

The background of the entire page is a detailed architectural site plan. It shows various building footprints, some with internal room divisions, and extensive landscaping with numerous small tree symbols. A prominent feature is a large, elongated building with a complex, ribbed or vaulted roof structure. The plan also includes roads, parking areas, and other smaller structures, all rendered in a light gray line-art style.

PORTFOLIO v1.1

ANGELA **NGO**
architect

ANGELA NGO // RA, AIA, NCARB
http://www.angelango.com @ange.ngo
ange@angelango.com angengo
978.729.6769
Brooklyn, New York

// CREDENTIALS
NYS Registered Architect
License No: 043701

AIA
Member ID: 38584947

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PROFESSIONAL
EXPERIENCE



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CENTER FOR THE ARTS CRESTED BUTTE

CRESTED BUTTE, COLORADO :: HMBA :: 2019

The new 33,000 square foot, \$12.8m addition to the existing arts center includes a flexible 300-seat theater, an updated outdoor stage, two art studios, two performance studios, and a visual arts gallery.

Located along the main road, the Center serves as a gateway into the Town of Crested Butte. The Center's design responds to the community's unique culture and geography with its distinctive roofs that reflect the town's historic neighborhoods of gabled houses and echo the sharp silhouette of the towering Mount Crested Butte.

Responsibilities as project architect included building physical study models, preparing drawings for town Board of Zoning and Architectural Review, modeling for virtual reality, designing and drawing construction documents in Revit, reviewing submittals, responding to RFIs, issuing revisions as part of construction administration via Newforma, visiting the project site, responding to town and fire code comments, diagramming and documenting for LEED v4, coordinating and participating in GoTo meetings with client and consultants.

AERIAL PERSPECTIVE Photography by Nathan Bilow

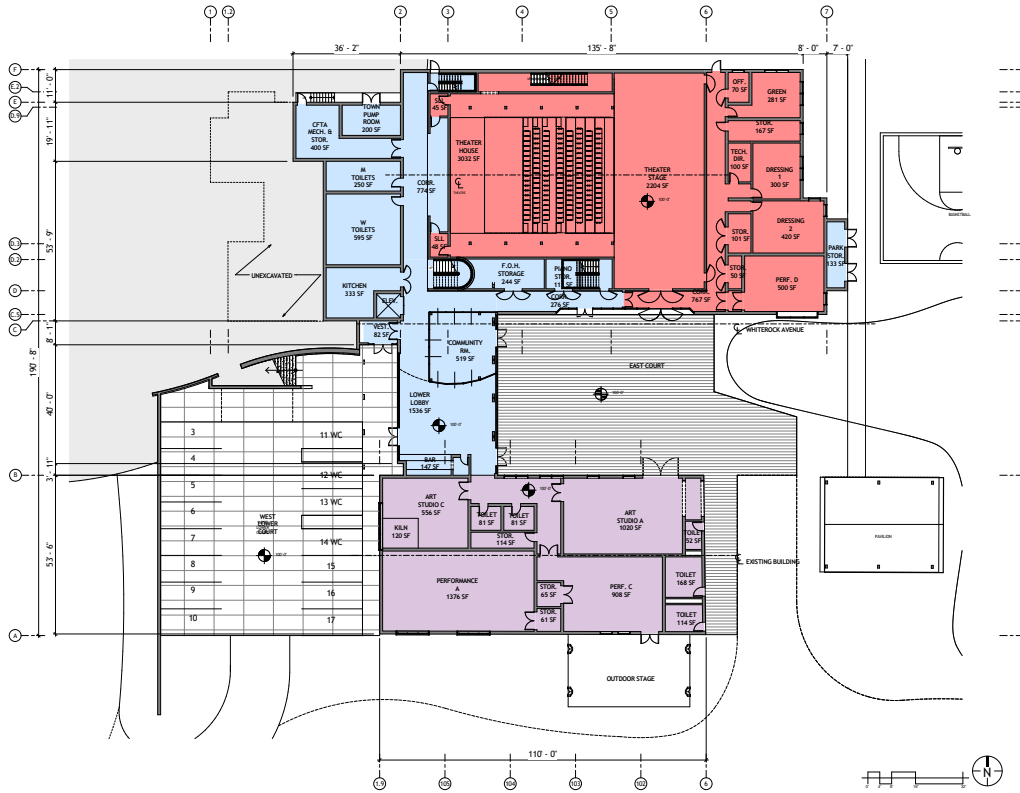




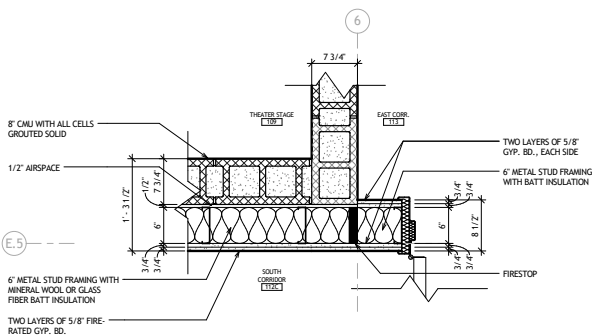
EXTERIOR PERSPECTIVE Responsible for Revit model and coordination with virtual reality/3D rendering consultant.



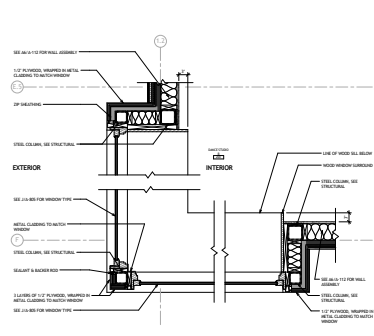
1/4" = 1'-0" MODEL Section model of theater.



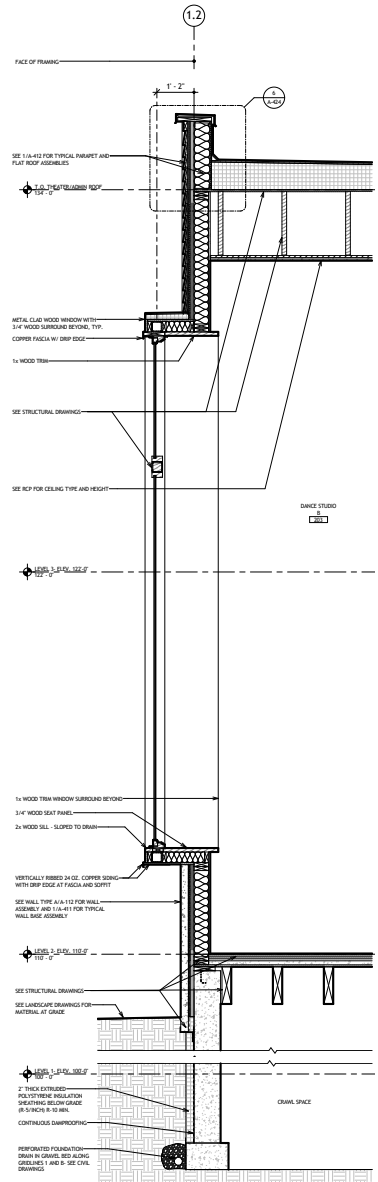
1 LEVEL 1 PLAN
SCALE: 1/8" = 1'-0"



7 CMU THEATER PARTITION TO ACOUSTIC PARTITION
SCALE: 1 1/2" = 1'-0"



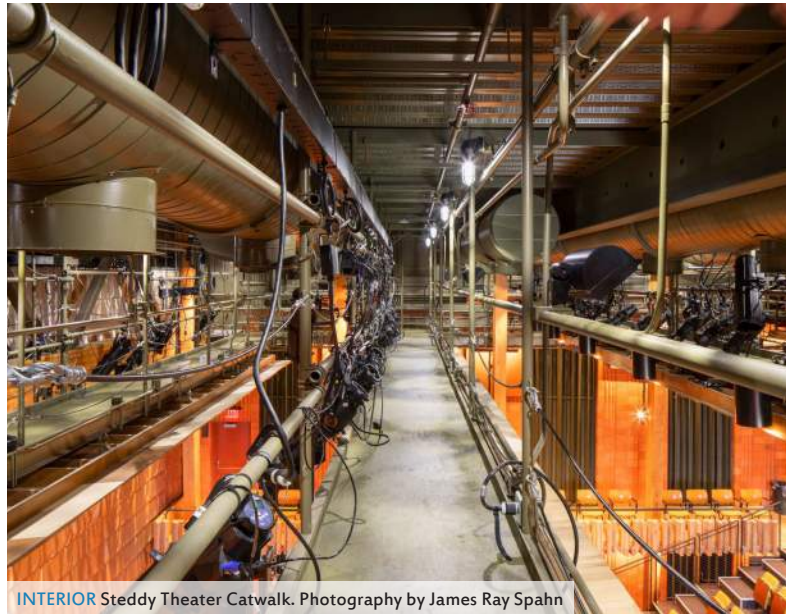
3 WINDOW @ STUDIO B
SCALE: 1 1/2" = 1'-0"



2 CORNER POP-OUT WINDOW
SCALE: 3/4" = 1'-0"



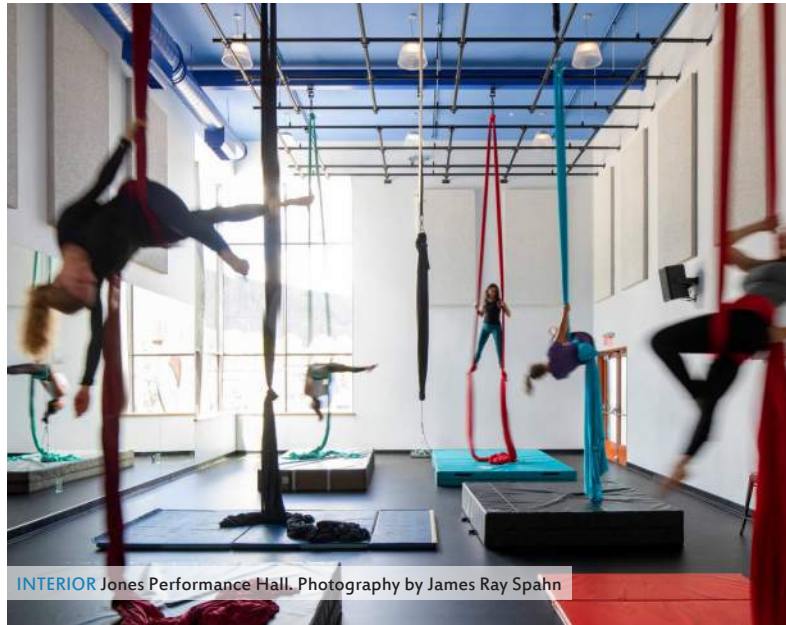
INTERIOR Grace Atrium. Photography by James Ray Spahn



INTERIOR Steddy Theater Catwalk. Photography by James Ray Spahn



INTERIOR Kinder Padon Gallery. Photography by James Ray Spahn
5 :: professional experience :: center for the arts crested butte



INTERIOR Jones Performance Hall. Photography by James Ray Spahn



INTERIOR Steddy Theater. Photography by James Ray Spahn



GULFSHORE PLAYHOUSE

NAPLES, FLORIDA :: H3/ARQUITECTONICA :: 2023 EXP.

