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## WORK EXPERIENCE:

Parametric partition walls for university pavilion, MBU Expo, Tehran | Teacher assistant | 2012  
"3D think and design" F [redacted] azkar, Tehran | 1st winner | March 2012  
Sketching course with M [redacted] n | Teacher assistant | 2014  
Sketching course with M [redacted] Tehran | Teacher assistant | 2014  
Design and presentatio [redacted], Tehran | Design team | 2014  
"Fantasy Croquis" semi [redacted] ing Teacher | 2015  
"Surrealism in Architec [redacted] er team | 2016  
"Abhar city gate" comp [redacted] er | September 2020  
"Nation's soldier" Mon [redacted] 2021  
"12-class High school i [redacted] Tehran | 4th winner | February 2021  
15th Mirmiran Architec [redacted] | April 2021  
16th Mirmiran Architec [redacted] | April 2022

Co-founder [redacted] )  
Bahonar N [redacted] ran | Design team | 2014 - 2015  
Golha No. 2 [redacted] Design team | 2018 - 2020

A4 [redacted] Hamkaran" | Junior Designer and Draftsperson | 2013 - 2019  
Bei [redacted] aza" | Senior Designer and Draftsperson | 2019 - Present

[redacted] Draftsperson

B.Sc. in Architecture  
IAU . South Tehran branch 2008 - 2014

Architect  
Presentat  
Drawing a [redacted] ho design  
p | Erto art

PHONE: [redacted]  
MAIL: A [redacted] .COM

## Prologue

**“Has the architecture of the cinema freed from the chains of functional tasks and structural technology or massive cost budgets to find more aesthetic advantage than the attention-grabbing buildings in the real world? This issue makes us imagine what buildings these designers would have designed if they had not devoted themselves to the cinema.”**

Juhani Pallasmaa



Before beginning  
to create a concept art or painting

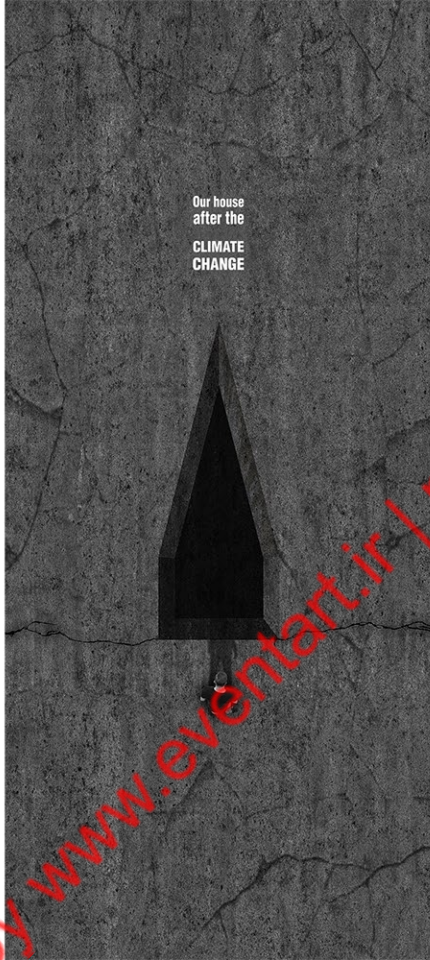
...

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and more importantly,  
in the architectural  
design process

...



Left pi

Compe [redacted] niran Architecture Award  
"The L [redacted]  
Organ [redacted] ture Foundation | April 2021  
Artwor [redacted] 4th winner

Right p

Compe [redacted] niran Architecture Award  
"Mund [redacted]  
Organ [redacted] ture Foundation | April 2022  
Artwor [redacted] ce" | Selected

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**it's essential to have  
narratives and storyboards.**



Design team: **IS studio**  
Organizer: Abbasabad Lands Rehabilitation Co.  
Finalist | 8th winner

Throughout history and for all nations, especially the people of my country, the defense of the motherland has been a source of pride and joy.

With this in mind, the soldier is a symbol of self-sacrifice, endurance, bravery, defense of material and spiritual values, and defense of the land. That is why the elders of this country always called themselves a soldier.

