran, and its design is inspired by the traditional Persian garden. Persian gardens are organized around primary and secondary axes, with the central pavilion (kushk) opening in all four directions and closely integrated with nature. A central fountain is placed within the pavilion, bringing the surrounding landscape into the interior space.

The wide central garden path is uninterrupted by buildings, extending across the site along with channels and pools, creating continuity from one side of the garden to the other. One of the pavilion's key elements is the garden-facing verandas, which provide visitors with visual and physical access to nature.

The design of the Cultural Center follows these principles: a main central volume with a defined primary axis allows visitors to enter from the park while experiencing the pavilion along the way. Fountains are used as spatial elements, guiding movement through transitional areas and creating calm, contemplative spaces in combination with trees.

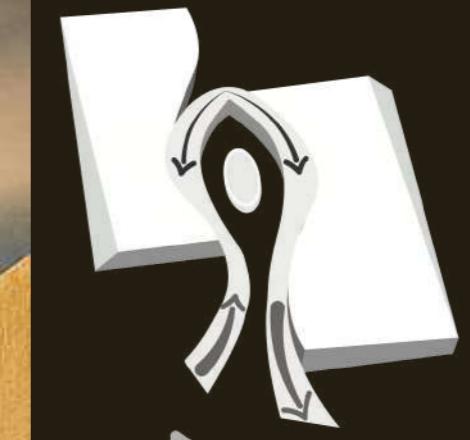
Inside the complex, visual connections and spatial openness are prioritized, with diverse atriums and voids enhancing interaction with nature and fostering a sense of continuity throughout the building.

Modeling: Revit **Technical Drawings:** AutoCAD **Post-production:** Photoshop,
Illustrator **Rendering:** Lumion + AI-based Enhancer

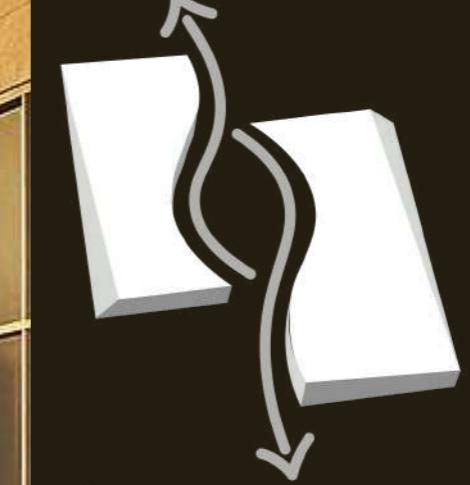




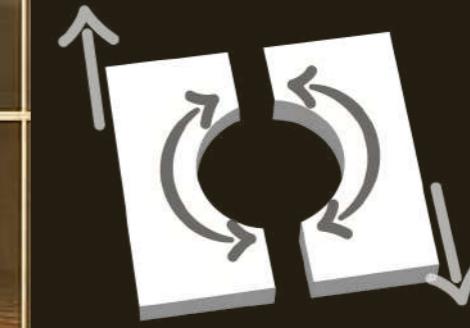
Integrating the built form with the site and designing the central core



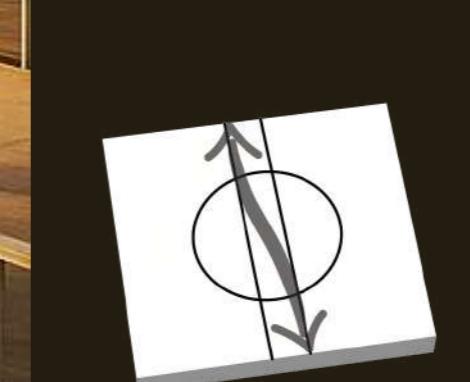
Repositioning the volumes to achieve better daylight and visual connections