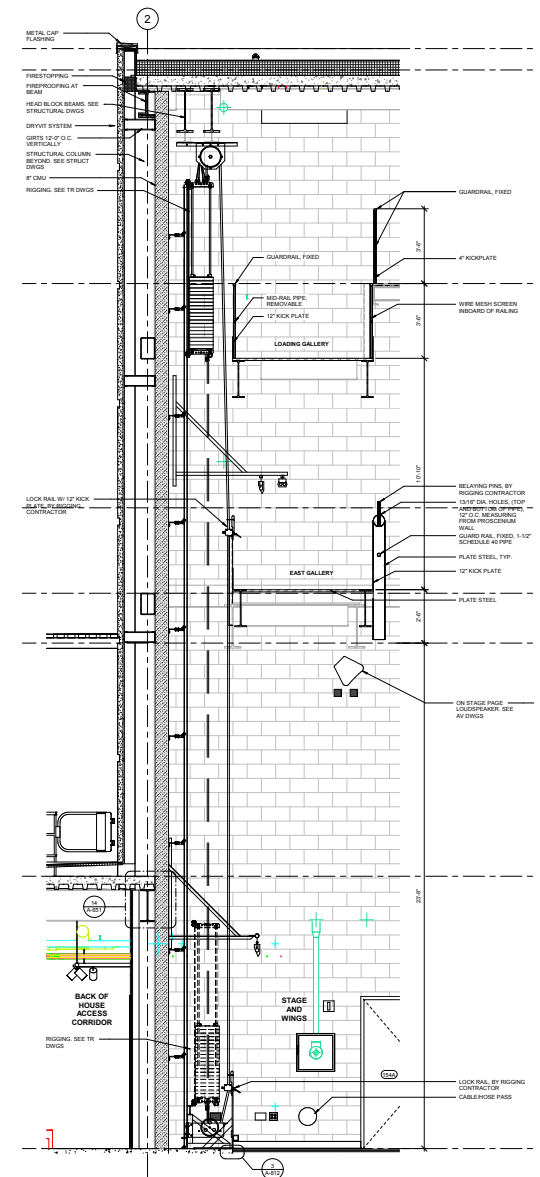
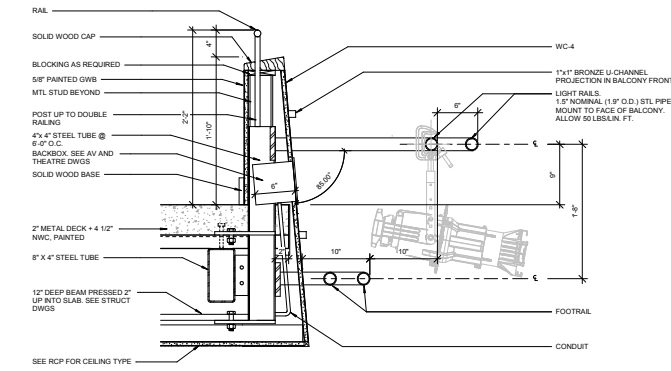
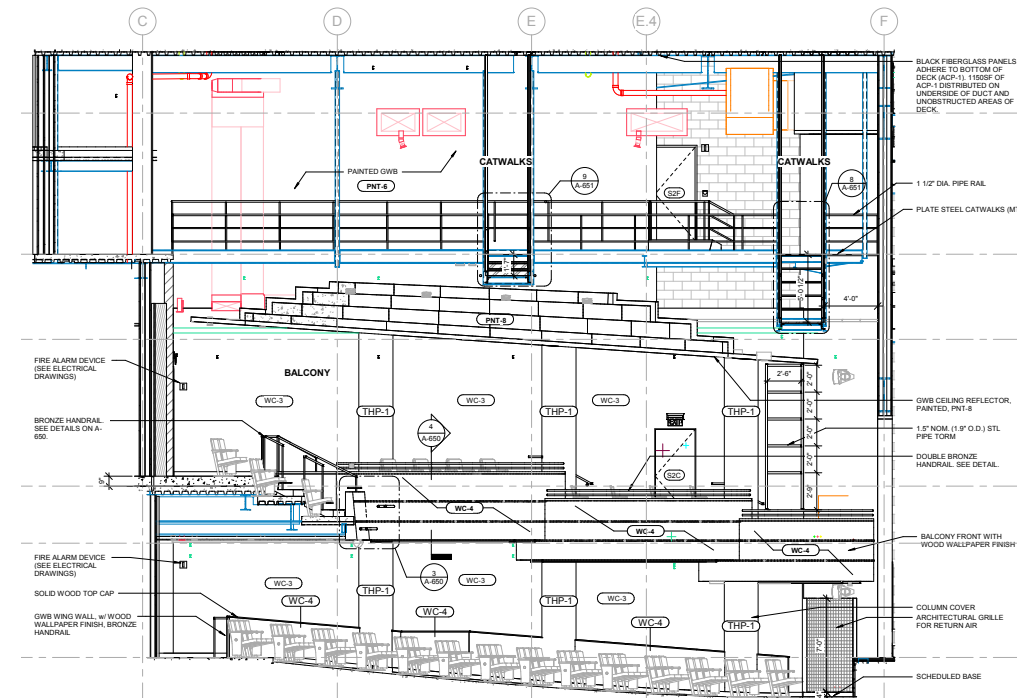
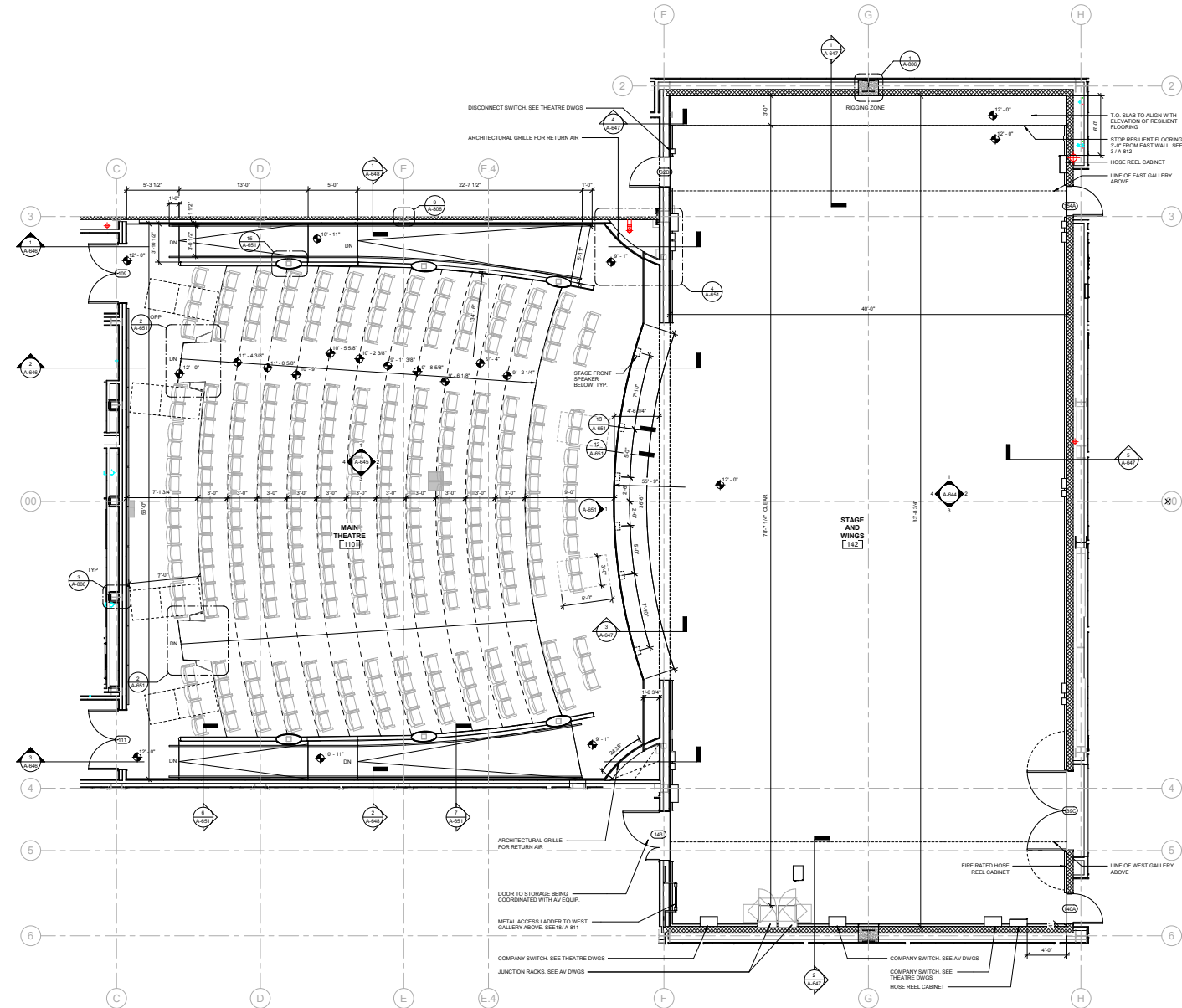
The brand new 56,000 square foot, \$45m playhouse is sure to be an iconic landmark, serving as the entrance to downtown Naples.

Located along the main street of Goodlette-Frank Road and across from the Naples Airport, the theatre and education center will enhance the vibrant redevelopment occurring in the downtown area. The new playhouse includes a 350-seat main theatre, 125-seat black box studio theatre, two rehearsal spaces, a full costume shop, and an educational wing.

Responsibilities as project architect included coordination of main theatre and studio theatre with consultants. Designed double-curved elements in Rhino and imported to Revit for documentation. Developed construction details. Rendered exterior perspectives and walkthrough animations using Enscape for Design Review Board.

EXTERIOR PERSPECTIVE Rendering by Quantum Space Studio







MAIN THEATRE Responsible for Revit model and coordination with consultants. Rendering by Quantum Space Studio



LOBBY Responsible for Rhino model of double-curved concierge desk and grand stairs. Imported into Revit for documentation. Rendering by Quantum Space Studio



STUDIO THEATRE Responsible for Revit model and coordination with consultants. Rendering by Quantum Space Studio



MAIN THEATRE REHEARSAL Responsible for Revit model and coordination with consultants. Rendering by Quantum Space Studio



HUDSON YARDS

NEW YORK, NEW YORK :: ELKUS MANFREDI ARCHITECTS :: 2019

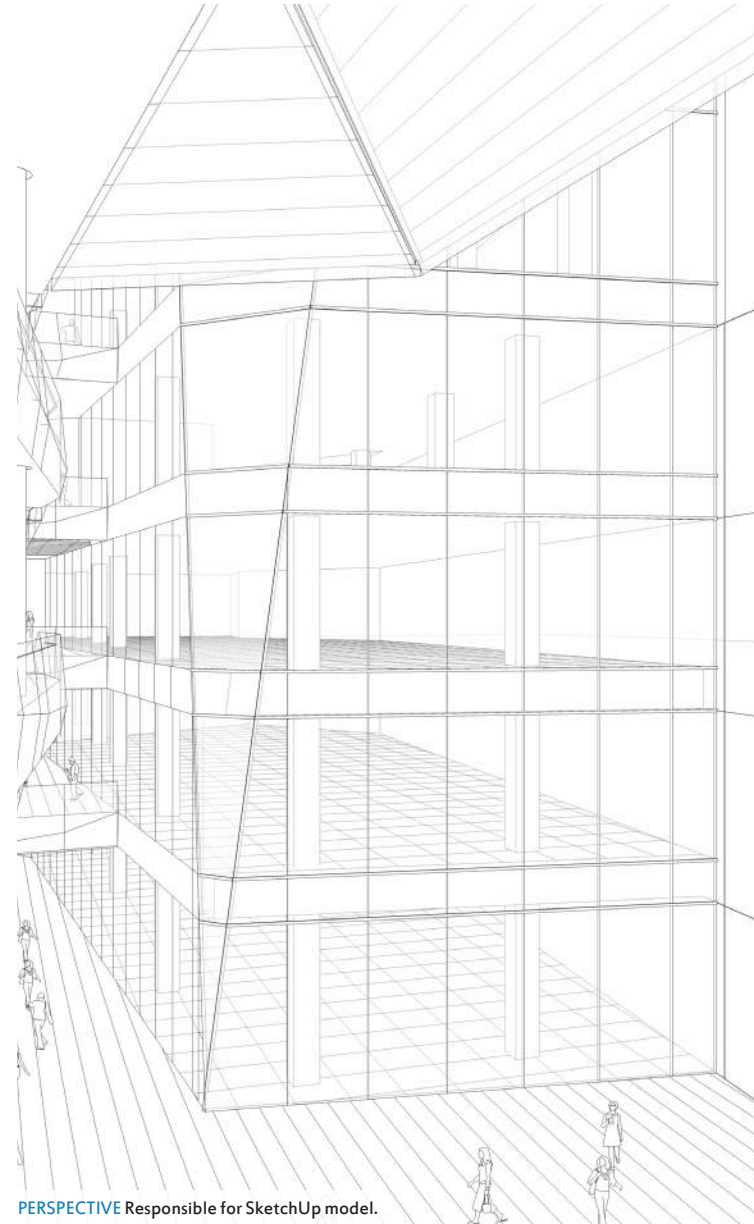
Conveniently located to the west of Midtown, at the end of the High Line, within walking distance to Penn Station, Port Authority, and the ferry, and directly accessible by the new 7 Train extension, lies Hudson Yards, Manhattan's largest underdeveloped property and fastest growing neighborhood.

With a master plan by global architects KPF, the new development includes modern offices, residences, retail, entertainment, hotels, and generous open spaces.

Designed by Elkus Manfredi Architects, The Shops and Restaurants at Hudson Yards features one million square feet of retail space. Features include a west atrium, offering stunning views of the Hudson River; The Kitchens, a dense mix of marketplace/food hall; and The Restaurants, a collection of New York's best contemporary dining.

Responsibilities included drawing plans in AutoCAD, rendering in Photoshop, building designs in SketchUp for 3D views, calculating areas, and creating diagrams.

AERIAL PERSPECTIVE Responsible for SketchUp podium model. Combined with KPF site model, rendering by VisualHouse.



PERSPECTIVE Responsible for SketchUp model.



PERSPECTIVE Responsible for SketchUp model. Rendered by VisualHouse.



