

Emry
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117 East 42nd Street
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SKILLS

RHINO
AUTOCAD
PHOTOSHOP
ILLUSTRATOR
INDESIGN
MICROSOFT OFFICE
ARCHICAD
MODEL MAKING

EDUCATION

UNIVERSITY OF VIRGINIA

August 2016 - May 2020

Fourth Year

Bachelor of Science of Architecture Pre-Professional

3.5 Dean's List

UNIVERSITY OF MARYLAND'S DISCOVERING ARCHITECTURE

Summer 2015

A month long summer architecture course that involved three projects: an abstract cube, an art studio, and a library. Learned fundamental design principals, as well as drafting, model making,

EXPERIENCE

ARCH 1020 TEACHING ASSISTANT

August 2018 - December 2018

Guide and mentor a group of fifteen students through five different design projects that teach them the fundamental elements of architecture and design, drawing techniques, model making, and the beginning of the design process.

INTERNSHIP AT BUSHMAN DREYFUS ARCHITECTS

JANUARY 7-11, JUNE - AUGUST, 2019

Duties included putting together plans, sections, and details, as well as interior design of a major house renovation, and participating in site visits and client meetings.

ACTIVITIES

FREEDOM BY DESIGN

October 2017 - 2019

Research, design, and construct small scale accessibility projects throughout Charlottesville and the greater Albemarle County

AMERICAN INSTITUTE OF ARCHITECTURE STUDENTS

September 2018 - Present

Help plan and innact events that help other architecture students improve their résumés and portfolios, as well as hold numerous social events to get other students involved in AIAS. In charge of spreading AIAS news to the rest of the fourth years.

VOLUNTEER

VIRGINIA ARTS FESTIVAL

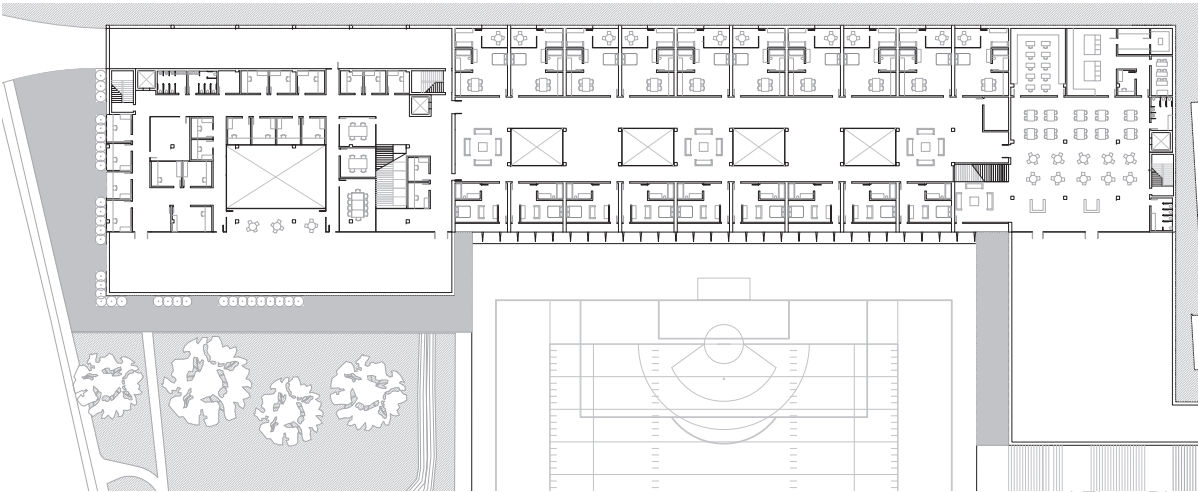
SPRING 2014-2016

Researched local and regional musical groups to perform at the Virginia International Tattoo. In charge of spread sheets for certain events and numerous other small projects.