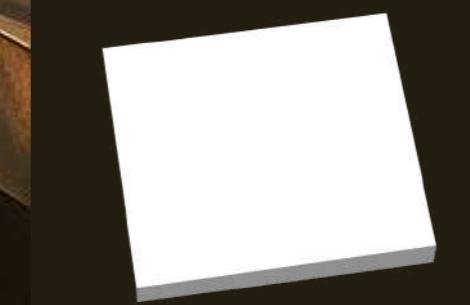
Softening the volumes

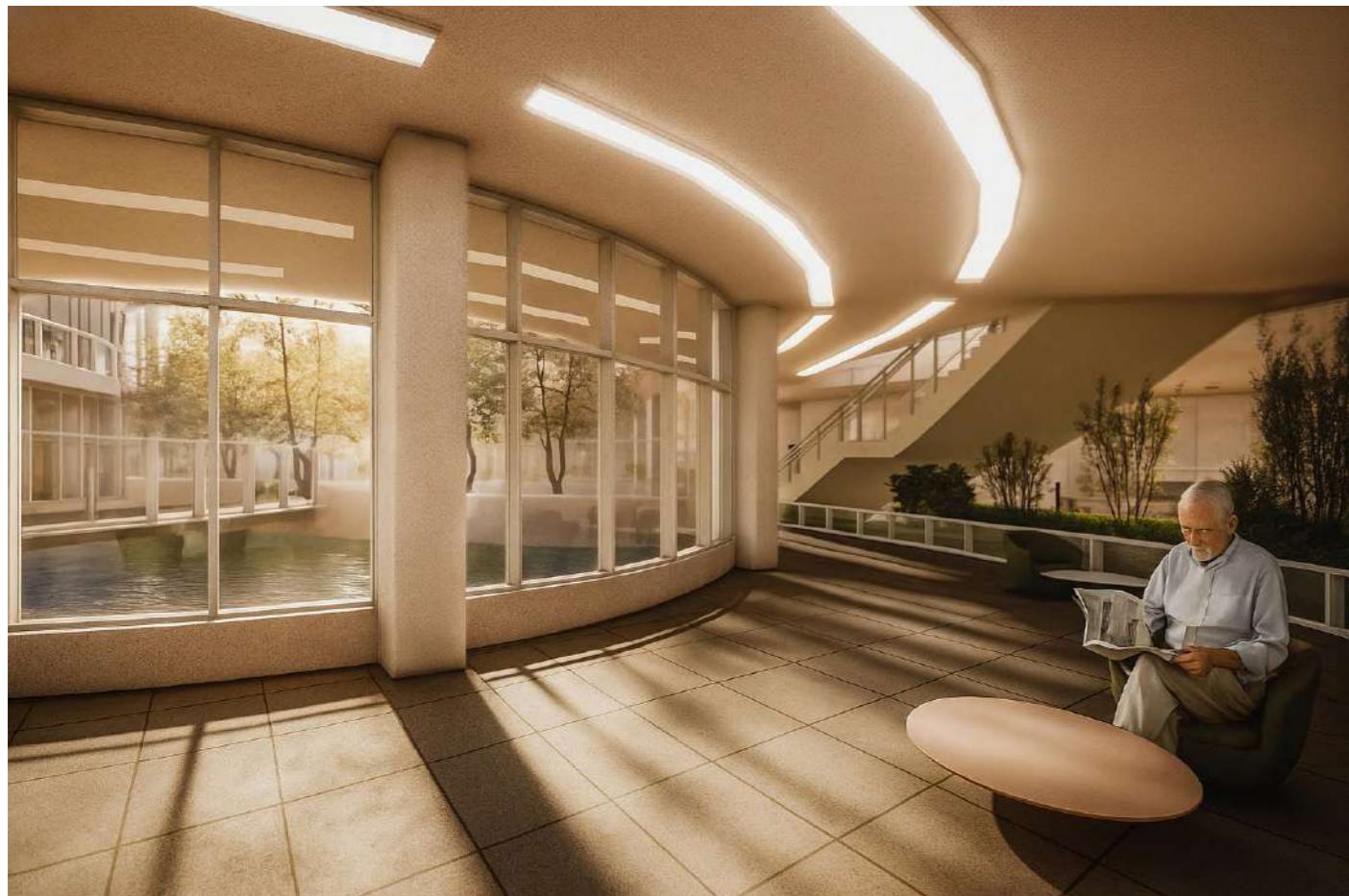


Dividing the mass

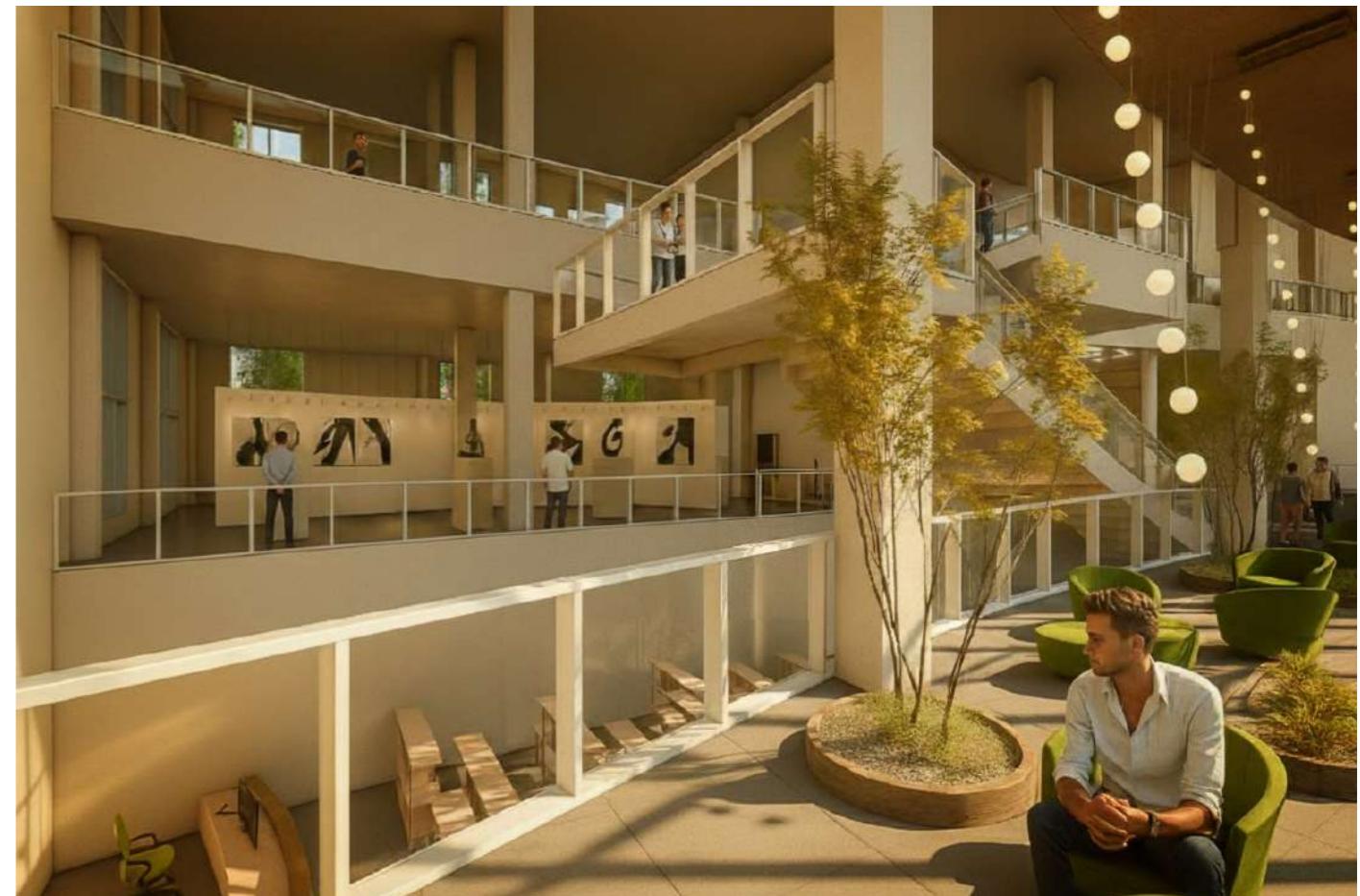


Defining the axis and centrality





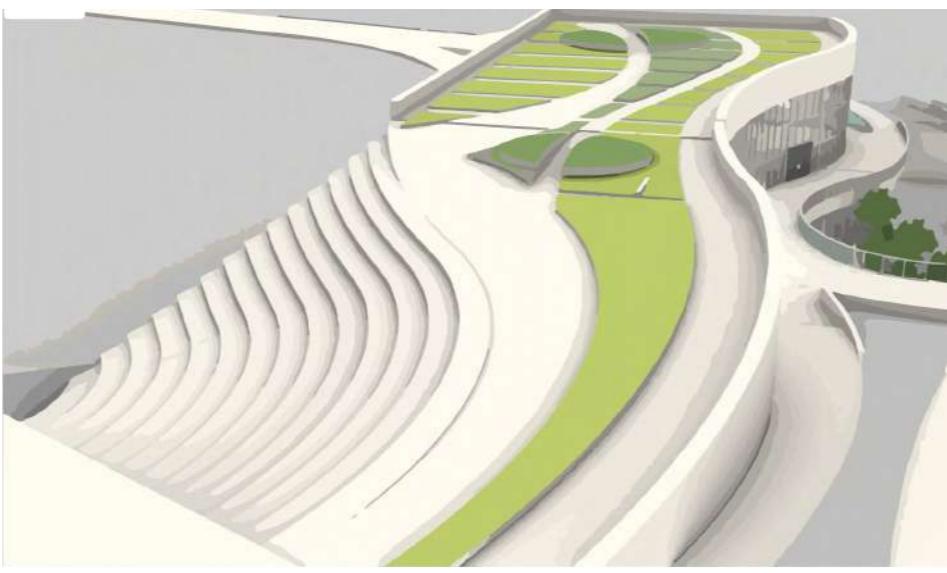