MARTINEZ COMMONS

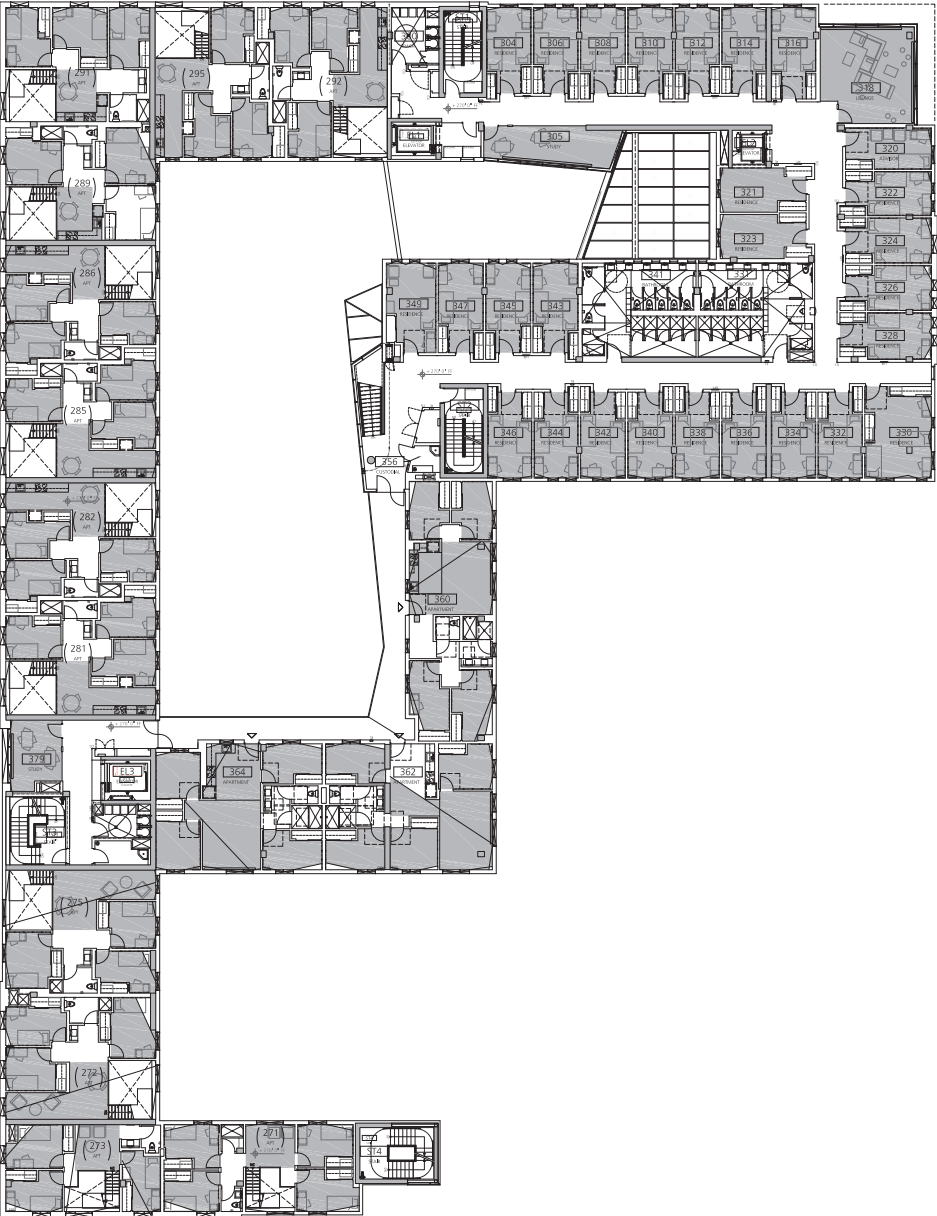
BERKELEY, CALIFORNIA :: BEHNISCH ARCHITEKTEN :: 2012

Sited between Haste Street and Channing Way on University of California, Berkeley's already dense campus, the six-story Martinez Commons replaces what used to be a former parking lot.

The uniquely configured residence hall consists of one and two story apartments as well as traditional dormitory-style housing. The building's distinct form is due to existing landmark trees which allow for large courtyards, contributing to natural light and air circulation. 416 undergraduates moved in on August 17, 2012. The Commons is currently pursuing a LEED silver certification.

Responsibilities included working on construction documents, drawing plan, section, elevation details in AutoCAD, rendering in Photoshop, diagramming for Leadership in Energy and Environmental Design (LEED), preparing boards for presentations, and building physical models at various scales.

PLAN Responsible for diagram of daylight and views for LEED



EXTERIOR Entrance



ANGELOS LAW CENTER

BALTIMORE, MARYLAND :: BEHNISCH ARCHITEKTEN :: 2013

Located in Baltimore, Maryland, opposite of Penn Station, at the intersection of significant commercial and urban streets, next to a freeway, the new Law Center acts as a gateway into the city and engages the surrounding neighborhoods.

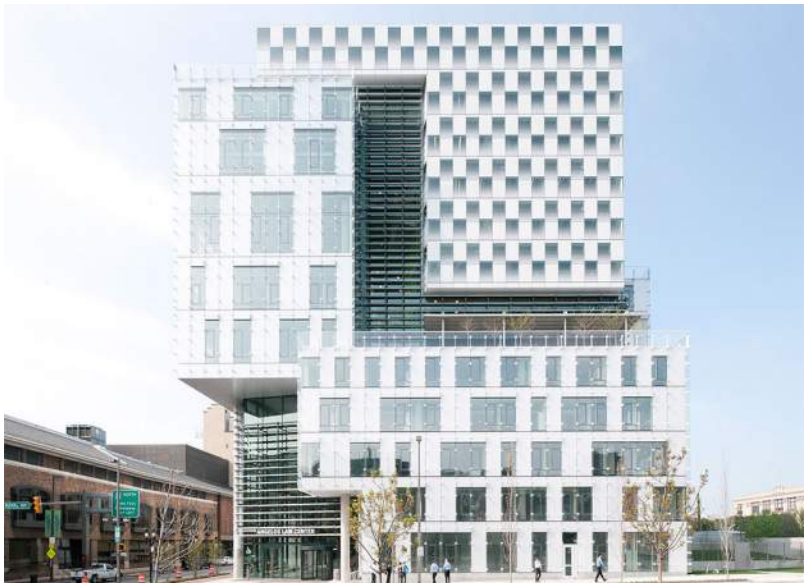
Based on the main programs (classrooms, library, faculty/administration), the design is comprised of three volumes all connected by a central atrium. Not only does the building serve an academic purpose, but it fosters interaction between students and faculty with plenty of open spaces, lounges, coffee bars, and a large lobby.

Aesthetics aside, the design is also sustainable, integrating LED lights, geothermal wells, radiant slabs, recycled stormwater, and solar collectors on the roof.

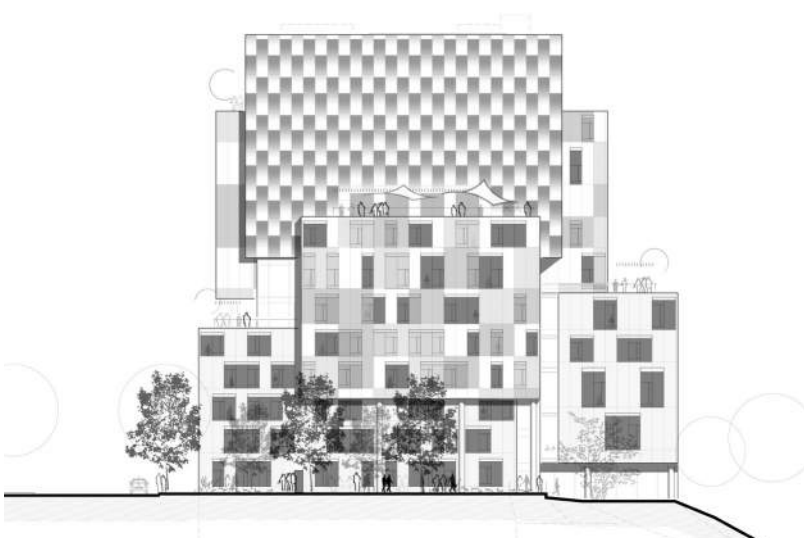
The building opened on April 30, 2013, and is anticipating a LEED platinum designation.

Responsibilities included editing the Revit model, adjusting AutoCAD plans and elevations, rendering in Photoshop, preparing boards for presentations, and building physical models at various scales.

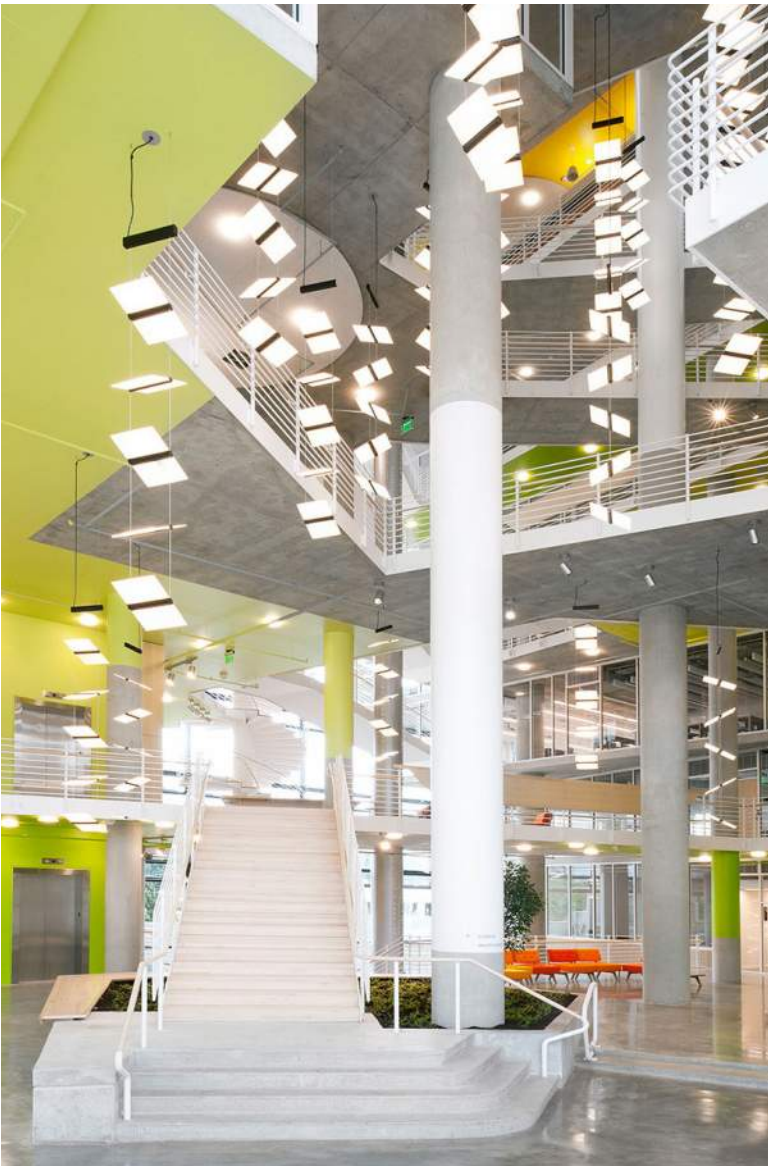
1/4" = 1'-0" MODEL Section model of interior atrium. Built in cooperation with a team of three.



EXTERIOR South elevation



EXTERIOR East elevation. Assisted with Revit model. Responsible for AutoCAD lines and adding shadows and frit patterns in Photoshop.



INTERIOR Atrium



CHURCH CONVERSION

CHICAGO, ILLINOIS :: SCRAFANO ARCHITECTS :: 2015

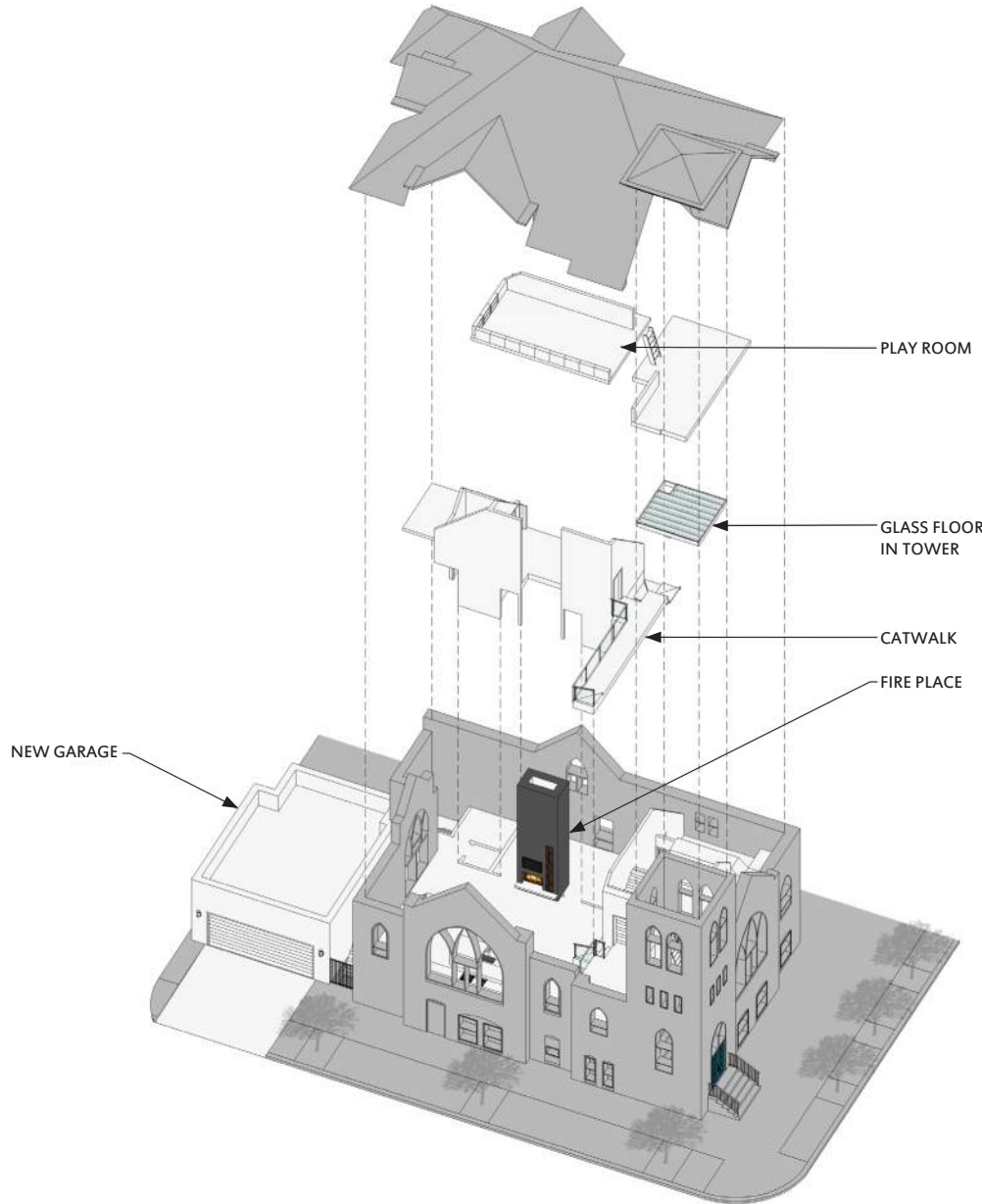
Collaborating with Linc Thelen Design, a former church in Chicago's Little Italy neighborhood was converted into a single-family home for a wife and husband with three children. The final design was a combination of modern, industrial, and chic.

