PERSONAL STATEMENT

As a student of interior design and an avid sports fan, I am interested in implementing my design education to explore how to create sports, recreation, and entertainment facilities that are both inclusive and safe for their occupants in regard to the spread of infectious diseases throughout typical gameday environments. I am particularly interested in the sports industry genre, as it is constantly challenging the organization, well-being, and design aesthetics of its facilities. Having completed an interior design education in addition to a certificate in sports management, I have the foundation and range of knowledge necessary to begin engaging in sports facility design explorations.

My goal is to become a licensed interior designer with LEED accreditation to better my knowledge and skills with regard to sustainable design. Being LEED-accredited is important to me based on my belief that the design industry has a responsibility to sustainability. Traveling throughout Europe has exposed me to environmentally conscious design strategies - some of which have not been utilized in the United States. I plan to continue my international travels in order to further develop my educational experiences.

As an interior designer, having the ability to balance a professional career while potentially pursuing academic teaching in the future is an aspiration of mine. The University of Florida has granted me many opportunities and maintaining a close relationship with both students and alumni will allow me to reciprocate my gratitude to future generations.
The Pediatric Park aims to create a fun parks and recreation area inside the rehabilitation facility located within Children's Healthcare of Atlanta - Egleston. This facility offers a variety of rehabilitation therapies which include but are not limited to gyms, diagnostic and treatment spaces, physical therapy, speech therapy and audiology.

The pre-design research conducted emphasized the notion that taking part in recreational activities, especially outdoors, can greatly improve physical health. Using the design drivers of exploration, energy and play helped curate the concept of implementing parks into this healthcare facility. Parks are a tangible reflection of the quality of life in a community. Using Atlanta’s very own Piedmont Park and Centennial Olympic Park as inspiration, the concept emphasized the environmental and sustainable design as a main theme throughout this project.

Location: Atlanta, Georgia
Affiliation: Children’s Healthcare of Atlanta
Group Members: E. Del hagen, V. Truong, B. Sullivan
Programs: Revit + Enscape + Photoshop
Duration: 12 weeks
Area: 49,000 square feet
Year: Fall 2021
1. RECEPTION & WAITING AREA
2. PLAYGROUND
3. EXTERIOR REHAB
4. DAY ROOM
5. IN-PATIENT GYM
6. AUDIOLOGY
7. SPEECH THERAPY
8. OCCUPATIONAL THERAPY
9. INTERACTIVE CORRIDOR
10. CLINICAL AREA
11. STAFF LOUNGE
12. PATIENT ROOM
An exclusive staff area is designed to mimic a spa-like atmosphere that acts as an "escape" specifically for healthcare workers. With ample personal storage space that can be secured during their shifts, this staff lounge provides healthcare workers with a social environment to unwind during dedicated break times, relax and refresh.
THE STARVING ARTIST

The Starving Artist is a restaurant concept that emphasizes an appreciation for local Floridian artisans as well as high quality food preparations. A comfort food menu with creative presentations caters to the Southern culture that is embodied in Gainesville, Florida. Food items are sourced through local farms and vendors. Materials used throughout the restaurant are reclaimed locally or purchased from local artisans. A large mural on the main booth wall is a collaborative masterpiece composed by various artists who come to showcase their talents at The Starving Artist. All of the artwork displayed throughout the restaurant can be purchased and all proceeds support local artists.

Location: Gainesville, Florida
Duration: 12 weeks
Area: 5,000 square feet
Programs Used: Revit + Enscape + AutoCAD
Year: Spring 2020
SHIFT: BASECAMP

This contemporary office was designed with the goal of creating a strong connection with the outdoor natural environment while composing engaging spaces for its creative occupants. With a unifying basecamp feel, moments of collaboration and pause are used to promote the well-being of the workplace as a whole—ultimately instilling in the occupants a sense of centrality. By orienting innovative and compartmentalized spaces to the natural lighting throughout, workers can appreciate the natural views of Atlanta while experiencing a variety of spatial conditions that reinforce the brand identity.

Upon entering Shift, clients will visit BASECAMP, the initial phase of a client quest to transform their organization. SHIFT encourages a collaborative environment which not only focuses on creativity and cross-pollination, but perpetually moves towards innovative change. This office complex offers clients spaces that can be utilized for a variety of purposes, such as regrouping, open communication and even informal collisions with the team.

Location: Atlanta, Georgia
Group Members: E. Del hagen, S. Magid, E. Rudman
Programs: Revit + AutoCAD + Enscape + Photoshop
Duration: 12 weeks
Area: 26,000 square feet
Year: Fall 2020
1. RECEPTION  
2. BASECAMP  
3. RECHARGE LOUNGE  
4. LARGE MULTI-PURPOSE ROOM  
5. SMALL MULTI-PURPOSE ROOM  
6. INFORMAL MEETING AREA  
7. WORKCAFE & KITCHENETTE  
8. OPEN WORK STATIONS  
9. PRIVATE OFFICES  
10. PRINT & PRODUCTION AREA  
11. TRAINING WORK STATION  
12. STAFF BREAK AREA
SHIFT’s mission is to help organizations change and evolve—becoming more innovative and responsive to a rapidly changing world. They offer a full spectrum of change management services to help organizations support system-wide changes that become self-sustaining over time.
NEXT UNIVERSITY

NEXT Adventure University has a goal of creating a cutting-edge, higher education learning facility in the Washington, DC area. It aspires to break educational boundaries and formulate a comfortable learning environment for students, faculty, and staff. It is important to note that the main goal of this progressive learning facility was “to create an alternative place for students of all ages to gather, connect, explore and engage in lifelong learning experiences.”