Basement lobby connected to the central green space



Galleries and the connecting void between them



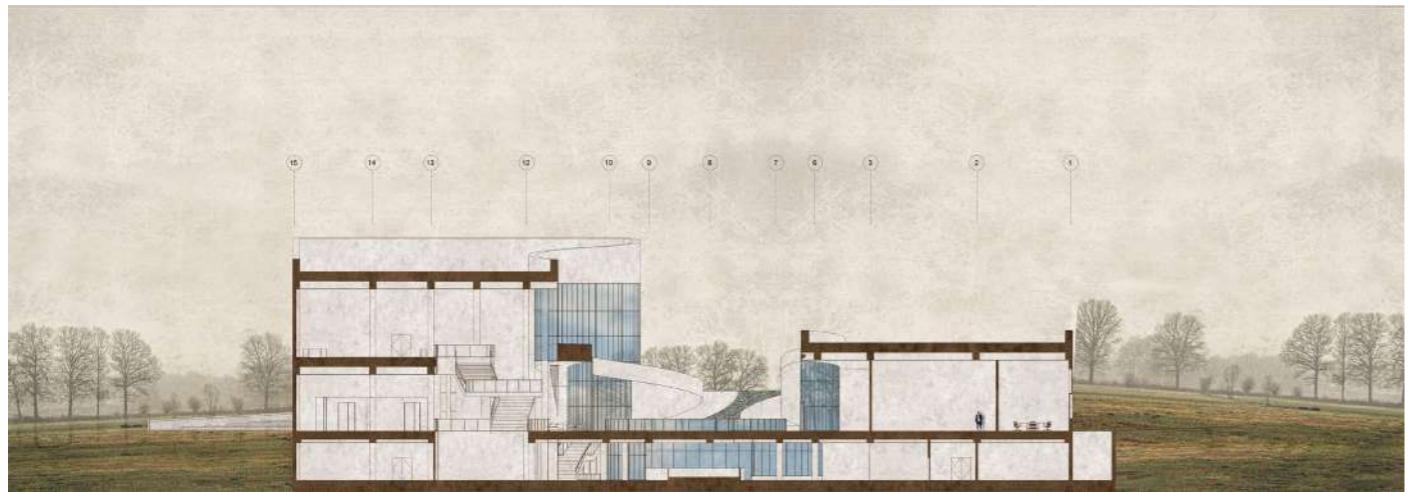
Providing diverse access routes and creating visual connections