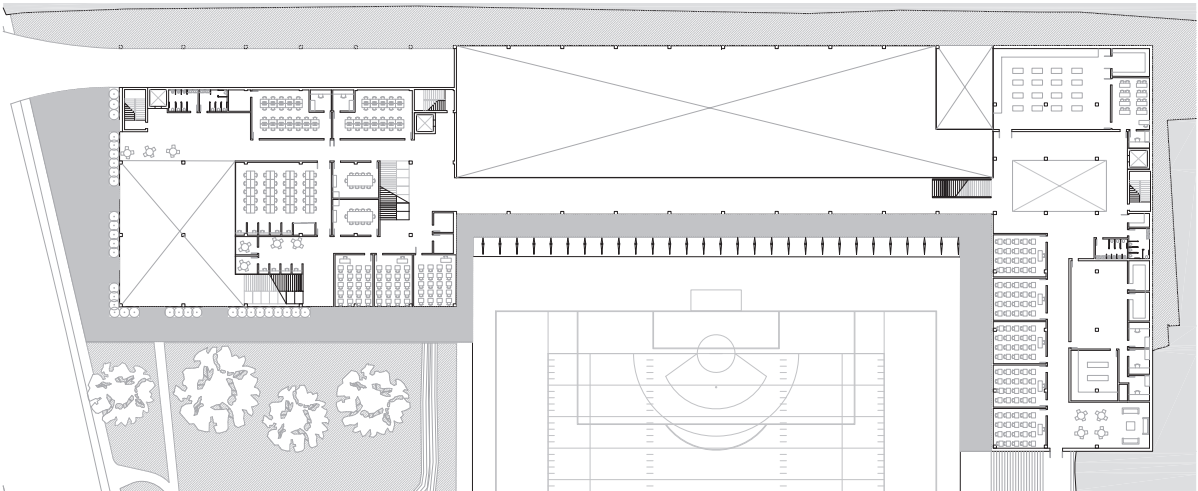
Charlottesville Innovation Center

ARCH 3020 | Spring 2019

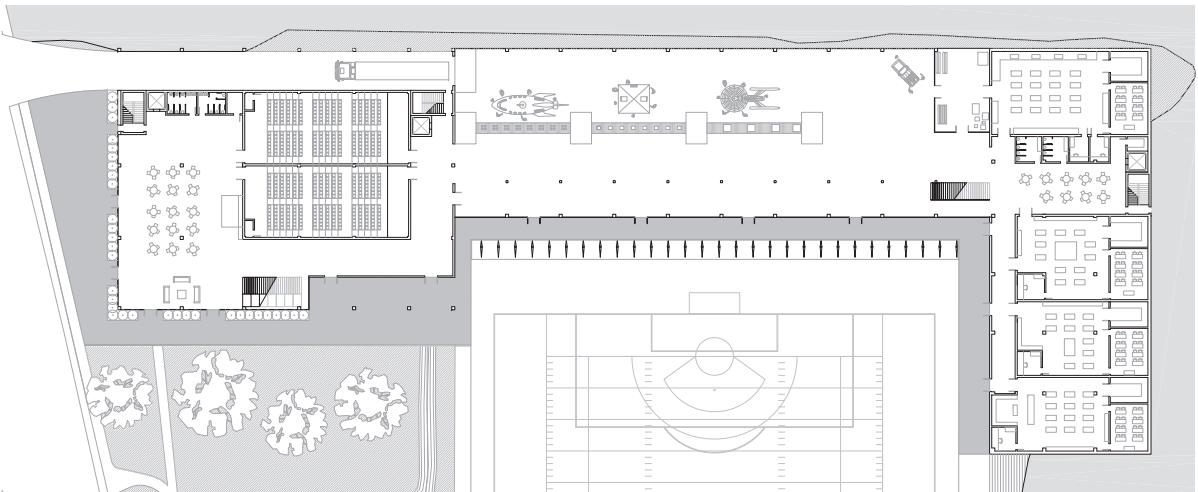
This project is an innovation center accessible to any person or startup company in the Charlottesville. There are numerous maker spaces programmed to different specialties, a large warehouse sized construction space, and a litany of gathering for idea development, and study. The building is made of three sections: the public spaces, administration, and ground floor lobby the left side, the manufacturing warehouse in the middle, and the maker spaces, classrooms, and upper floor lobby on the right side.



