

BACHELOR OF ARCHITECTURE
UNIVERSITY OF HOUSTON

ATHARV SONDAGAR
ARCHITECTURE PORTFOLIO



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SOFTWARE

Primary	Rhinoceros 3D Grasshopper Adobe Creative Suite
Secondary	AutoCAD Revit
Render	Twinmotion Render Vray Render D5 Render

EDUCATION**UNIVERSITY OF HOUSTON****Bachelor of Architecture**

Expected Graduation 2028

GPA 3.8 / 4

GEMS EDUCATION DUBAI**High School Diploma**

2023

AWARDS AND HONOURS

Dean's List (Multiple Semesters)

Academic Excellence Scholarship

Residential Advisor UH Housing

WCE Pitch Competition Winner

ATHARV KETAN SONDAGAR

ARCHITECTURE STUDENT

Focus: Concept Design, Parametric Systems, Energy & Sustainability

PROFILE

Third-year Bachelor of Architecture student at the University of Houston with a strong focus on conceptual design, parametric modeling, and representation. Highly proficient in Rhino and Grasshopper, with working knowledge of Revit and AutoCAD for documentation. Experienced in professional practice through design internships, with interests in expressive form-making, façade systems, and environmentally responsive architecture.

WORK EXPERIENCE**Interior Design Intern**

Interach Decoration LLC., Dubai, UAE Summer 2023

- Gained hands-on experience working alongside interior designers.
- Participated in a comprehensive learning experience, through practical application and mentorship.
- Engaged in field visits to diverse construction sites, gaining exposure to real-world project execution.

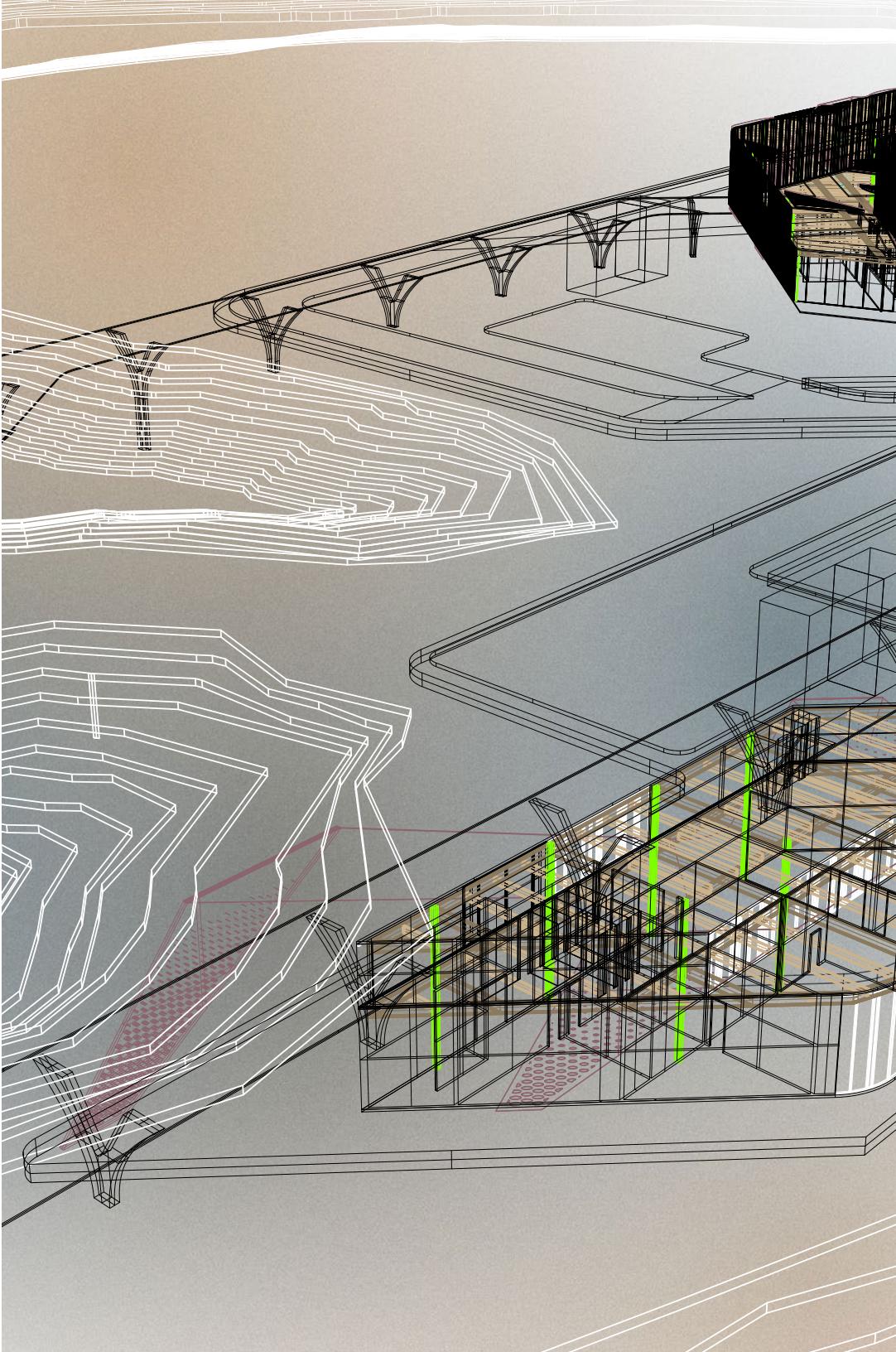
Landscape Architecture Intern

Gardenia Trading EST. , Dubai, UAE Summer 2022

- Participated in site visits to diverse project locations, gaining firsthand exposure to various landscaping projects.
- Engaged with architects, learning the intricacies of implementing landscape designs.
- Collaborated with the design team assisting in the creation of landscape architecture plans.

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THE WORM AND THE CHRYSALIS

Brady Island, Houston TX

Recycling Center and Restaurant

Year 3 Studio

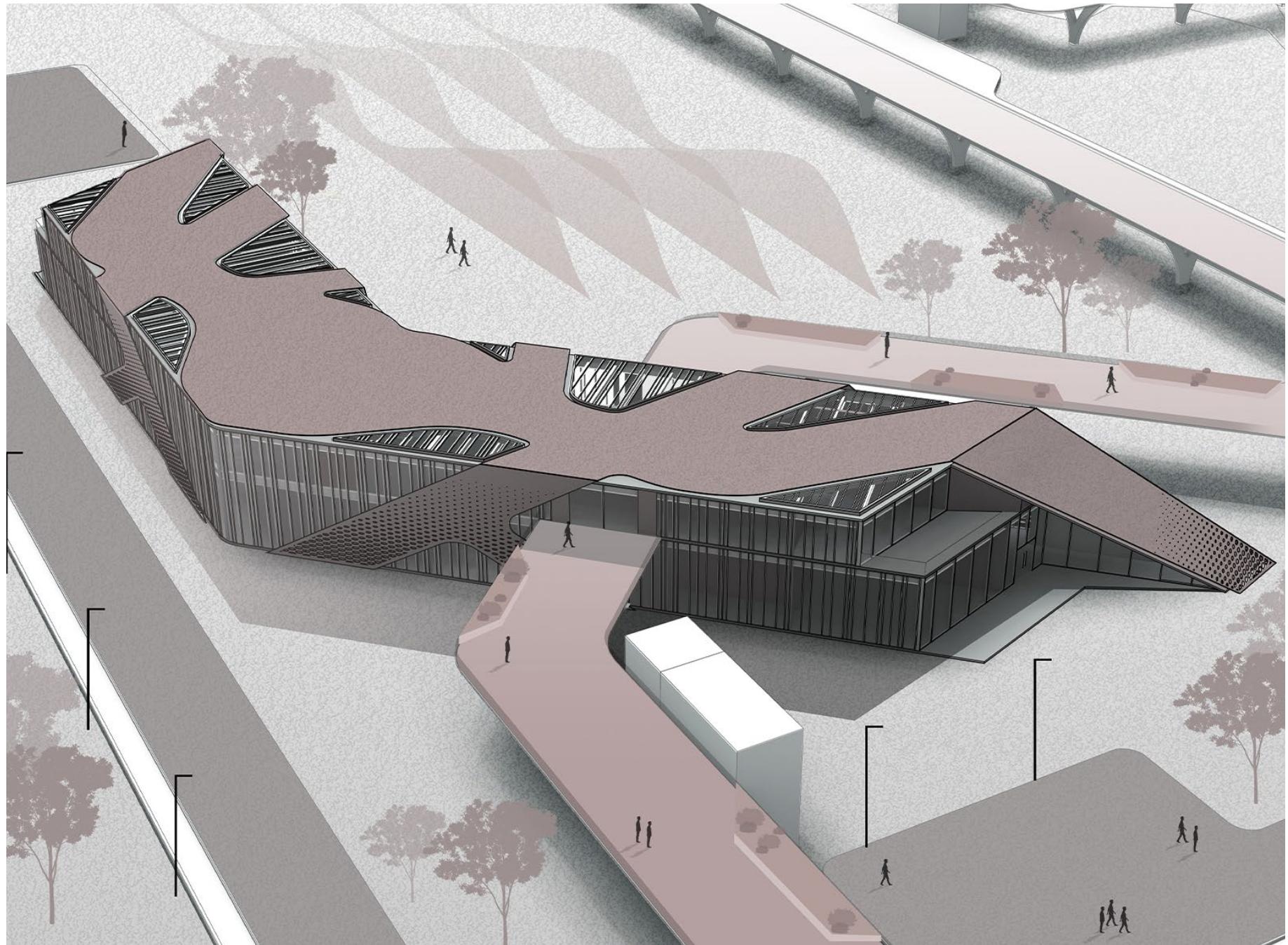
Software Used: Rhino, Photoshop,
Grasshopper, Illustrator, InDesign

The Worm and the Chrysalis are two buildings that reimagine industrial architecture as an ecological and educational experience. The project combines a recycling center, an elevated public walkway, and a destination restaurant, using the life cycle of an earthworm as a generative framework.