## Episode I

Memorial of the  
nation's soldier

Consequently, this very idea led us to think about this unique memorial more as an spiritual journey of a person who visits this design, a path of knowing all the past stories and ruins of war to the phoenix-like cube risen from the ashes. The focal point of this storytelling is the moment where the visitors come upon the names of the fallen through the infinity, like the shining stars of an endless night.

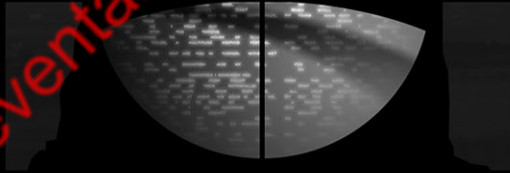
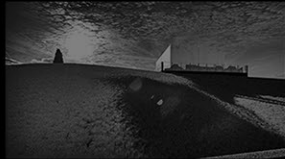


"War must be, while we defend our lives  
against a destroyer who would devour all;  
but I do not love the bright sword for its sharpness,

nor the arrow for its swiftness,  
nor the warrior for his glory.  
I love only that which they defend."

J. R. R. Tolkien

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File: 097420897902



by www.english...

by www.english...



## Episode II Anti-Library

Halfway through my life, I found myself deep within a dark forest...

To set oneself free from a dark endless forest one must rely on a guiding lantern –one's own consciousness. Throughout history, the quest for this consciousness jeopardized our environment and mankind resorted to cutting down trees in order to produce books. In this project, the logical shaping process of the past's libraries and their typical and conventional structure are omitted and books are relocated elsewhere. Hence, an empty library is perhaps a conceptual memorial for the trees that bled out.





1 Midway upon the journey of life,  
I found myself within a forest dark.

2 I wanted to know EVERYTHING,  
So I created a library out of a cube.

3 Forest was perished before my eyes  
As I turned it into papers and books.

4 I learned all the secrets and myths,  
So I named them around the walls.

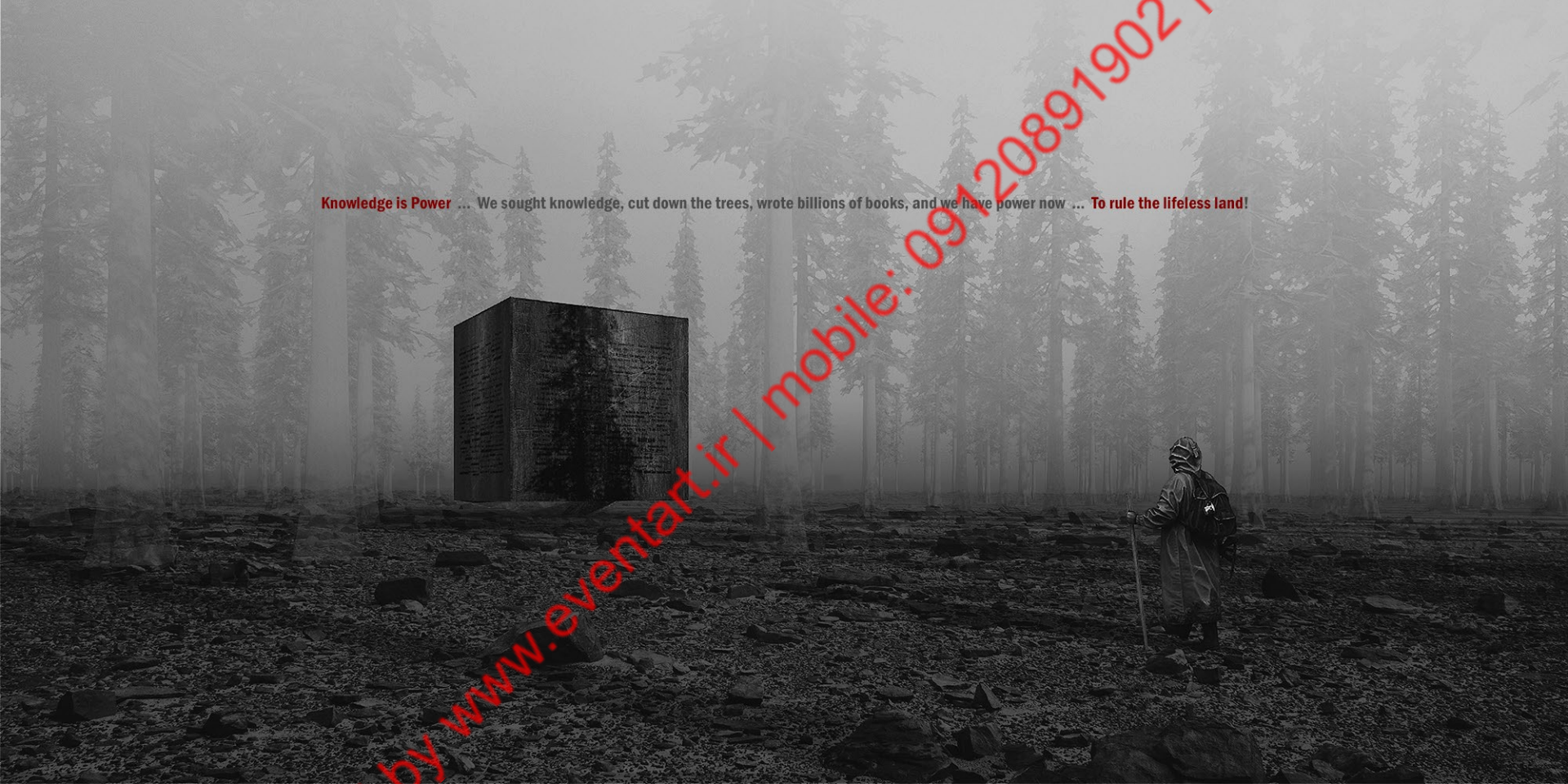
5 In deep sorrows of lifeless land  
I built the memoirs of life before.