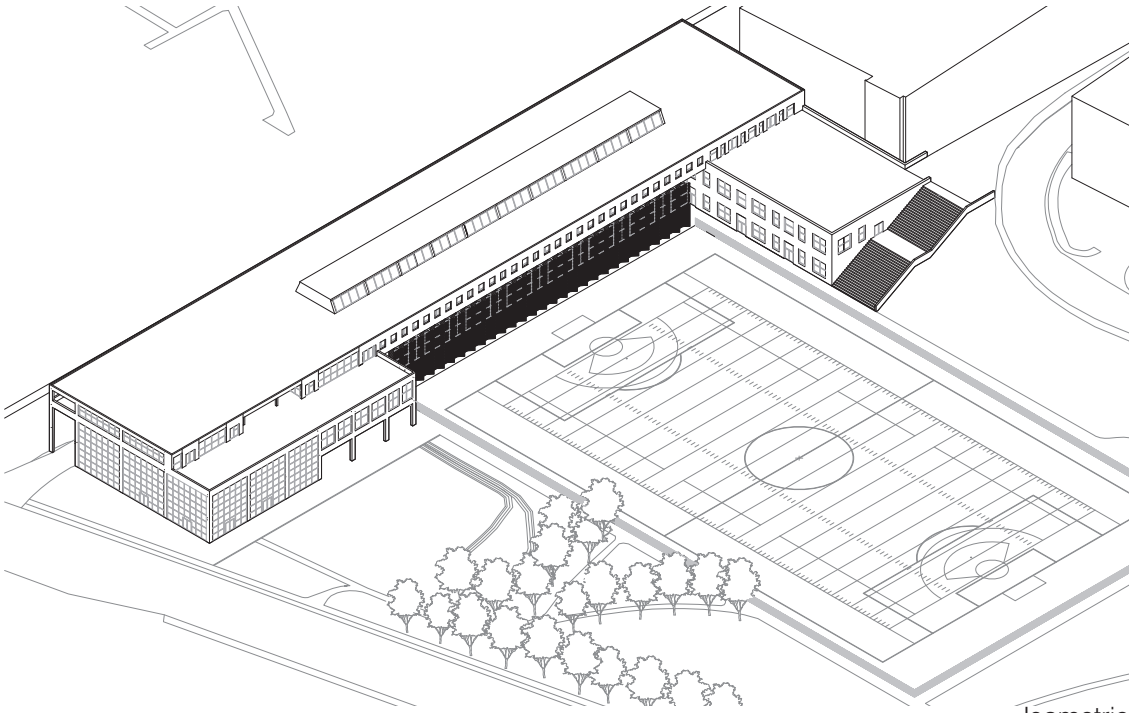
3rd Floor Plan



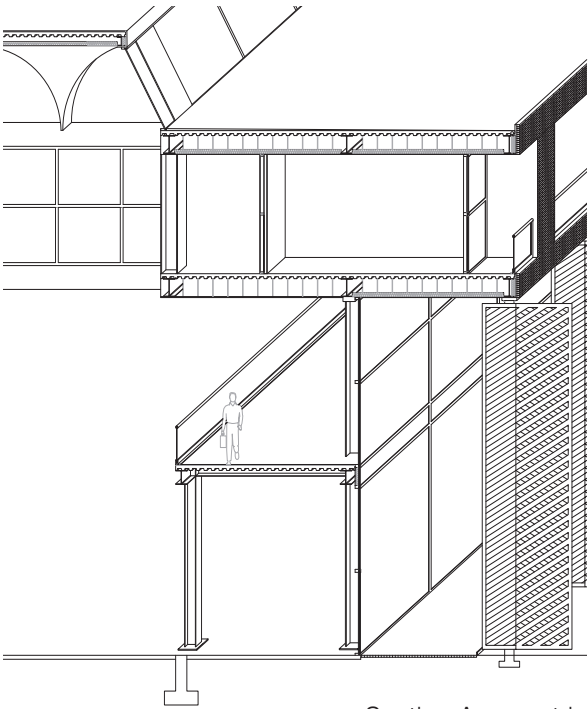
2nd Floor Plan



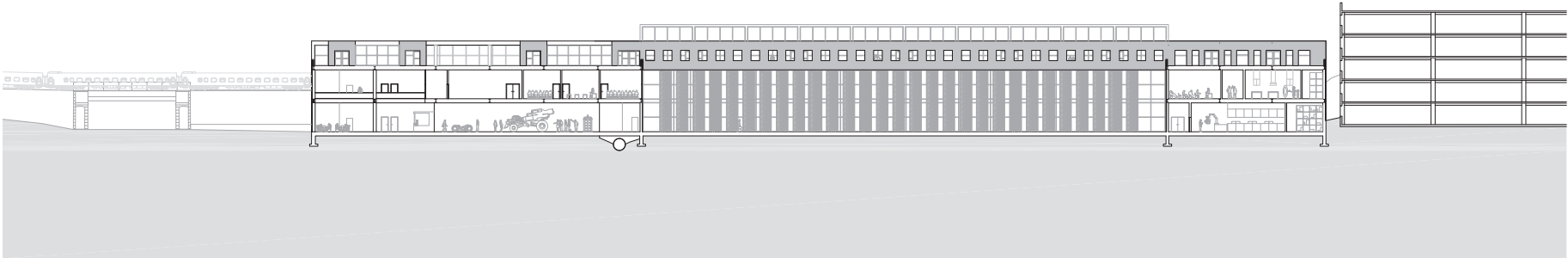
1st Floor Plan



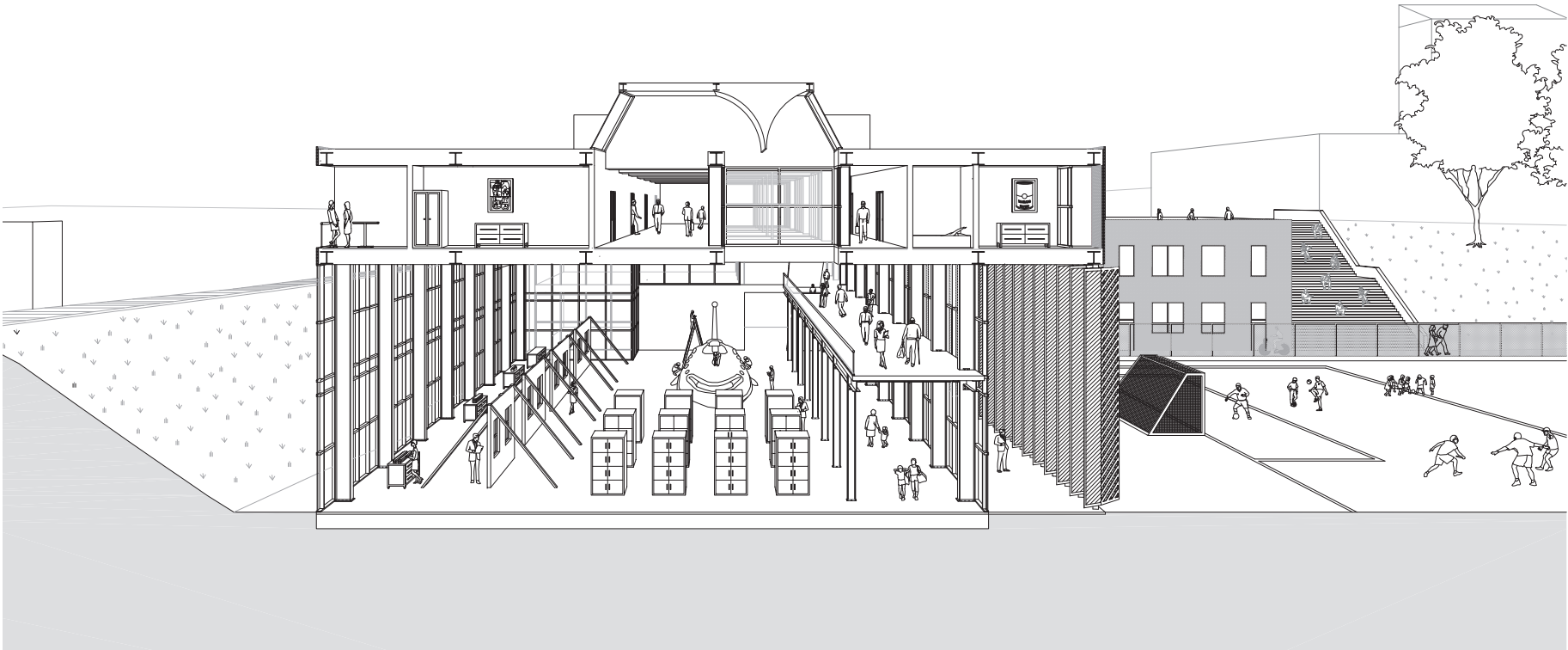
Isometric



Section Axonometric



Longitudinal Section

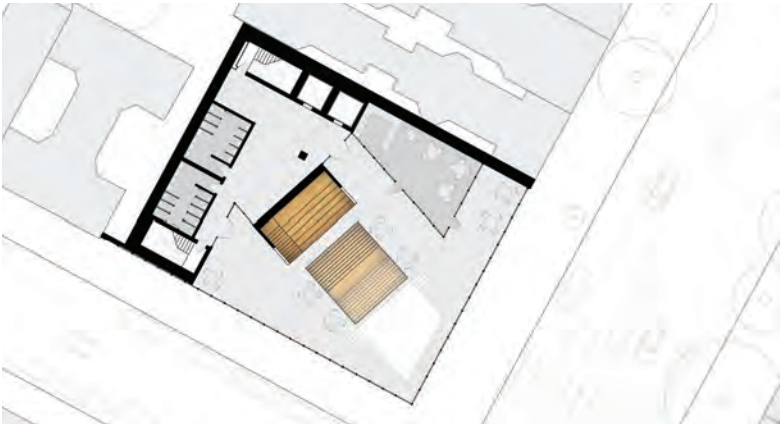


Perspective Section

2nd Street Music Guild Hall

ARCH 3010 | Fall 2018

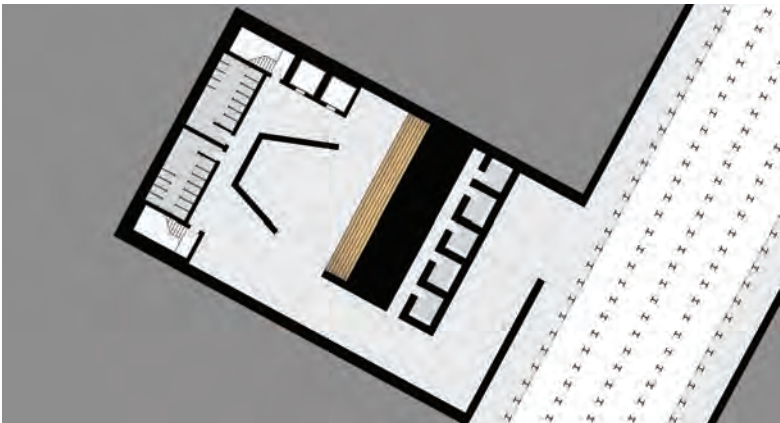
This 2nd Street Music Guild Hall attempts to bring back the free spirit that embodied music scene in East Village in the late 20th century, which has transformed into an institutionalized process. The building is designed for buskers and free spirits who want to discover if they have a talent for music, and to give them the space and opportunity to practice without having to be apart of an eastblishment to do so.