The recycling facility, the “Worm,” organizes intake, sorting, and processing in a linear sequence that mirrors digestion.

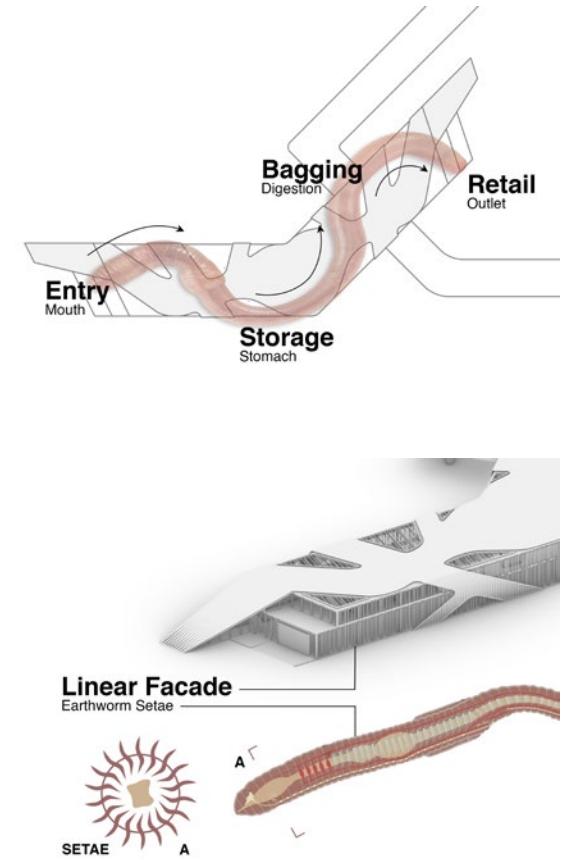
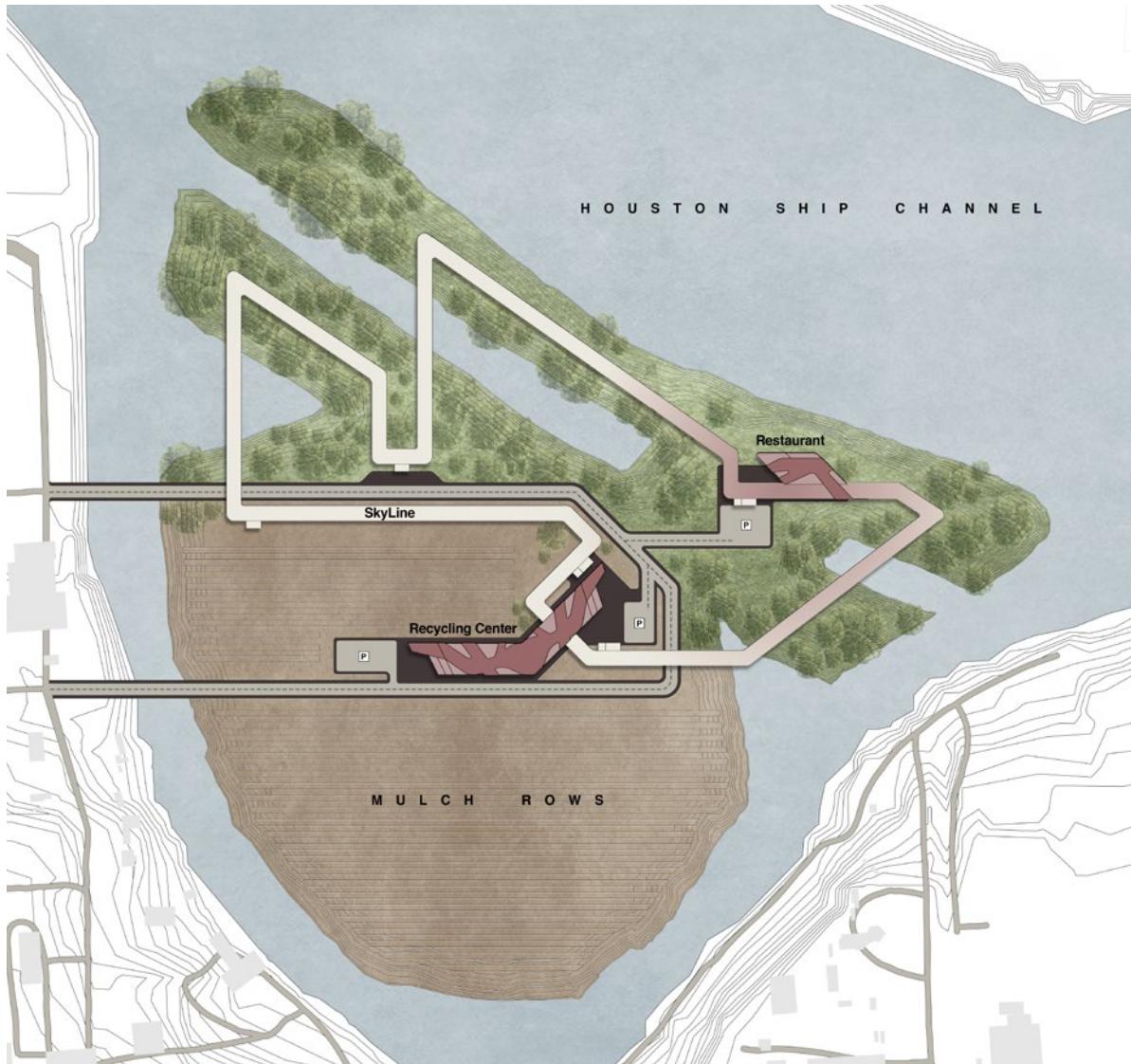
The walkway connects to the “Chrysalis,” a restaurant symbolizing transformation and renewal with a folded, cocoon-like roof.