6 One day there will be no books,  
no land, no people and ... no life!

www.9112091902.com

**Knowledge is Power ... We sought knowledge, cut down the trees, wrote billions of books, and we have power now ... To rule the lifeless land!**

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This project radically positions itself against the status quo and pre-determined structures.

Libraries, which were previously at the disposition of every country's rulers, political and management institutions turned into public spaces and in time were made readily available to all social strata.



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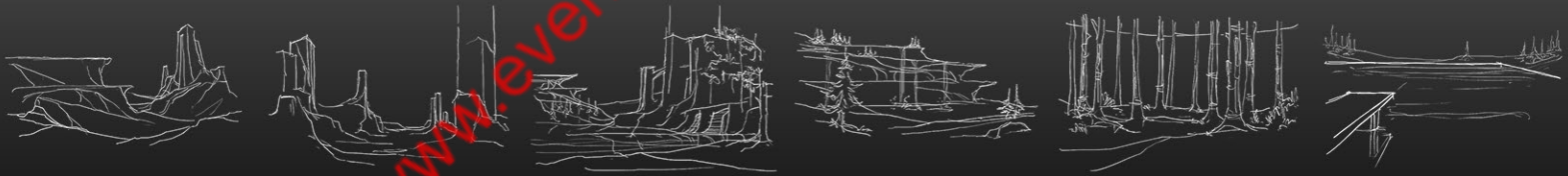
### Episode III ... synthesis or more of a scene-thesis!

The influence of the audience's sense in the creation of architectural and landscape design is an issue worthy of consideration, and in this research, the emphasis is on the narrative and storytelling process, as well as the impact of the audience's five senses in the formation of spaces. During the numerous sequences and frames of their movement in theme park, the variety of experiences are examined in form of **storyboards** so that the highest efficiency and the most engagement with their presence take place through the design process. In fact, in this new technique, the prediction of unbuilt spaces gives way to almost experienced spaces; The way the audience has experienced it in the form of a film or a story before in pre-architectural presence. This unique yet old-school approach and, as a result, more deeply connected spatial design with the user's senses will lead to higher efficiency and practicability in architecture.