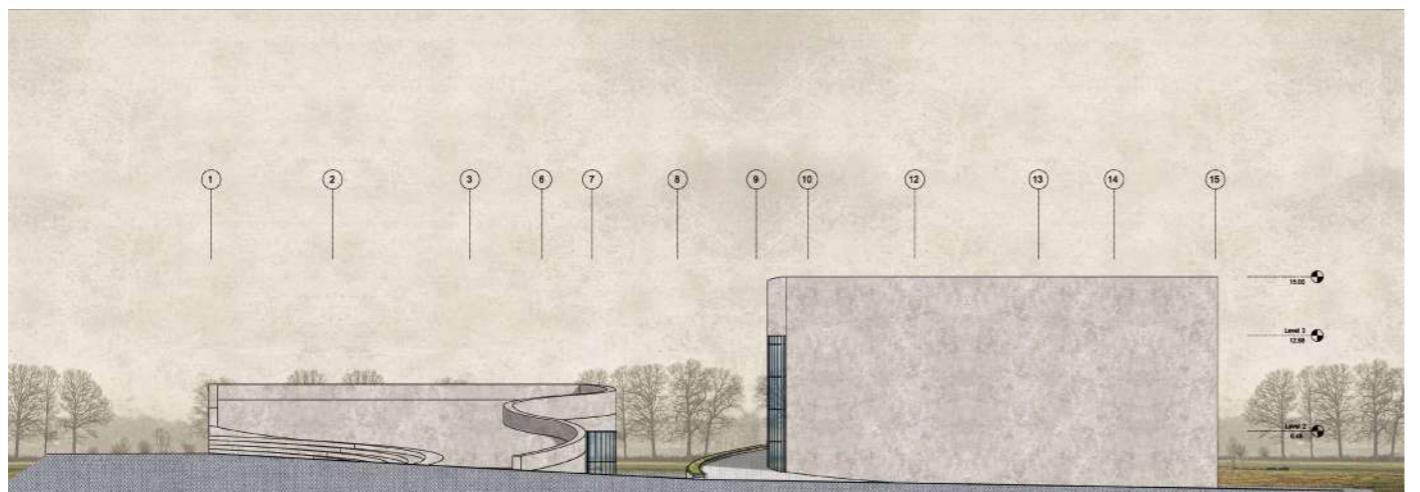
Massing integration with the site through an open-air amphitheater