The preservation of many original details was important to the design, including the stained-glass windows, exposed brickwork, and ceiling turnbuckles.

The 5,500 square foot house required leveling the previous floors, raising the ceiling to 25 feet, and exposing the original beams in the attic.

The project has been recognized in several magazines, websites, and blogs and received 2016 AIA Chicago's Small Firm/Small Projects Award.

Responsibilities included modeling various design options in SketchUp.



EXPLODED AXON Responsible for SketchUp model and image. Existing elements in gray, new build in white.



INTERIOR Open plan of dining, kitchen, and living room.
Photograph by Jim Tschetter.



WASHINGTON STATE CONVENTION CENTER

SEATTLE, WASHINGTON :: LMN ARCHITECTS :: 2022 EXP.

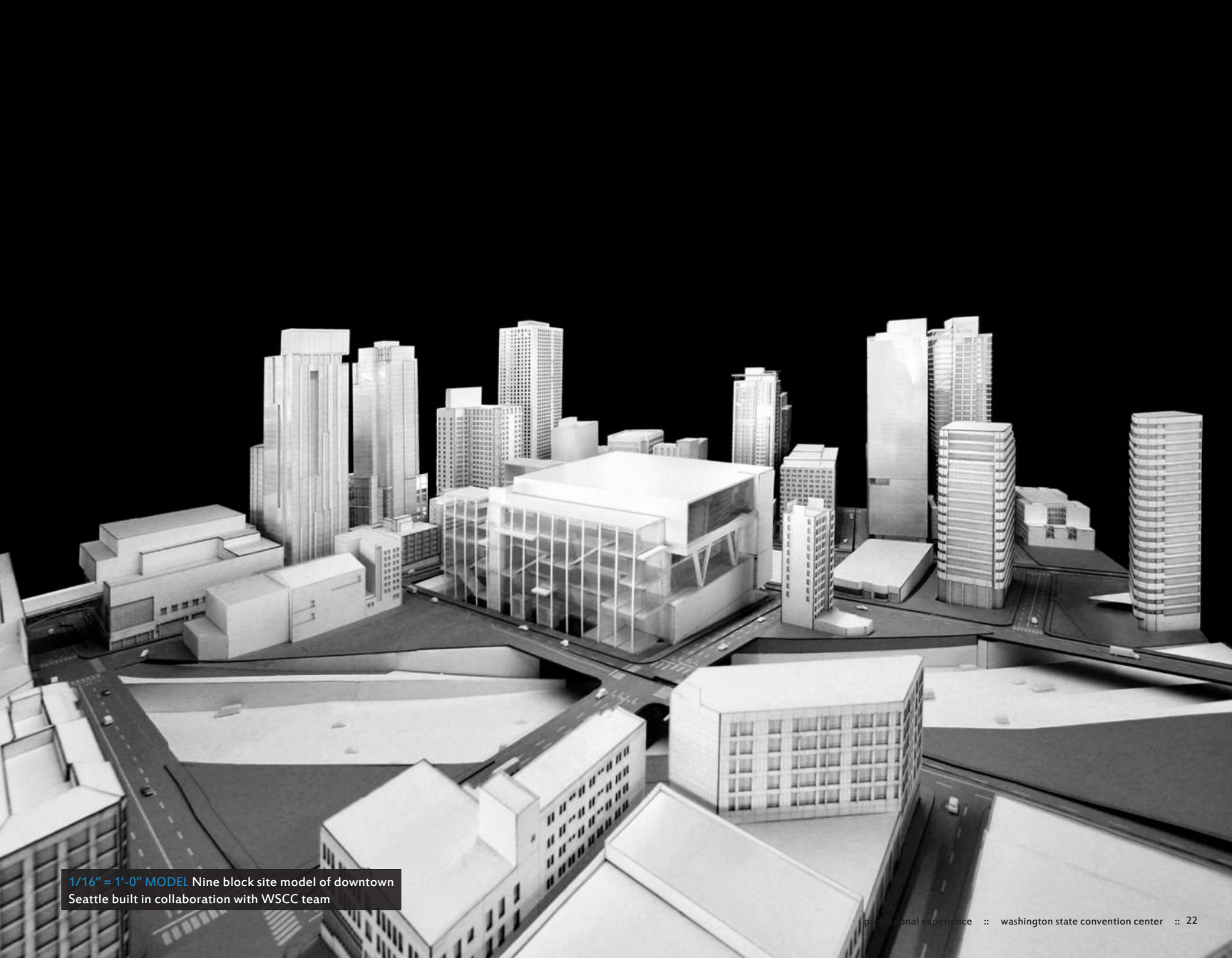
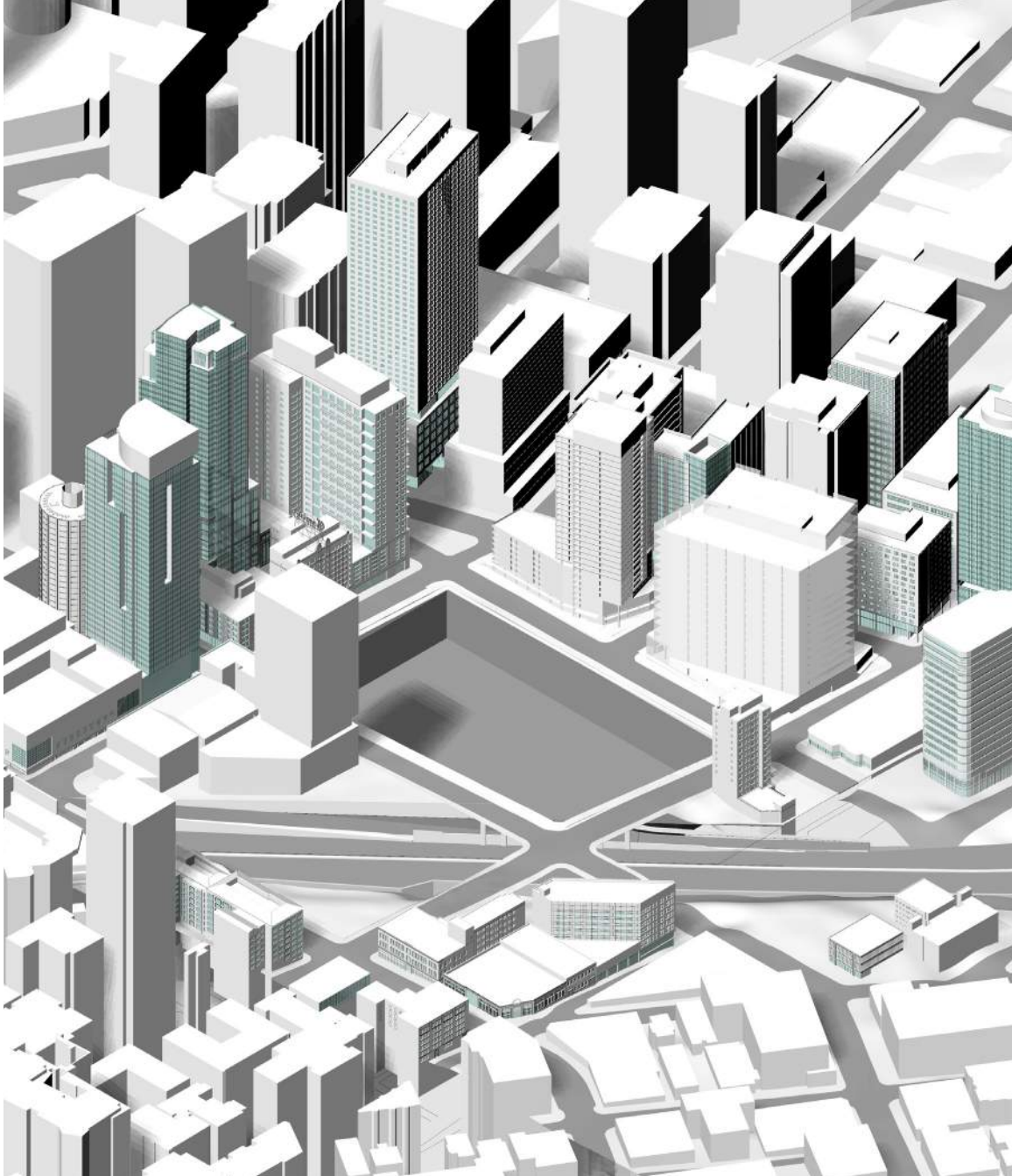
The 1.15-million square foot addition to the Washington State Convention Center (WSCC) will redefine downtown Seattle. Occupying a full city block, the building will act as a connecting hub for multiple neighborhoods, extend views down Pine Street to the historic Pike Place Market, and remedy the void created by I-5.

All 8 levels engage the city, from the underground service and exhibit area to the street and above. Because of its central location, there are open air terraces on all levels to experience iconic views to Puget Sound, South Lake Union, First Hill, and Capitol Hill.

Additionally, the project includes two adjacent blocks of mixed-use co-development to the north, planned as a 530,000-gross square foot office tower and a 385-unit residential tower, both rising over street-level retail podiums.

Responsibilities included 3D modeling existing and planned context buildings in Rhino, setting up files for the laser cutter, and physically assembling buildings; editing drawings and diagrams in Illustrator, Photoshop, and InDesign; wire-cutting foam study models.

3D MODEL Modeled in Rhino



1/16" = 1'-0" MODEL Nine block site model of downtown Seattle built in collaboration with WSCC team



SPECIALIZED
SKILLS



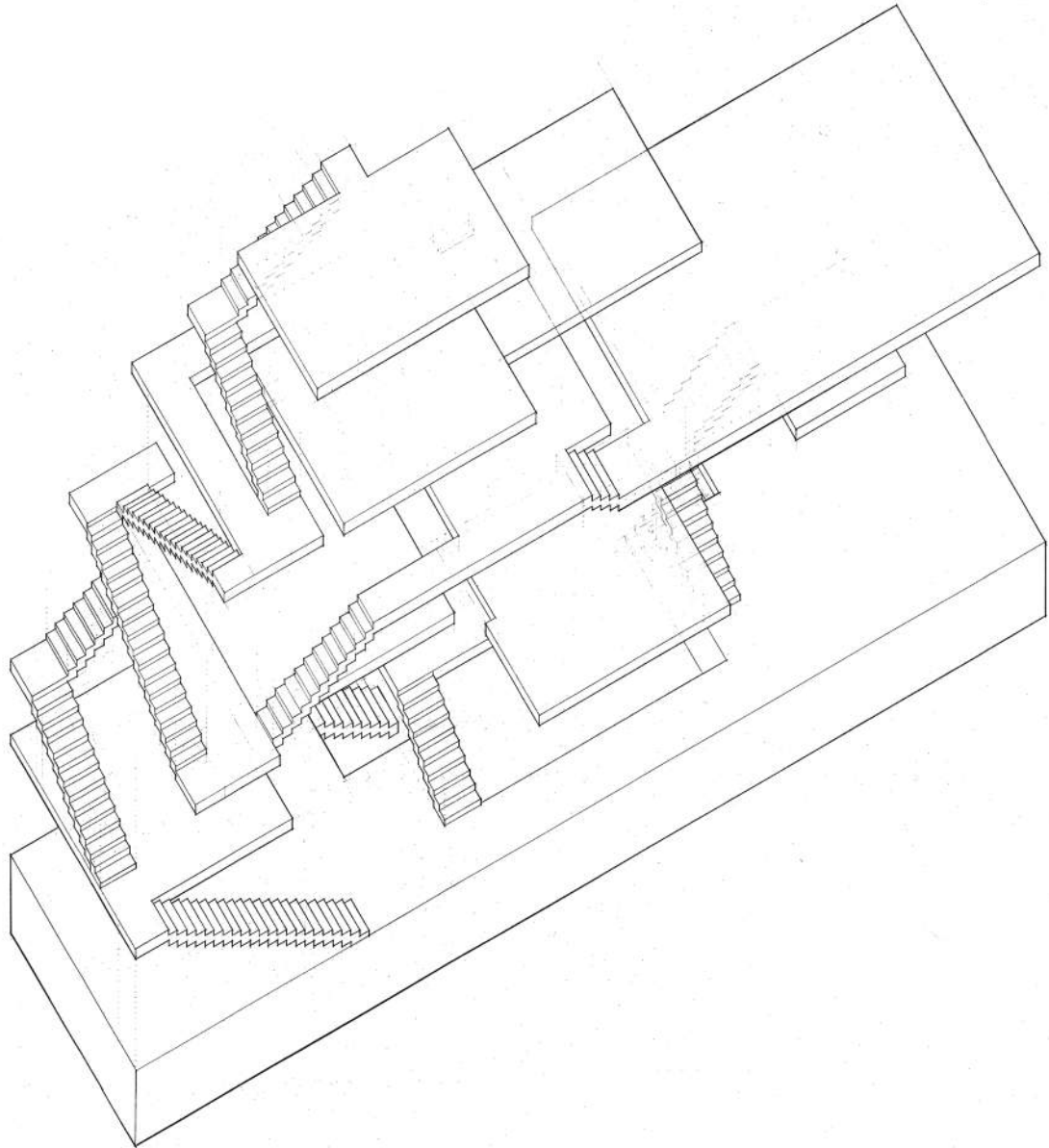
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DRAWINGS

In addition to my digital skills, I am continually developing my manual skills as well.