6th Floor Plan



3rd Floor Plan



Subway Plan



Exploded Axonometric



Northwest Elevation



Northeast Elevation

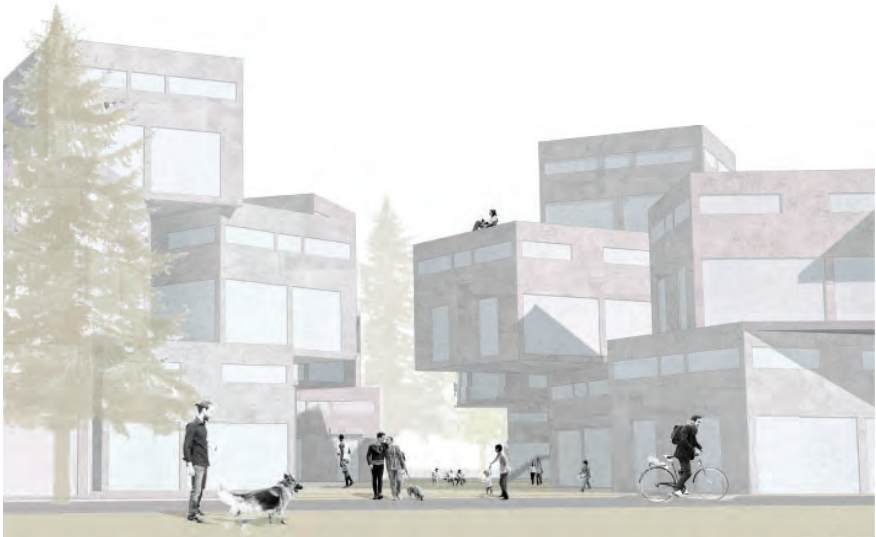


Perspective Section

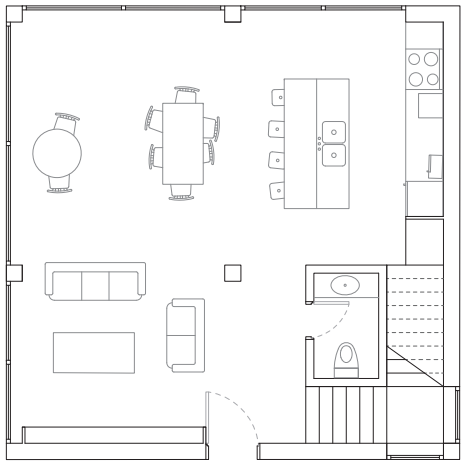
11th Street Housing Complex

ARCH 2020 | Spring 2018

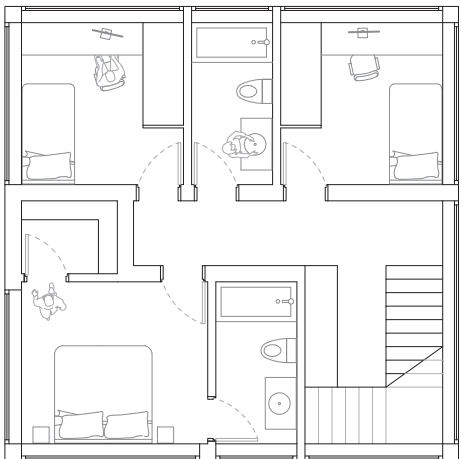
This project called for the design of housing units that could be repeated and manipulated in order to create a modern and sustainable housing complex in Washington D.C. The necessities of a typical house were condensed down into a single-family unit that are connected only by structure but seperated to give each home as much privacy as possible in the apartment complex.