Central fountain and extending the natural landscape into the complex



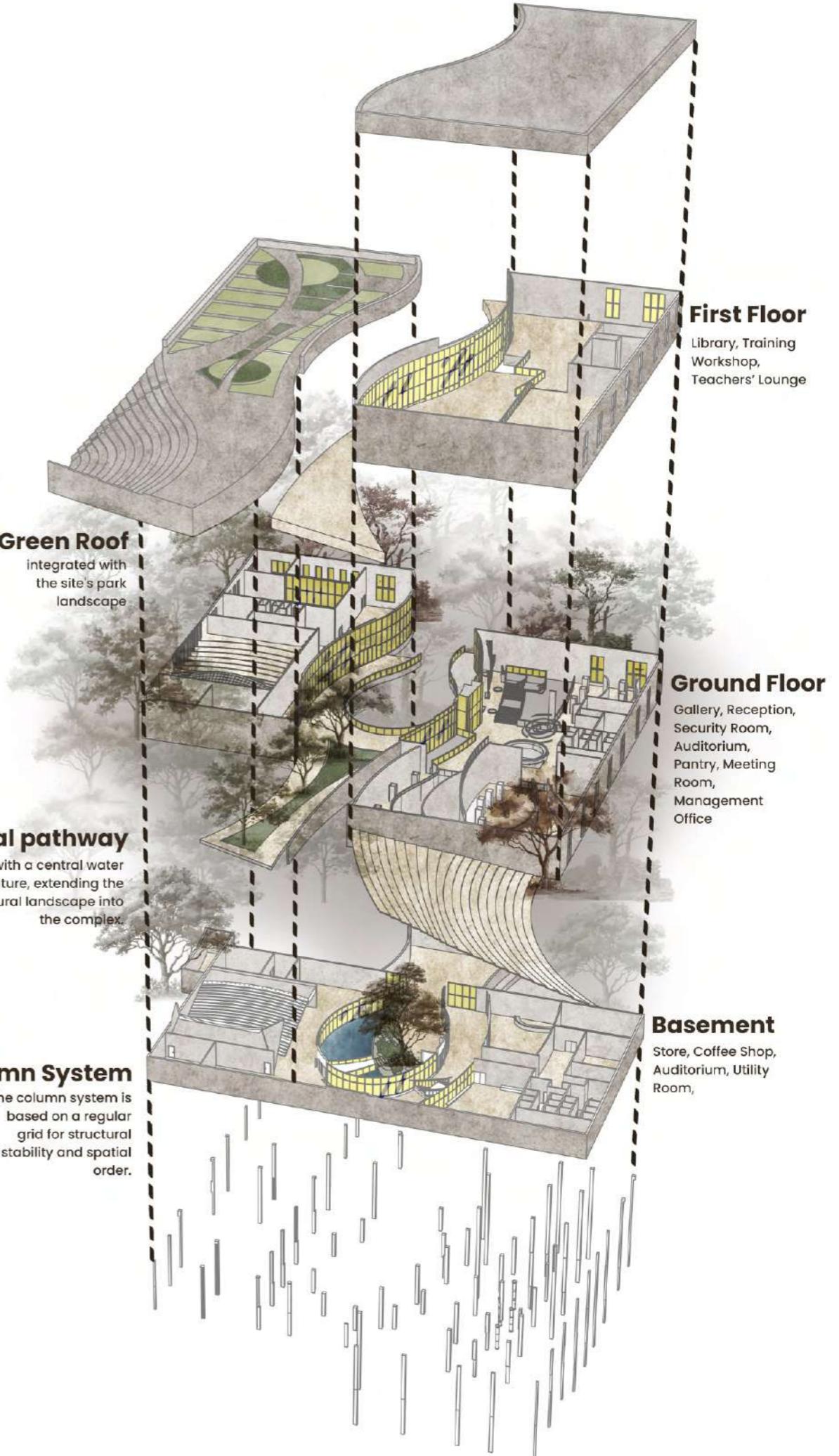
East-West section



South elevation



North-South section





Design of a water feature with emphasis on the entrance axis



Central openness, wide and reminiscent of a garden path



Green roof design and integration with the surrounding nature



The Environmental Art Museum

Space of Living Art

Year: 2022

Location: The Mountain Darabad, Tehran, Tehran Province, Iran

Type: Cultural Architecture

Project Area: 3,500 m²

Design Concept: The Environmental Art Museum is conceived to raise awareness and strengthen the bond between humans and nature. Inspired by the Darabad valley site, the design integrates art and landscape through two sunken volumes connected by a multi-level bridge. The bridge serves as a connective element, offering layered experiences of passage, pause, and observation for diverse visitors.

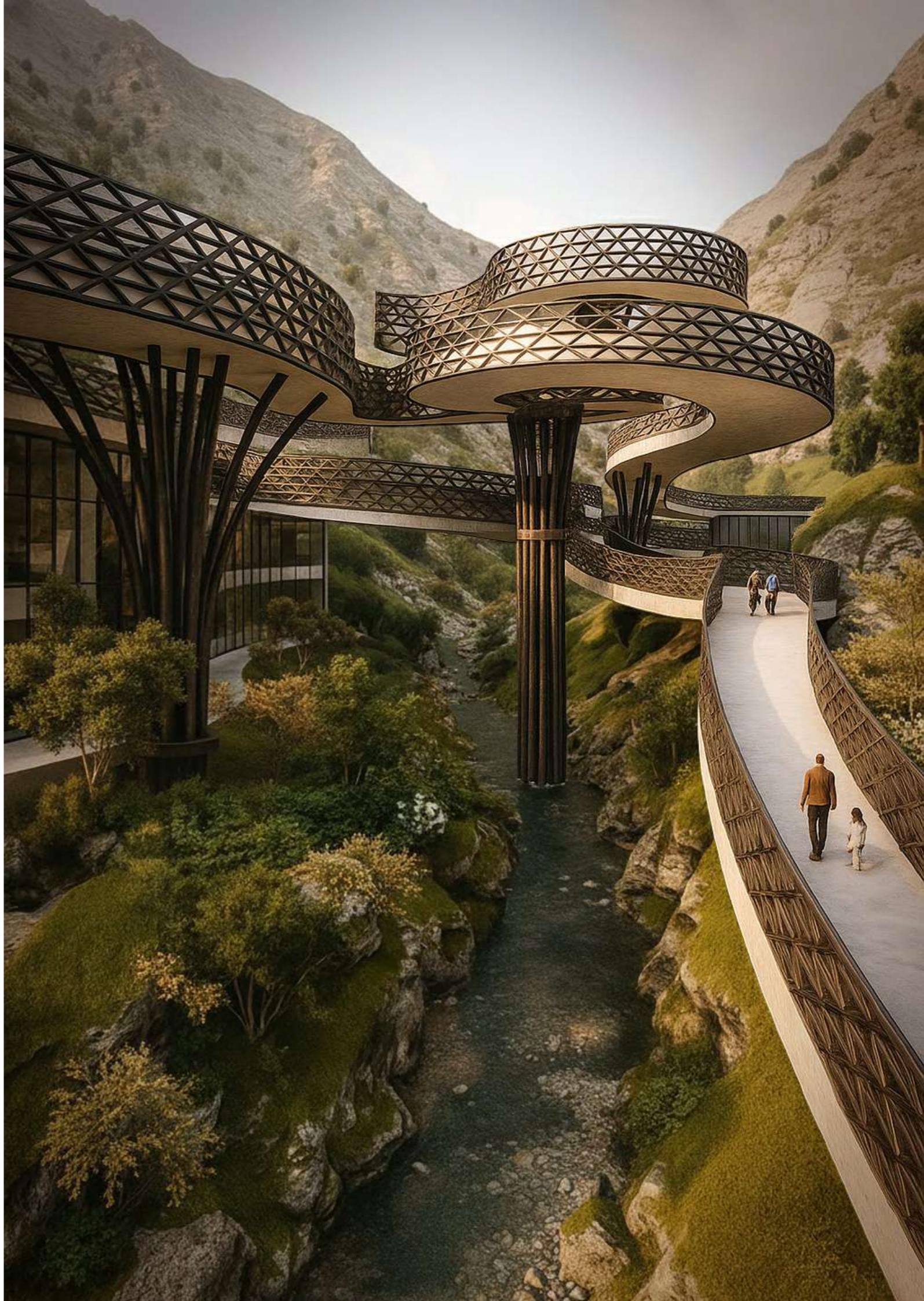
The Environmental Art Museum is conceived as a response to contemporary environmental crises, employing the language of art as a means of raising social awareness and promoting environmental culture.