Through various courses, I have explored how different media create different results. Focusing on the use of my hand, I learned that every stroke mattered from its angle to its pressure. By studying and observing how various architects use drawing to help their designs, I am conscious of how drawing can help flesh out ideas and concepts.



AXON Hand-drafted circulation diagram



IMITATING TECHNIQUE Hand-sketch of Jose Clemente Orozco's *Rear Guard*

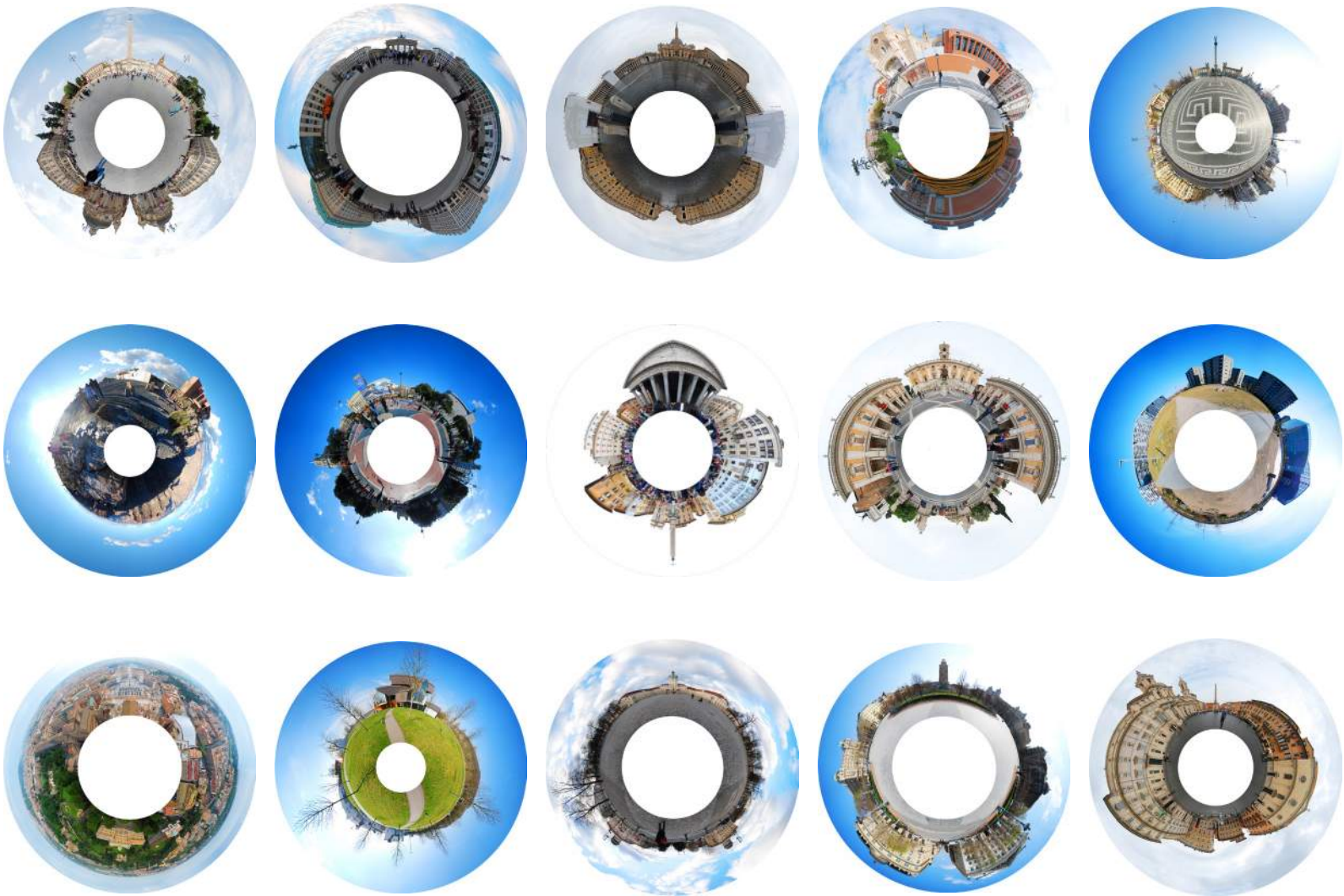


PHOTOGRAPHY: CITY 360

City 360 is a catalog of places that I have visited. It is my attempt to break the constraints of conventional camera proportions and capture the surroundings all around me.



POLAR PANORAMA





PRODUCTION

One of the gratifying aspects of our field is being able to bring ideas to fruition--to be able to touch, hold, experience a design that was once just a concept but is now physical. For me, it has been my creative outlet to explore different materials and methods of fabrication.

ENTRY CANOPY Responsible for shop drawings of steel canopy including unrolled plan and pattern of elm leaves



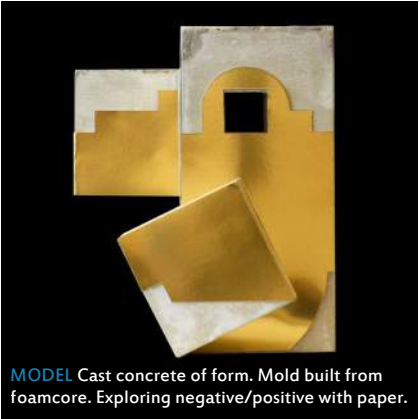
1:1 MODEL Exploring literal and implied softness. Fabric tentacles were filled with polyester and/or concrete playpen balls and then stapled to a plywood frame to create opprtunities for people to interact with the object however they desired. Created in collaboration with Darshan Shah.



1/2" = 1'-0" MODEL Assisted WEATHERS, LLC for the Chicago Architecture Biennial in 2015. Hand-cut pink foam contour layers, spackled and sanded to become smooth mounds. Divided digital model into closed pieces for 3D prints.



RENDERING Form studies in Rhino, rendered in Cinema 4D



MODEL Cast concrete of form. Mold built from foamcore. Exploring negative/positive with paper.



MODEL Cast plaster in latex gloves to test materiality and pliability



STUDIO
WORK



FUNDAMENTAL HOUSE 33

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COMMON KNOWLEDGE 51



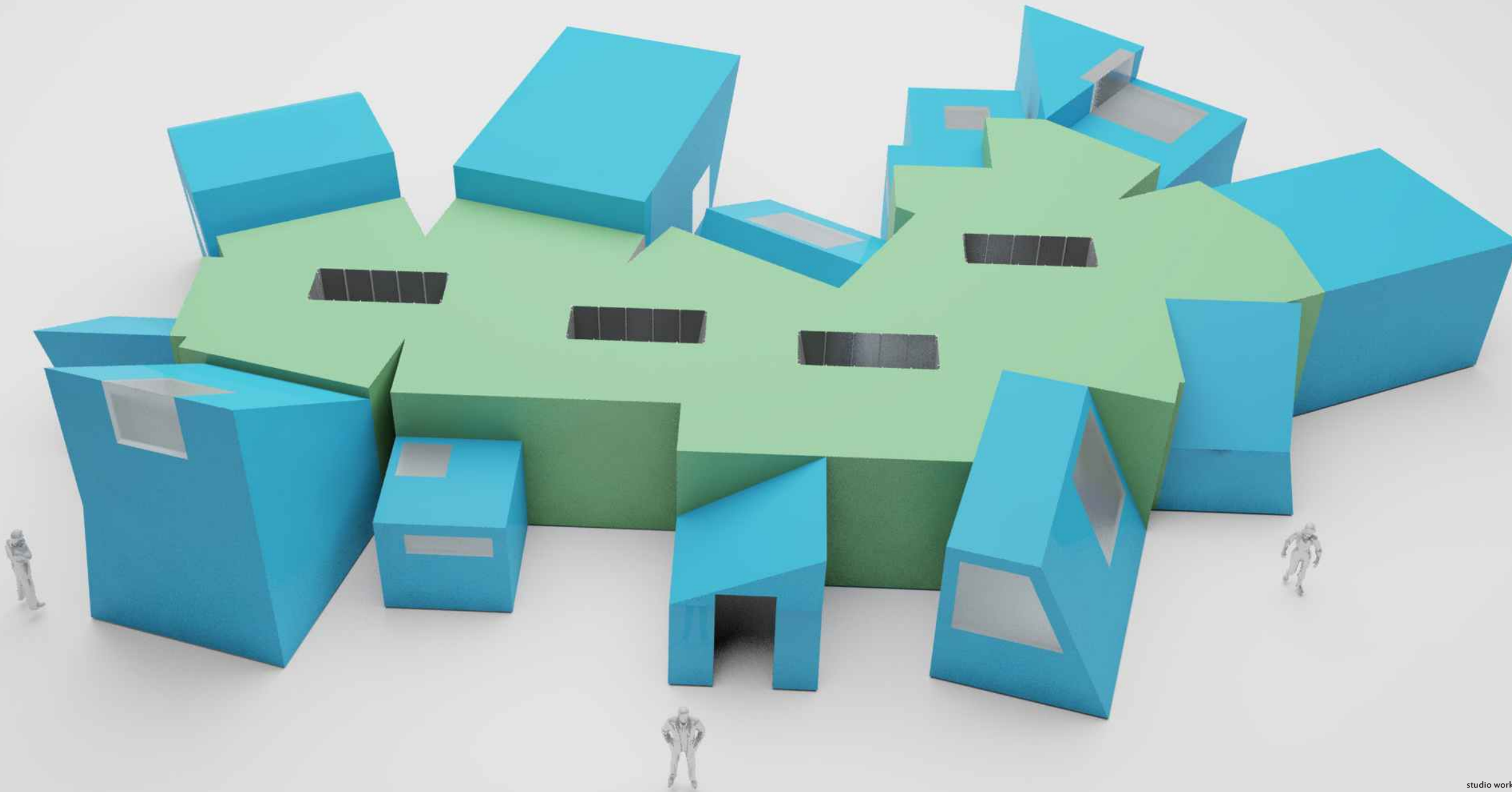
FUNDAMENTAL HOUSE

FALL 2013

All architecture can be reduced to its simplest elements: planes, corners, and openings. When these components come together, they create a variety of spaces with different, valid qualities.

Sited in an arbitrary location, the fundamental house is a combination of these reduced parts. Each volume is specific to its programmatic function, thereby becoming its own autonomous space. These spaces are connected by an enclosed circulation path that is illuminated by lightwells. Divided between private and public functions along the east-west axis, the east side contains the private functions that receive the morning sunrise while the west side of the house contains the public functions that foster interaction and socializing.

3D RENDERING South aerial perspective

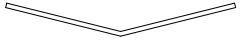




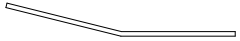
P1 plane parallel to another plane



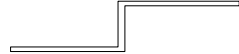
P2 plane angled to another plane



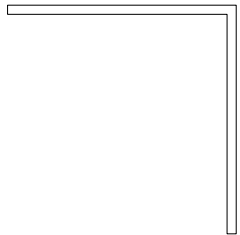
P3 plane with a bend angled to another plane



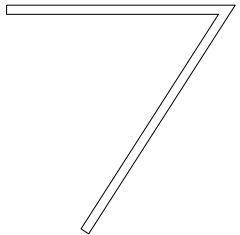
P4 plane with a bend parallel to another plane



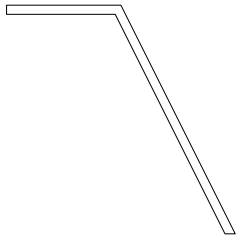
P5 plane with an offset parallel to another plane



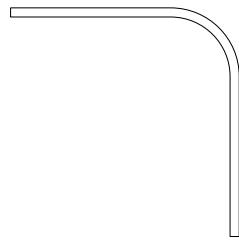
C1 two planes that intersect at a point at a perpendicular (90°) angle



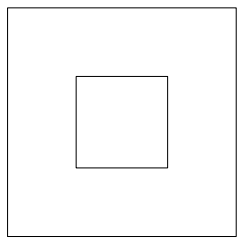
C2 two planes that intersect at a point at an acute (<90°) angle



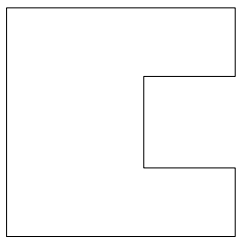
C3 two planes that intersect at a point at an obtuse (>90°) angle



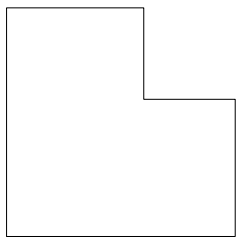
C4 two planes that intersect at an infinite number of points at any angle



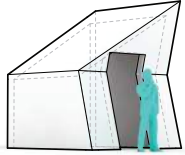
O1 opening enclosed by a plane



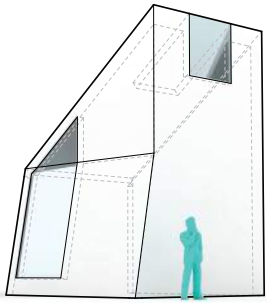
O2 opening intersecting one edge of enclosing a plane



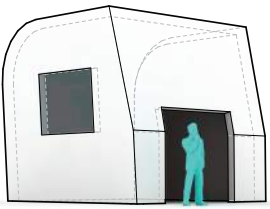
O3 opening intersecting two edges of enclosing a plane



