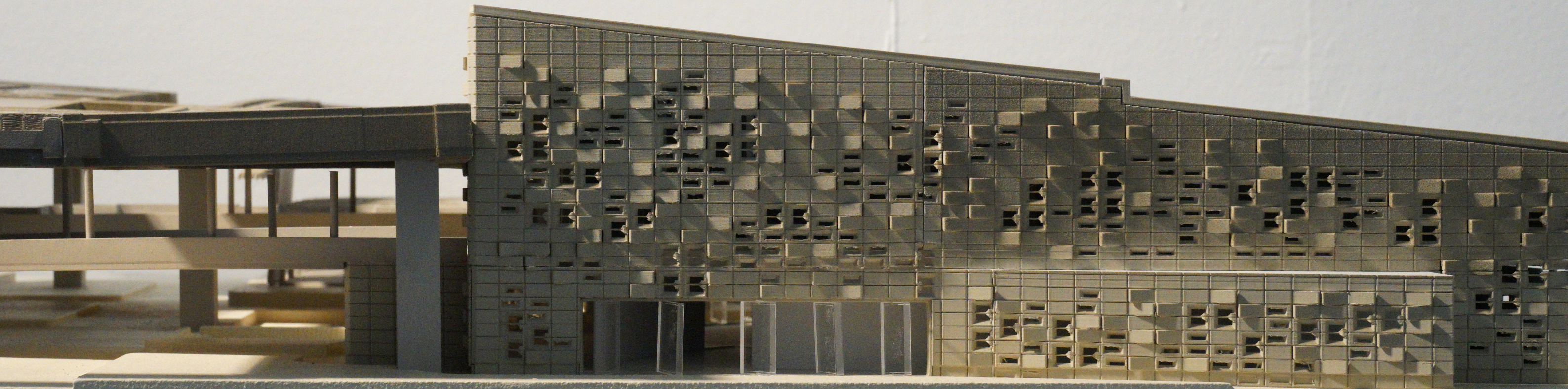


EMINE SIMSEK

PORTFOLIO



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US Citizen

RESUME

EMINE SIMSEK

BACHELOR OF ARCHITECTURE



ABOUT

Driven by curiosity, I see architecture as a powerful platform of storytelling. I am committed to preserving our world through impactful design, I thrive in collaborative settings and can deliver high-quality results efficiently and on time.

WORK EXPERIENCE

FOSTER + PARTNERS - Architecture Summer Intern I NYC, USA I May 2024- August 2024, 10 weeks

Collaborated on a mid-scale office project in New York, creating detailed 2D drawings, renderings, and animations using Revit, AutoCAD, and Enscape for weekly meetings. Coordinated design decisions closely with clients and contractors, fostering strong working relationships.

GRIMSHAW ARCHITECTS - Architecture Summer Intern I NYC, USA | June 2023 - August 2023, 10 weeks

Contributed to competition projects in Saudi Arabia and Abu Dhabi, developing 3D models, physical models, detailed 2D drawings, and concept proposals in Rhino. Crafted handmade façade study models for weekly reviews and joined site visits and team discussions.

SOUR - Architecture Summer Intern I NYC, USA | June 2022 - August 2022, 8 hrs/day, 10 weeks

Led research, creative design, and implementation of a Philippines community center competition project, focusing on sustainable and inclusive solutions for urban issues. Created 3D models, detailed renderings, and animations.

TEACHING EXPERIENCE

SCI-ARC - Teaching Assistant for Third Year Students I CA, USA | September 2023 - April 2023

Guided third-year students, facilitated faculty communication, held office hours, and built site models.

BRAND DESIGNER

EMINE JEWELLERY - Wearable Art | Since 2020

Handcrafted brass, silver, and gold pieces shaped by instinct and imperfection, embracing the raw gesture and the maker’s touch. Rooted in the Grand Bazaar’s tradition of craftsmanship, the brand transforms creative ideas into sculptural, one-of-a-kind wearable art.

EMINE FURNITURE - Furniture as Form | Since 2025

Design brand exploring the intersection of architecture, sculpture, and craft, where furniture becomes a medium for spatial storytelling. Defined by bold silhouettes and refined surfaces, each piece transforms creative ideas into timeless, functional sculpture.

COMMUNITY INVOLVEMENT

AIAS FREEDOM BY DESIGN - Board of the Conceptual Design Team I Los Angeles, CA | 2024

Part of the conceptual design team for Freedom By Design’s community garden pavilion of SCI-Arc.

EARTHQUAKE RELIEF CAMPAIGN - Campaign Manager I Hatay, Turkey | 2023 - Present

Volunteered in architectural and community rebuilding after the major eathquake in Southern Turkey.

UNITED NATIONS DEVELOPMENT PROGRAM - Project Leader I Istanbul, Turkey | 2018 - 2020

Led workshops for Syrian refugee children, using recycled materials to create puppets for improvisational games.

HONORS & AWARDS

AIA 2x8 STUDENT EXHIBITION & SCHOLARSHIP PROGRAM | 2025

Thesis project selected to represent SCI-Arc’s B.Arch program at the annual exhibition.

JEAN ROTH DRISKEL SCHOLARSHIP I 2023

Nominated by AIA Pasadena- Foothill Chapter of the American Institute of Architects.

SCI-ARC, UG SCHOLARSHIP I 2020 - 2025

Continued Merit scholarship for outstanding academic achievement.

LONDON COLLEGE OF MUSIC I West London

Graduated with Distinction Award in Piano and Musical theatre.

VAL TIDONE MUSIC COMPETITION I Italy

Second-prize winner in solo vocal performance.

SKILLS

RHINO	ADOBE ILLUSTRATOR
REVIT	ADOBE PHOTOSHOP
AUTOCAD	ADOBE INDESIGN
ENSCAPE	UNREAL ENGINE
VRAY	PHYSICAL MODELING
SKETCHING	3D PRINTING
MIDJOURNEY	STABLE DIFFUSION
BLUEBEAM	MICROSOFT OFFICE

SELECTED WORKS

- 01

5B / THESIS

PG. 7-18 | SPRING SEMESTER 2025
- 02

5B / CARBON COPIES

PG. 19-26 | SPRING SEMESTER 2025
- 03

4B / SUNRISE FARM

PG. 27-36 | SPRING SEMESTER 2024
- 04

4A / CANYON

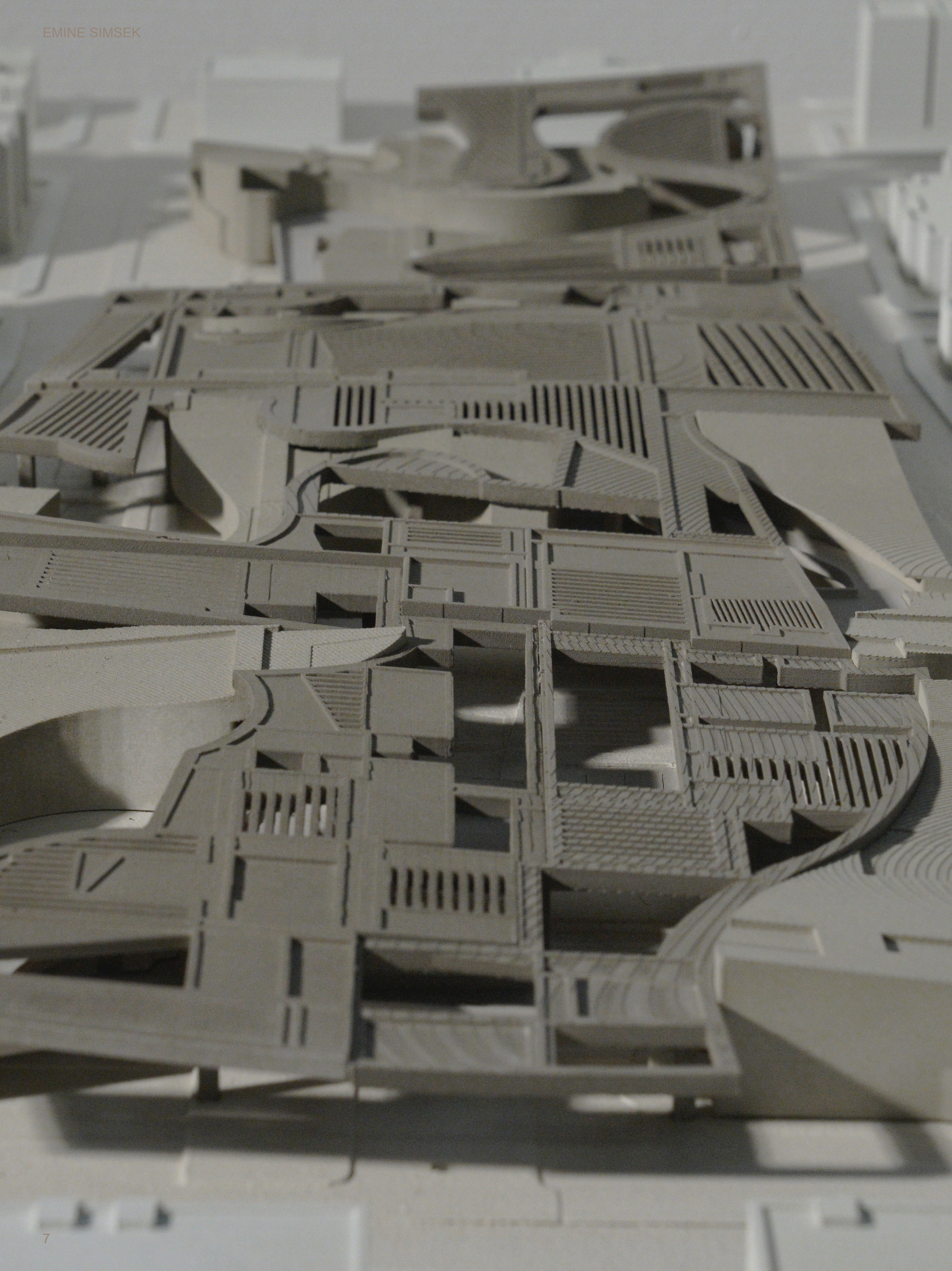
PG. 37-46 | FALL SEMESTER 2023
- 04

3B / METAMORPHOSIS

PG. 47-58 | SPRING SEMESTER 2023
- 04

INTERNSHIP / DHOME

PG. 59-66| FALL SEMESTER 2023



THE RESPONSIVE CITY

Type : Thesis Project
Instructor : Maxi Spina
Partner : Emir Saydam
Term: Spring 2025

In an era of increasing environmental uncertainty, how can architecture foster resilience that serves both immediate disaster response and long-term community adaptability?

This thesis explores the potential of a multi-functional community center that addresses crises such as wildfires, earthquakes, and extreme heat while remaining an active part of everyday civic life.

Rather than treating emergencies and daily functions as separate, our design integrates them through mat typology and adaptive systems—allowing

the center to evolve with its users. Informed by precedents like the Grand Bazaar's micro-city organization, Venice Hospital's modular growth, and the Okurayama Apartments' meandering spatial connections, we propose a responsive model that transitions seamlessly from a public gathering space to a shelter in times of need.

This project argues that resilience should be embedded into the built environment, creating spaces that anticipate change, adapt to evolving needs, and support the community through both stability and crisis.

Grand Bazaar, Turkey



Concentric Layout and Top Down Diagram

Venice Hospital, Italy



Growth and Bottom up Diagram

Okurayama Apartments, Japan

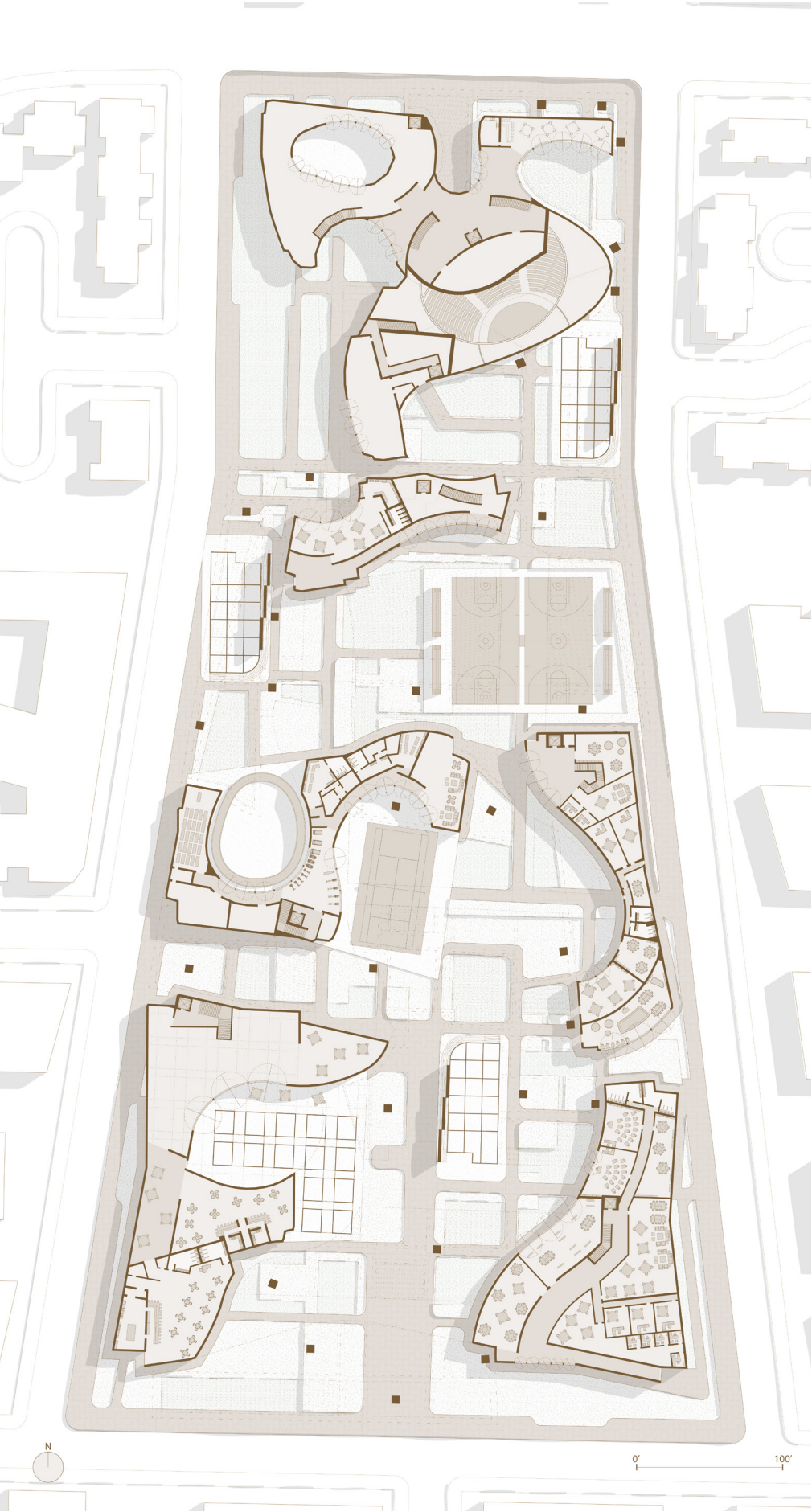


Meandering Systems Diagram

Three mat-typology precedents were studied for exploration in adaptability, growth, and resilience. Figure-ground analyses were transformed to the context of Watts, informing the development of layered plug-in components through collage-based study, each contributing a distinct spatial strategy.

Ground Floor Plan

The plans show a decentralized network of adaptable spaces, dispersing activity across the site to foster engagement at multiple scales.