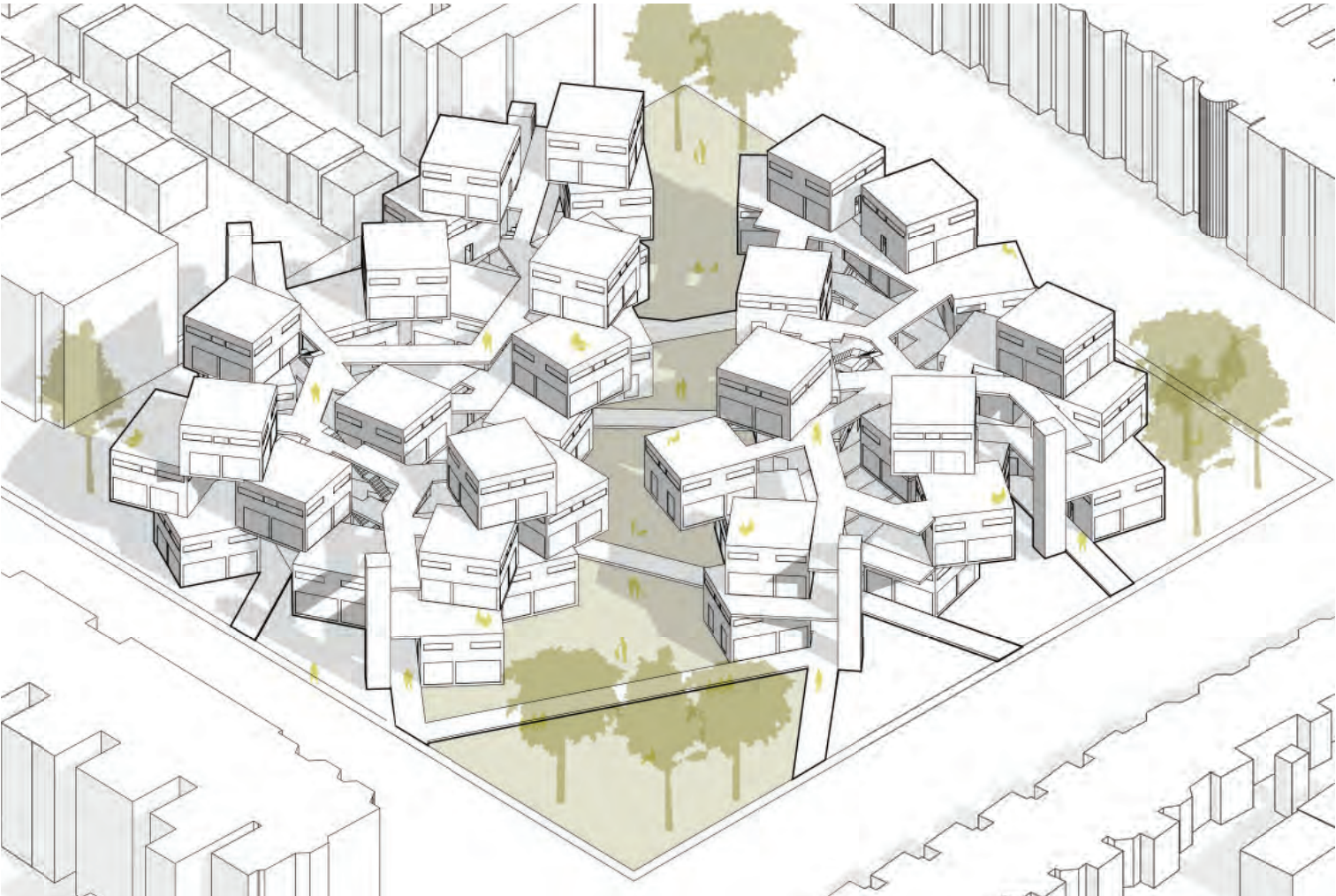
Perspective



Unit 1 Floor 1



Unit 1 Floor 2



Axonometric

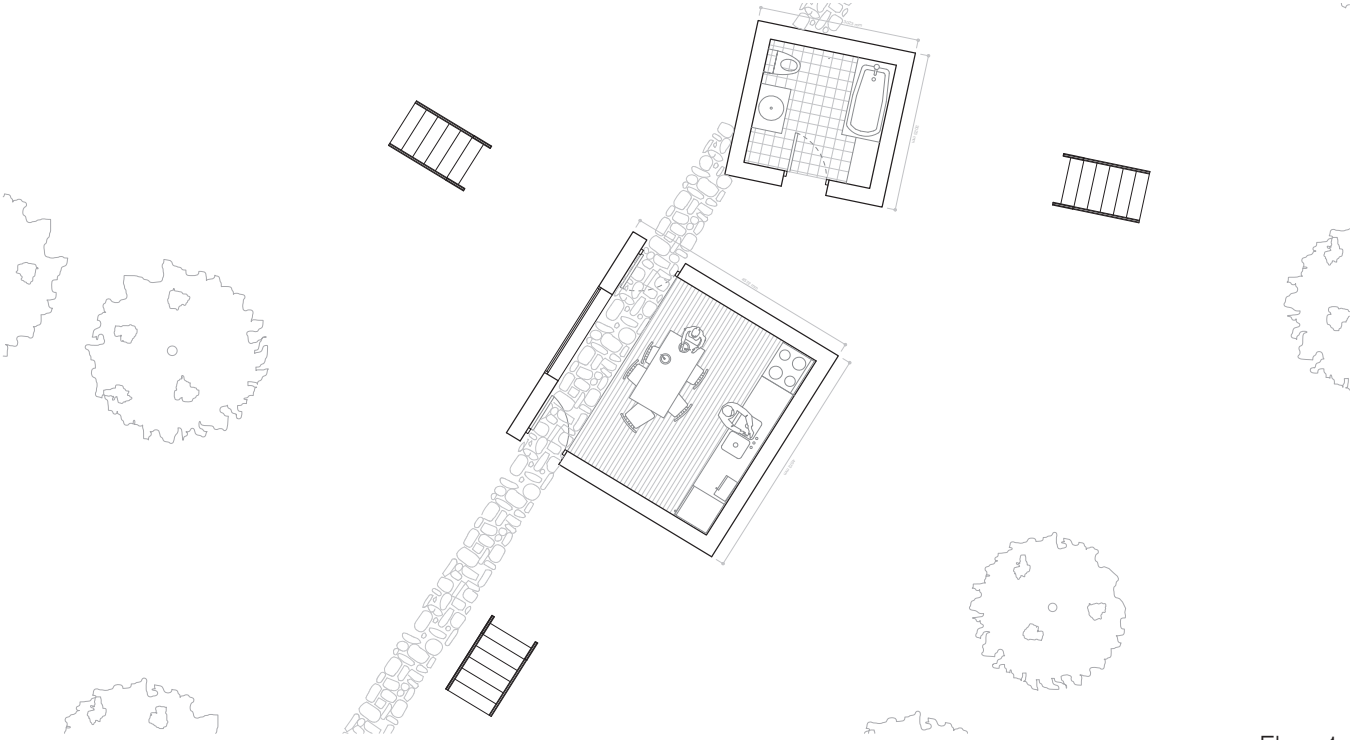


Perspective Section

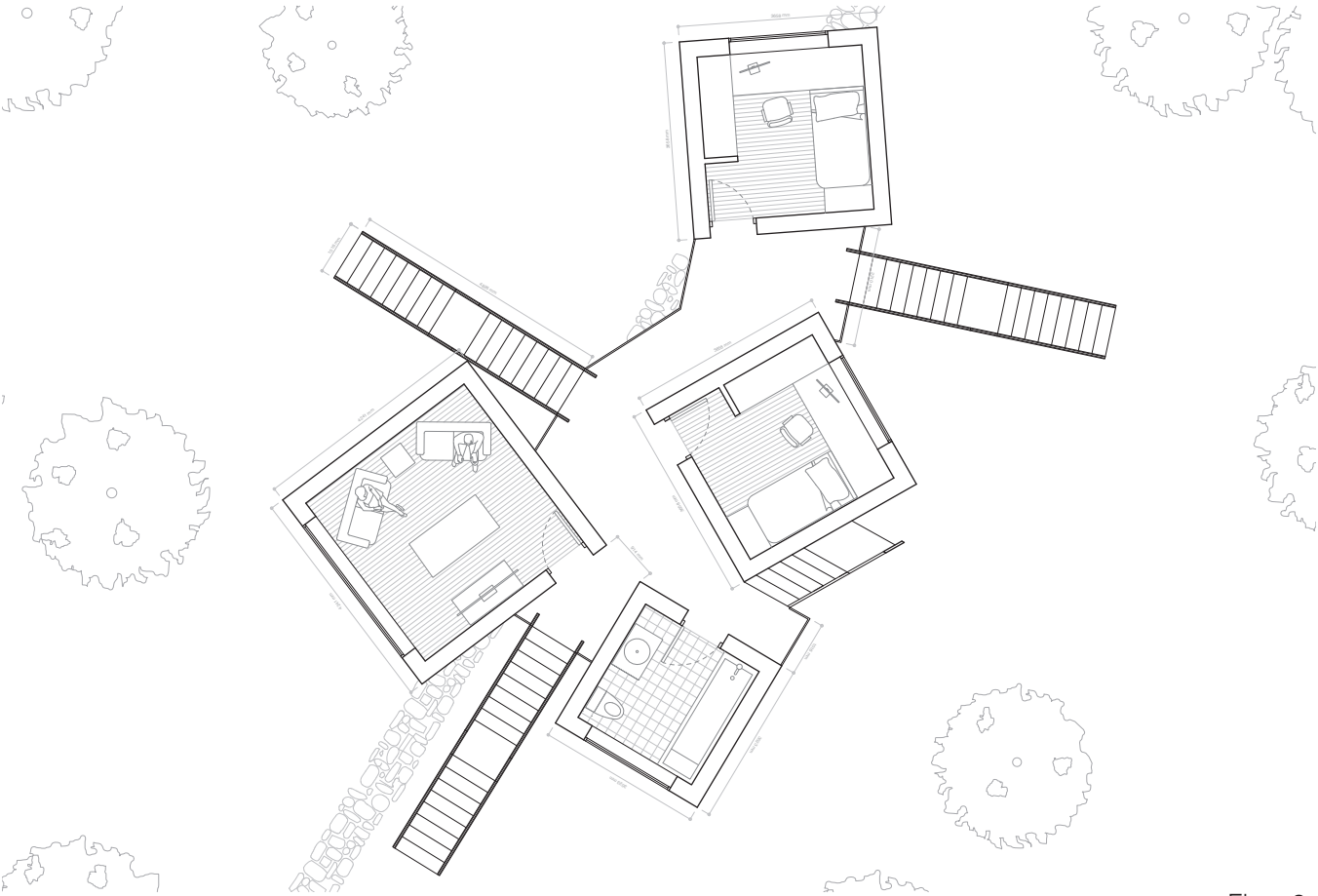
Mushroom House

ARCH 2020 | Spring 2018