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After the studies of the land, the neighborhood, and the local parameters, the next step was drawing thumbnail sketches and drafts from different zones and views of the site to accurately check the possibility of the core ideas; A series of quick simple sketches as various pathways, **generate a whole new sense of place** in each zone. The next step was unofficially called "variation and experimentation", where every single location, landform, and structure could be displayed digitally via programs in different color scripts and mood boards to select the frames that were properly matched with their narratives.








These three main zones were the key to impact the viewers in different ways like the chapters of a novel. The prologue was a place full of vertical and horizontal massive structures and its main duty was to create a sublime outlook. Beyond the first engagement of the viewers, it was time to fall into the rabbit hole with a forest of distorted mirrors, and tall trees, and thereafter the epilogue was a place where the sky and earth met in plain sight. After the formation of the main chapters, the primary forms and ideas should have been set right before the stage of thumbnail storyboards.

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The designers and architects display the process of how those parameters physically and logically affect the form in several frames and diagrams that depict each stage of the formation of their projects to the final products. However, how the audience plays a role in the creation of the architectural and scenic space is a question to be pondered.


A handful of contemporary and past architects have presented their proposals and projects to the world outside this common and routine system. They are mentioned as visionary experimentalists such as Peter Zumthor, Carlos Scarpa, and David Chipperfield. Their poetic and timeless masterpieces are designed to experience a whole new different sense of space-time and involve the audience's sense of place.







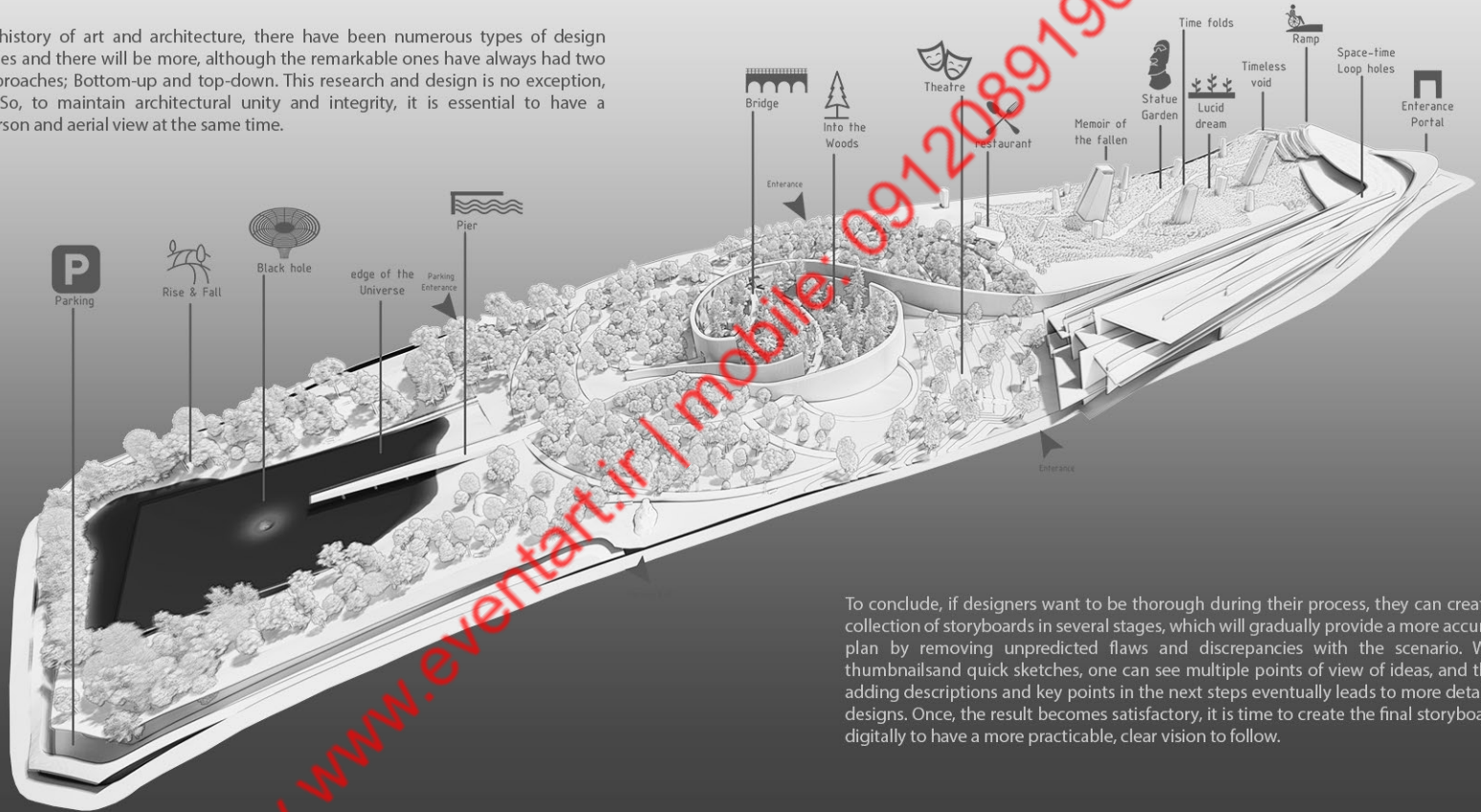
In a few words, a storyboard is a project's visual storytelling without using too many descriptions and words, from cinematic ones to architectural ones.