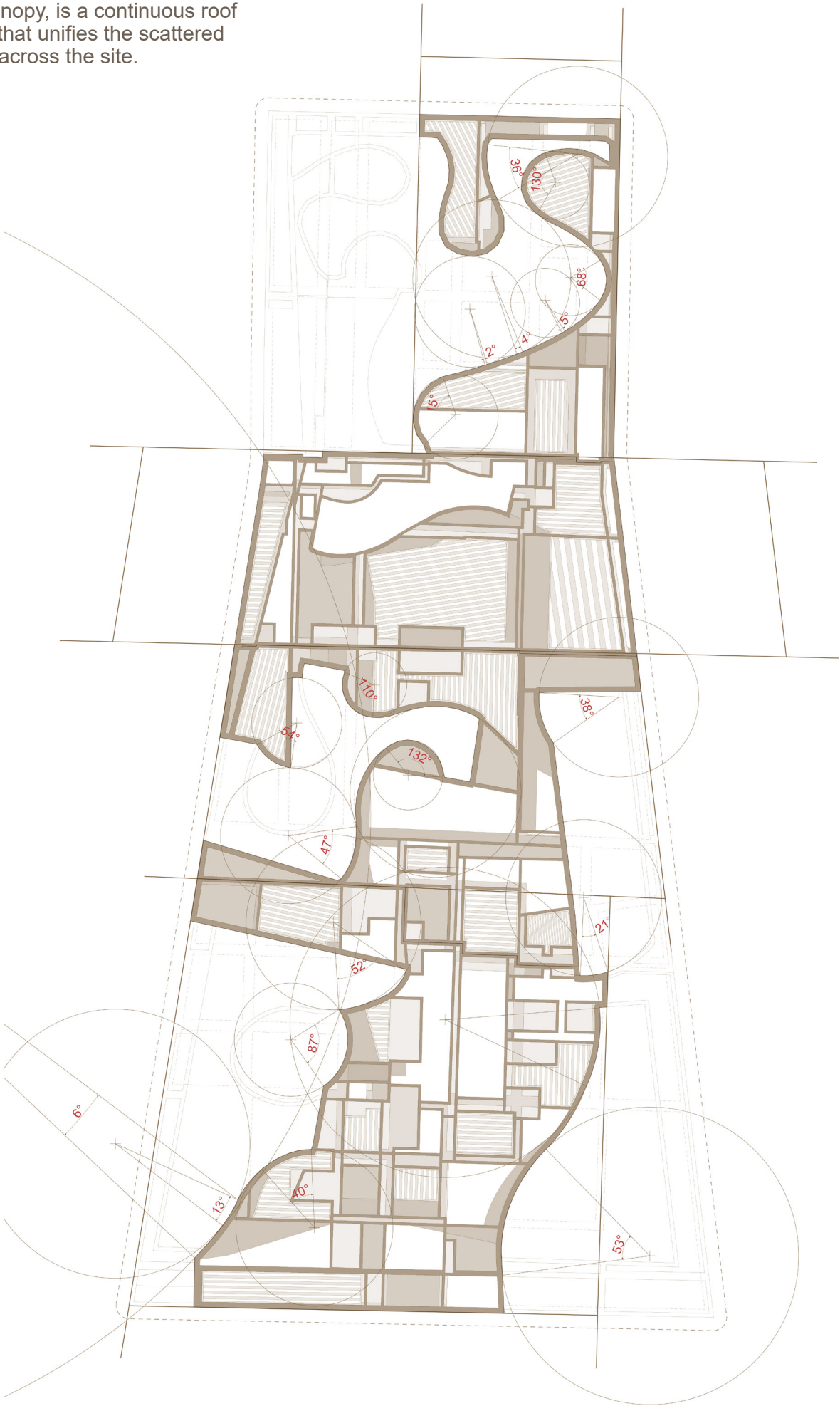


Second Floor Plan

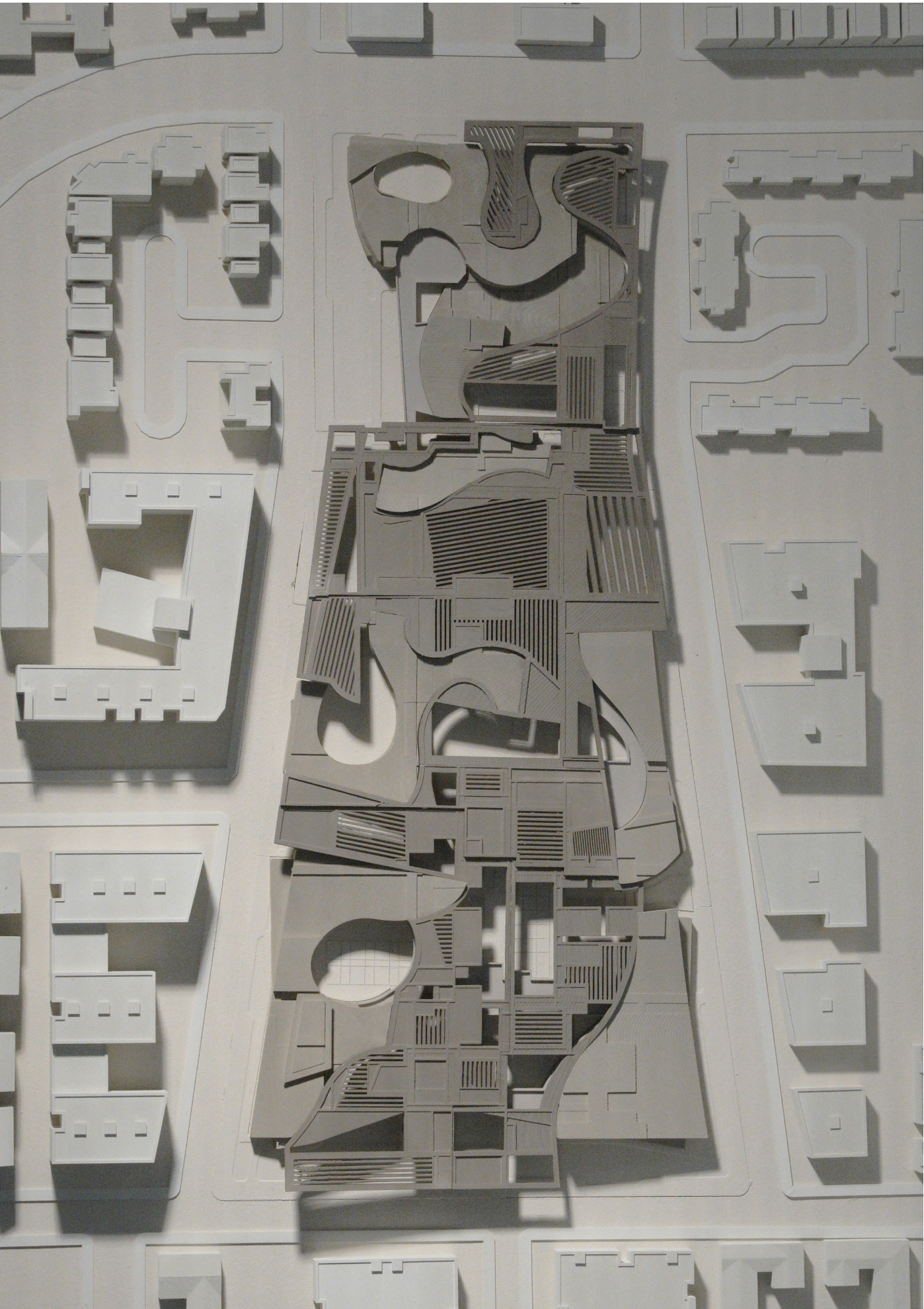


Grand Canopy Construction Drawing

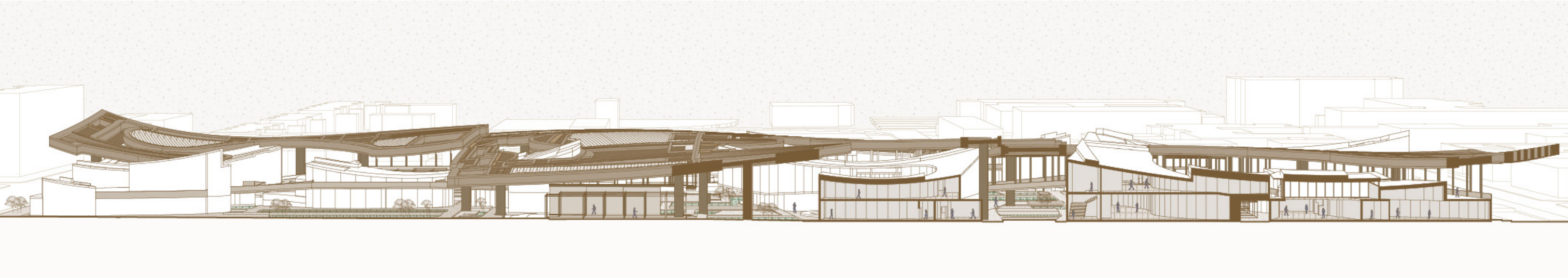
Grand Canopy, is a continuous roof structure that unifies the scattered buildings across the site.



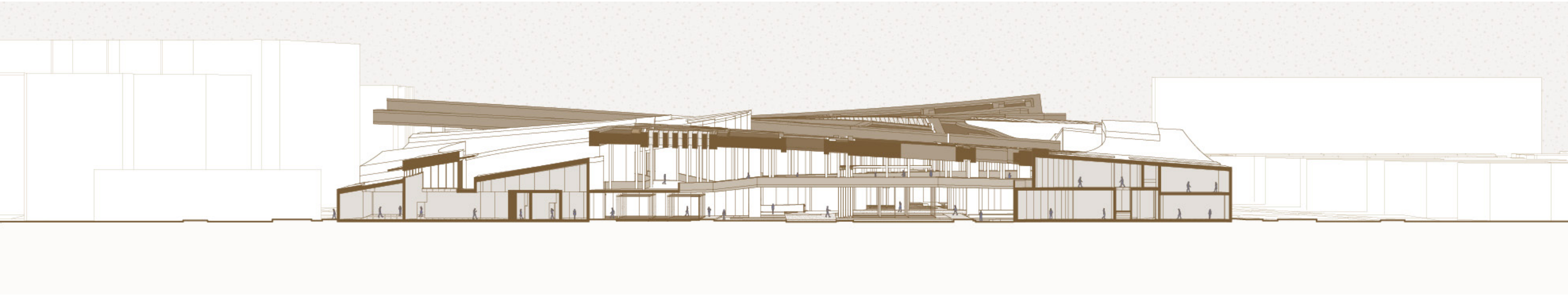
Physical Site Model 1:64



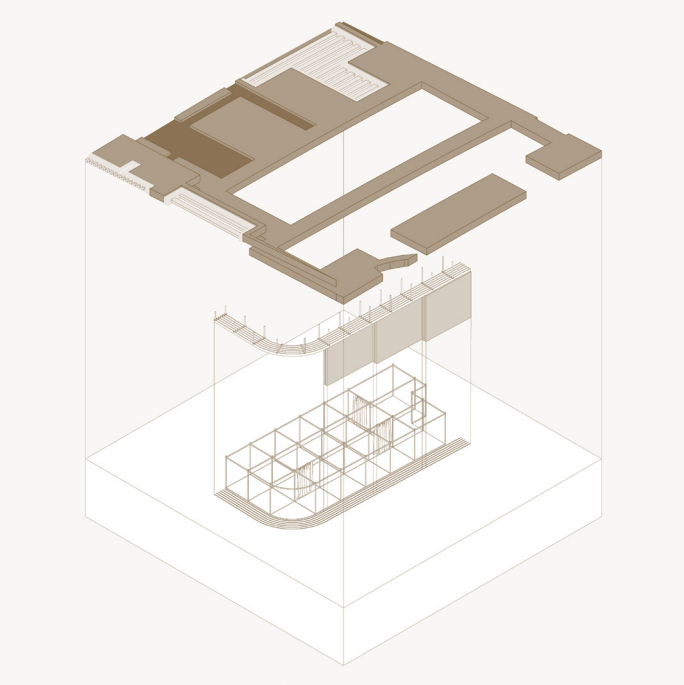
Section Drawing



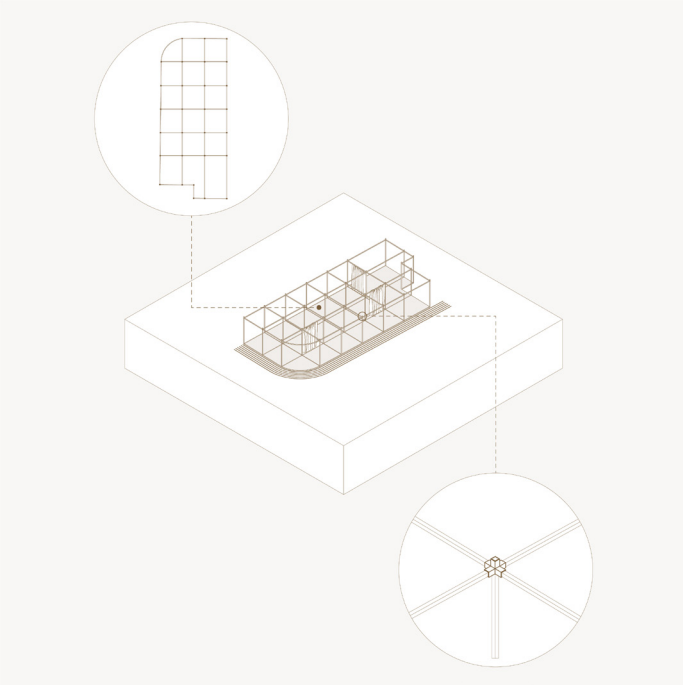
Section Drawing



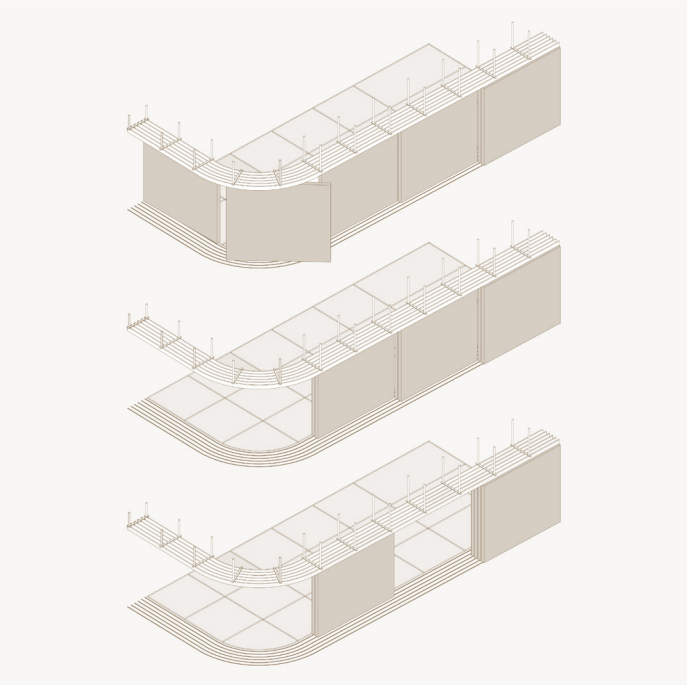
Railing System Attached to the Canopy



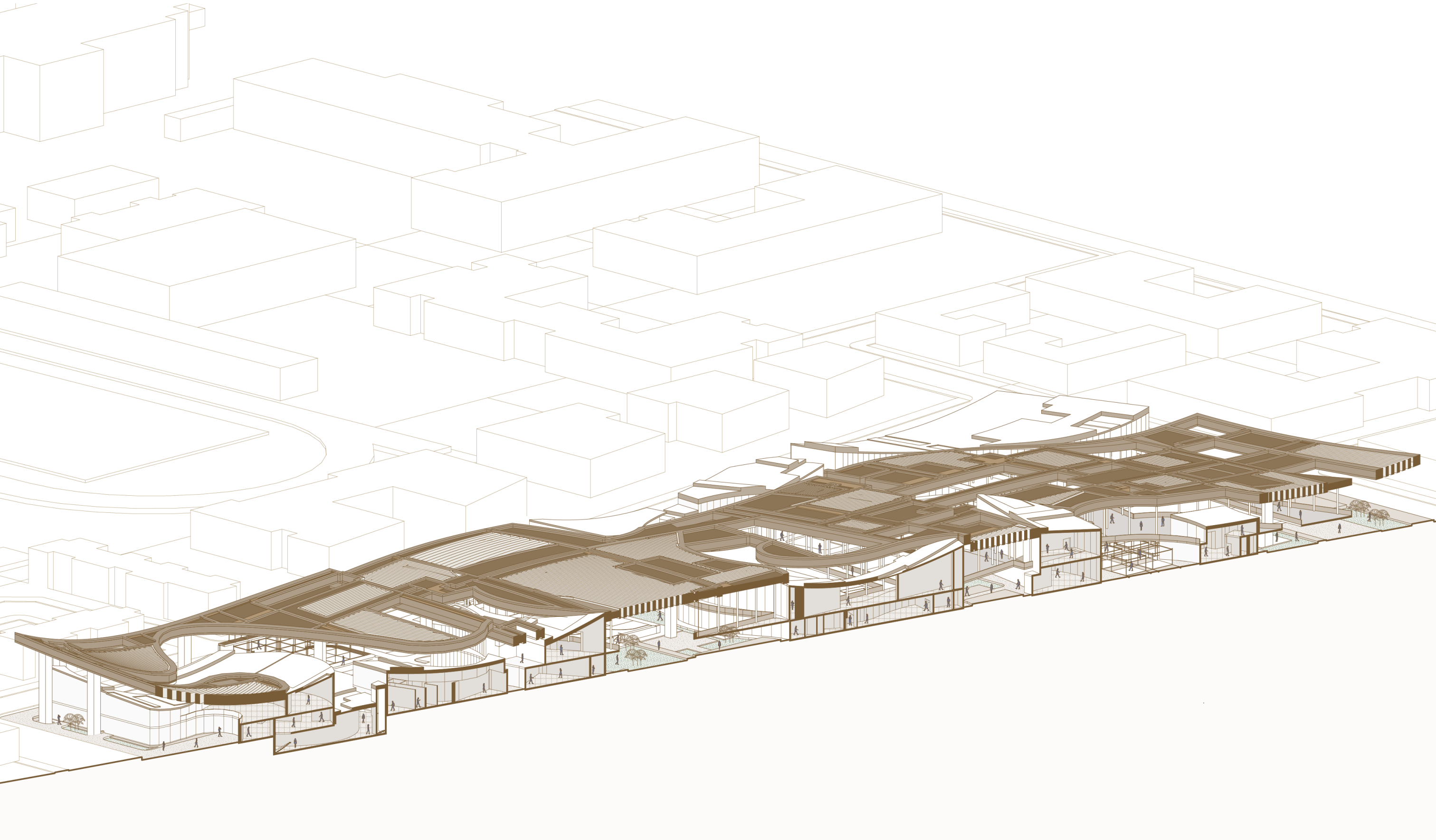
Ground Plugins for Temporary Shelter



Partition Panels



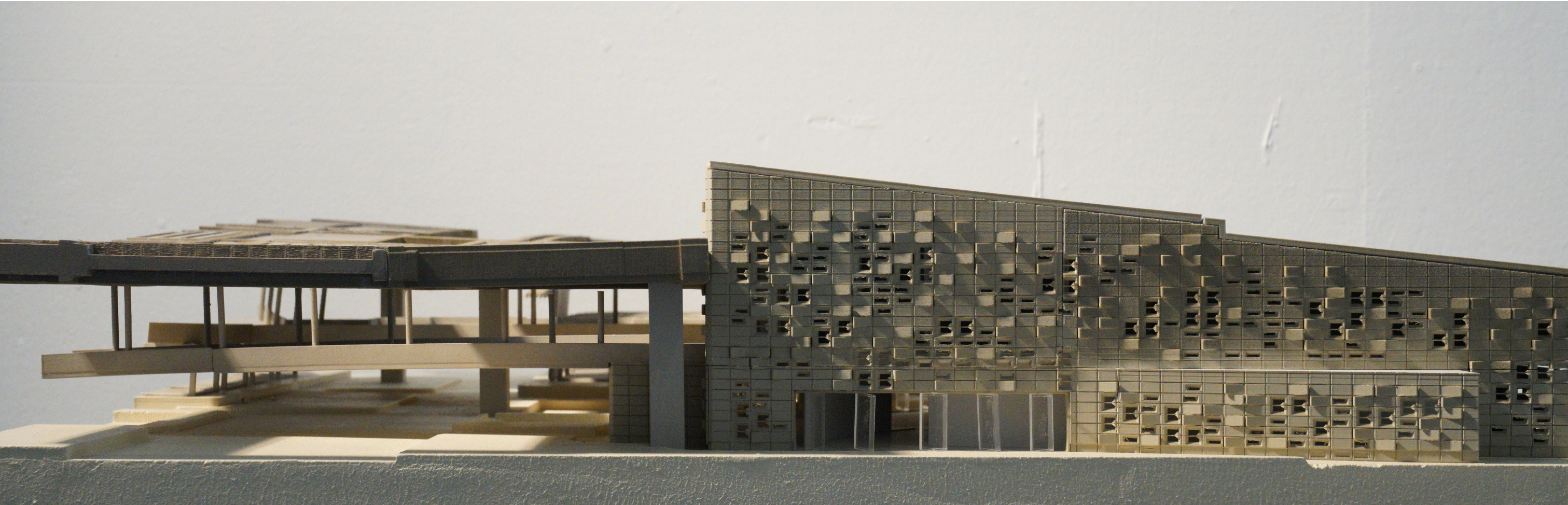
Grand Canopy supports various adaptive systems—including passive cooling features for heat mitigation, partition panels for spatial flexibility, ground plugins to construct temporary shelter and integrated lighting and structural components that enable second-level connections.