Inspired by elements from nature, the color palette and textures mimic environmental features to connect with the outdoors. Utilizing a different environmental connection for each room helped embody unique qualities that could be found in the corresponding atmosphere.

Location: Washington, DC
Programs: Revit + Photoshop + 3D Studio Max
Duration: 11 weeks
Area: 10,685 square feet
Year: Fall 2019
THE FUN CLUB

The FUN Club is a non-profit organization that provides community service involvement, recreational activities, music therapy, exercise programs, and social enrichment for special needs adults who have aged out of the school system. Each design aspect of the FUN Club caters to the particular needs of its occupants. All materials and finishes found within the space comply with universal design standards while providing a heightened spatial awareness for reducing slips and preventing sharp edges from injuring its special needs occupants. The sensory and exercise rooms offer an escape for de-stimulation and allow for physical activity respectively. This facility aims to create a “home away from home” environment while providing a safe and comforting experience for its patients.

Location: Buford, Georgia
Group Members: J. Seraphin, J. Jaffee, K. Ferraro
Programs: Revit + Enscape + Photoshop
Duration: 3 weeks
Area: 2,700 square feet
Year: Fall 2019
The Chanel Headquarters project focuses on the design of a main conference room and an executive office. Incorporating the Chanel brand identity throughout the entirety of the spaces was essential. Chanel’s unique branding can be identified as minimalistic elegance, classic, timeless and feminine. The materiality of this project is indicative of Chanel’s textures, colors and textiles which adds a cohesive branding technique. From quilted leather detailing in accent chairs to polished metals to feminine pink hues, the Chanel brand is expressed through the clarity of the spaces. The design of this headquarters also has the ability to influence future Chanel offices and retail stores.

Location:
New York City, New York

Programs:
3D Studio Max + AutoCAD + Photoshop

Year:
Fall 2018
ARCHITECTURE

At the University of Florida, interior design students are integrated with architecture students for the first three semesters of design studios. During this time, there is a strong emphasis on spatial planning, basic design techniques and the fundamentals of design. This integration helps blend all the majors to develop a consistent foundation while exploring different approaches to design development. The projects focus mainly on spatial connections and transitions, interactions between spaces and definition of circulation sequences. These formative studios allow for great design exploration through a variety of architectural modeling and hand drafting techniques.
Education
University of Florida | Gainesville, FL
Master’s of Interior Design - Spring 2022
Thesis Focus: Resilient College Football Stadium Design
Bachelor of Design, Interior Design - Spring 2021
Sports Management Certificate - Spring 2021

Work Experience
HOK | San Francisco, CA
Interior Design Student Intern (December 2021 - present)
Performs drafting assignments by applying standardized drawing techniques. Develops, modifies, and reviews production drawings according to established standards. Executes interiors assignments and works from designs of others.

Manhas Design | Fort Lauderdale, FL
Interior Design Assistant (May 2020 - December 2021)
Collaborated in design development, construction documents, FF&E installations, construction administration and client presentations. Responsible for social media platforms and designed new website.

Interior Design Intern (Summer 2019)
Responsible for material presentation boards for restaurant and country club projects. Participated in the selection of furniture, fabrics, color palettes, lighting, artwork, and accessories. Executed CAD revisions of construction documents. Developed FF&E specifications.

Skills
- Revit
- AutoCAD
- Enscape
- Photoshop
- Hand drafting
- InDesign
- Illustrator
- Bluebeam
- 3D Studio Max
- Microsoft Office

Leadership + Involvement
American Society of Interior Designers | Fall 2018 - present
Social Media Executive Chair (Spring 2019 - Spring 2020)
Responsible for updating the UFASID Instagram and Facebook page to keep members and prospective members interested in interior design and potential professional opportunities, competitions and general information.

Design, Construction & Planning Ambassador | Fall 2020 - present
Interior Design Representative (Spring 2021 - present)
Selected as an interior design department representative to serve as a liaison between the Dean’s office and the interior design student body. Communicated with other disciplines as well as the Administration office to host college wide tours, career fairs, open house and alumni networking events.

Architrave | Fall 2018 - present
Social Media Executive Chair (Spring 2019 - present)
Responsible for creating and maintaining submission website for students to contribute their work. Monitored and posted content on social media platforms including Instagram, Facebook and LinkedIn. Corresponded with University of Florida School of Architecture alumni to keep them updated and solicit donations.

Dance Marathon at the University of Florida | Fall 2019 - Spring 2020
Design and Technology Captain (Spring 2019 - Spring 2020)
Worked alongside other designers and developers to create high-tech, portfolio-quality materials that showcase Dance Marathon as a professional student-run movement. Personally, raised over $2,000 in donations.

Florida Gators Football Fan Advisory Council Member | Fall 2021 - present
Assisted the University of Florida Athletic Association in the evaluation and enhancement of the overall fan experience and gameday operations at Gators football games while representing the broader interests of The Gator Nation.