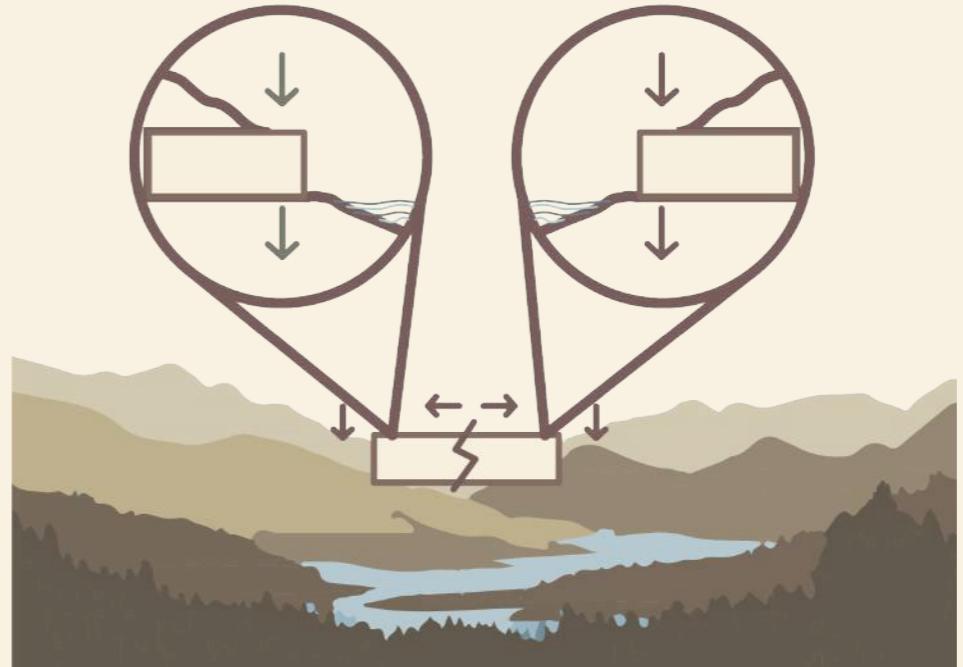
The project emphasizes public participation in ecological preservation and seeks to create a deep connection between artistic experience, spatial perception, and environmental consciousness. Here, environmental art is not perceived as an object within space but as the space itself – an immersive field uniting human presence, nature, and architecture. The site, located in Tehran's Darabad Valley, was chosen for its dynamic natural landscape and the river flowing through it.

The design process is shaped around three main ideas: integrating the building mass with the slope of the terrain, dedicating the emerging surfaces to greenhouses that merge art and nature, and connecting the two main volumes with a pedestrian bridge that acts both as a pathway and a viewpoint.