All in all, it was just an initial short step in this long journey ahead, which in the not-so-distant future, by improving the type of narratives and using integrated techniques, the designers can represent their proposals in unimaginable ways; Through pre-visualized images in the pre-production process ...

... deeper ... rabbit hole

In the history of art and architecture, there have been numerous types of design processes and there will be more, although the remarkable ones have always had two key approaches; Bottom-up and top-down. This research and design is no exception, either. So, to maintain architectural unity and integrity, it is essential to have a first-person and aerial view at the same time.



To conclude, if designers want to be thorough during their process, they can create a collection of storyboards in several stages, which will gradually provide a more accurate plan by removing unpredicted flaws and discrepancies with the scenario. With thumbnails and quick sketches, one can see multiple points of view of ideas, and then adding descriptions and key points in the next steps eventually leads to more detailed designs. Once, the result becomes satisfactory, it is time to create the final storyboards digitally to have a more practicable, clear vision to follow.

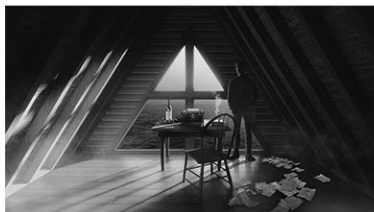


## Epilogue

Before the final words as a closure to these practices and researches, let's review a few more cinematic sequences that represent the architectural design as frames of a graphic novel ...



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Architecture isn't about problem solving like a machine or using the latest softwares and techniques without creativity and narratives. **Architecture is all about emotionally interact with the space and time.**

The end ... or maybe not!

Moreover, beyond the fields of aesthetics in architecture, function and practicability of the designs should also be considered. So, let's review a brief history of my ...

## PRACTICAL TRAINING AND DRAFTING SKILLS

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## Coworking space

A suggested design for adaptive reuse of [redacted] 23rd floor

**Design team:** [redacted]

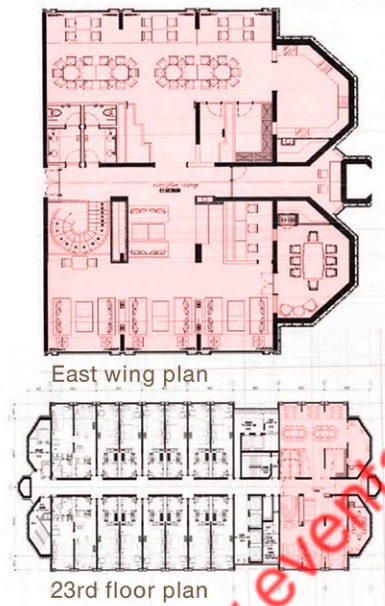
**Client:** [redacted]