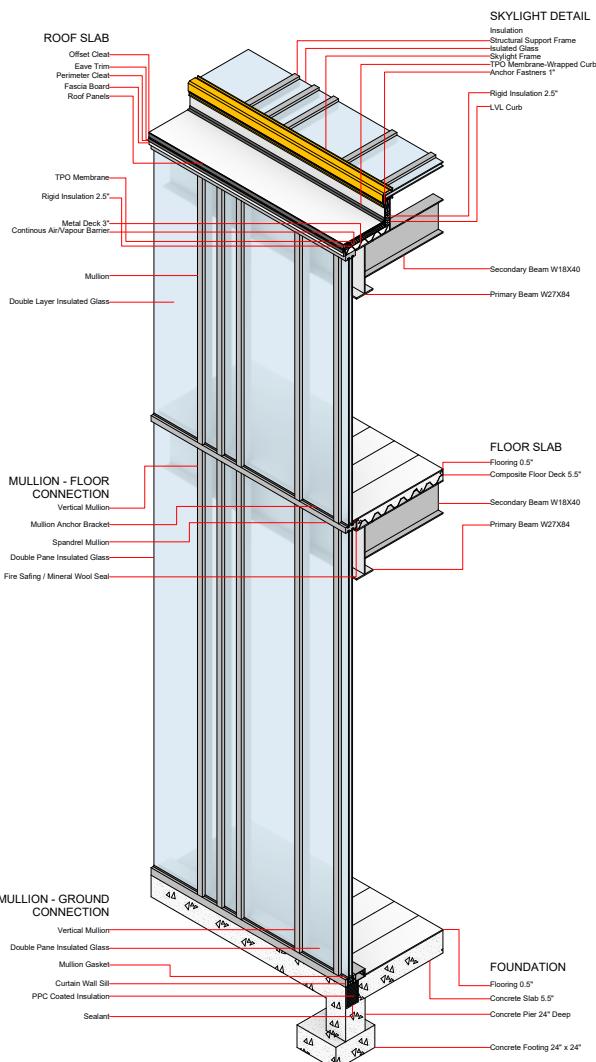


Site Planning and Facade Logic

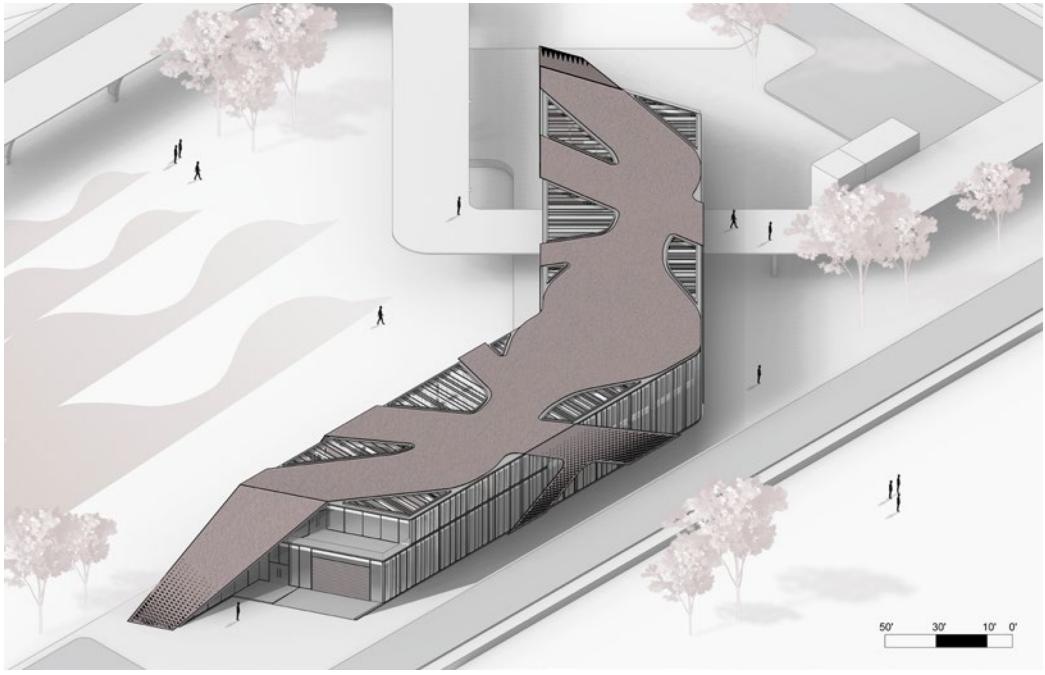
The project is organized as a linear system that aligns architecture, landscape, and process. The recycling center and restaurant are positioned along a continuous public spine that cuts through Brady Island, connecting the Ship Channel to surrounding industrial fields. The elevated SkyLine walkway operates as both circulation and observation.



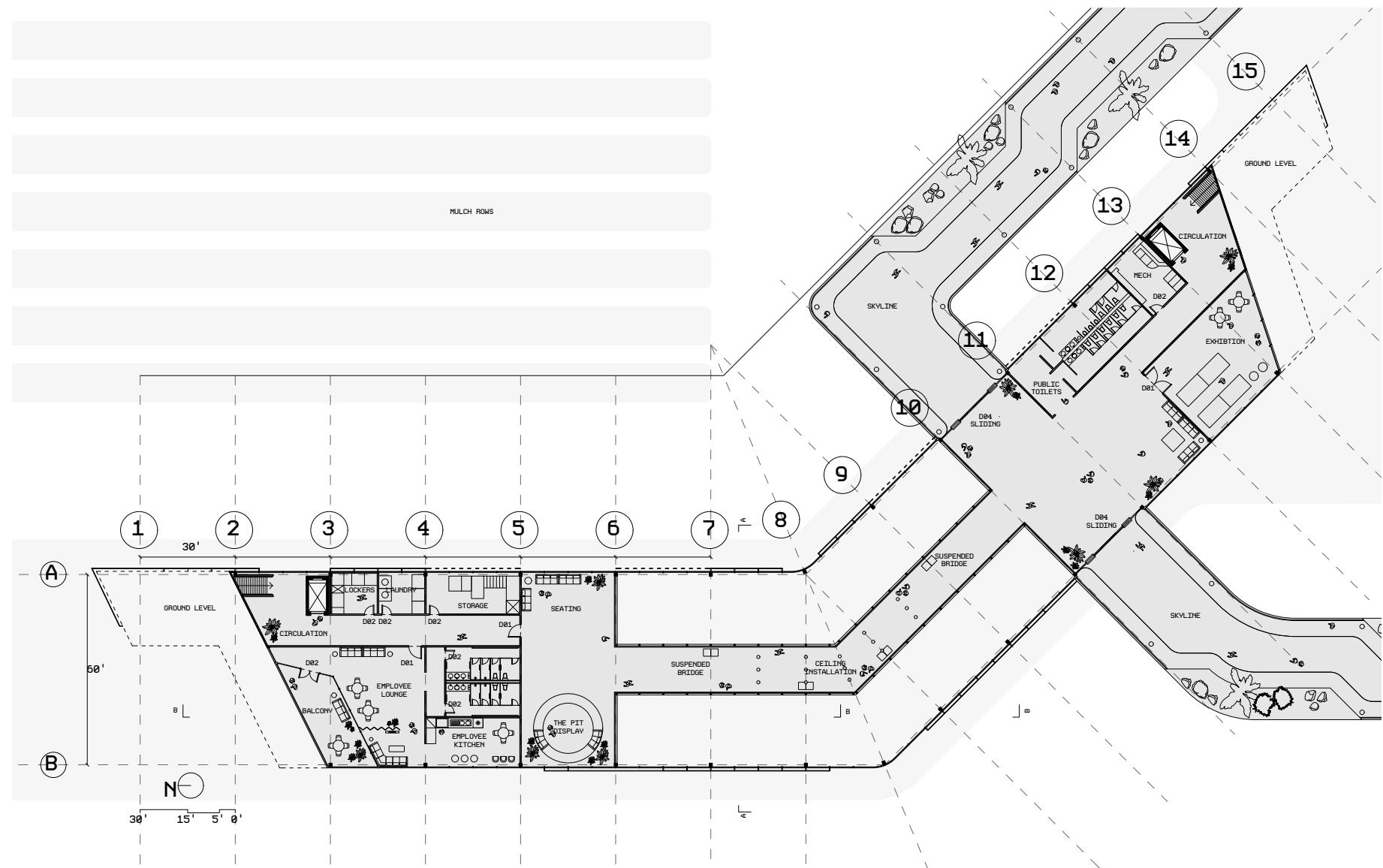
Facade derives from the earthworm analogy, translating digestion into architecture.



The building envelope is conceived as a layered system that balances durability, transparency, and environmental control.



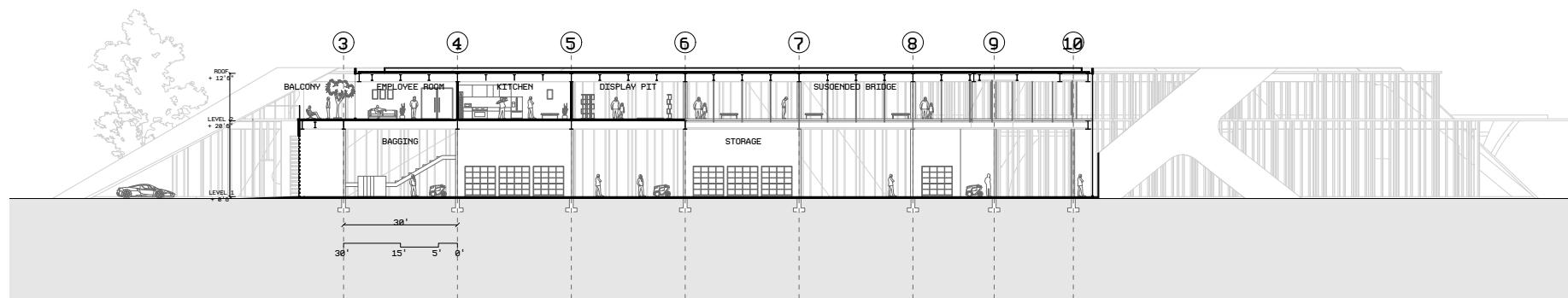
Recycling Plant Plan Level 2



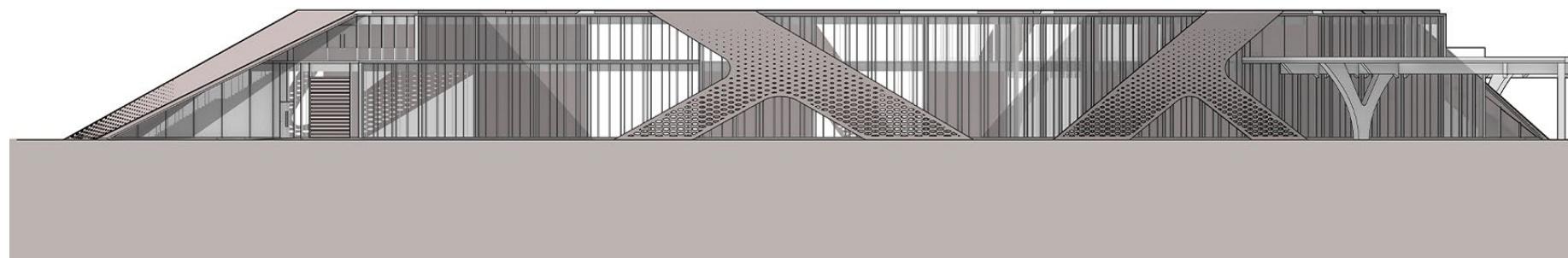
Sections and Planning

The sectional organization of the Worm reveals a clear operational sequence, with intake, sorting, processing, and storage arranged in a continuous flow. This sequence mirrors biological digestion, reinforcing the project's ecological narrative.