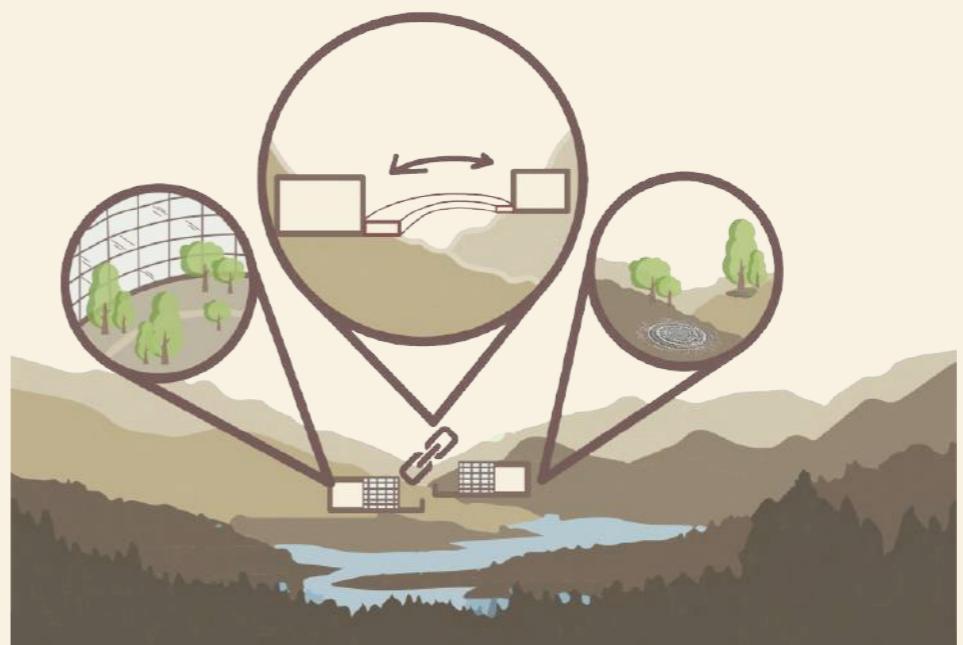
The result is a continuous spatial experience where architecture, art, and the natural environment dissolve into one unified whole.

Modeling: Revit **Technical Drawings:** AutoCAD **Post-production:** Photoshop,
Illustrator **Rendering:** Lumion + AI-based Enhancer





Division of the Mass Along the Valley:
Considering the risk of flooding, the volume is divided into two parts, each embedded in the ground according to the natural slope.



Gallery and Connecting Bridge Design:
Three types of galleries—greenhouse, enclosed, and open-air—are formed in harmony with the site and climate, creating a continuous experience between nature and art. The two main volumes are connected by a pedestrian bridge that extends the spatial flow of the galleries.