### Intro:

After an early announcement from the management of Hotel about **adaptive reuse** of the 23rd floor, the team began to work on various strategies and plans to design a **coworking space!**

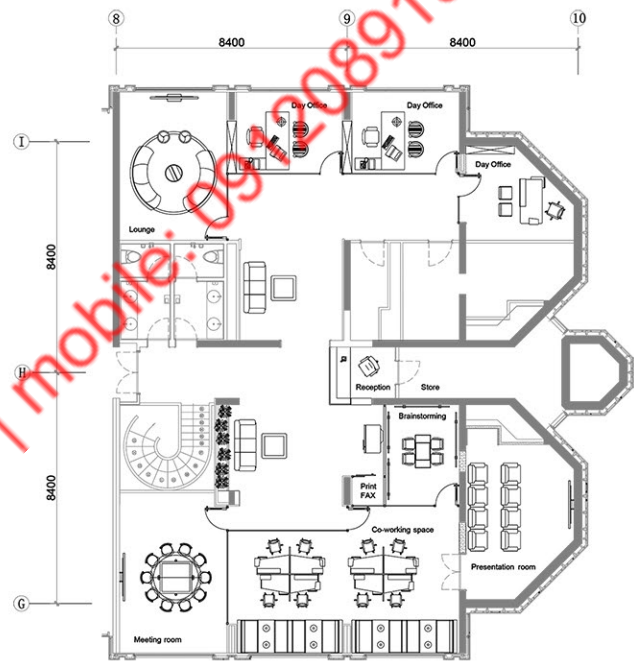
**Present status** of the 23rd floor indicates this space is only used for **private gatherings and events** from time to time.





East wing plan

23rd floor plan



CURRENT STATUS

SUGGESTED DESIGN

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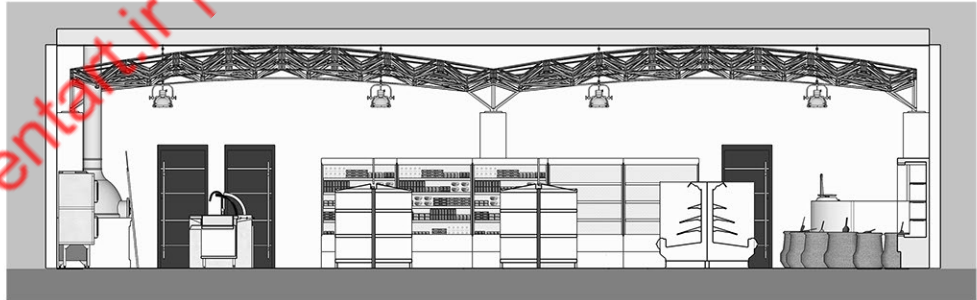
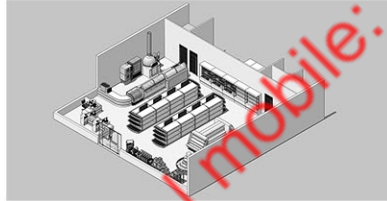
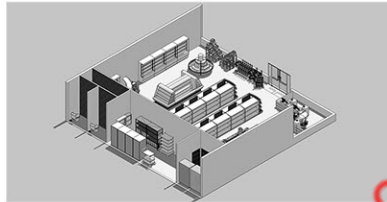
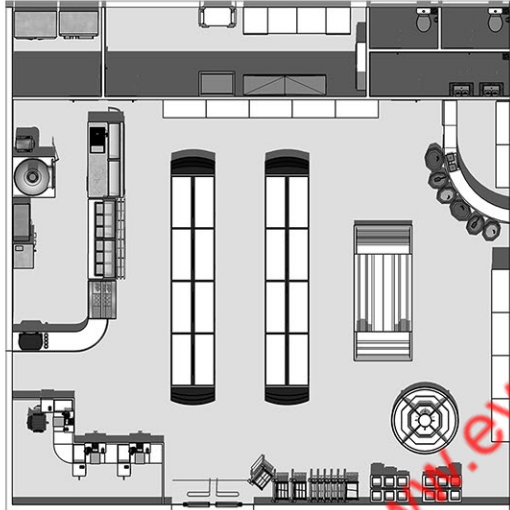