Public and industrial zones are separated both vertically and laterally.

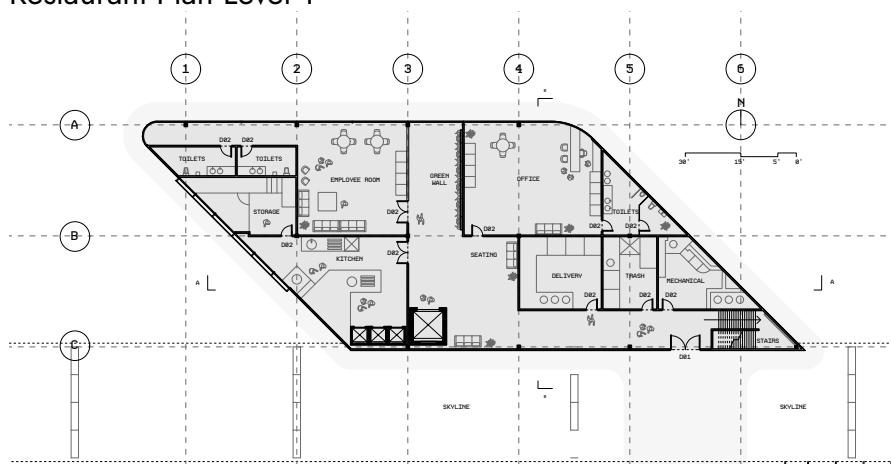


Recycling Section BB

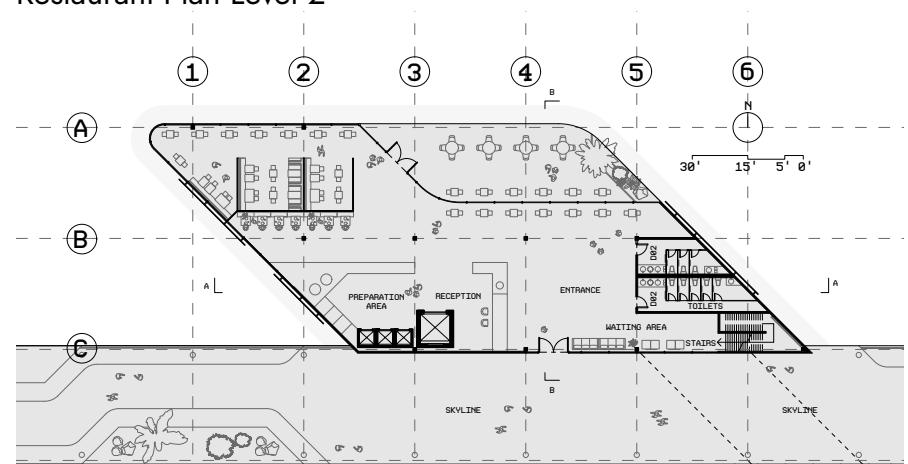


Recycling Elevation South

Restaurant Plan Level 1

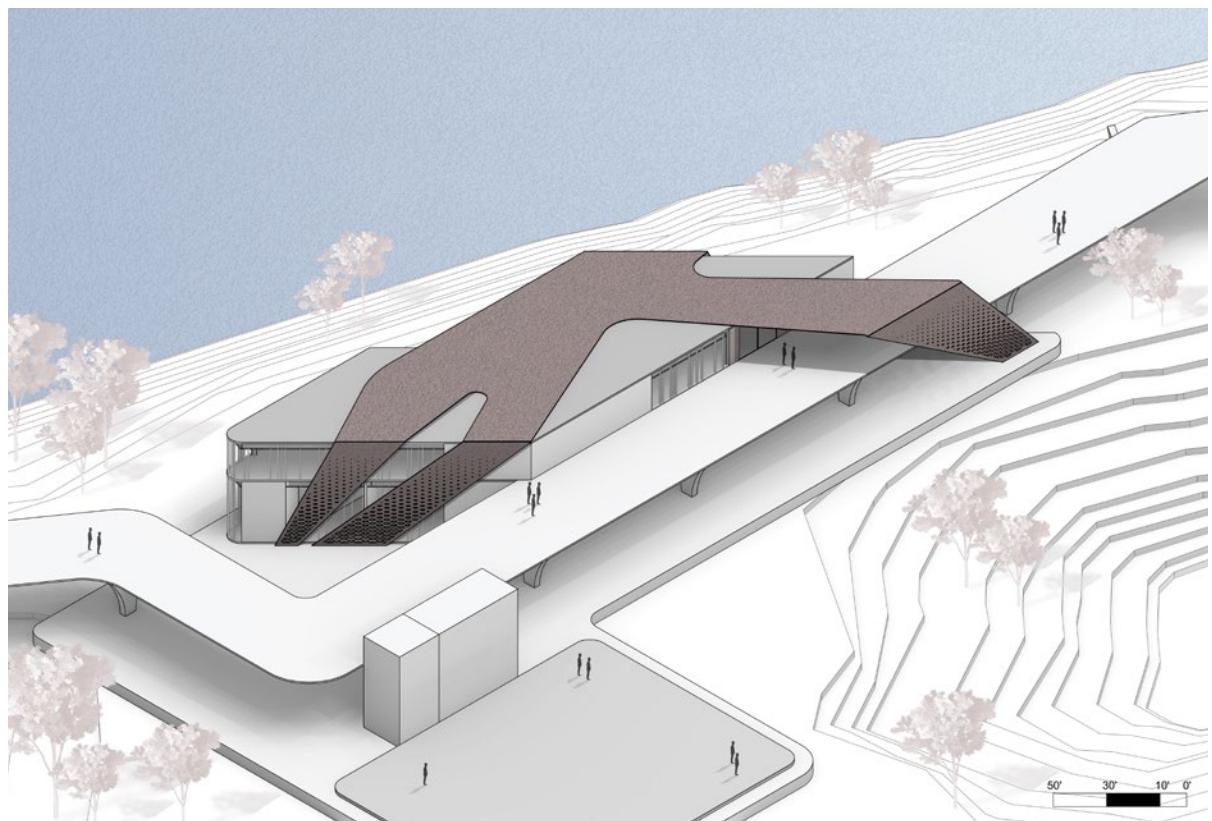


Restaurant Plan Level 2



The Chrysalis Restaurant

The Chrysalis is conceived as a destination restaurant that marks the culmination of the public journey across Brady Island. While the Worm focuses on process and infrastructure, the Chrysalis represents transformation, turning waste, movement, and industry into a civic and experiential endpoint.