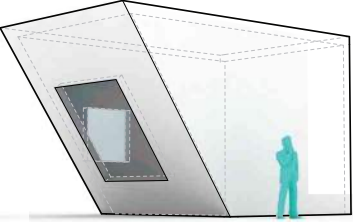
ENTRY P1P23C1O2



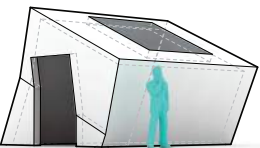
LIVING P1P2P4C1O2O3



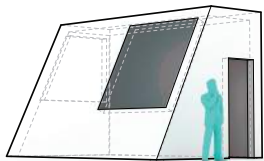
KITCHEN P2P4C1O1O2



DINING P1C1C2O1



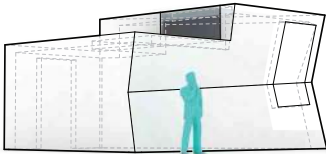
OFFICE P2P4C1O1O2



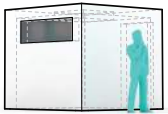
BEDROOM A P1C1C3O2O3



BEDROOM B P1P2P3C1C2O2O3



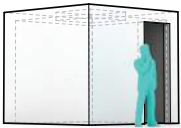
BEDROOM C P1P3P5C1C2O1O2O3



BATHROOM A P1C1O2O3



BATHROOM B P1C1O2



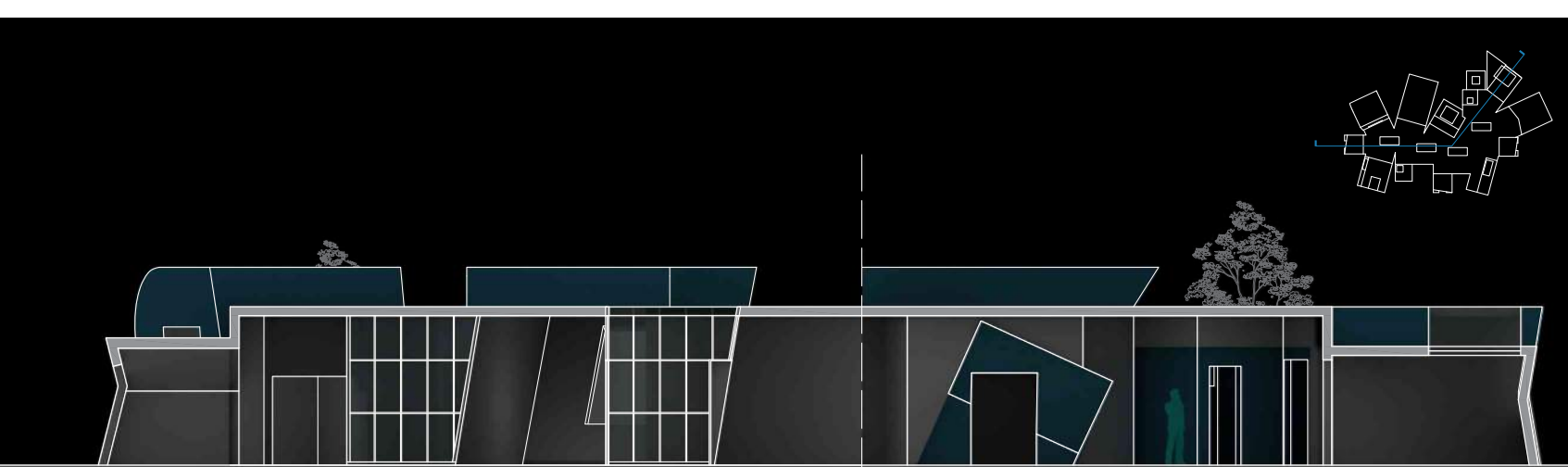
LAUNDRY P1C1O1O2



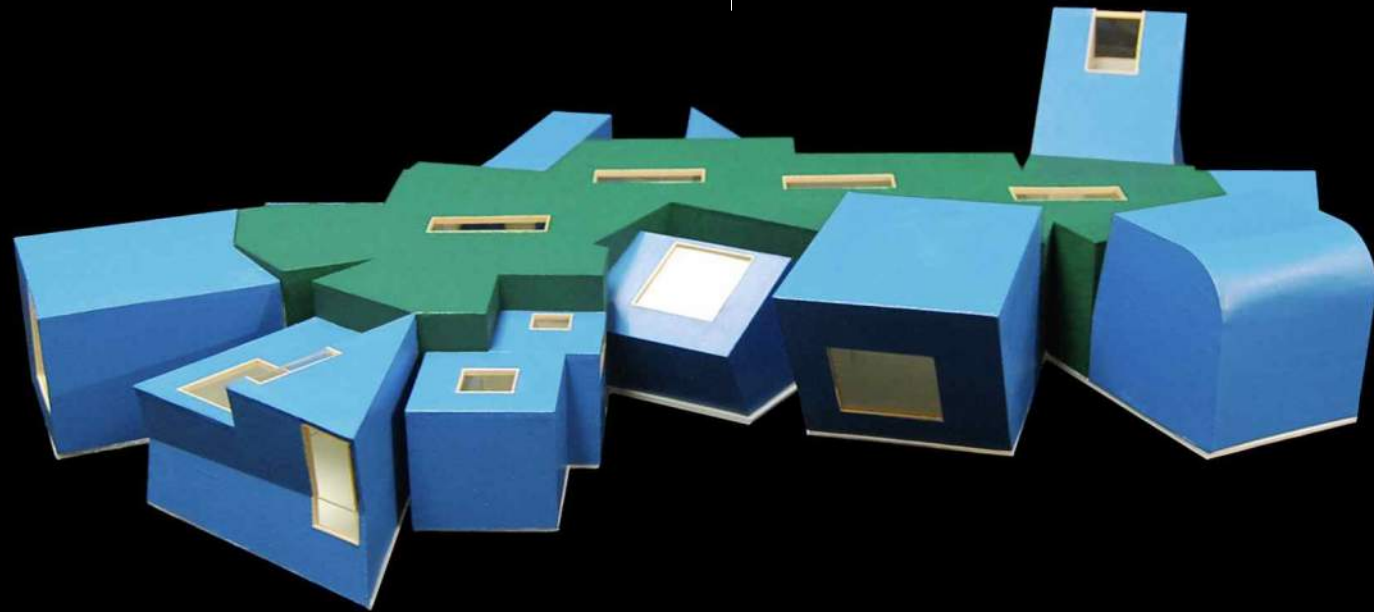
LIGHTWELL P1P2C1



PLAN Ground floor



SECTION East-west facing north



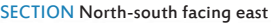
1/4" = 1'-0" MODEL North aerial perspective

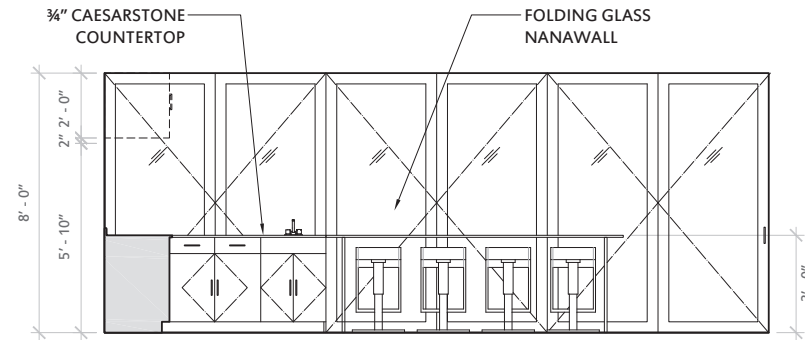


The Core House takes the idea of a typical core (stairs, elevators, shafts, etc.) and reconceptualizes and expands it through the furniture of the house. As the central focus, all activities revolve around and within it. Appliances and fixtures are tucked under/into the core while loose furniture surrounds it.

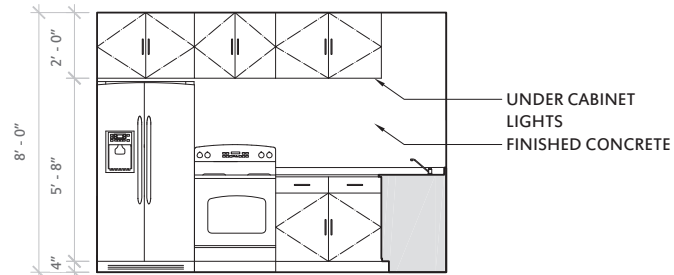
The lower level is completely utilitarian, operating as a machine for living. Appliances and fixtures are static, predetermining the program spaces for the family, sometimes focusing on a specific view or privileging certain zones.

The upper level contains the living functions where mobile furniture is free to move toward, away, around the fixed furniture, interacting however the family desires. Therefore, the fixed mattress has the opportunity to be used in any way they choose. Sleeping and lounging can be determined by the placement of a pillow; seating can vary depending on where they want to watch TV or read a book. Because it is elevated from the ground, the mattress can also be used as a tabletop or desktop.

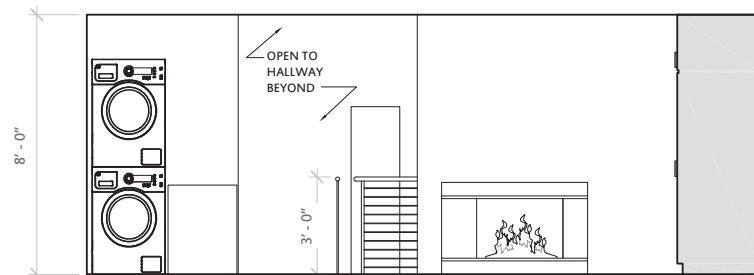




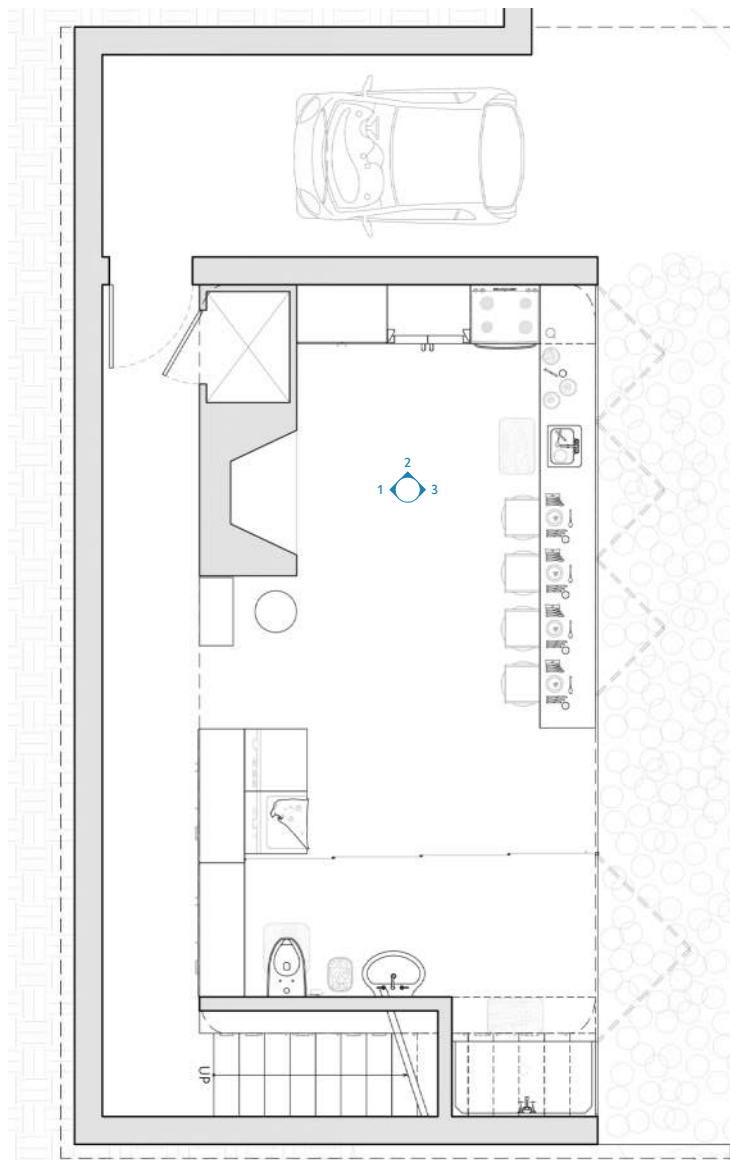
3 East Elevation



2 North Elevation



1 West Elevation



0 Reference Plan - Lower Level



1/2" = 1'-0" MODEL Interior





1/2" = 1'-0" MODEL West aerial perspective



1/2" = 1'-0" MODEL Upper level interior



ENIGMATIC ARCHITECTURE

ST. LUCIE COUNTY, FLORIDA :: SPRING 2016

In recent years, form-based codes have become prevalent in town and county planning. As a whole, they were devised as a means of upholding a particular character. As more and more areas adopt these codes, there is an opportunity for architects to enter the discussion of how to influence these forms.

Combining two or more ideal forms is not a novel idea. The iconic, archetypal house is nothing more than a triangle on top of a square. But what if these ideal forms could be combined in unexpected, nontraditional ways? This study aims to create seemingly unideal architecture by combining multiple ideal forms. Rather than haphazardly mixing forms, rules have been set in place. Edges must be the same length and align when combined, but the primary axes may misalign to create a sense of imperfection. Thus, an enigmataic form is created due to its asymmetry, disproportion, and/or imbalance; it does not privilege a certain view nor can it be comprehended from a single point of view. By adhering to these simple guidelines, we can create new, interesting forms that challenge the archetypes.