**Design team:** |S|TUDIO

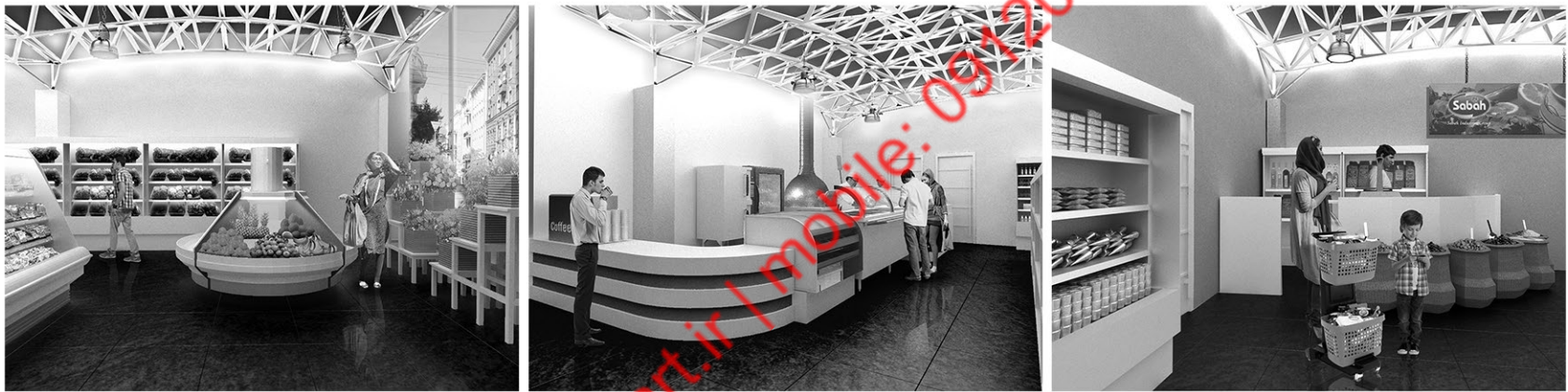
**Area:** 250 m<sup>2</sup>

**Client:** Mr. Farzad Shamsavarani (Global Food Partnership)

The project was a prototype design for three different types of supermarkets with three different areas and styles.







**The TARGET:** The Client presented some photos of supermarkets in Chicago,US and described his ideal kind of market including zones like pastry shop, groceries and fruit section, nuts and dry goods, pizza and chicken ovens ready-made foods flower shop, cellars and storerooms and etc.

In this case we proposed the total area as an open-space plan and created wide views of whole market from any point for the users and led them to an standard circulation through the supermarket.



B  
A designed and built project with Neoclassical facade

**Total area:** 170 m<sup>2</sup> ( 200 m<sup>2</sup> with 3 meters corrected for urban standards )

**Descriptions:** This 5-storey (110.92 m<sup>2</sup> each unit) residential building was built last year and opened officially in the **December of 2015**.

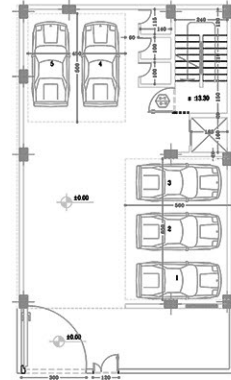
The apartments have some unique points in design and different from other buildings in the region such as:

- **34.000 \$** budget of the façade design and craftsmanship on the details and standards of Neoclassical approach
- Wide and full size windows for the **brighter and comforter** rooms in the units and connecting the kitchen and salons for creating a bigger space
- **Duct Split** system for the air conditioning and etc.