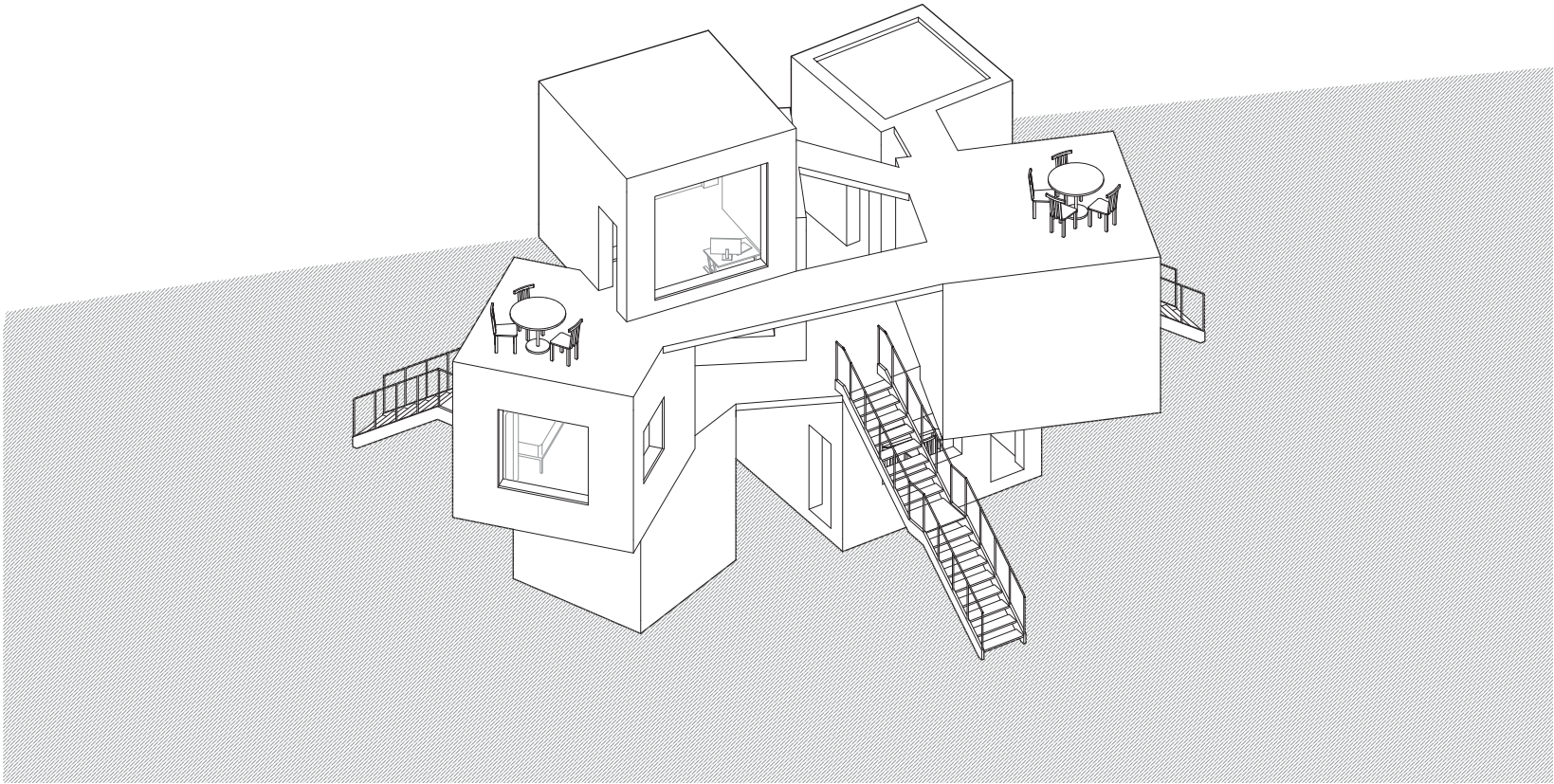
The lack of enclosed hallways and large windows in each of the rooms forces the occupants of the home to engage with the natural surroundings when moving throughout the house. Each room has a single function, minimizing the amount of wasted space.