Axonometric Section Drawing

A primary function of the canopy is to preserve open space on the ground floor, ensuring that the center can accommodate large gatherings during emergencies. By lifting essential systems overhead, the ground plane remains open and fluid. Additionally, the canopy provides shade and comfort, while its perforated design brings in natural light and improves environmental performance beneath.

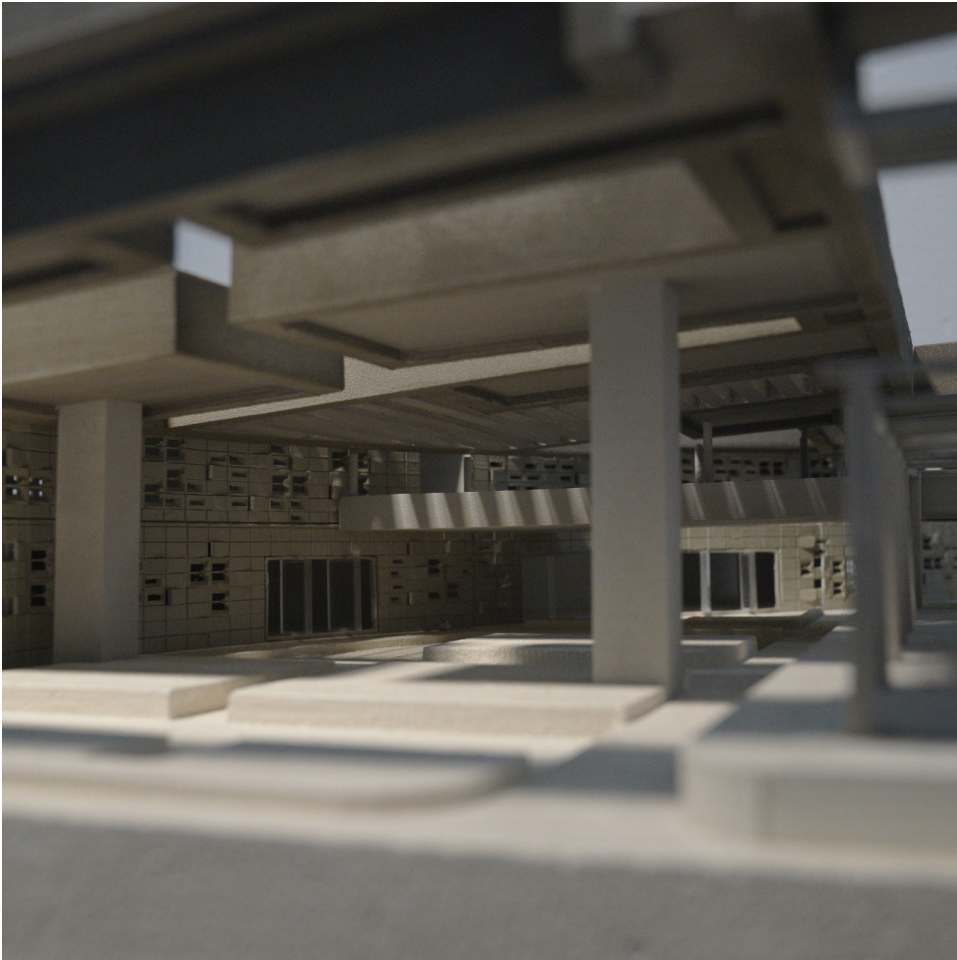
Physical Model 1:32



Physical Model Close - Up



Physical Model Close - Up



Physical Model Close - Up



CARBON COPIES

Type : Applied Studies
Instructor : Maxi Spina
Partner : Emir Saydam
Term: Spring 2025

Carbon Copies investigates the embodied carbon impact of Los Angeles’ residential typologies, exploring how material choices and construction methods can radically reduce environmental impact. The course focuses on replacing carbon-intensive materials with regenerative resources, rethinking supply chains, and aligning construction with ecological principles.

The John Storer House (1923) by Frank Lloyd Wright was studied for its use of ornamental cast-concrete blocks. A low-carbon “copy” replaced these with mycelium bricks, denim insulation, DLT timber floors, and a flint trench limecrete foundation, reducing embodied carbon by 68% overall and 71% in the foundation.

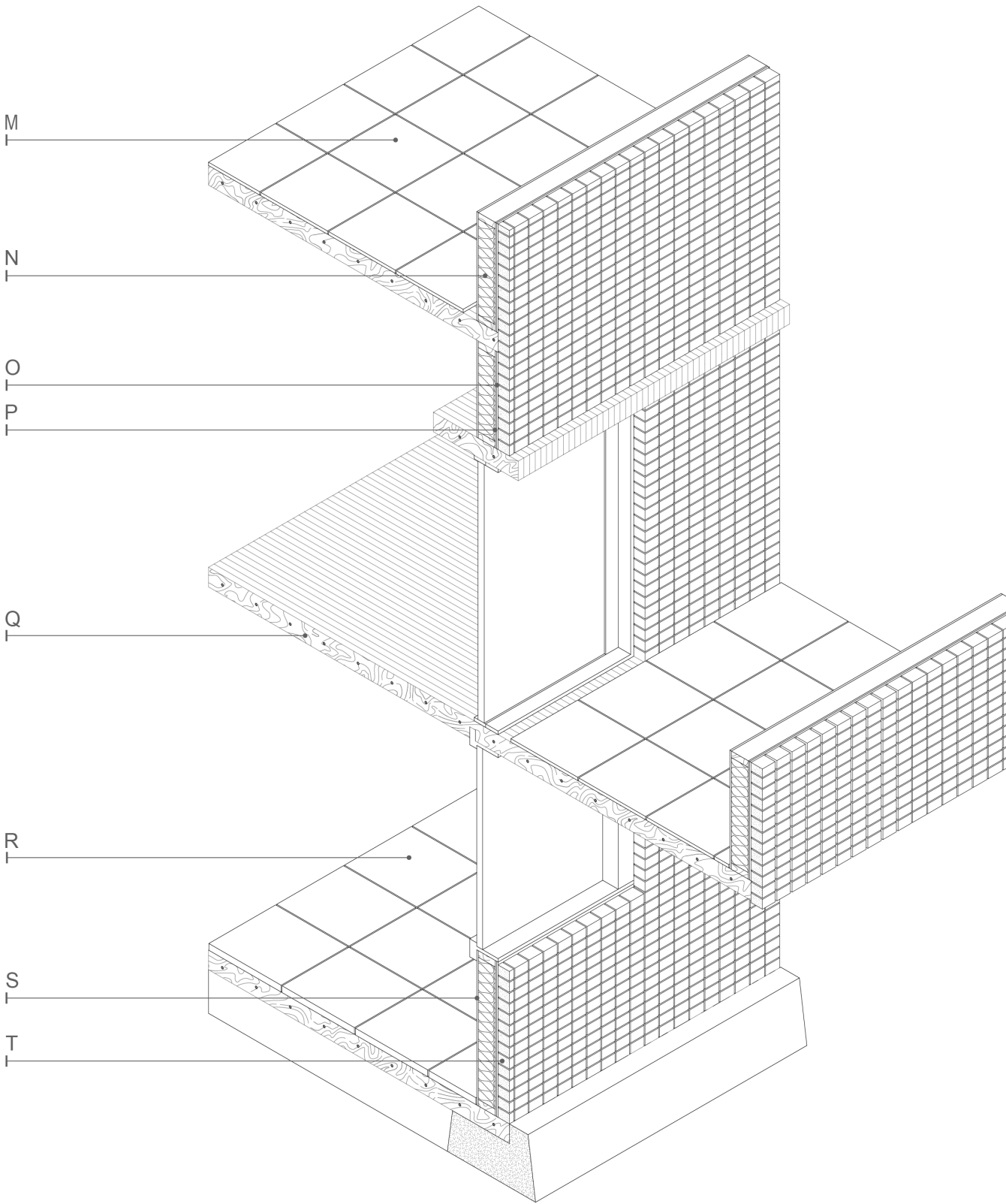
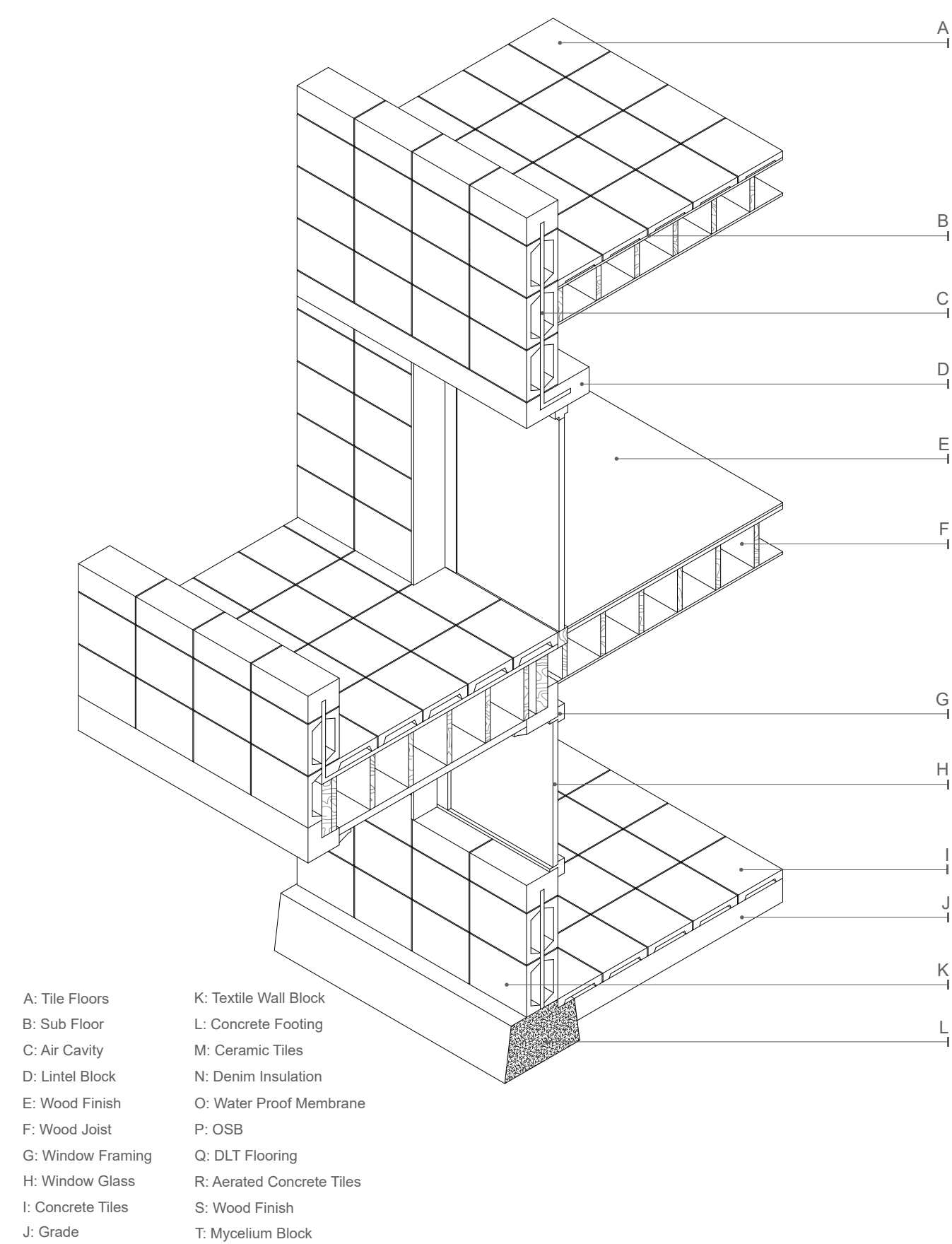