THE SILVER VEIL

Montrose, Houston TX

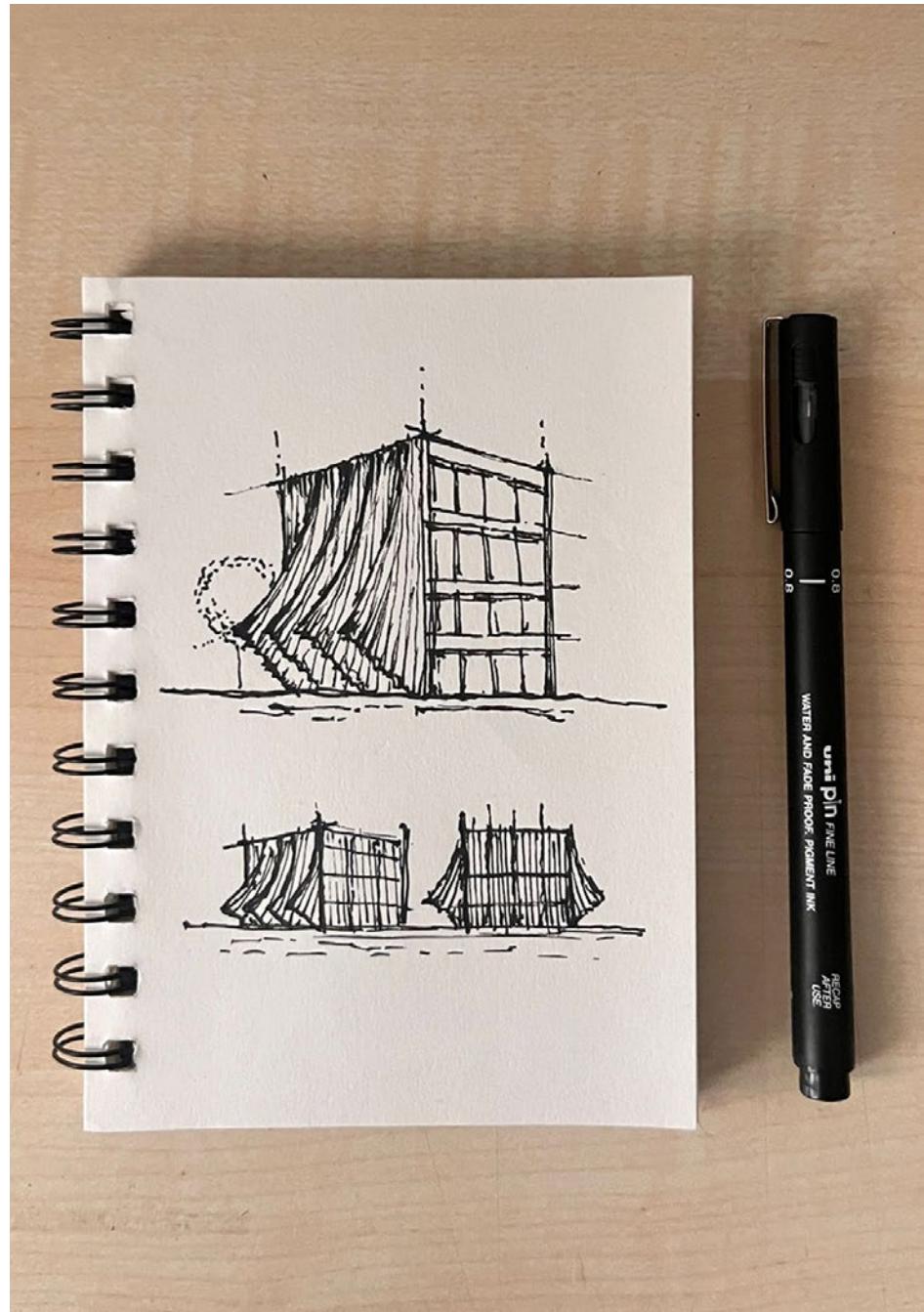
Gymnasium, Cafe, Library and Art Studio

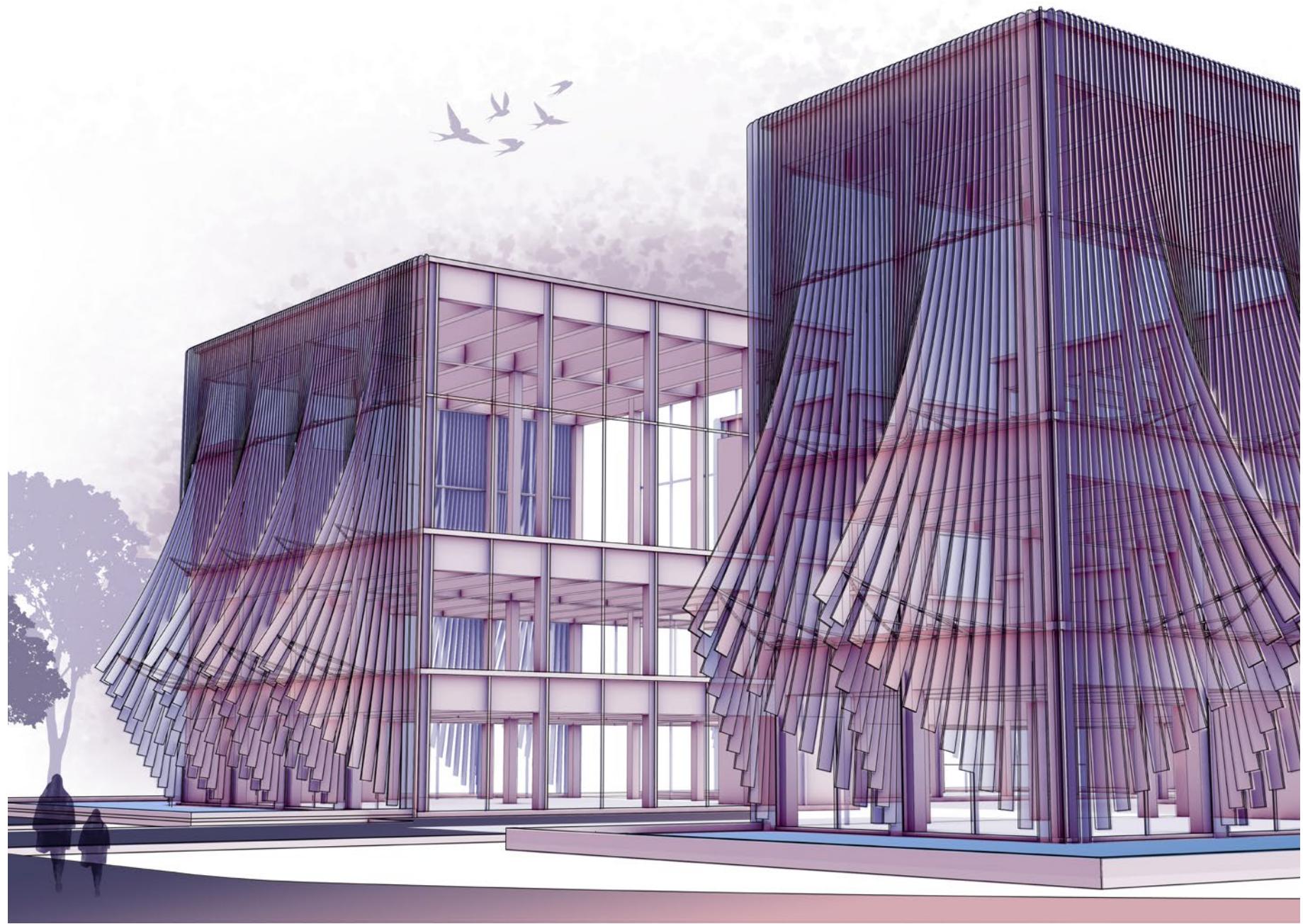
Year 2 Studio

Software Used: Rhino, Photoshop,
Grasshopper, Illustrator, InDesign

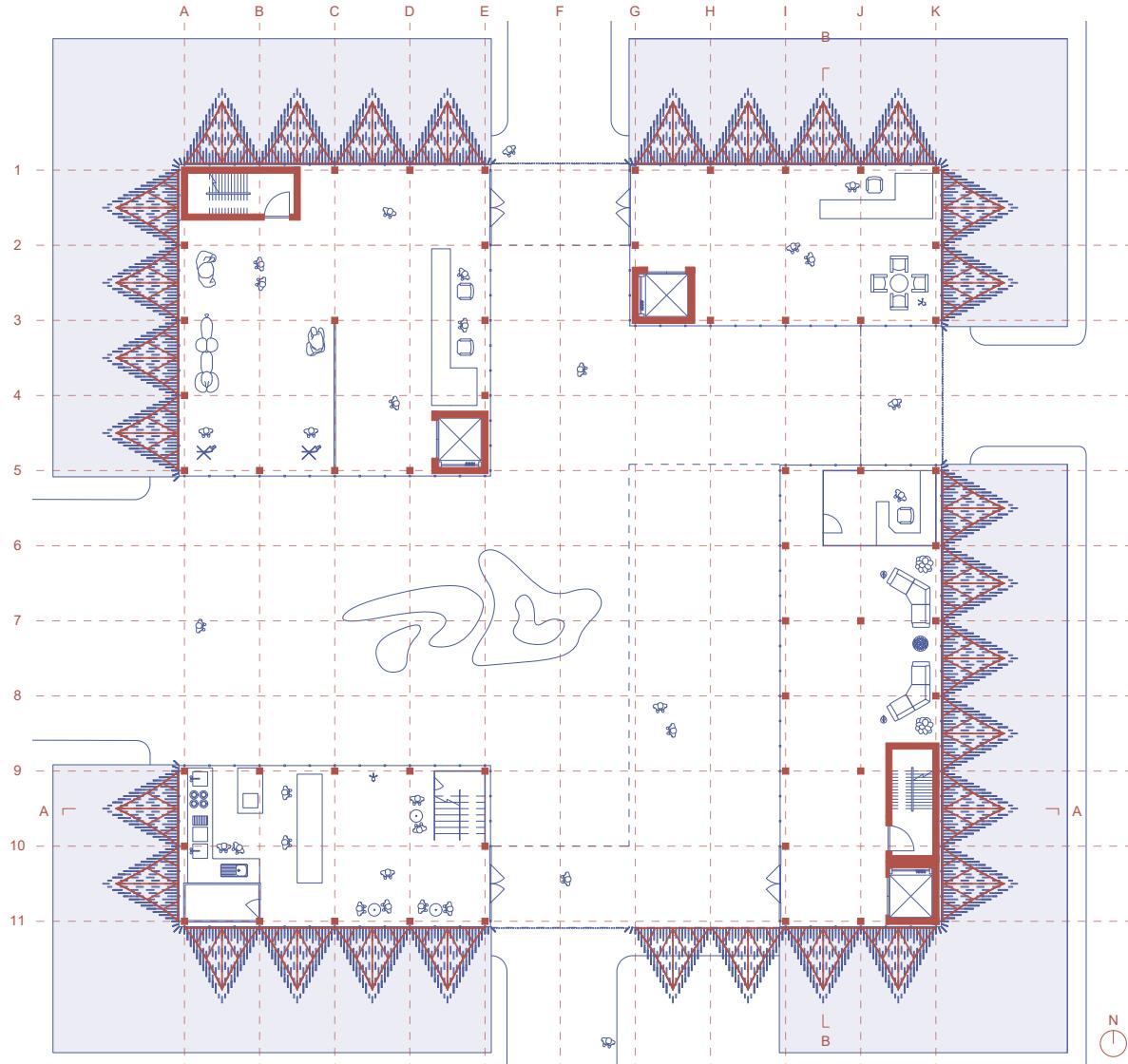
The Silver Veil is a district of 4 interconnected buildings organized around a central public plaza and linked by elevated glass bridges. The open core acts as a communal heart for the project, featuring reflective, mirror-like art installations that amplify movement, light, and visual connection across the site.