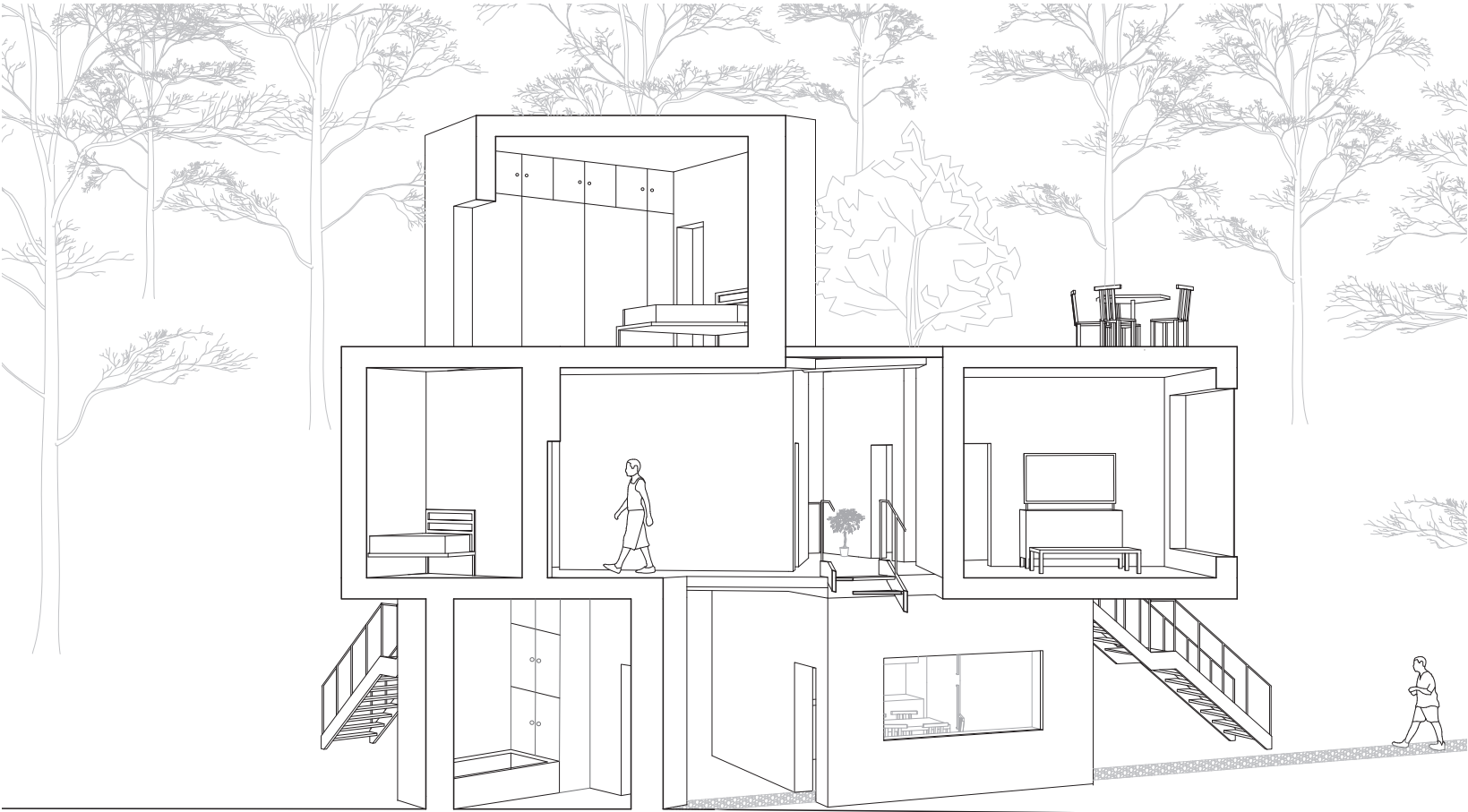
Floor 1



Floor 2



Isometric



Perspective Section