John Storer House

Embodied Carbon: 555.46 kg CO2e

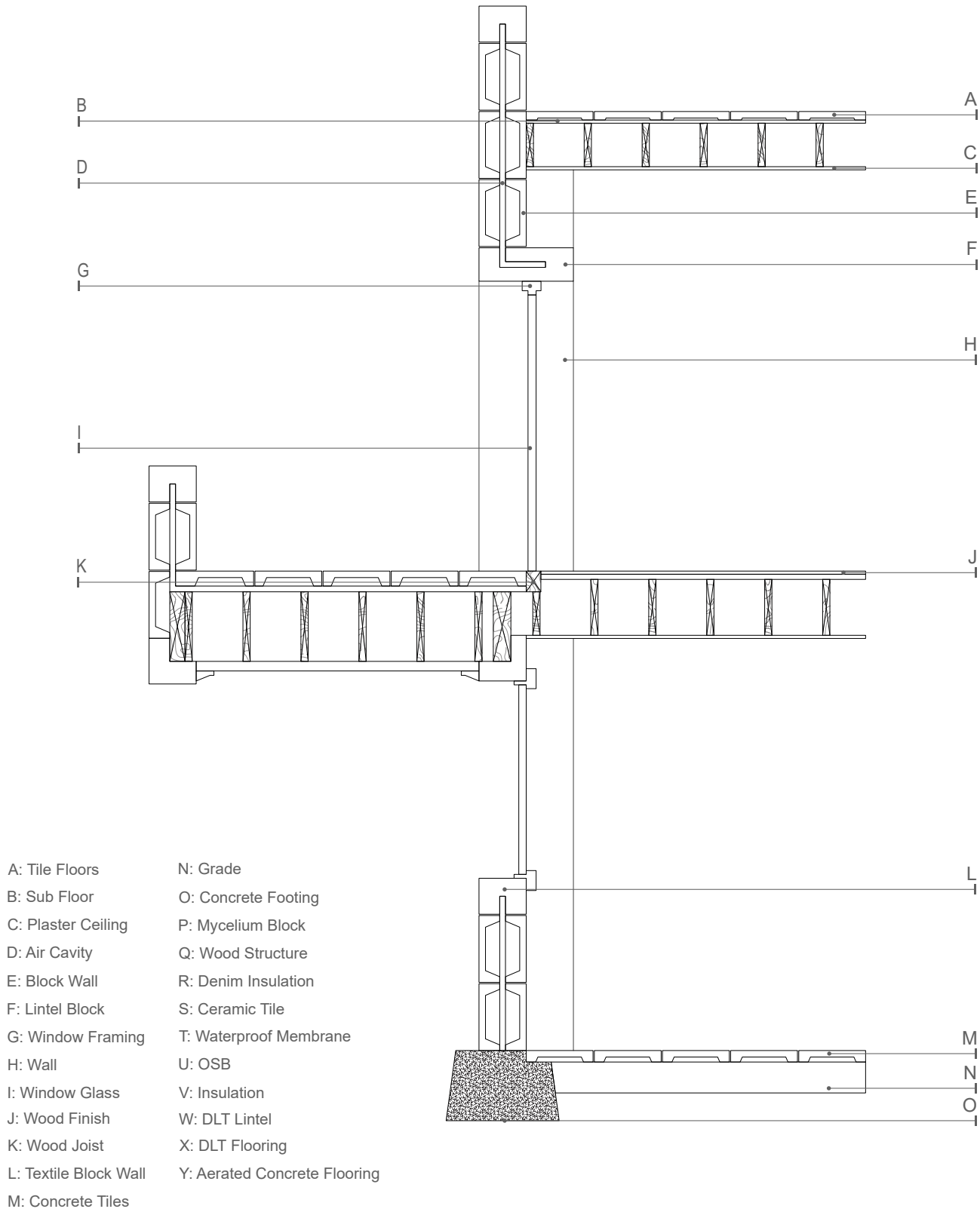
Embodied Carbon: -1492.70 kg CO2e

Carbon Copy



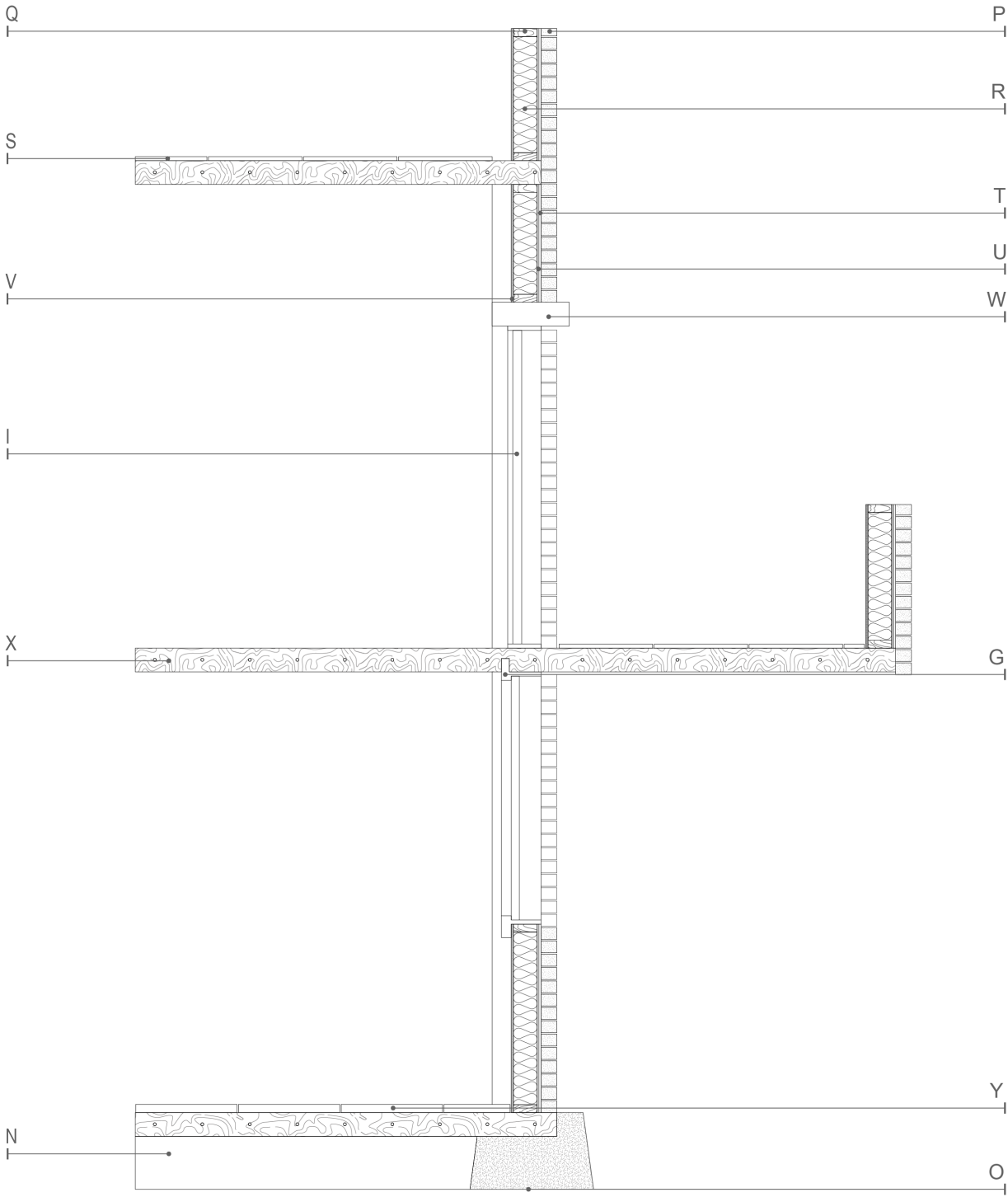
John Storer House

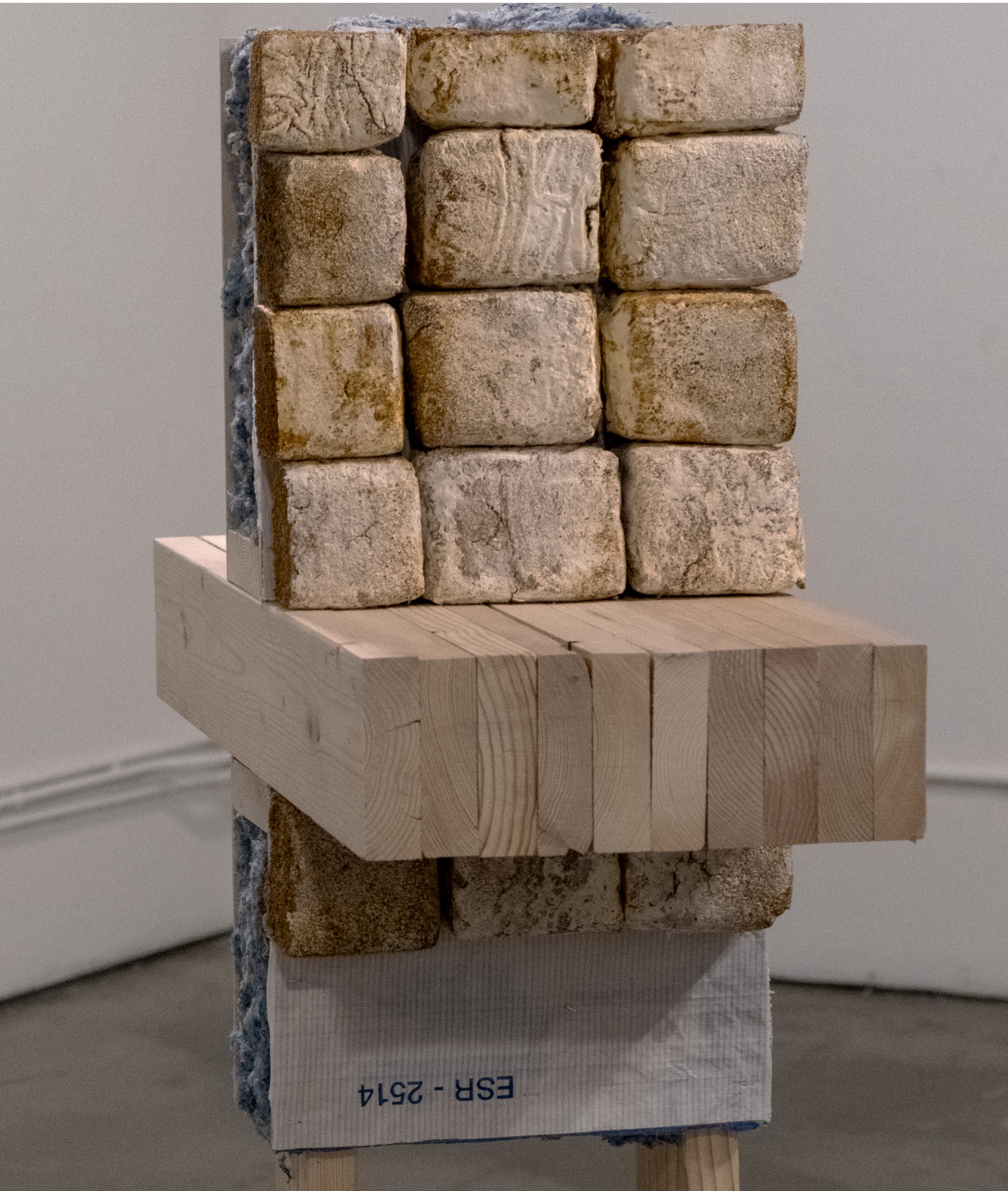
Embodied Carbon: 555.46 kg CO2e



Embodied Carbon: -1492.70 kg CO2e

Carbon Copy





The proposed copy features an external skin of mycelium mushroom bricks with a denim-insulated cavity, suspended DLT timber floors with rigid wood fibre insulation, and a flint trench foundation capped with limecrete. These material substitutions reduce embodied carbon by 68% overall—71% in the foundation—while deeper walls provide improved U-values and timber elements sequester additional carbon.



SUNRISE FARM

Type : Vertical Studio
Instructor : Micheal Rotondi
Partner : Saba Al Mutairi
Term: Spring 2024

Sunrise Farm in Bozeman, Montana, is an innovative agrarian hub blending food production with lifelong learning and cooperative entrepreneurship.

This settlement serves as a platform for individuals eager to share knowledge and collaboratively design a resilient local community.

It attracts aspiring polymath architects and others to engage deeply across multiple disciplines.

In this Studio, the program of Sunrise Farm was distributed to multiple groups. We were responsible designing the headquarters.



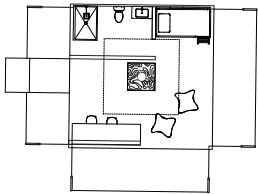
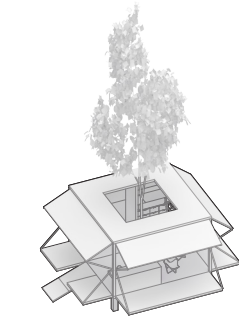
The headquarters serves as the main entrance and orientation point for Sunrise Farm, guiding visitors through its diverse offerings and empowering them to explore.

It is designed to foster community and eliminate hierarchical barriers, featuring flexible, transparent spaces that contrast with the private, adjustable residential cabins across the river.

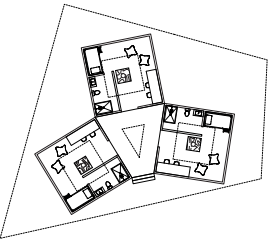
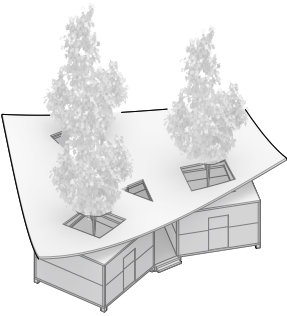
Ground Floor Plan



Single Cabin



Clustered Cabin

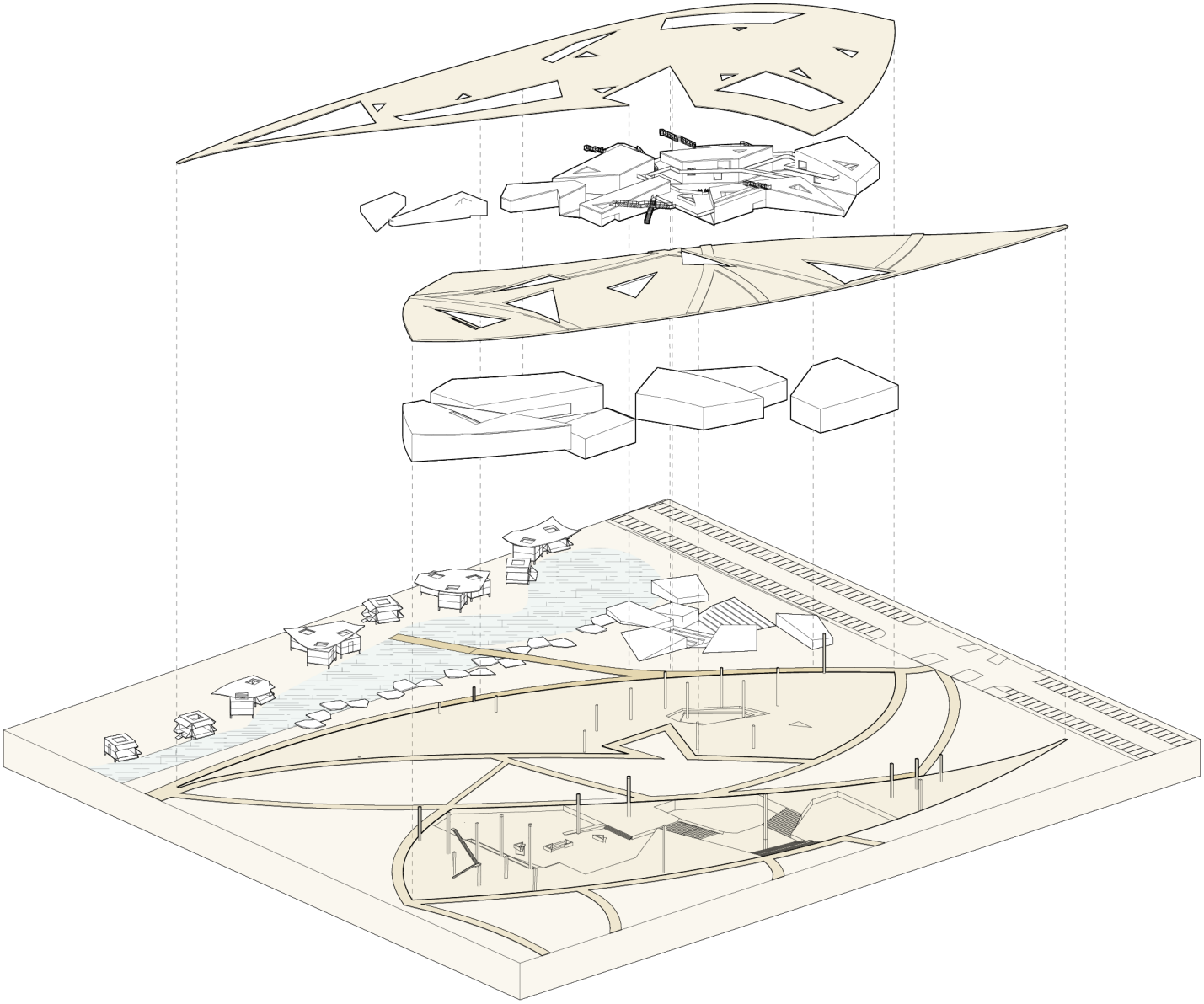


These cabins feature a flexible design with walls that open in summer for indoor-outdoor flow, and close in winter, preserving a central courtyard garden.