The project's defining element is a curtain like facade composed of layered aluminum panels. This expressive skin responds to programmatic needs and reflects the artistic, experimental character of the Montrose neighborhood.



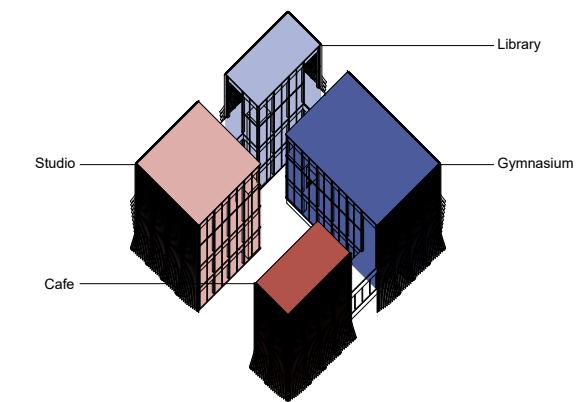


A central plaza organizes four programmatic volumes, using openness, reflection, and circulation to create a shared art-focused public realm.



Floor Plan Level 1

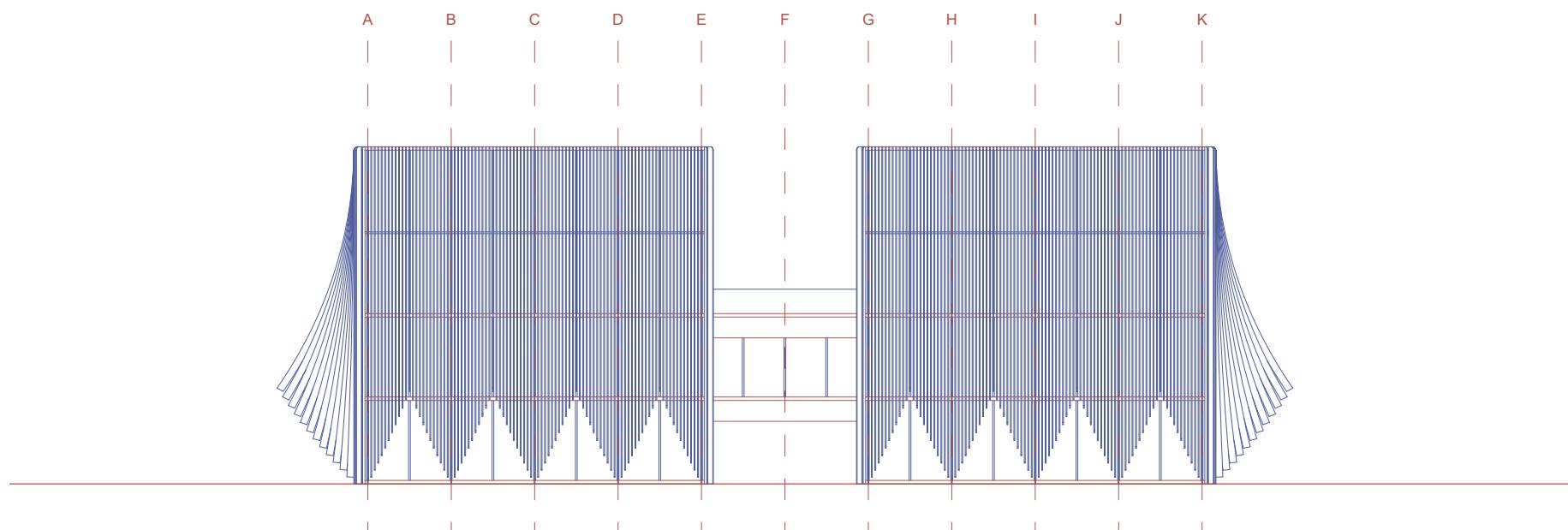
14



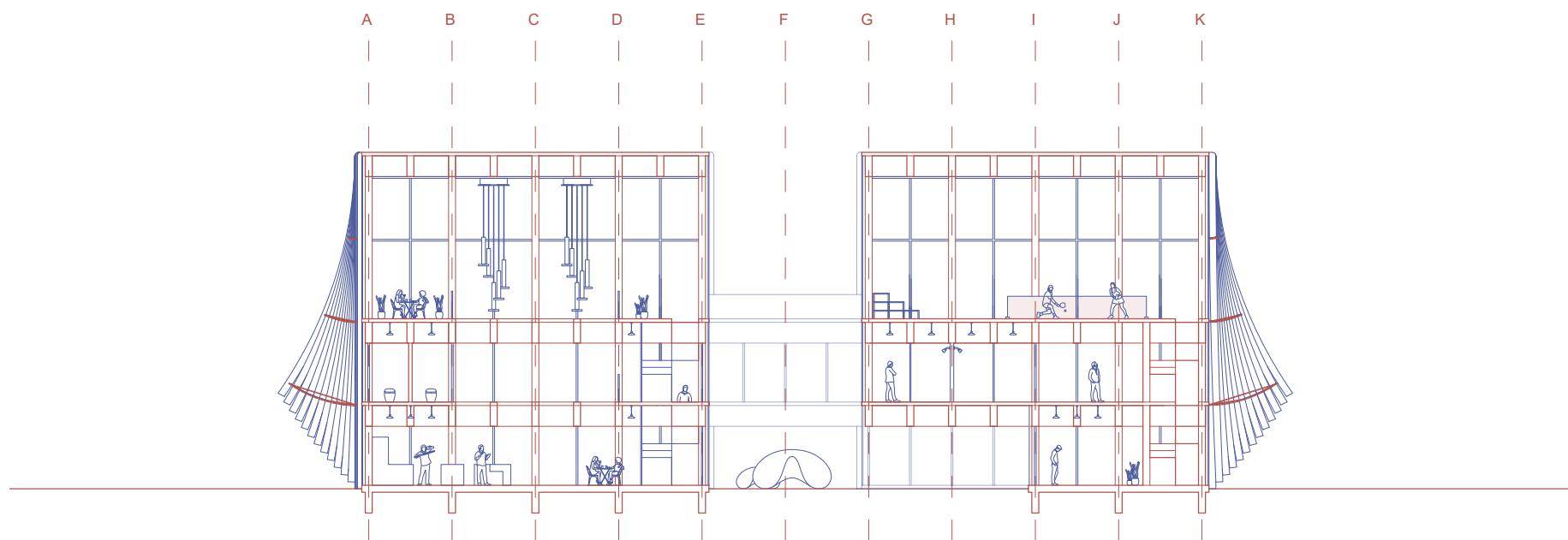
Spatial Strategy

Four buildings are arranged around an open central court to maximize visual permeability and public engagement. Ground-level programs activate the plaza, while upper levels house more controlled functions. Glass bridges and reflective surfaces reinforce continuity, movement, and an expressive architectural identity rooted in Montrose's art culture.