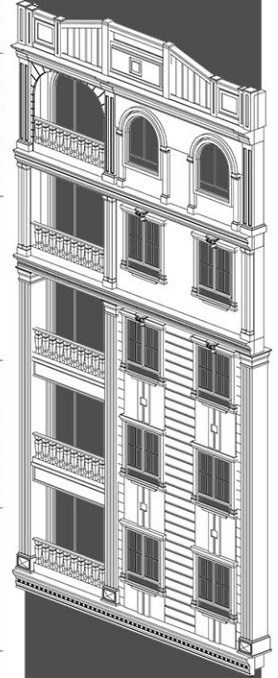
**TYPICAL FLOOR'S PLAN**

SC. 1/100



**GROUND FLOOR PLAN**

SC. 1/100





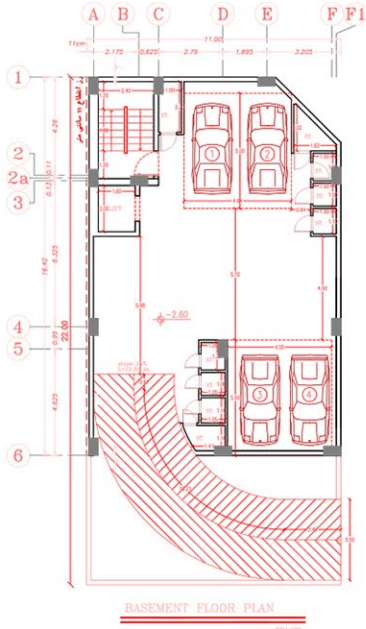
## Golha Building No. 2

Design team: [Redacted]  
Description:

A 5-story building which is composed of 10 units with areas of 86 m<sup>2</sup> / 90 m<sup>2</sup>. This building was finished and opened officially in October of 2020 with a whole new design approach compared to the last built projects. The land area was 286 m<sup>2</sup> and building includes 10 parking spots in two underground floors which can be accessed by two parking doors in two different levels due to the slope of nearby street.

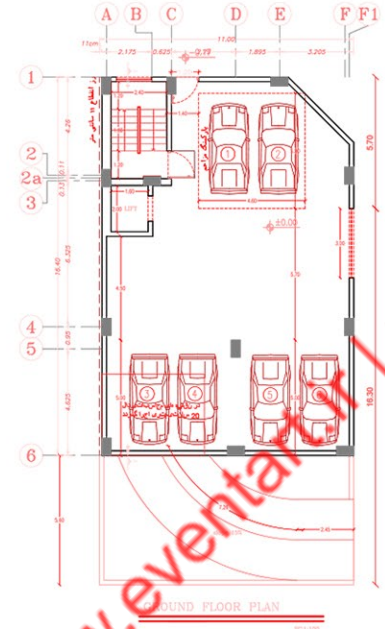






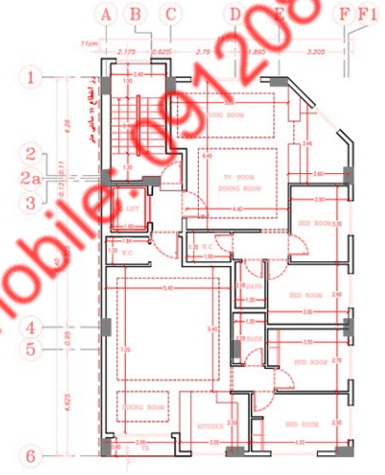
BASEMENT FLOOR PLAN

01/1/2016



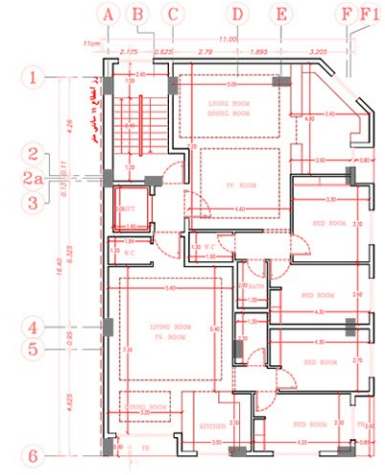
GROUND FLOOR PLAN

01/1/2016



FIRST FLOOR PLAN

01/1/2016



TYPICAL FLOOR PLAN

01/1/2016

GOLHA BUILDING NO.2 DRAWINGS

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