Cube



Triangular Prism



Cylinder



Sphere



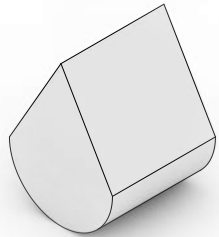
Triangular Pyramid



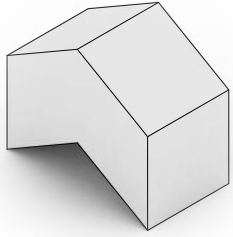
Square Pyramid

1/8" = 1'-0" MODEL Civic square

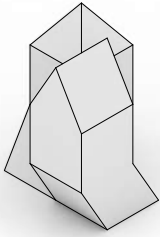




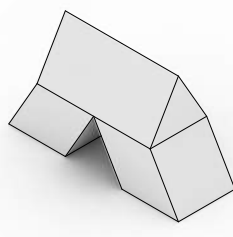
Triangular Prism + Half Cylinder



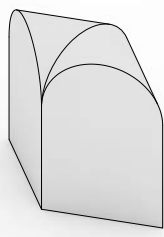
4(Triangular Prism)



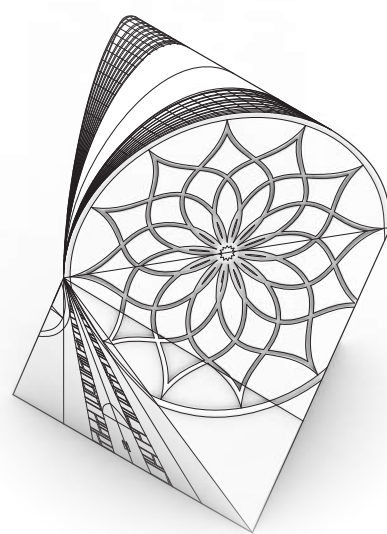
2(3[Triangular Prism] + Cube)



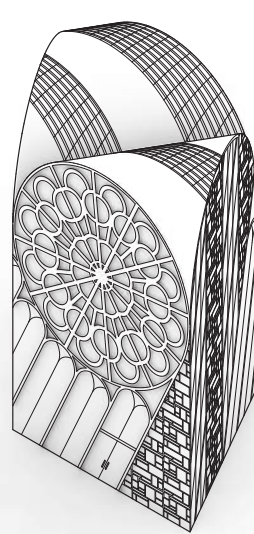
6(Triangular Prism)



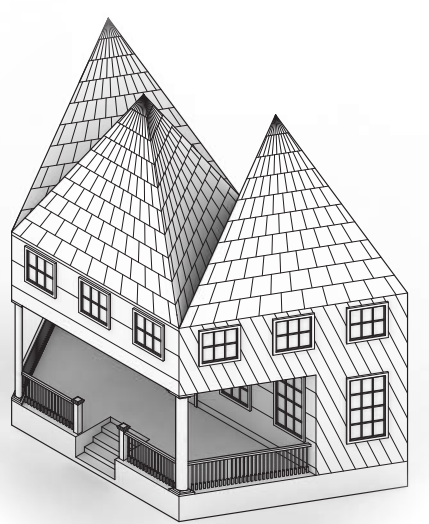
2(Triangular Prism + Semi-Cylinder)



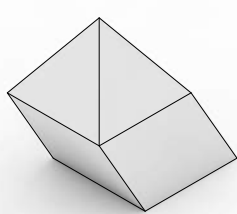
2(Triangular Pyramid) + Semi-Cylinder



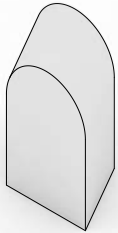
2([Triangular Prism] + [Semi-Cylinder])



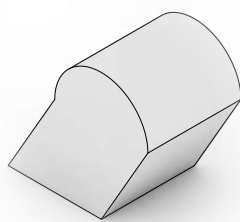
3([Triangular Prism] + [Triangular Pyramid])



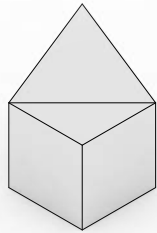
2(Triangular Prism) + Square Pyramid



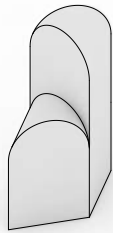
2(Triangular Prism) + Half Cylinder



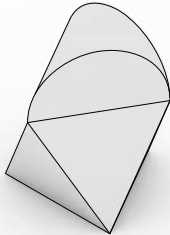
2(Triangular Prism) + Half Cylinder



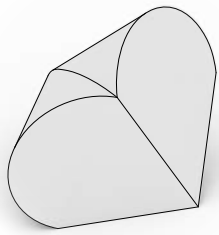
Cube + Triangular Pyramid



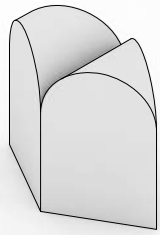
3(Triangular Prism) + 2(Semi-Cylinder)



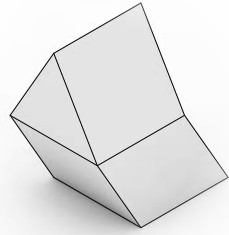
2(Square Pyramid) + Semi-Cylinder



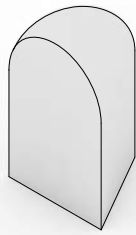
2(Triangular Pyramid + Semi-Cylinder)



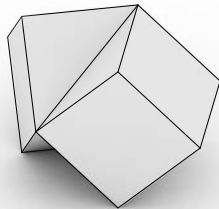
2(Triangular Prism + Semi-Cylinder)



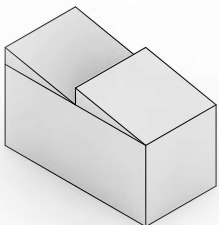
3(Triangular Prism)



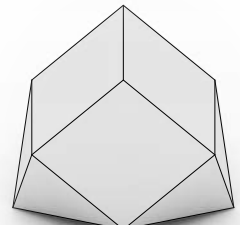
Triangular Prism + Semi-Cylinder



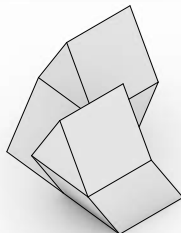
2(Cube)



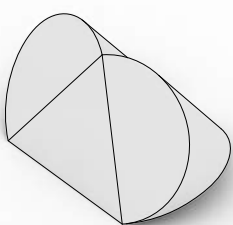
2(Triangular Pyramid + Square Pyramid + Cube)



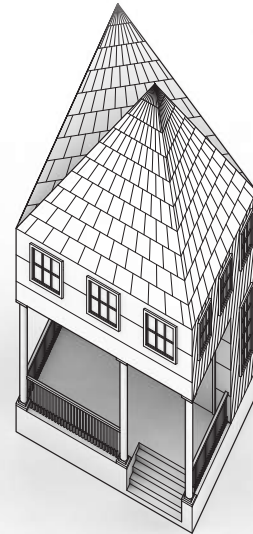
Cube + 2(Square Pyramid)



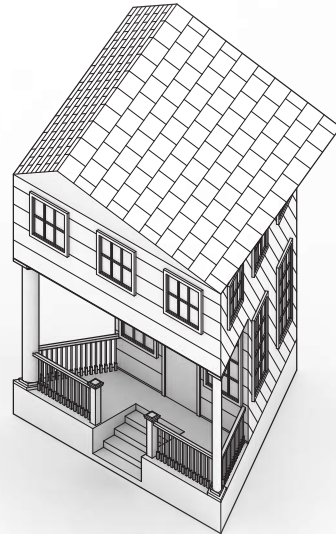
6(Triangular Prism)



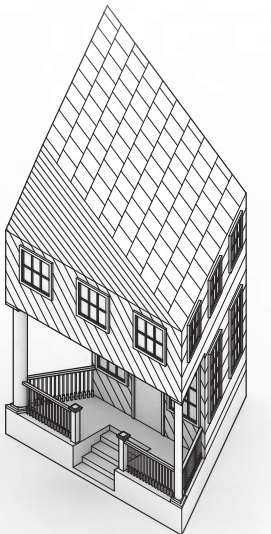
Triangular Pyramid + 2(Semi-Cylinder)



2([Triangular Prism] + [Triangular Pyramid])



Triangular Prism + Cube



Triangular Prism + Square Pyramid



ELEVATION Unrolled elevation of residential cul-de-sac; typical vs enigmatic



1/8" = 1'-0" MODEL Residential cul-de-sac



1/8" = 1'-0" MODEL Triangular Prism + Cube



1/8" = 1'-0" MODEL 3([Triangular Prism] + [Triangular Pyramid])



1/8" = 1'-0" MODEL 2([Triangular Prism] + [Triangular Pyramid])



1/8" = 1'-0" MODEL Triangular Prism + Square Pyramid



COMMON KNOWLEDGE

FALL 2015

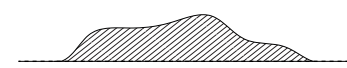
The Commons investigates the future of the learning environment by establishing knowledge as a localized public entity to be shared freely. Though access to information has become more readily available via the internet, our sharing and expression of this knowledge has become splintered and taken out of the public realm. The Commons re-localizes knowledge as a public resource, outlining a future in which body and space technologies create a gradient of explicit to tacit knowledge that can be distributed only within this public realm.

Visualized as a board game with player pieces, The Commons is organized in a gradient of tacit to explicit knowledge, which can be thought of as a gradient from local gossip to peer-reviewed scholarly journals. Program forms are designed above or below the ground datum line. Tacit knowledge, on one end, leads you through a series of mountain landscapes which listen and redistribute local conditions of gossip and more. On the other end, explicit knowledge puts you in underground quiet zones to maximize efficiency. In between these two zones, a buffer of occupied hills blend explicit and tacit in a group learning atmosphere.

Designed and built in collaboration with Ashley Rogow.

[1/8" = 1'-0" MODEL](#)

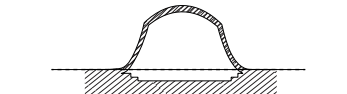




HELP BUTTONS
Project tacit information through a wireless network that connects to the Commons Data Network. The signal is broadcast in between the "button" landform mounds.



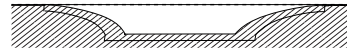
HOT SPOTS
Provide access to the fastest internet speed available, making them ideal for tacit activities such as gaming and programming competitions, and uploading/downloading dense materials as well as being heated for winter.



THE HILLS
House indoor and exclusive activities and are a blend of explicit information being distributed in a tacit environment. The Hills have a wireless and hardline connection, heating, sound and video equipment, and RFID scan signal.



CONCENTRATION PODS
Optimize the learning environment for explicit information. RFID scan grants the user entry, where they have a hardline connection to the Commons Data network with a surround touch screen that directly accesses academic periodicals and more.

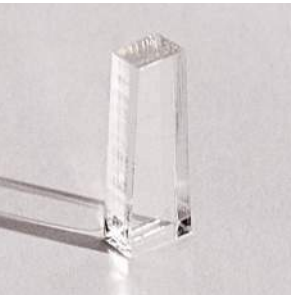


CONCENTRATION STRIPS
Isolation zones for one to three players at a time who may be collaborating on an explicit project.

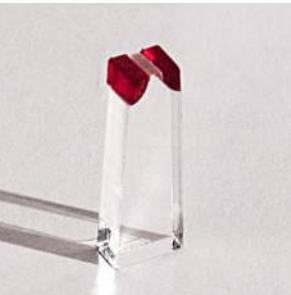
SECTIONS Programmatic forms from tacit to explicit

TACIT

EXPLICIT



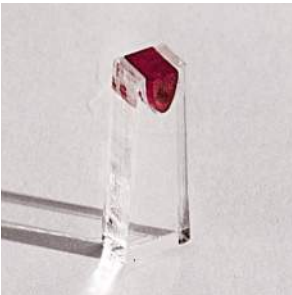
NORMATIVE PLAYER
This player has no technological augmentation on their body. All interaction between them and the Commons Data Network is done through a smart-phone app that must be installed on their phone prior to entering The Commons.



NON-ENGLISH SPEAKER (NES)
This player is either hearing-impaired or does not speak English. Either way, the player would normally miss incidental tacit information, such as overheard gossip or an airplane overhead. Whichever the case, the NES uses either a phone app or an implant to receive information within the commons tailored to those who won't hear it.



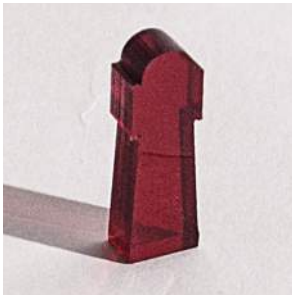
WEARABLE PLAYER
This player, while not biologically augmented, uses advanced wearable devices to mediate communication between themselves and the Network. Though some devices may be additionally outfitted to communicate with The Commons, there is a proprietary device which optimizes interaction.