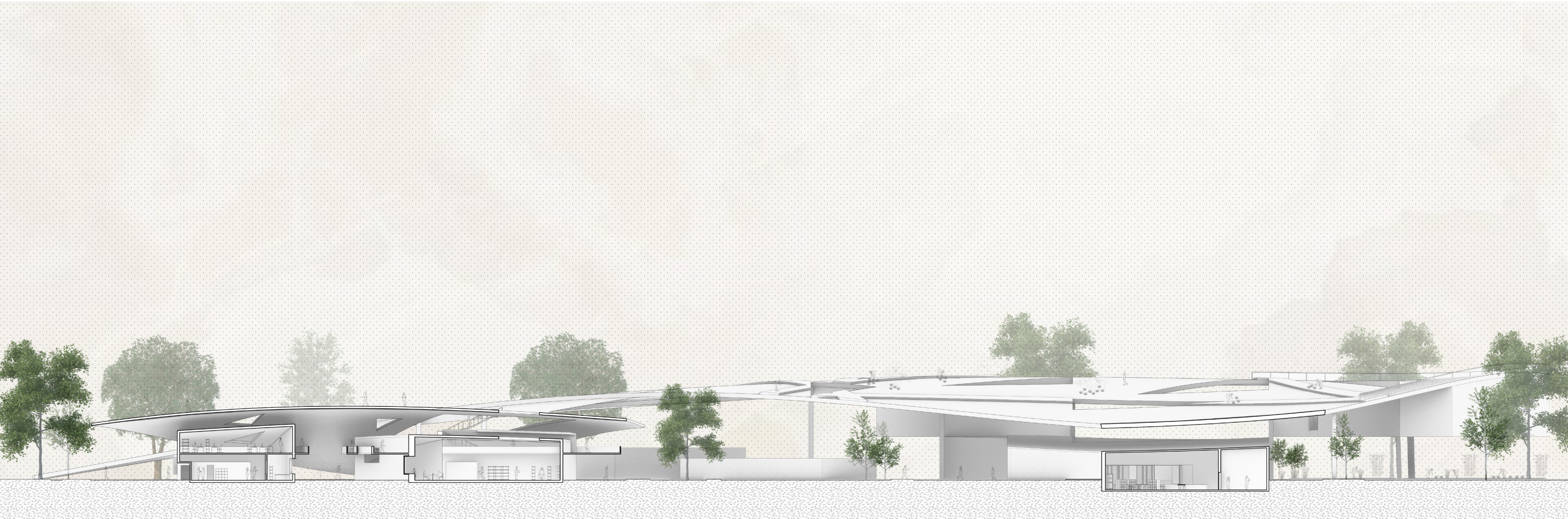
Site Plan



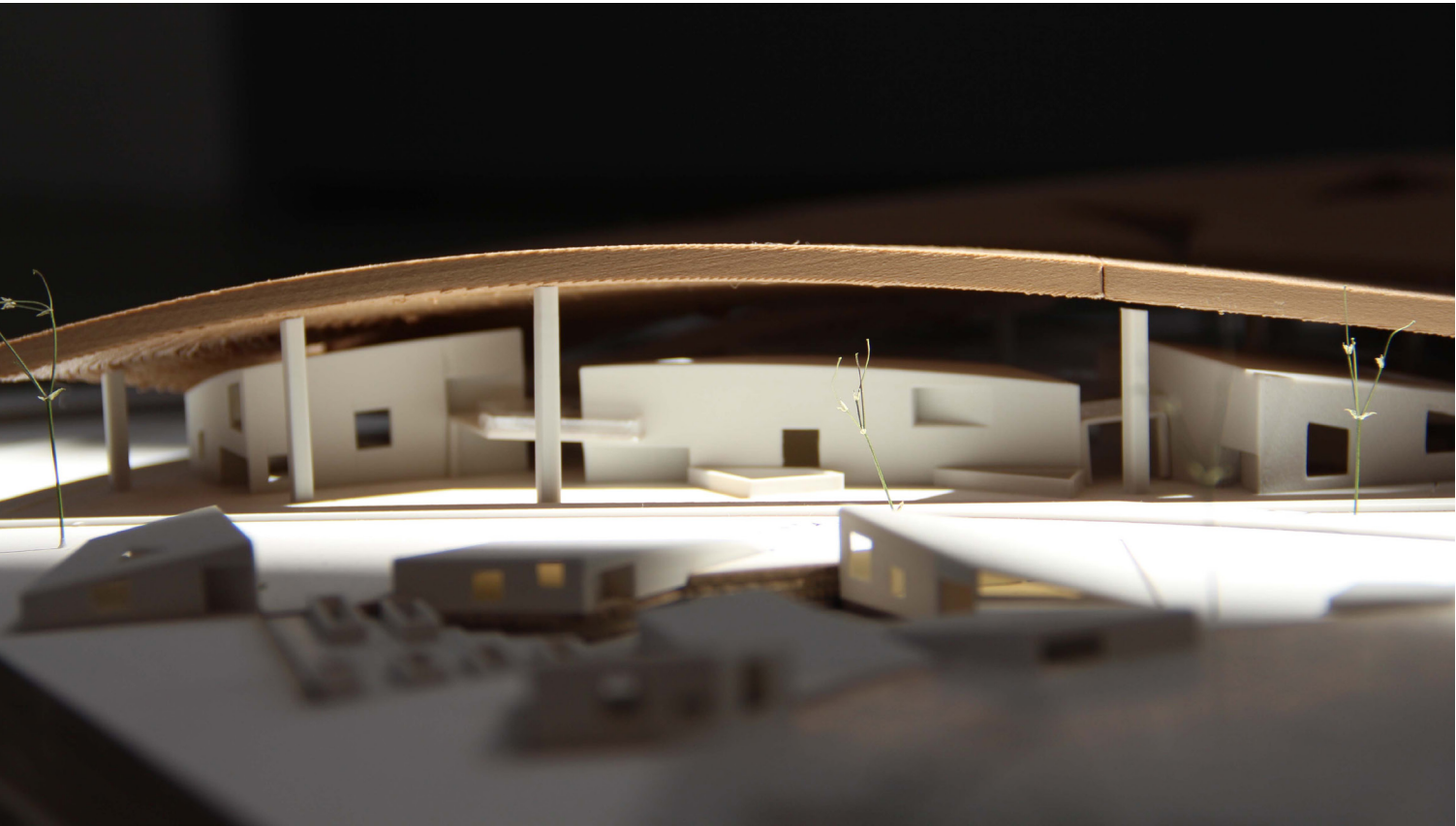
Exploded Axonometric



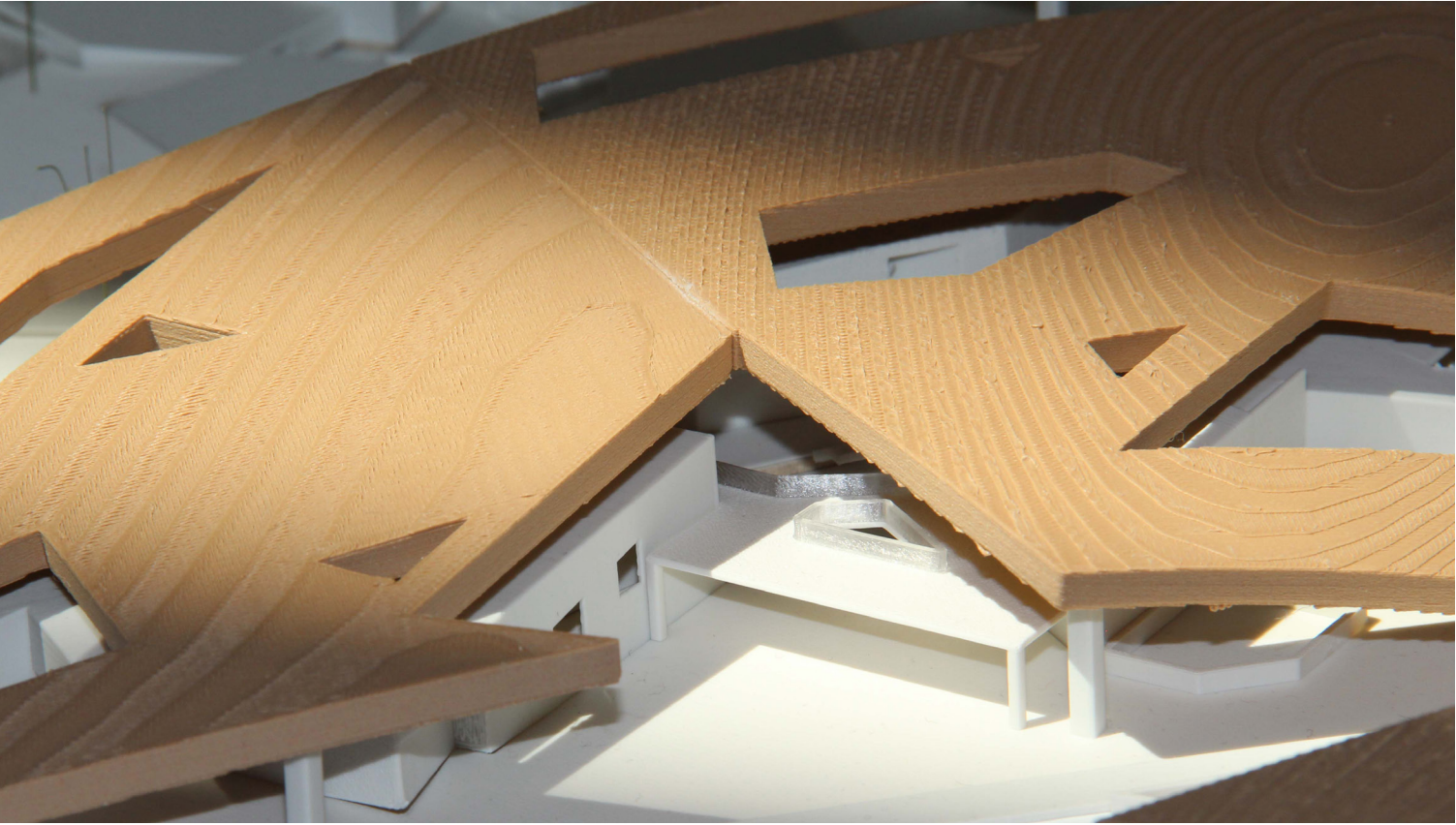
Section Drawing



The scattered layout encourages curiosity, offering glimpses of Sunrise Farm. Two roofs unify the resource and workshop spaces, creating areas for vertical farming and panoramic views.



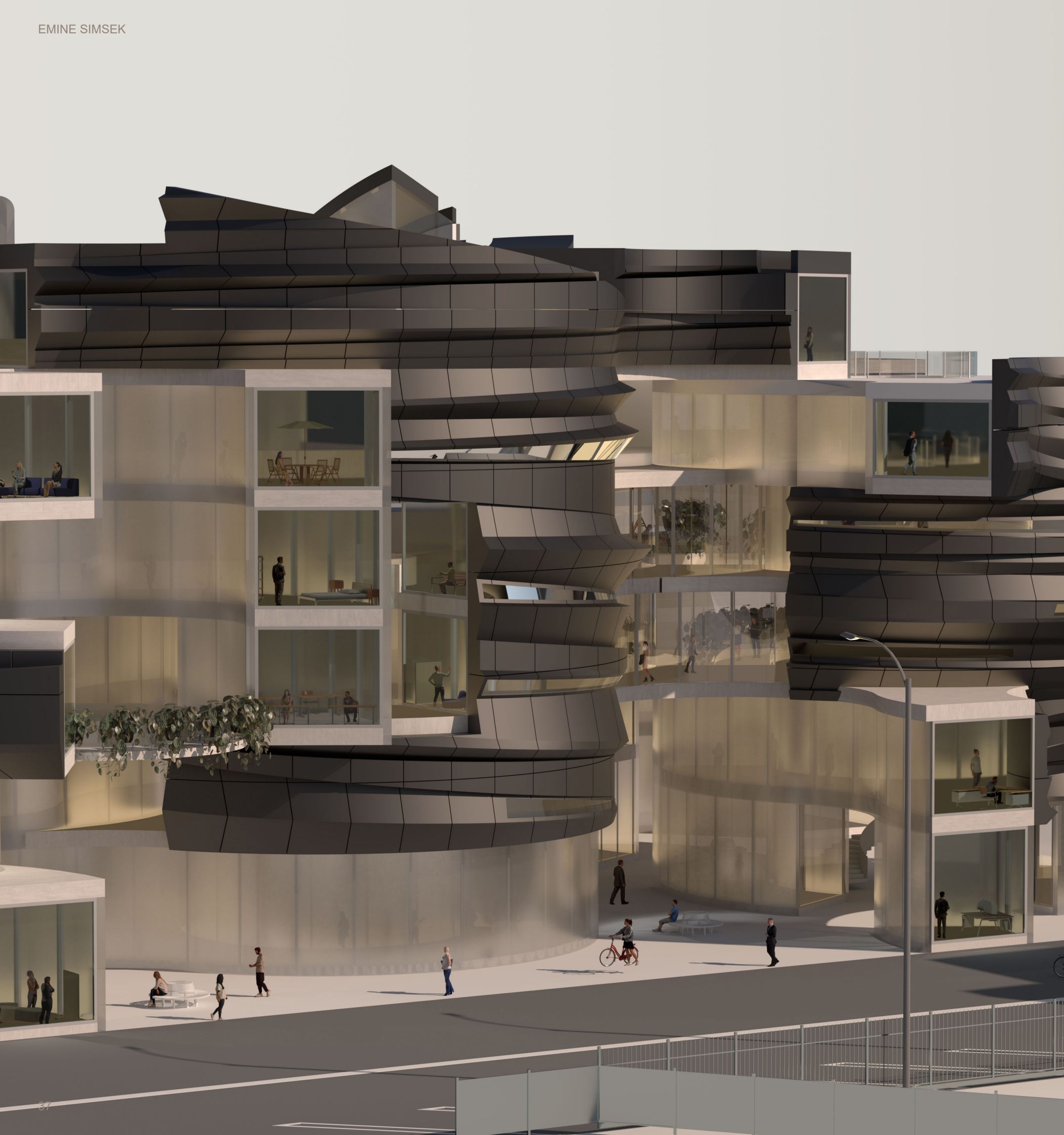
Model Photo Detail



Model Photo Detail



Model Photo Detail



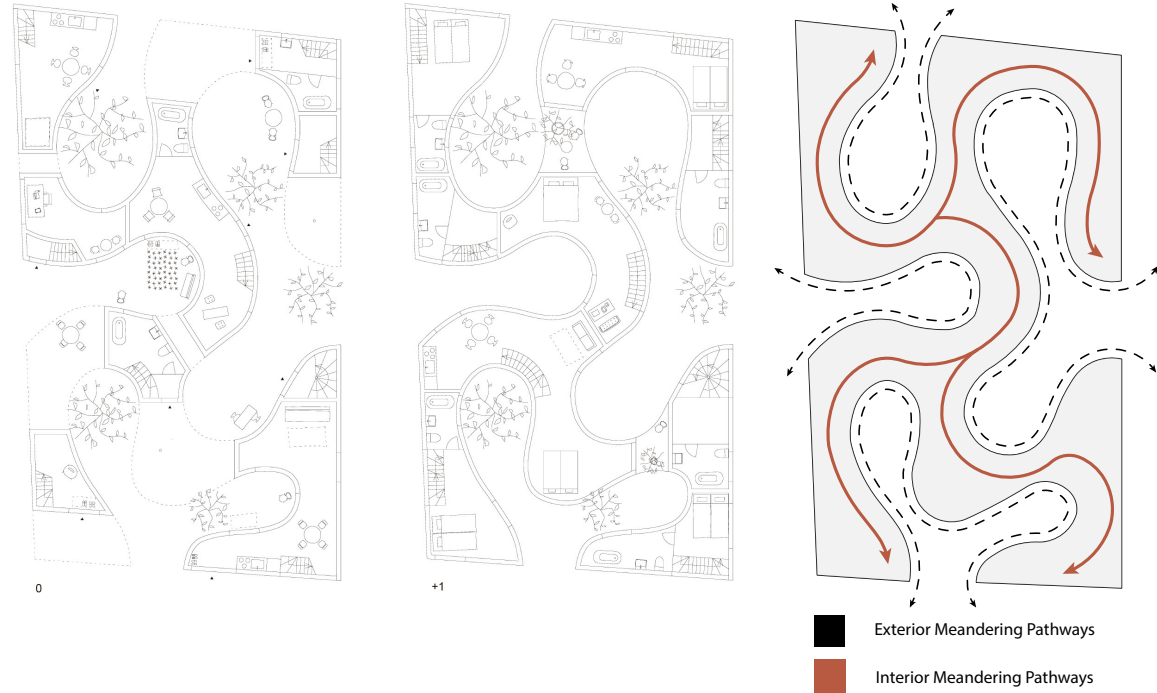
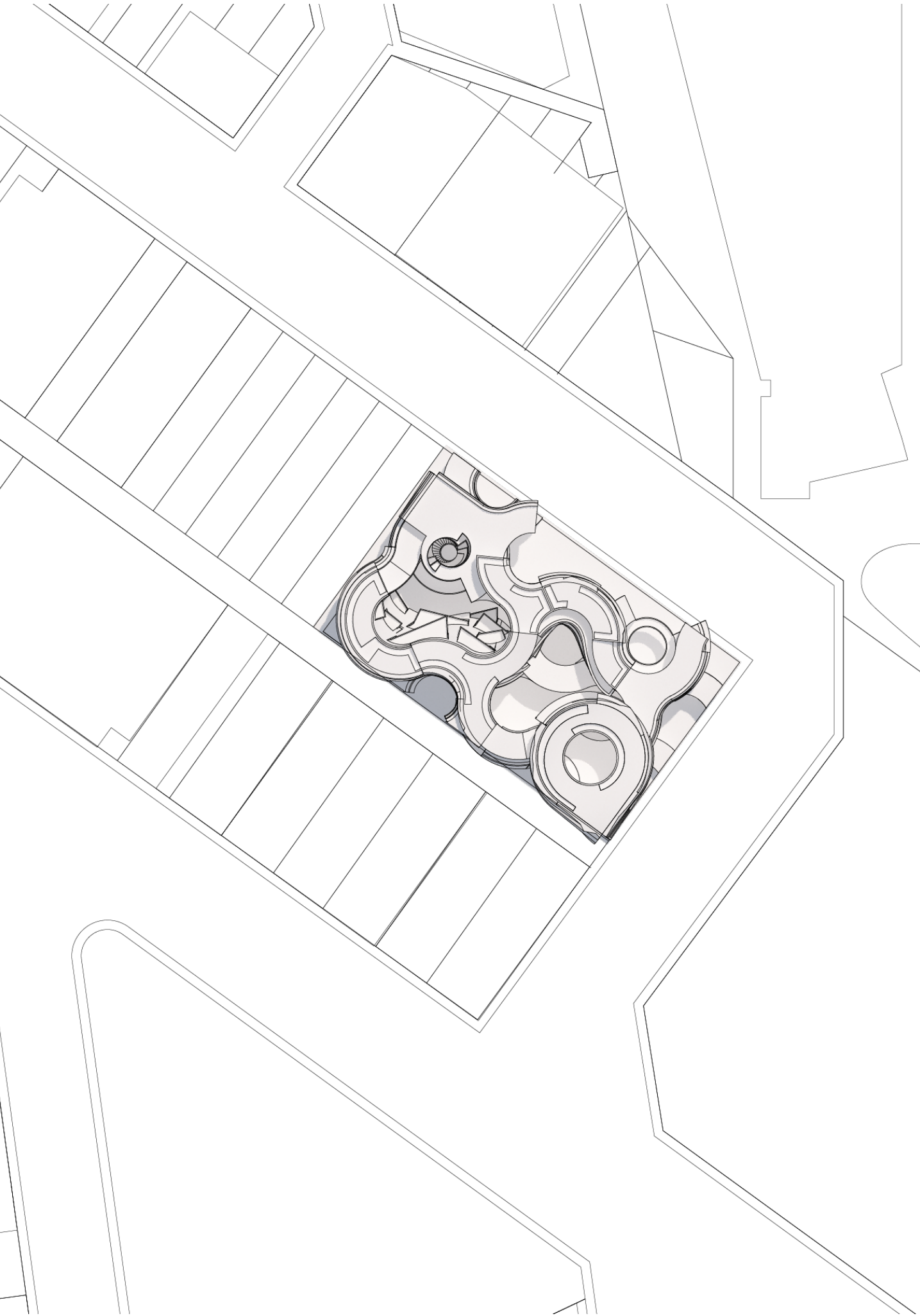
CANYON

Type : Design Studio
Instructor : Herwig Baumgartner
Term : Fall 2023

The project reimagines SCI-Arc’s expansion through layered, interlocking spaces inspired by SANAA’s Okurayama Apartments and the natural formation of canyons. A modular, puzzle-like system stacks vertically to transform linear circulation into a transparent,

interactive experience. The design fosters interdisciplinary collaboration by introducing a culinary major alongside architecture, with shared spaces, labs, and student-run facilities, creating an immersive and interconnected campus environment.

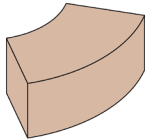
Site Plan



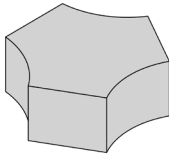
Okurayama Apartments integrate in indoor-outdoor living trough courtyard-centered dwellings. While the exterior appears rigid, strategic cuts create strip shaped courtyards,seamlessly blending public and private spaces.

Evolutionary Concept Diagrams

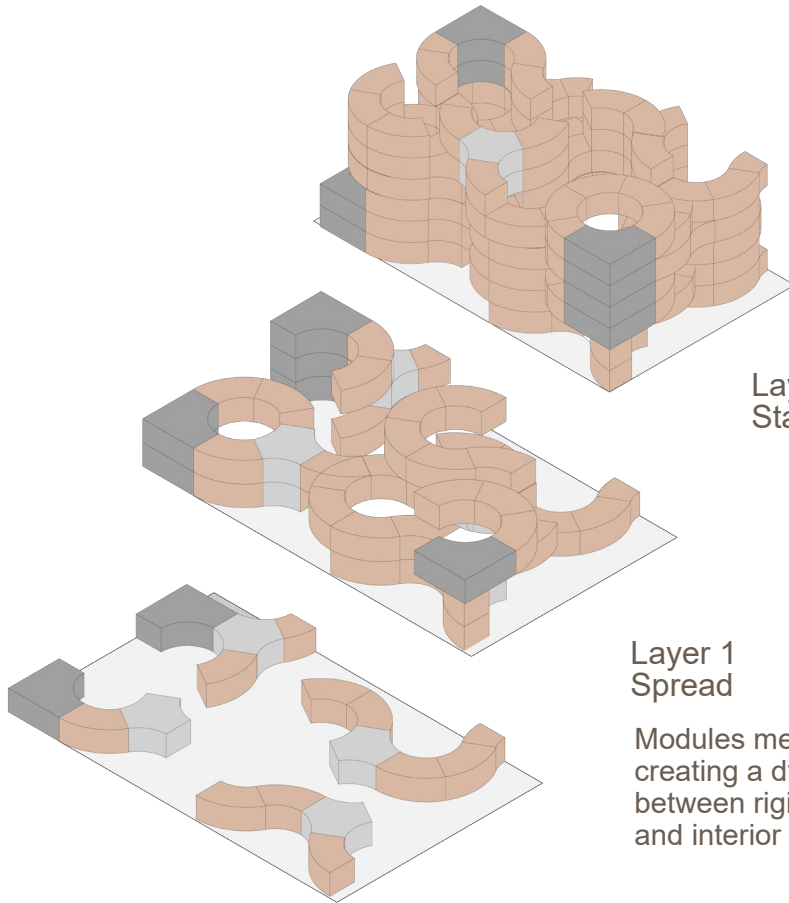
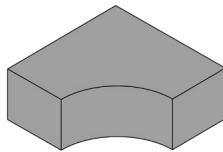
Module A → 450 Sqft