Elevation South



Section AA



SENSE DIMORA

Dunlavy Street, Montrose, Houston TX

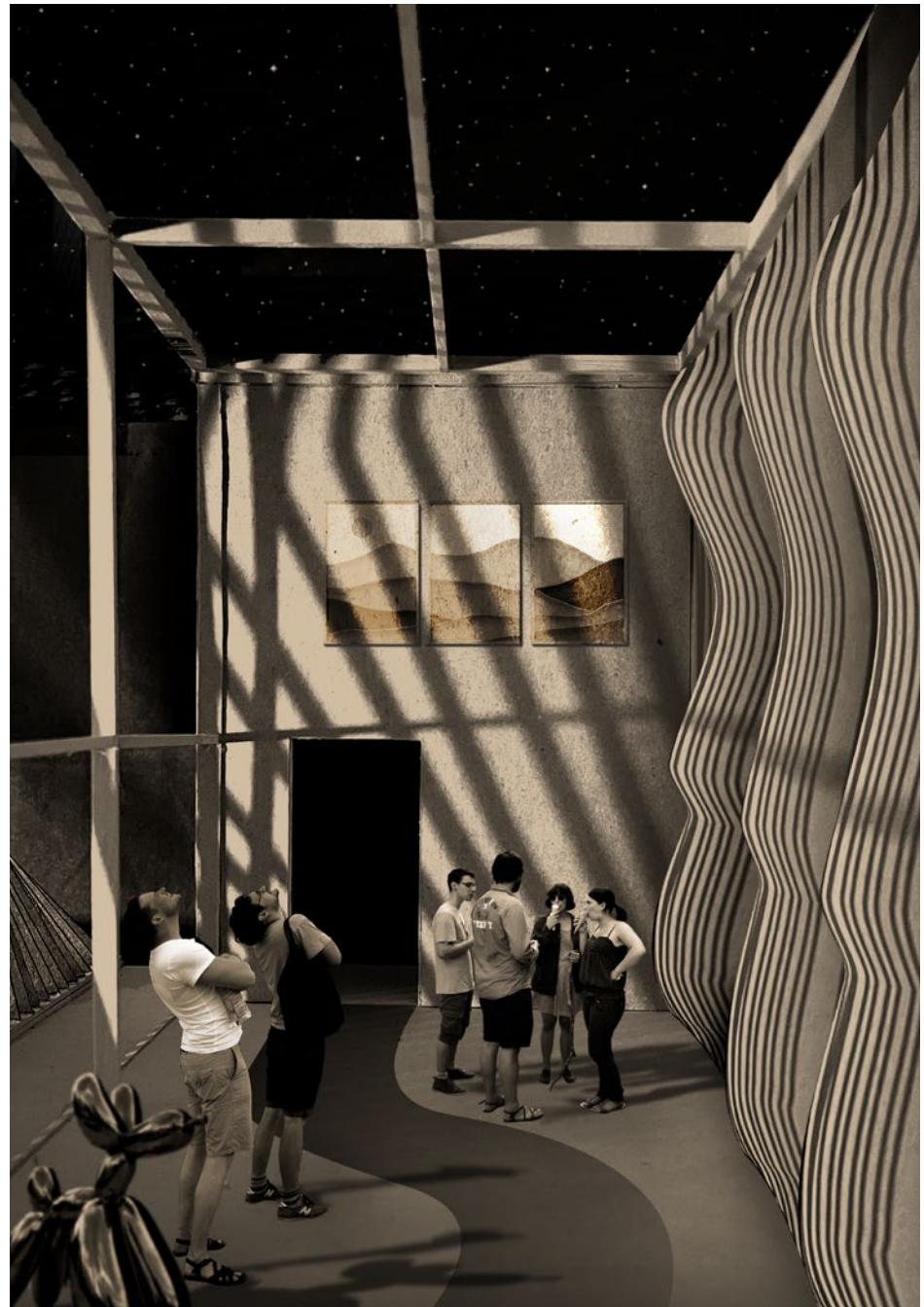
Art Studio and Residence

Year 2 Studio

Software Used: Rhino, Photoshop, Illustrator, InDesign, AutoCAD

Sense Dimora is a multi-sensory artist's residence that redefines the relationship between art and perception. Each space is thoughtfully designed to evoke one of the five senses- touch, taste, sight, smell, and sound, creating an immersive environment for creativity and exploration.

The exhibition gallery and studio spaces amplify the artistic expression through sensory engagement, while the residence offers a sanctuary for artists to live and work. Located in Montrose, Houston, the design transforms a historic site into a vibrant hub for artistic innovation.



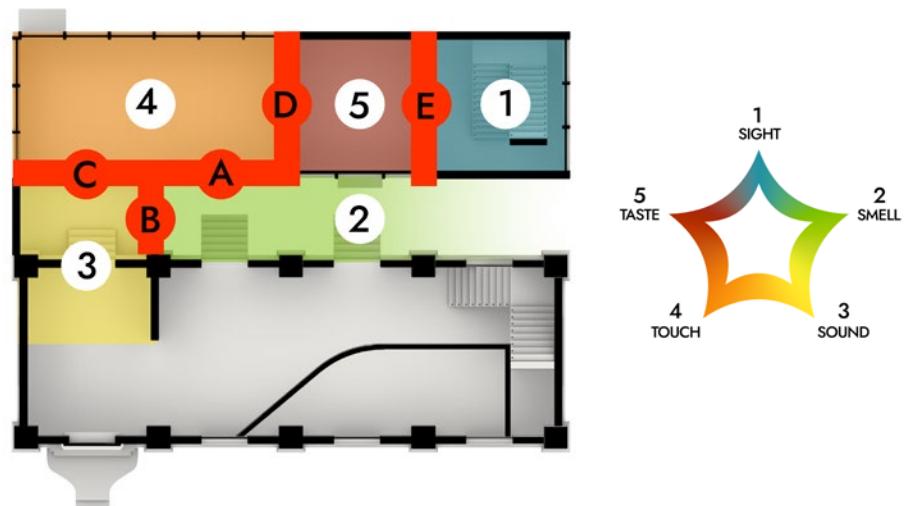


The building is organized as a sequence of sensory zones, each designed to activate a specific sense through material, light, and spatial conditions.

Gradual transitions between rooms allow experiences to overlap, turning movement through the building into a continuous sensory journey.



Existing Site Image



LIGHT TUNNEL
Prismatic glass tunnel

Rooms are senses,
Walls connect the senses.

SCENT GARDEN
Nostalgic scents in a garden

A GREEN WALL

STRING ROOM
Melodic full-height string installations

B WATER WALL

FABRIC ROOM
Touch sensitive wavy wall panels

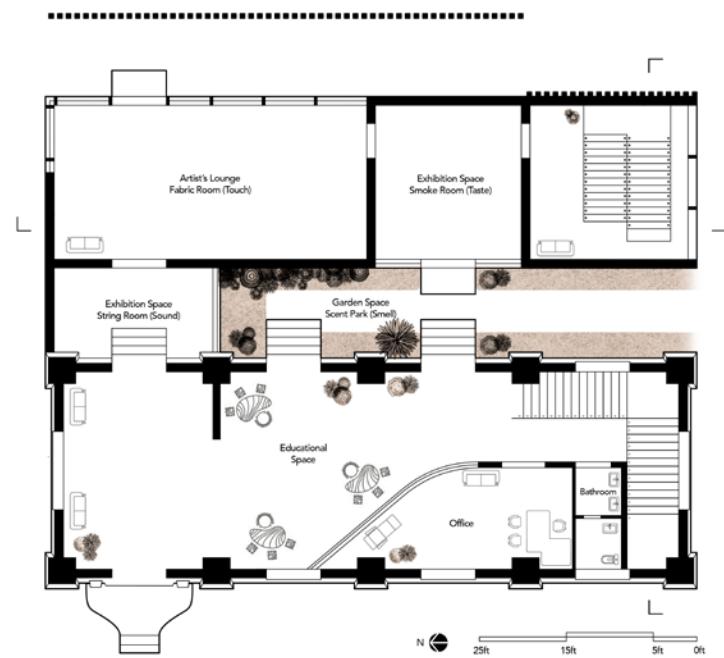
C ACOUSTIC PANELS

SMOKE ROOM
Flavoured smoke installations

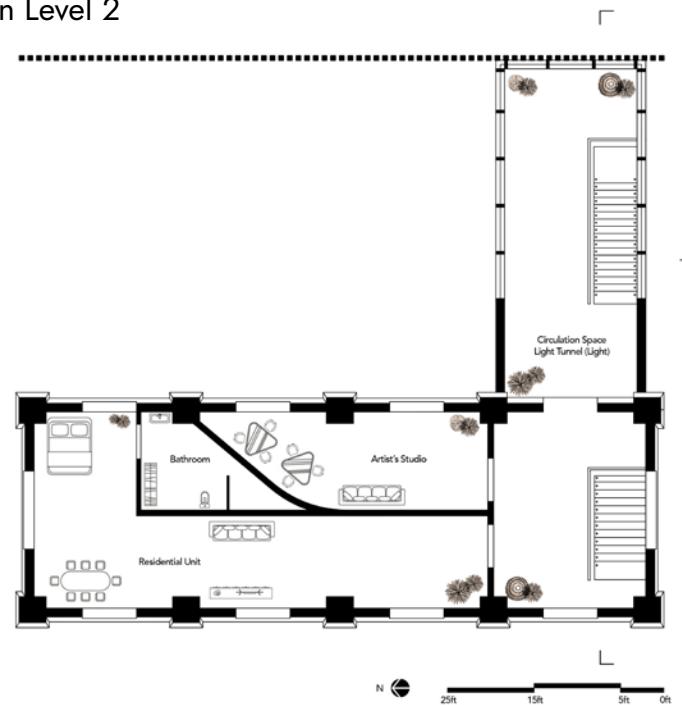
D SKITTLES WALL

E GLOWY EDIBLE ALGAE

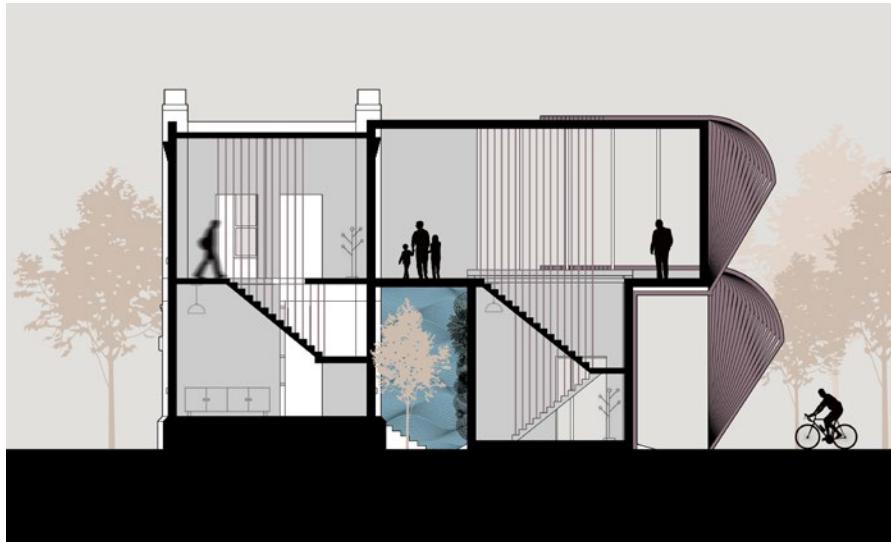
Floor Plan Level 1



Floor Plan Level 2



Section AA



Section BB



THE ECOLEAF PAVILION

University of Houston Campus, Houston TX

Indoor Botanical Garden

Year 1 Studio

Software Used: Rhino, Photoshop, Illustrator, InDesign, Twinmotion, V-Ray

This project emphasizes sustainability and green architecture, combining modernity in an elegant, leaf-shaped pavilion. The building, crafted from white sea stone, houses a garden of exotic plants within its walls.