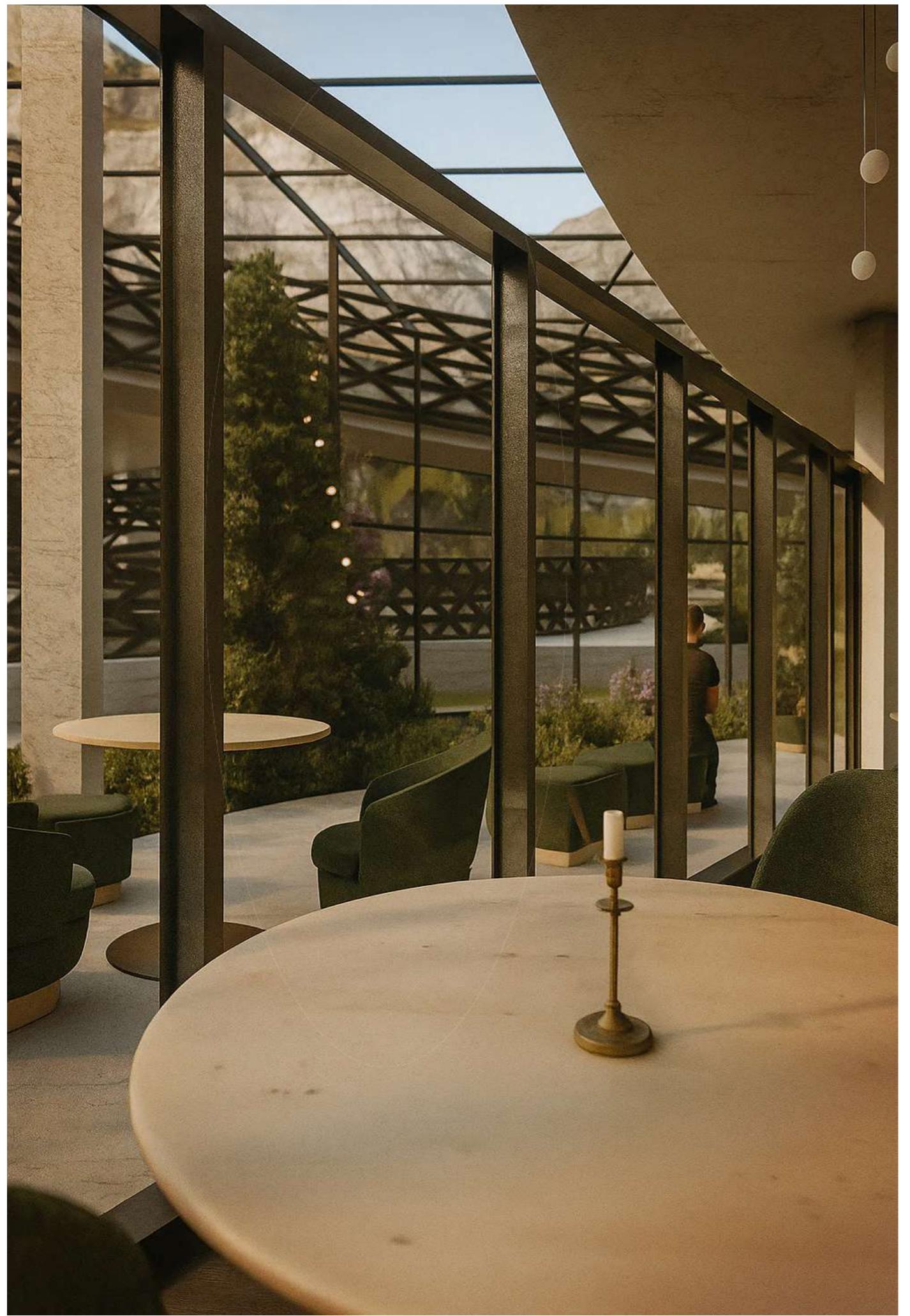


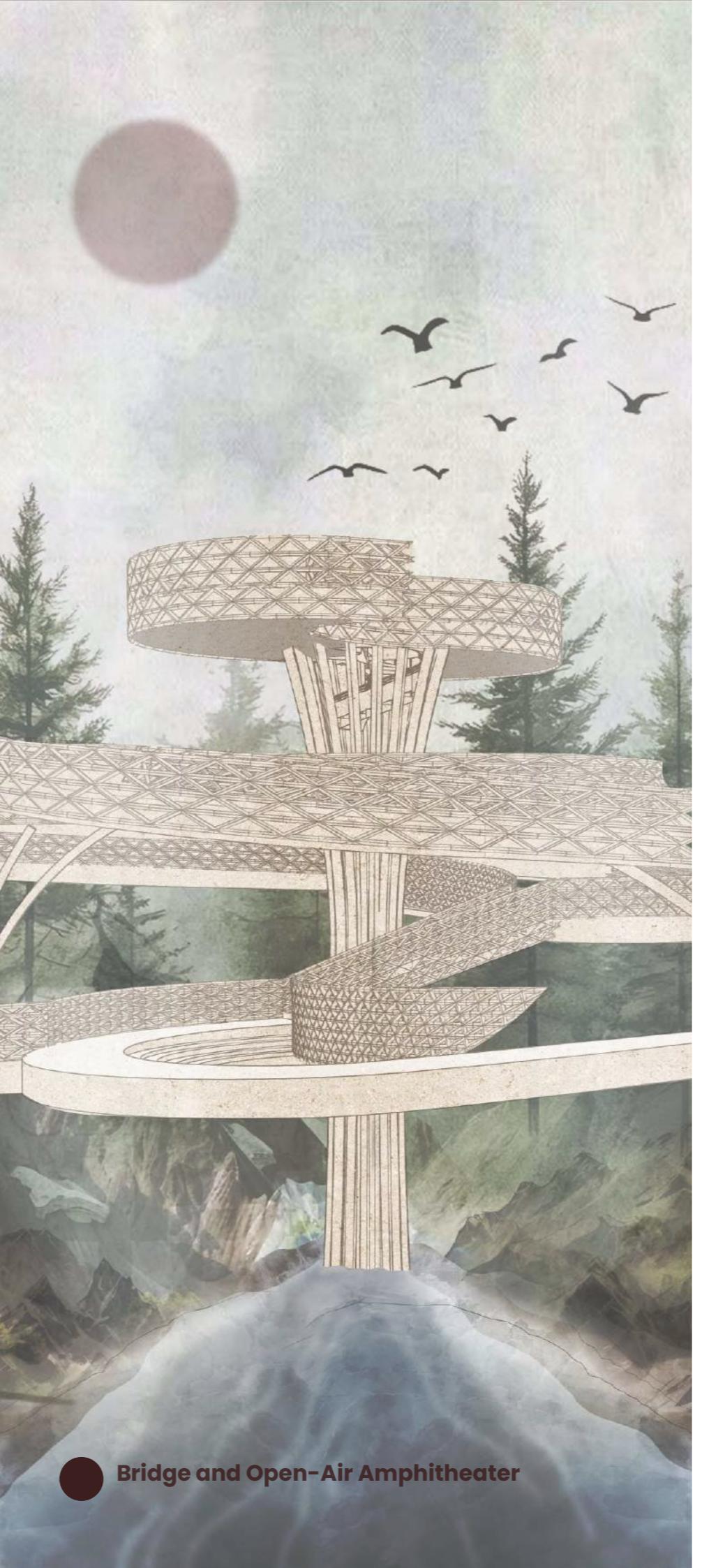
Multi-Functional Bridge Design:
The bridge includes three routes: a direct path to the museum with resting spaces, a passage for hikers, and a viewpoint route overlooking the valley.

Central viewpoint with
panoramic 360° views
of the surrounding
landscape

A pedestrian bridge
designed for hikers

Bridge directly connected
to the museum with an
open-air amphitheater





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