Module B → 730 Sqft



Module → 960 Sqft



Layer 6
Growth

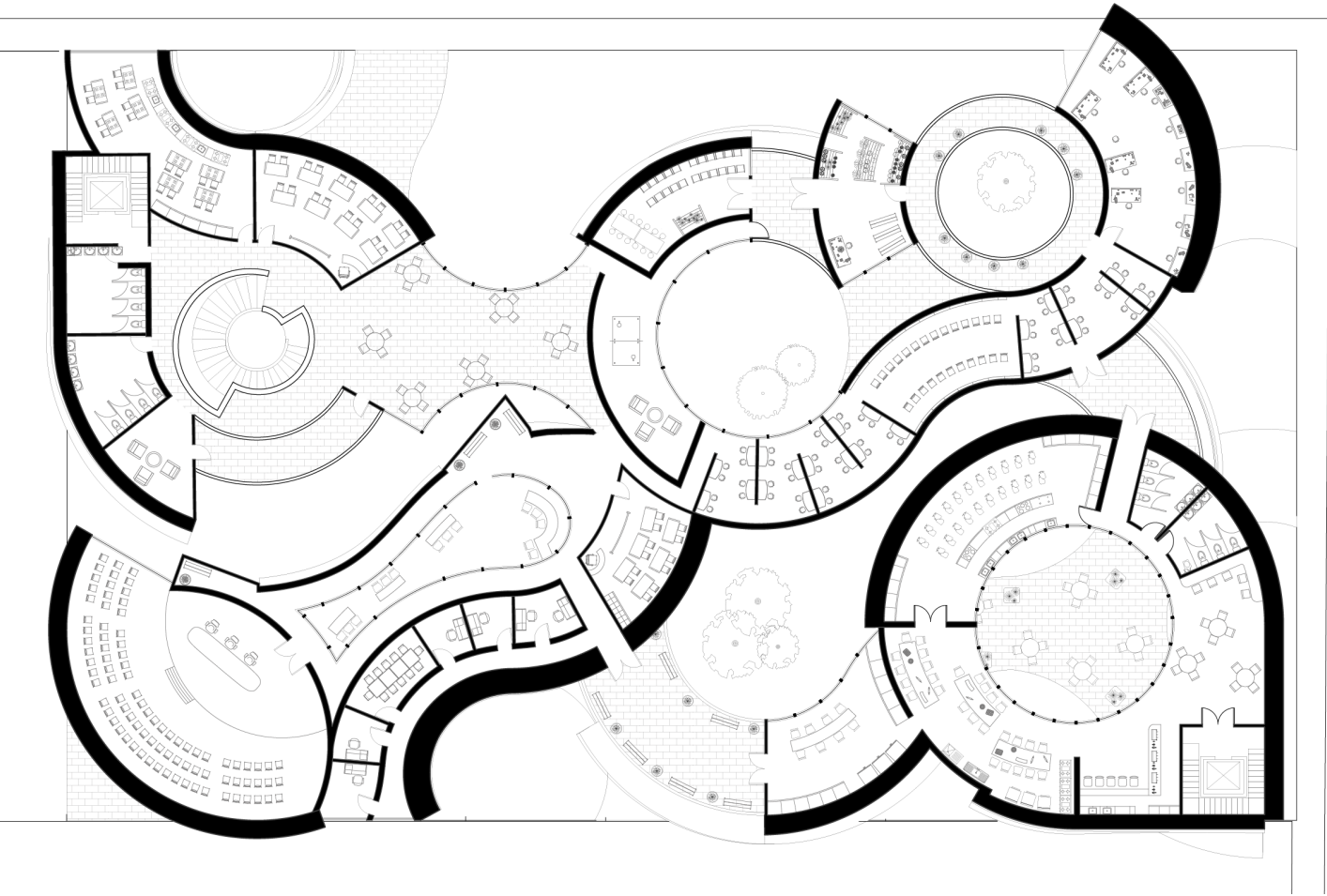
Layer 2
Stack Vertically

Layer 1
Spread

Modules meander inward,
creating a dynamic contrast
between rigid site boundary
and interior flexibility.

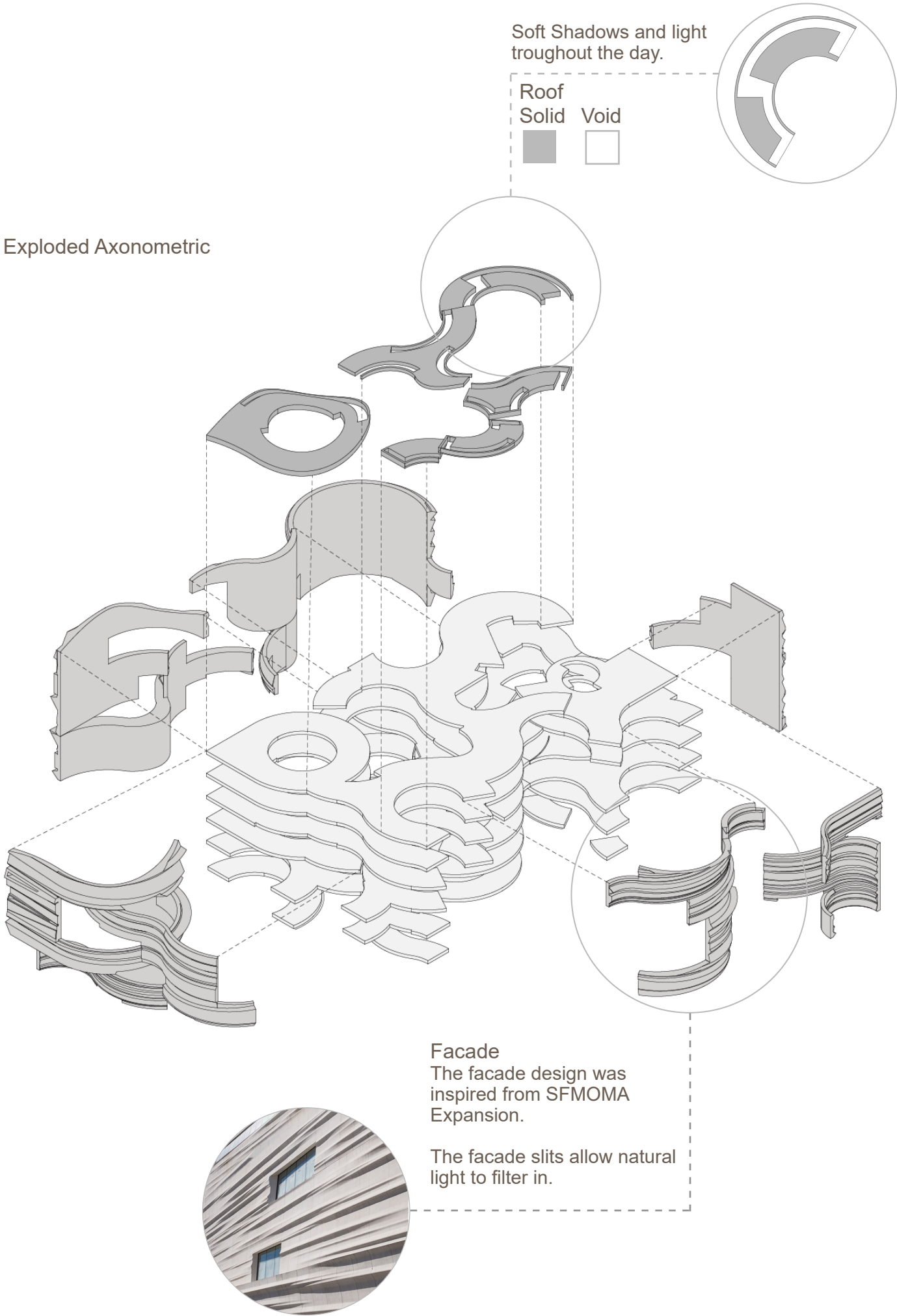
Third Floor Plan

Scale 1:200



The spaces are designed to foster interaction and collaboration among students, addressing a key challenge at SCI-Arc. The new campus organically facilitates student engagement, allowing them to experience education within a diverse and dynamic environment.

Exploded Axonometric



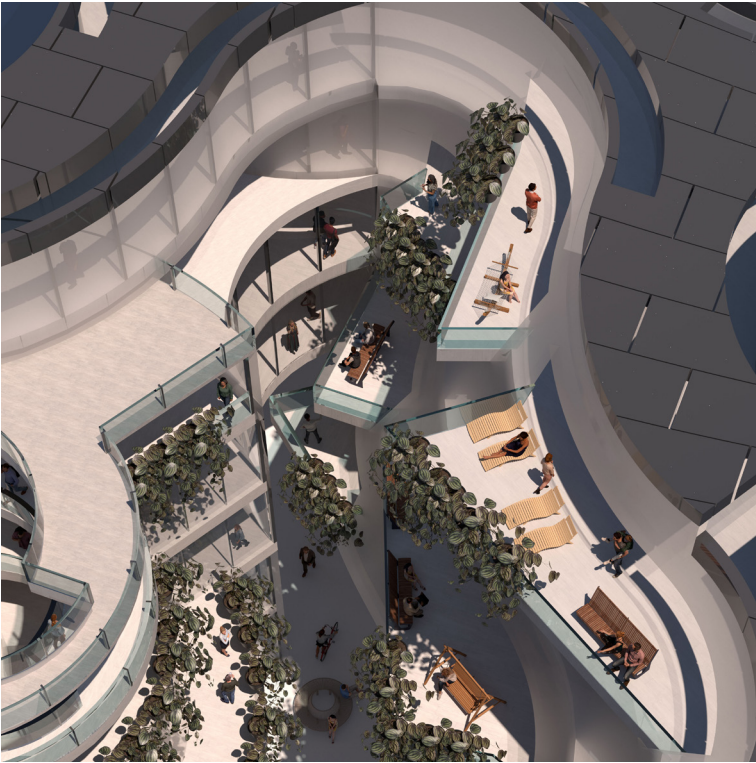
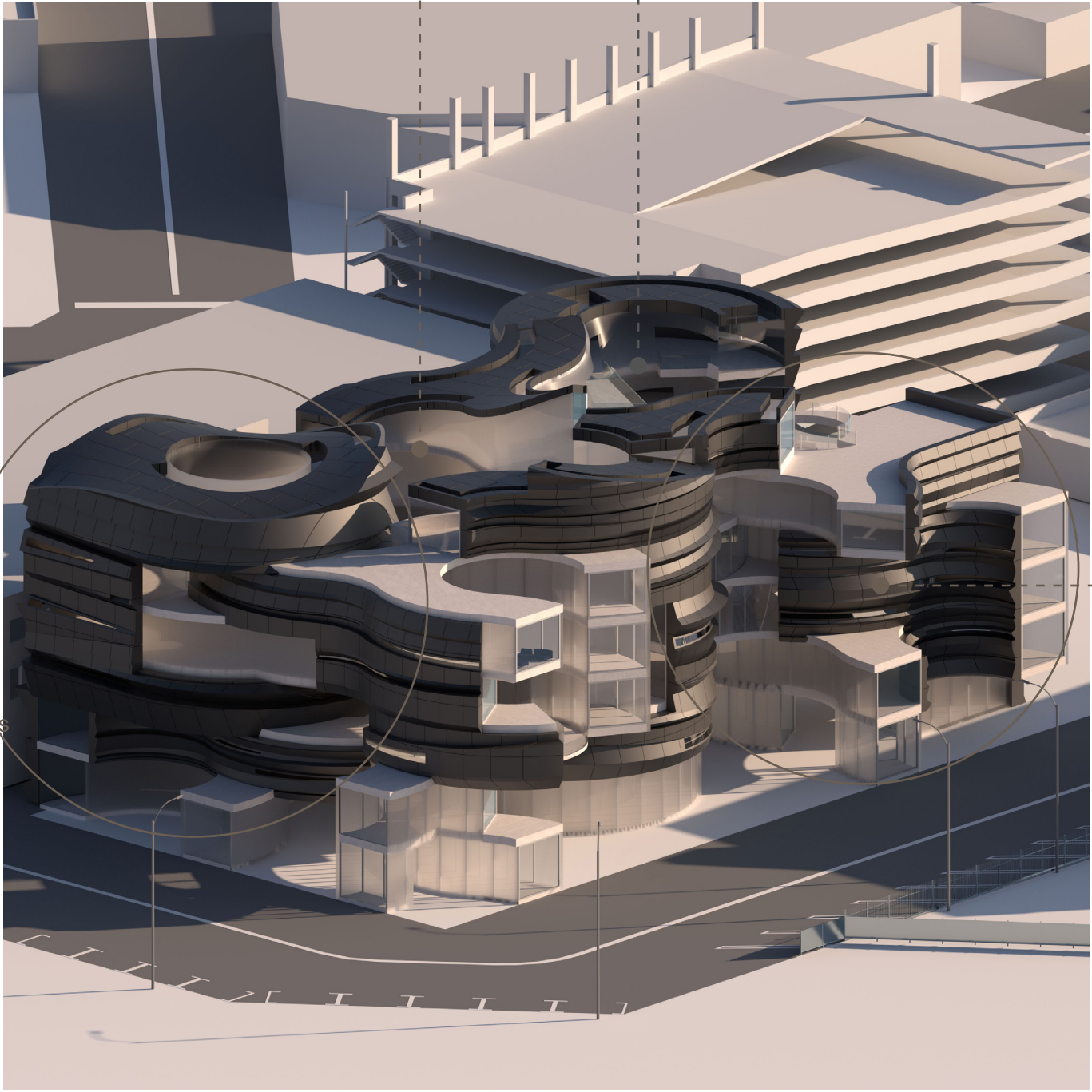


Canyon Typology

Soft curves in the building form creates the dramatic canyon effect.

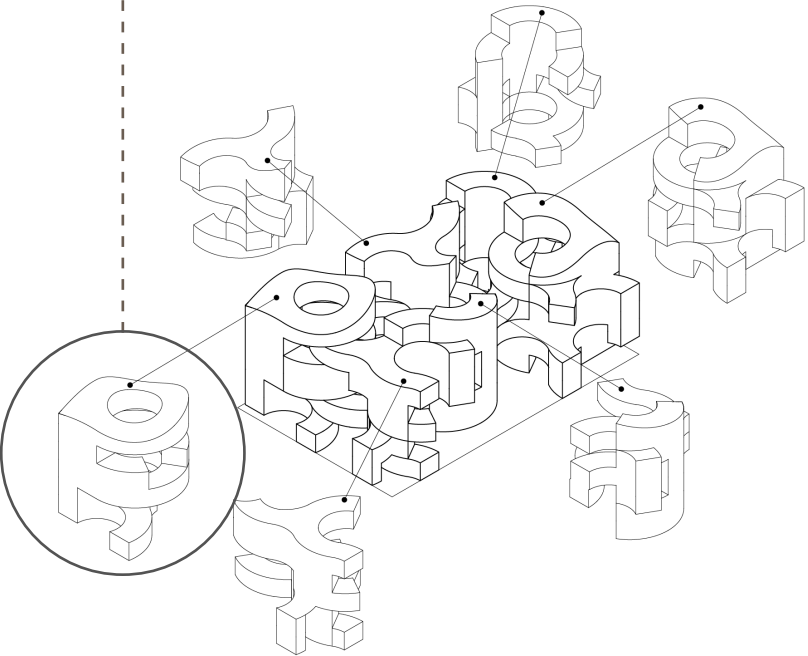
Canyon Typology

The interior form of the massing was inspired from the organic shapes of Canyons which allowed to break the circularity while still maintaining the continuity of the form.



Chunk

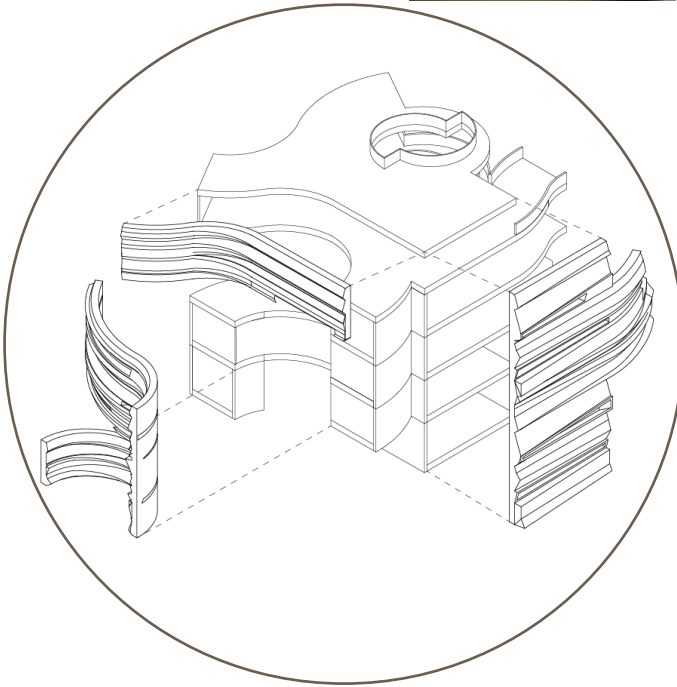
The individual modules are restructured into interconnected chunks, resulting in a variety of spacious configurations both internally and externally.