The Eco Leaf Pavilion not only serves as a botanical sanctuary but also as an educational hub, promoting environmental awareness and sustainable living. Its innovative design incorporates natural light and ventilation, tall solar structures standing outside harvest clean energy and create a harmonious blend with the surrounding landscape.







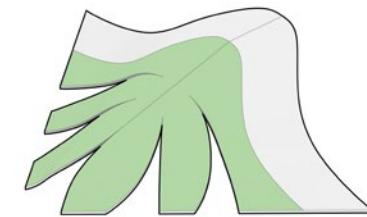
Leaf as Generator

This project translates the form and behavior of a falling leaf into architectural geometry.

The pavilion's roof emerge from the deformation of a leaf surface bending, tapering, and splitting.



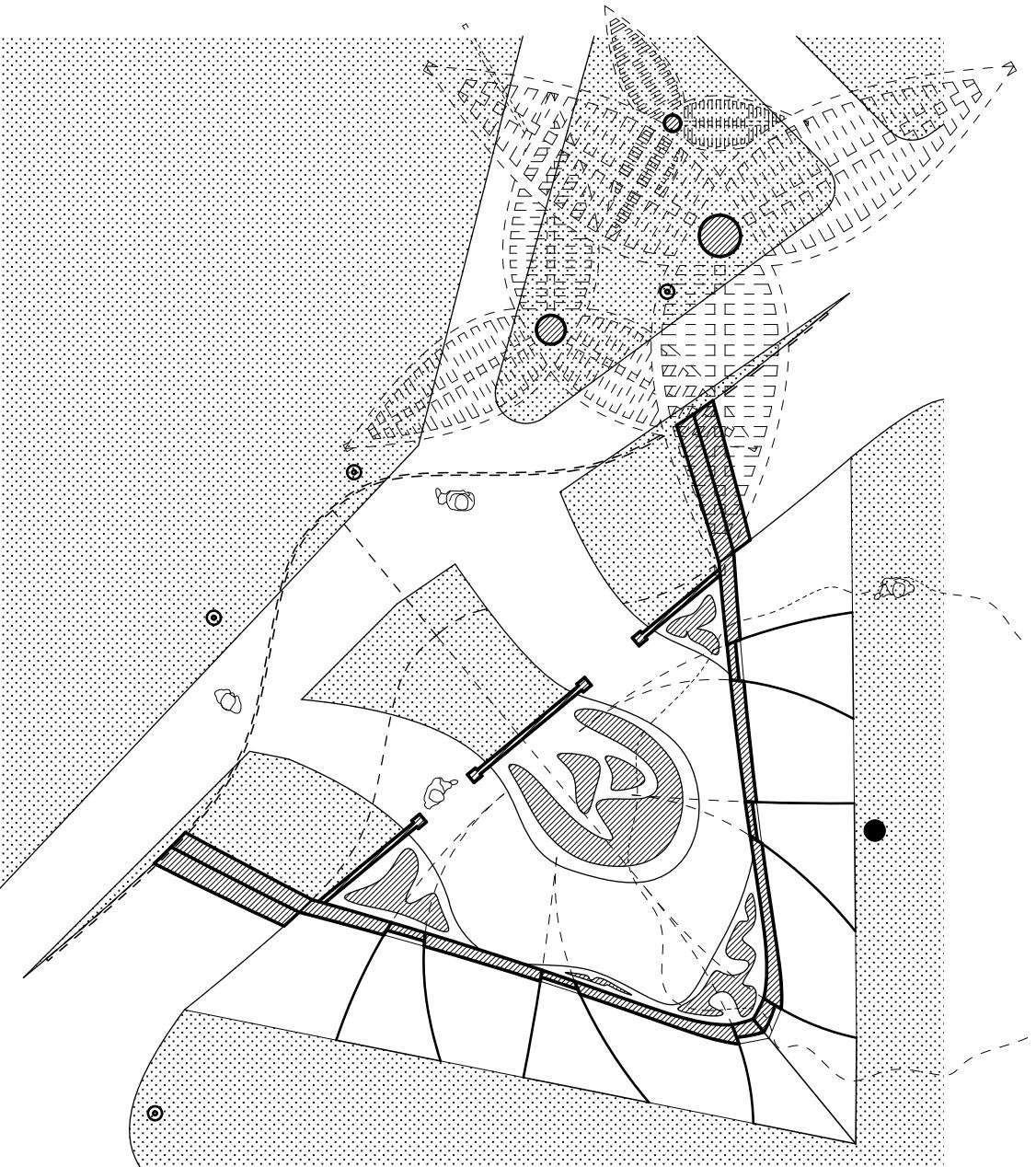
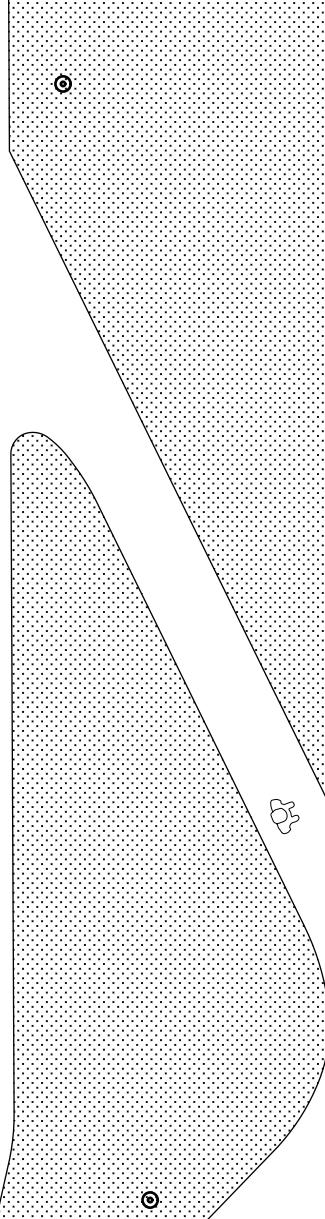
Natural Reference



Geometric Roof



Interior Translation



N

0ft

5ft

15ft

35ft

Site Plan Drawing

PART TO WHOLE

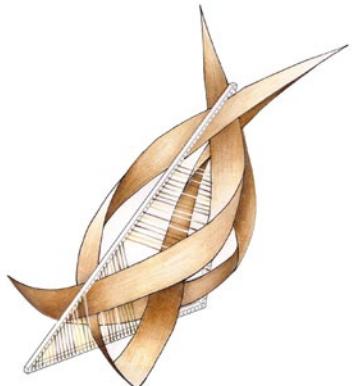
Sculptural Project

Year 1 Studio

Materials Used: Plaster of Paris, Basswood Sheets, Basswood Dowels, Thread

This project explores the relationship between individual components and architectural form through a three-piece part-to-whole study.

The mass study establishes a volumetric base through stacked solids. The structural study fragments and reassembles these elements to explore rhythm and articulation. The enclosure study introduces curvature and tension.



Mass



Assembly



Structure



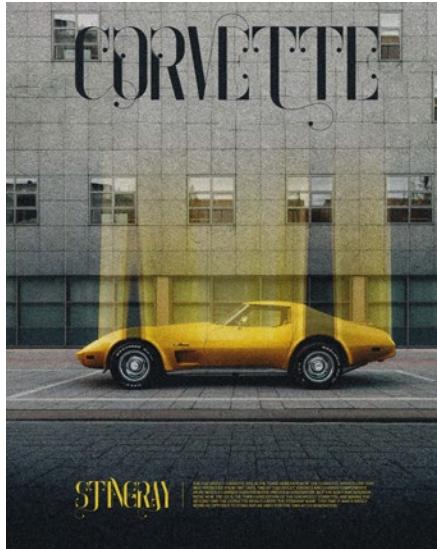
Enclosure



GRAPHIC DESIGN & PHOTOGRAPHY

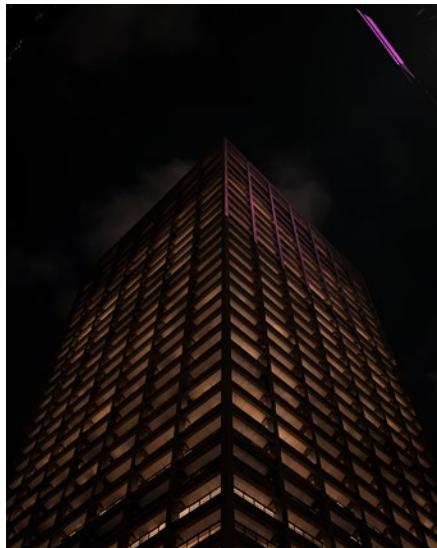
Personal Projects

Software Used: Adobe Photoshop and Lightroom



Graphic Studies

1. Poster Concept
2. Photo Manipulation Study
3. Digital Graphic Drawing



Architectural Photography

1. The Oculus, New York City
2. Kinder Morgan Building, Houston
3. The High Line, New York City