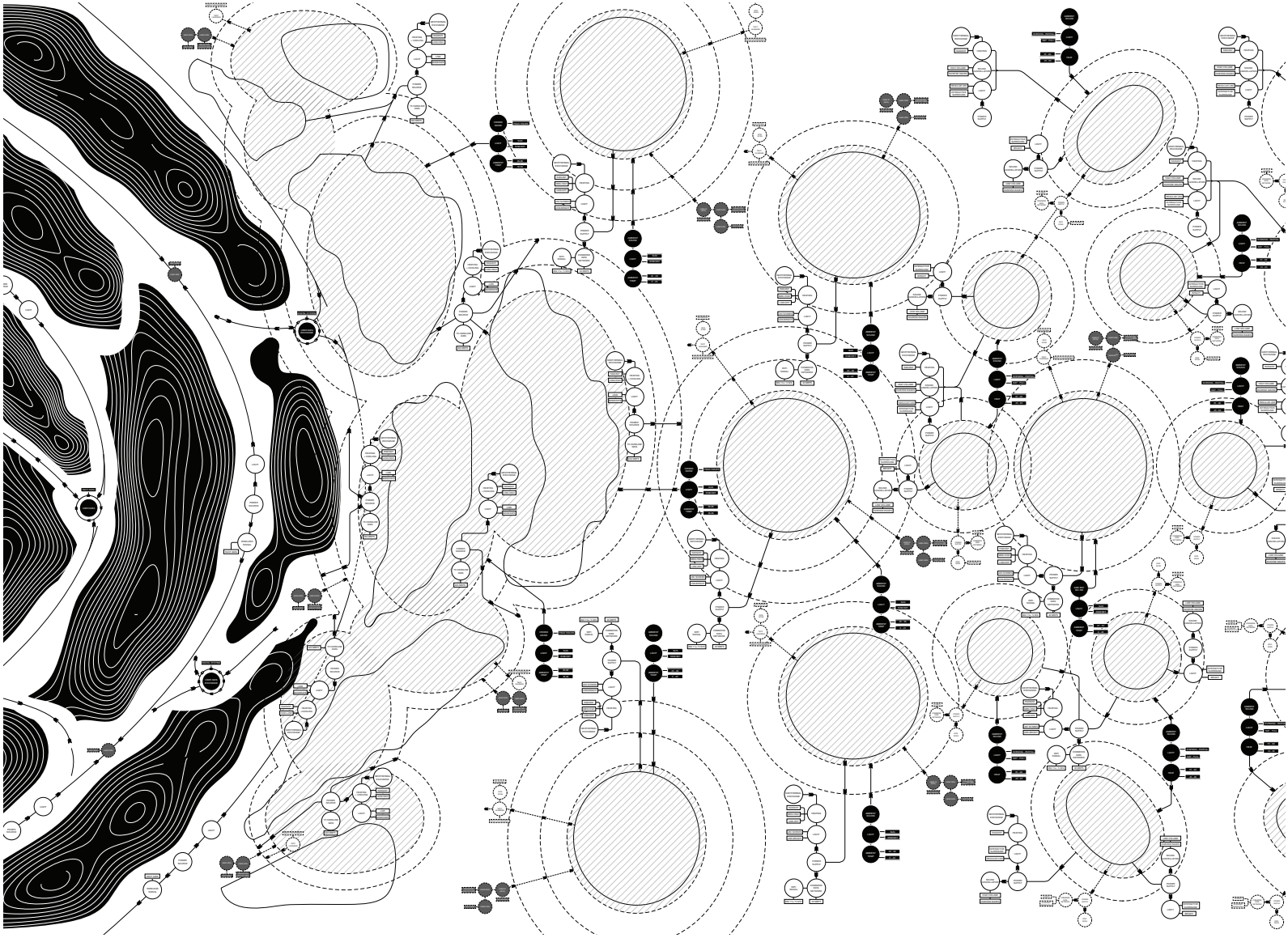
ASD
The ASD player falls on the Autism Spectrum Disorder or other similar disabilities which would normally prevent the player from learning in a traditional environment. Usually non-augmented, this player is accompanied by a normative player who can assist with communicating within the network.



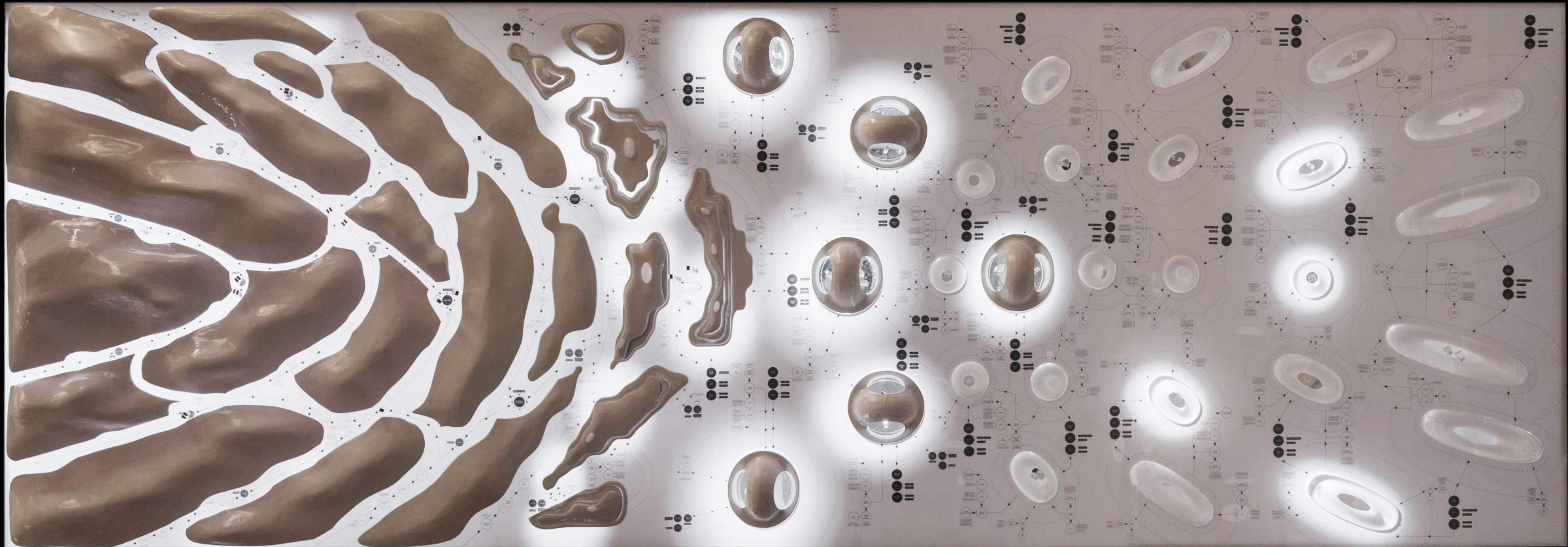
HIGHLY-AUGMENTED PLAYER
This player has optimal augmentation for using The Commons, including visual overlay, wifi-sensing and connecting capabilities, RFID inlay, and a variety of body sensors; all of which help digest the information gathered from The Commons as well as distribute information back into the larger network.



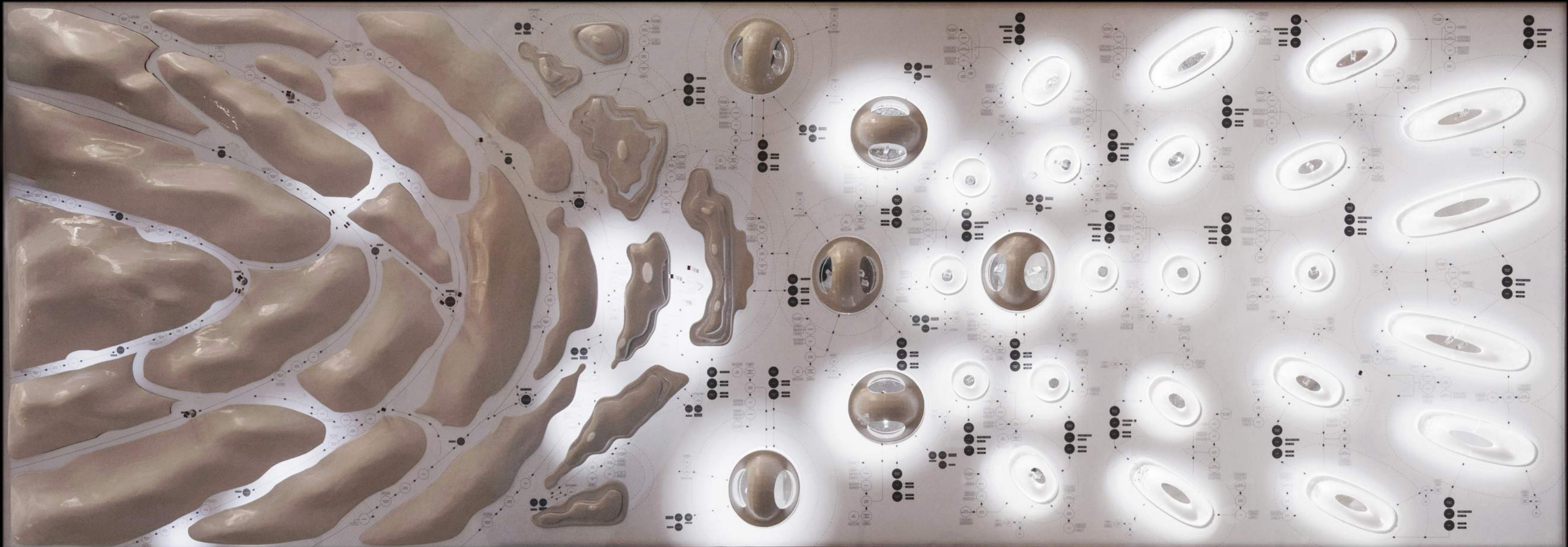
COMMONS EMPLOYEE
This individual (or small group) is employed by The Commons as a technological and educational aide. Equipped with RFID, wifi-sensing abilities, and optical overlay, they communicate with the Commons Data Network at will and can bypass all security and access points as well as retrieve specialized materials from the warehouse(s).



ODUM DIAGRAM Energy systems flow on the site

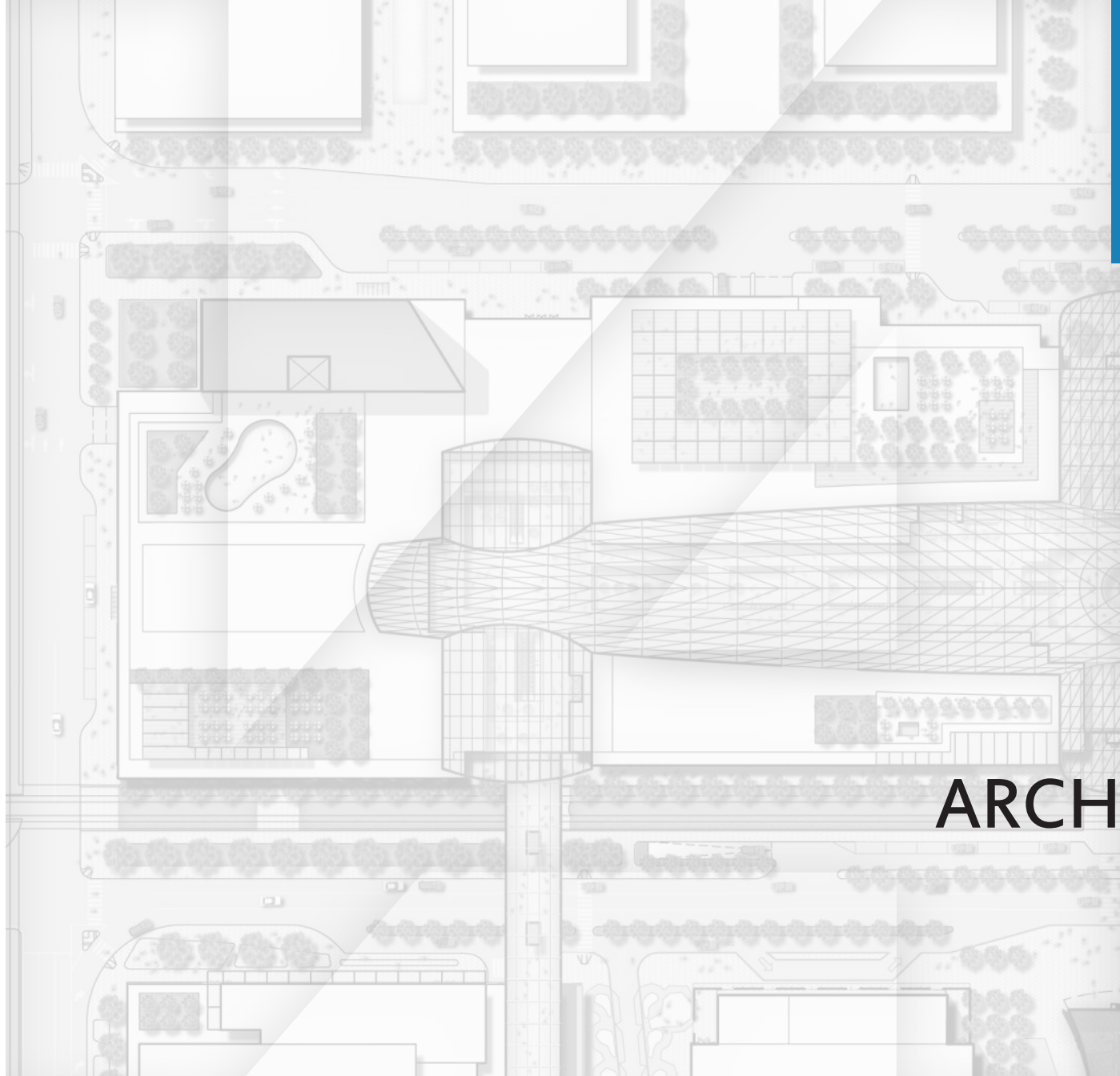


1/8" = 1'-0" MODEL SPRING, TECHNOLOGICAL CONVENTION - As the day warms up, explicit areas become more occupied by students and writers. Because of a nearby technological event, many meet-and-greets and private screenings are being held in the exclusive RFID-accessible Hills, while many visitors wander through the Hot Spots observing newly introduced media.



1/8" = 1'-0" MODEL FALL, MIDTERMS - The explicit learning areas (Concentration Pods and Strips) are fully occupied with students cramming for midterms. The Hills are used by small study groups working quietly while the Hot Spots are being accessed to download large-format book files and videos. Tourists and locals alike stop by the Help Buttons to discover events in the city.





ARCH