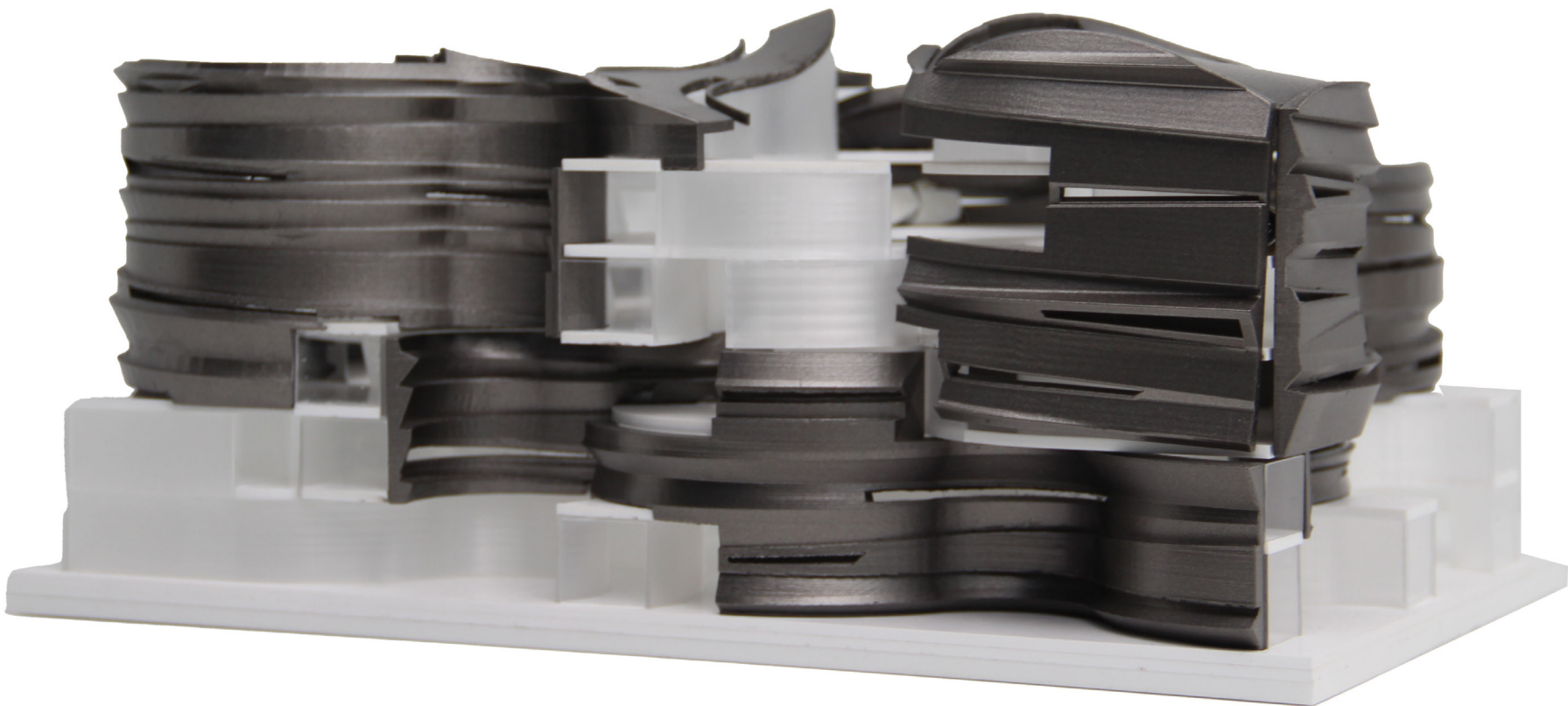
3D Printed Facade

Facade

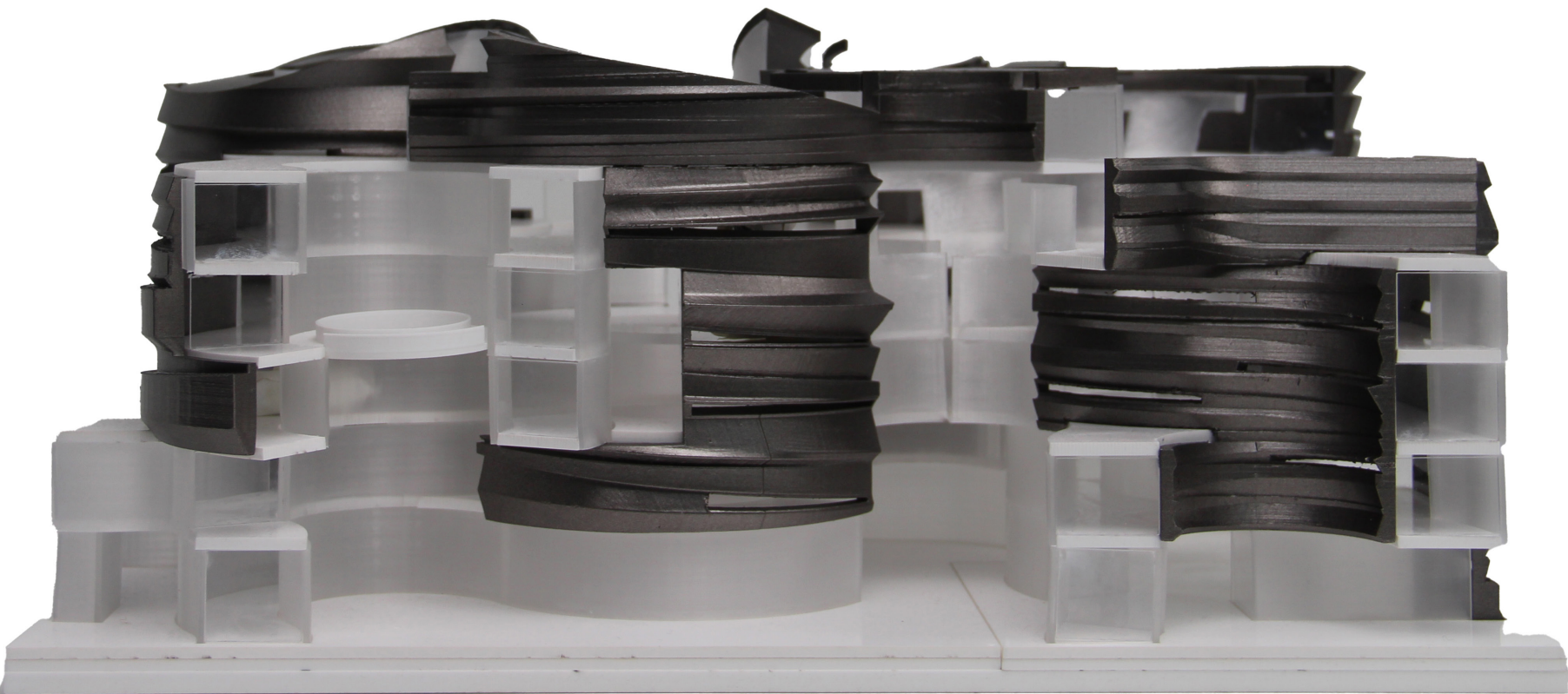
The panels strike a balance between public and private spaces. Light and shadow interact with the folded panels throughout the day.



Physical Model Photo



Physical Model Photo



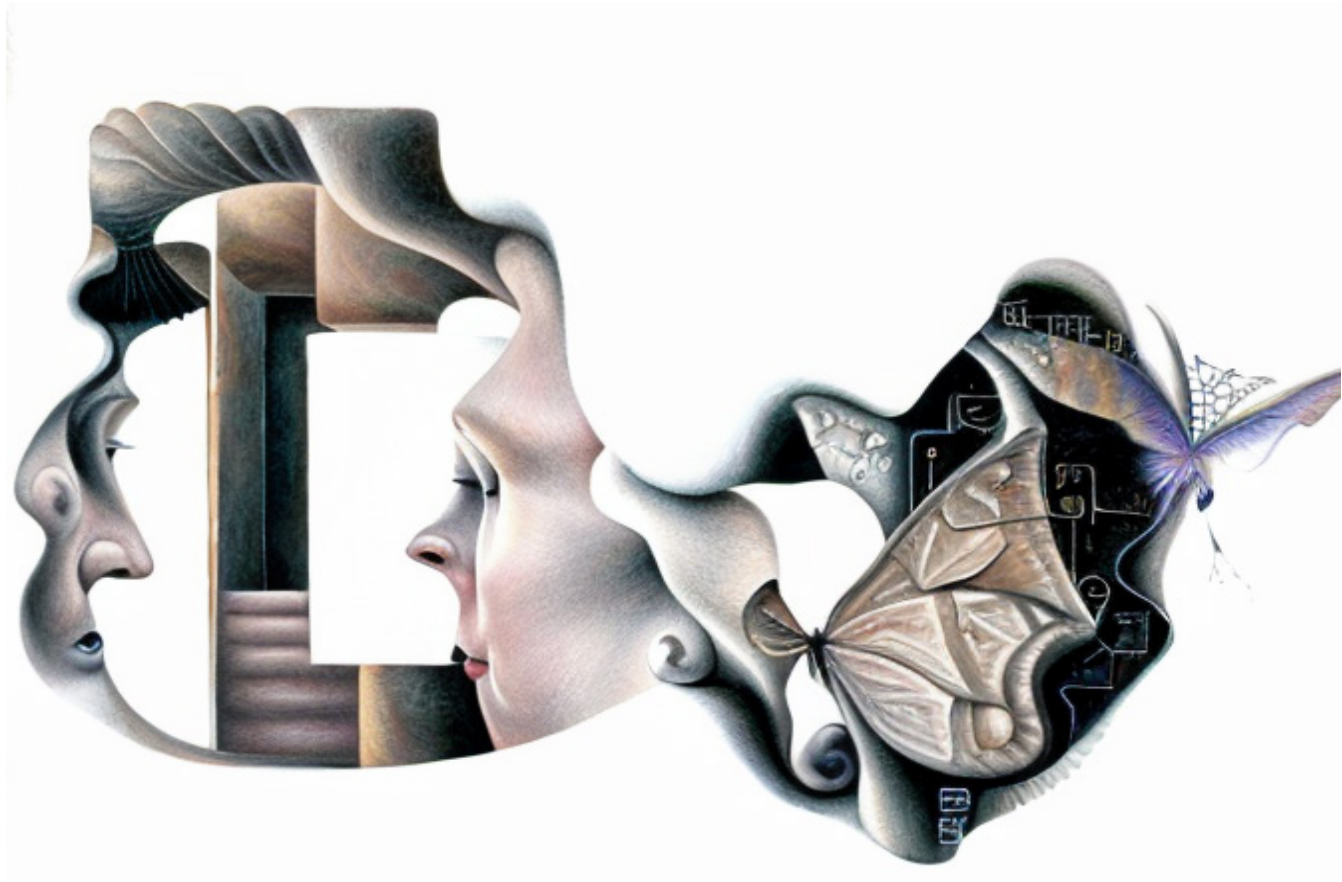


Fig.1

METAMORPHOSIS

Type: Design Studio
Instructor: Cassey Rehm
Partner : Emir Saydam
Term: Spring 2023

“Metamorphosis” explores the evolving relationship between human creativity and artificial intelligence in contemporary design. Located in Miami Freedom Park, the project reimagines programmatic organization in response to the site’s complex spatial and temporal conditions.

Instead of following a traditional, human-centered process, the design uses AI-driven algorithms and generative tools to produce new spatial and functional possibilities. The

result is a multi-purpose complex combining community athletic facilities, restaurants, and commercial spaces.

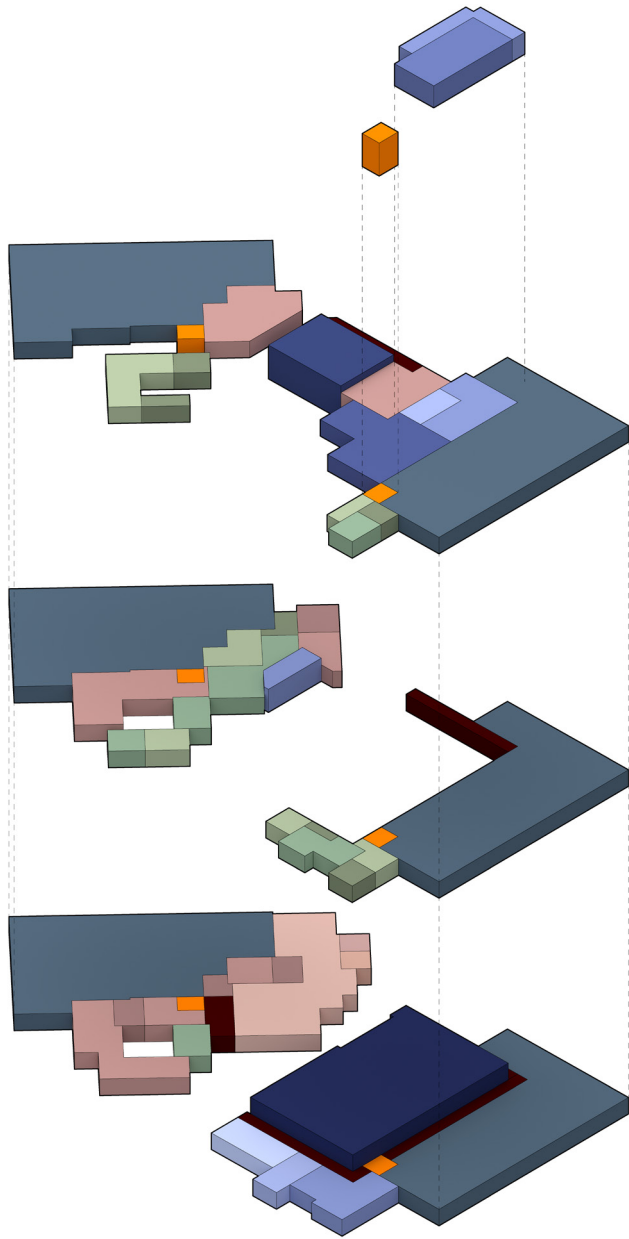
Blurring programmatic boundaries and merging diverse elements, the project challenges conventional ideas of authorship, authenticity, and originality in a technologically mediated age. Drawing from Kafka’s Metamorphosis, it reflects on the transformative and unsettling potentials of AI in design.



Fig.2

Fig 1: AI Generated Image
Fig 2: AI Generated Image

Program Diagram



The Program consists of two vertical pavilions connected by a bridge, creating a void space serving as an entrance lobby and vertical garden. The pool acts as a bridge between the pavilions internally and provides shade to the entrance sequence below as it hovers above the ground.

- Mid Size Grocery
- Grocery Storage
- Public Acces Bathroom
- General Retail
- General Retail Storage
- Sports Offices
- Sports Facility Storage
- Locker Rooms
- Fitness Center
- Basketball Courts
- Racquetball Courts
- 6 Lane Pool
- Restaurant Kitchens
- Restaurant Seating Area
- Restaurant Offices
- Parking
- Circulation
- Core

Program Blocks Top View



Prompts Written

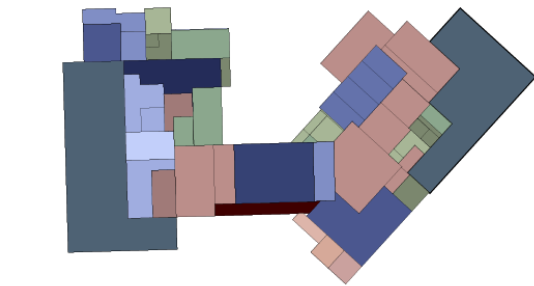


AI Generated Images



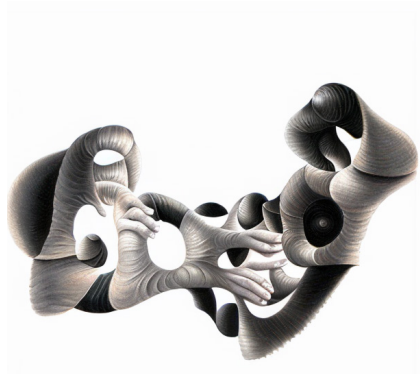
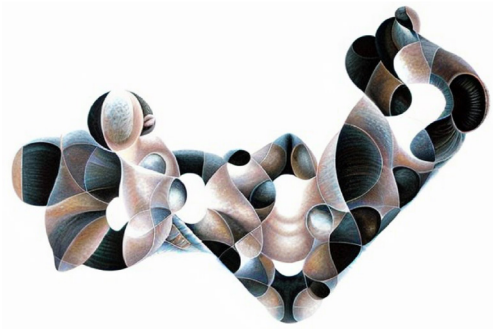
Site Area

Site



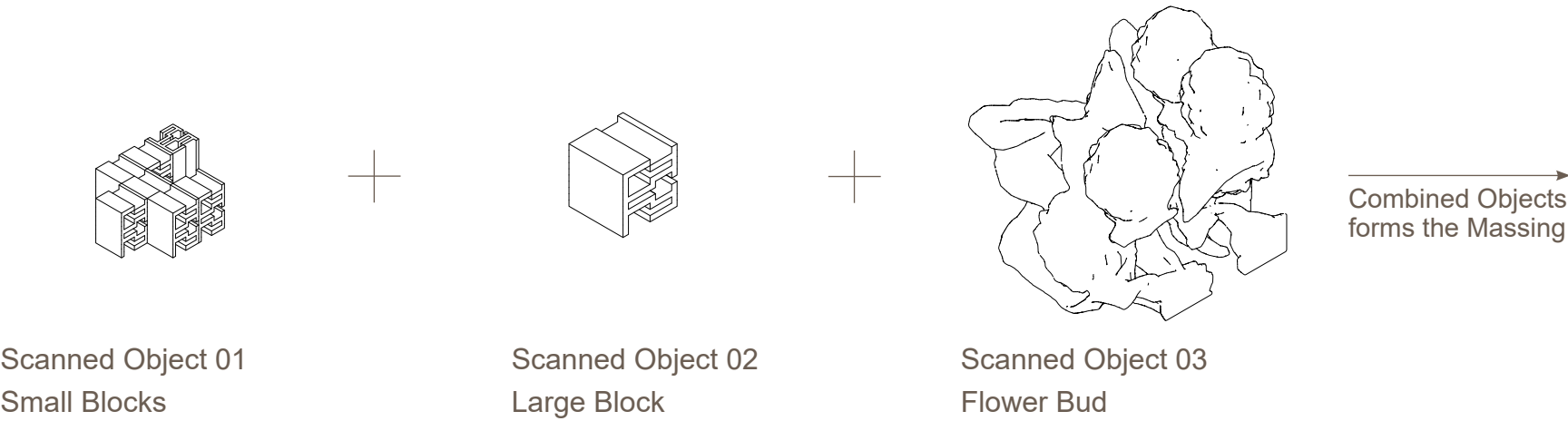
Prompt Examples:

- Curvy
- Smooth
- Bulbous



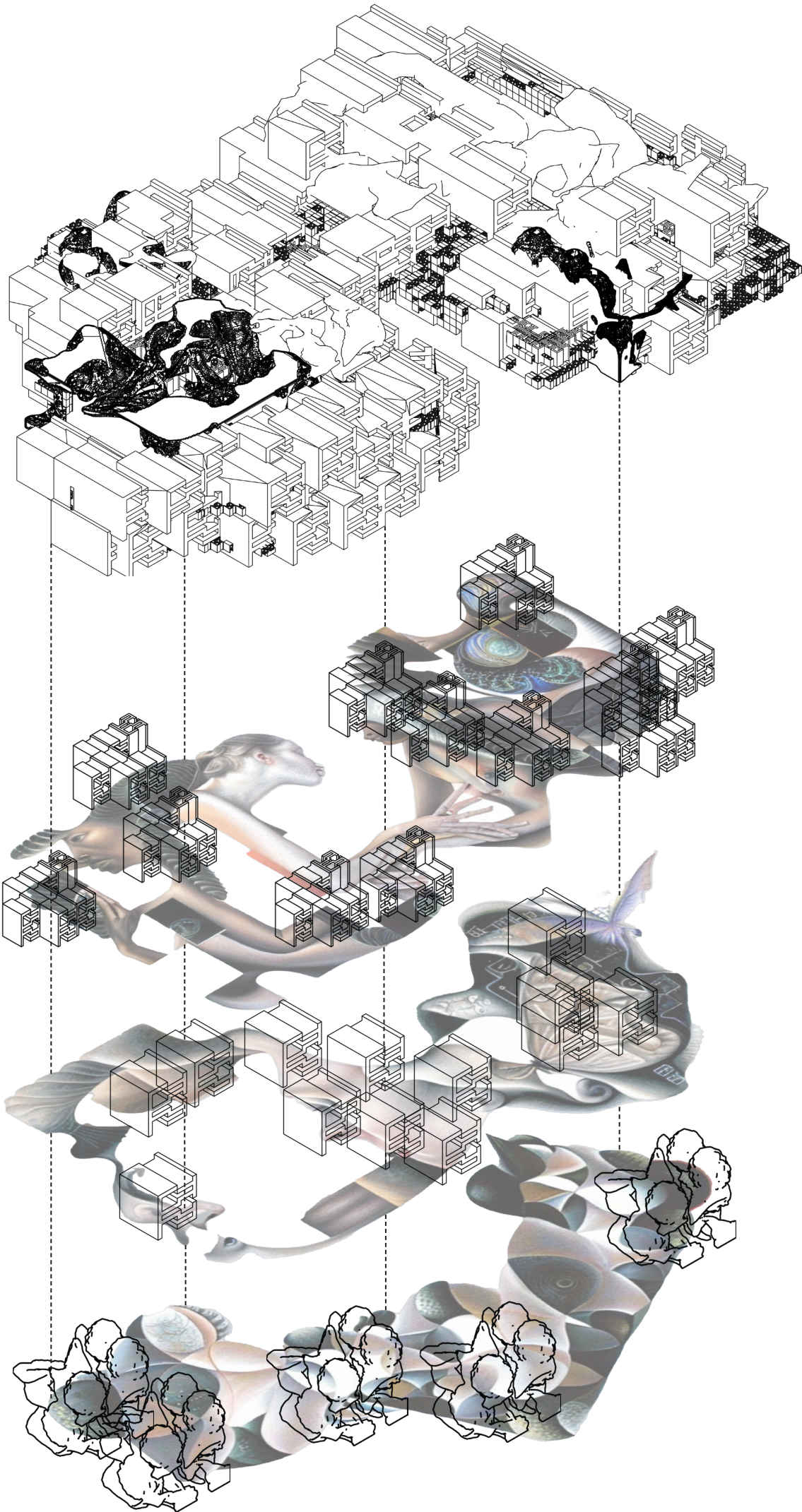
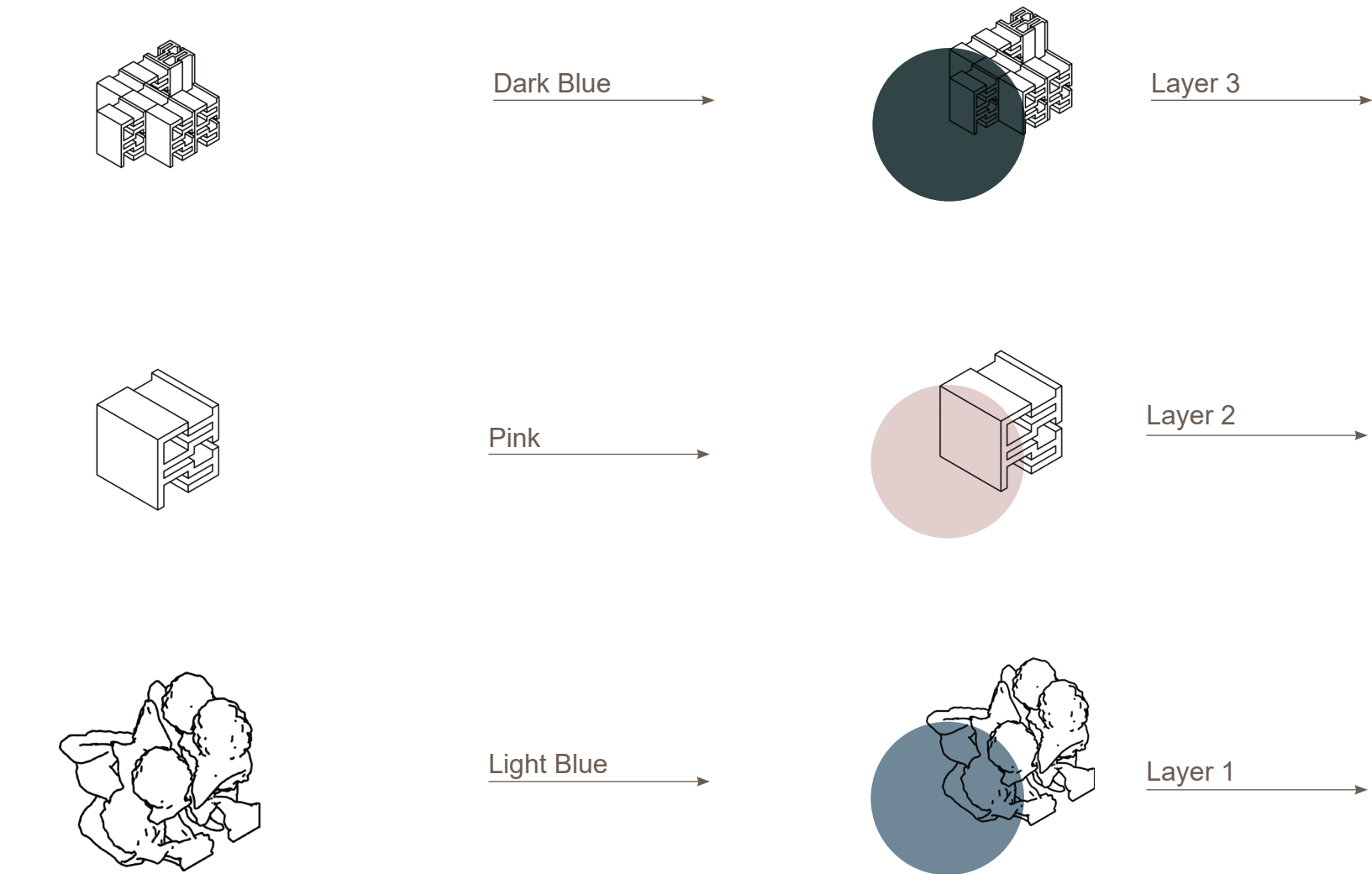
Using the shapes of the program blocks, artificial intelligence in Stable Diffusion generated images based on the prompt curvy, smooth, bulbous, and porous, maintaining a similar color palette to the program blocks.

The next step involved scanning three objects—small blocks, a large block, and a flower bud—to three-dimensionalize the AI-generated images.

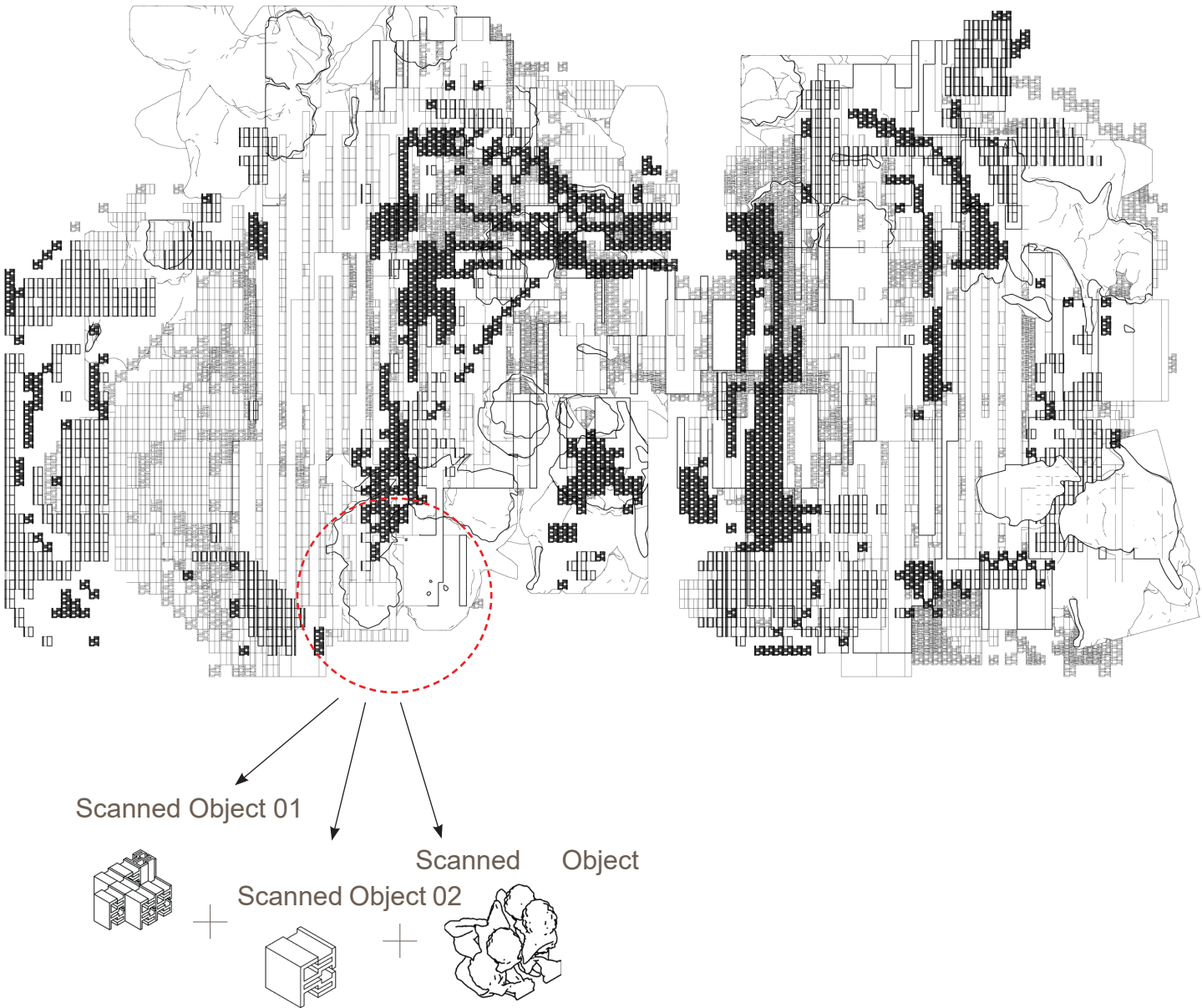


Translating AI Images into 3D Forms

Each 3D-scanned block was assigned a specific color from the AI-generated images. The blocks were then placed on their corresponding colors within the images, effectively aggregating and translating the 2D AI visuals into physical 3D form.

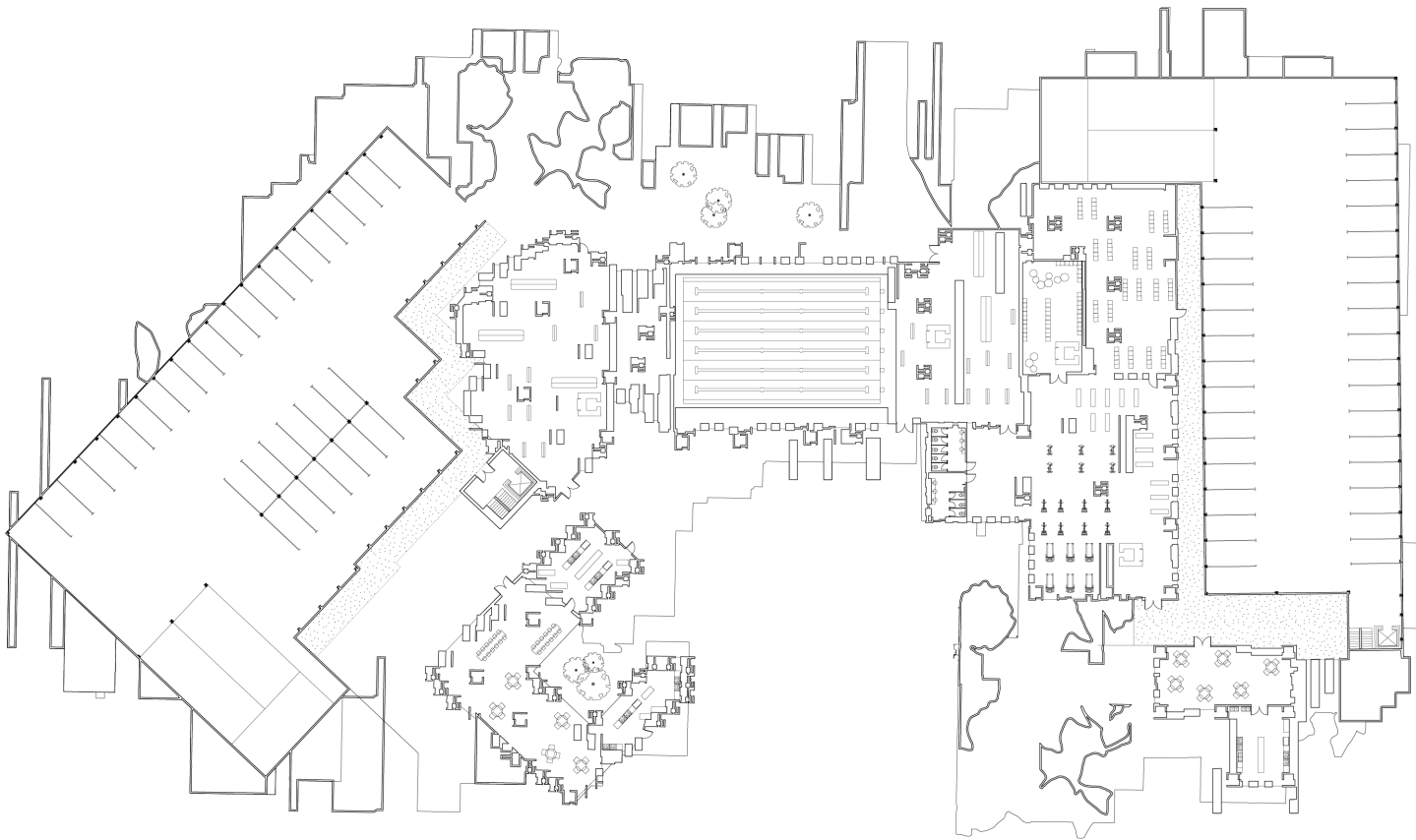


Raw Floor Plan



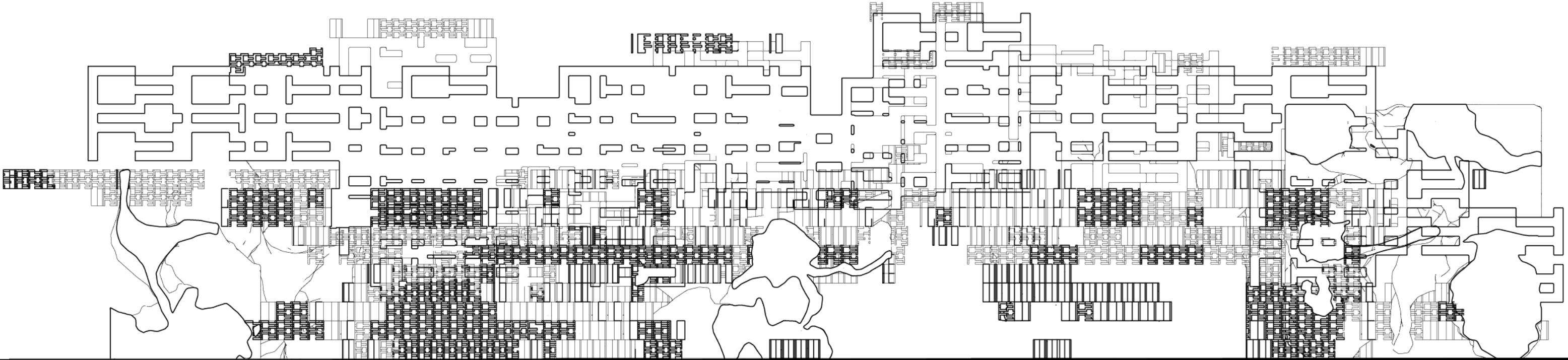
The physical form was manipulated by extracting certain scanned blocks, creating spatial openings within the massing.

Manipulated Floor Plan
1:300 Scale

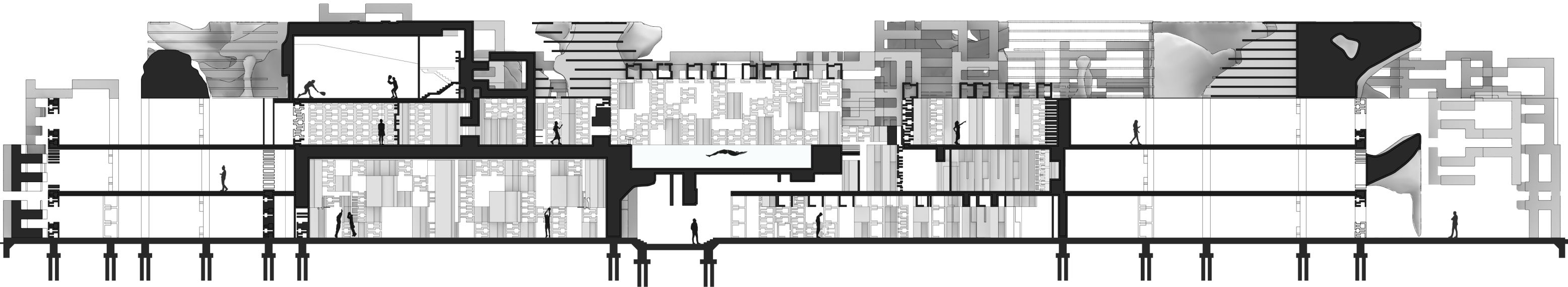


A contrast is created between the assembled linear elements and subtracted volumes in the design. This approach results in a range of transparency and threshold effects that are used to organize the spaces based on their unique characteristics.

Raw Section Drawing

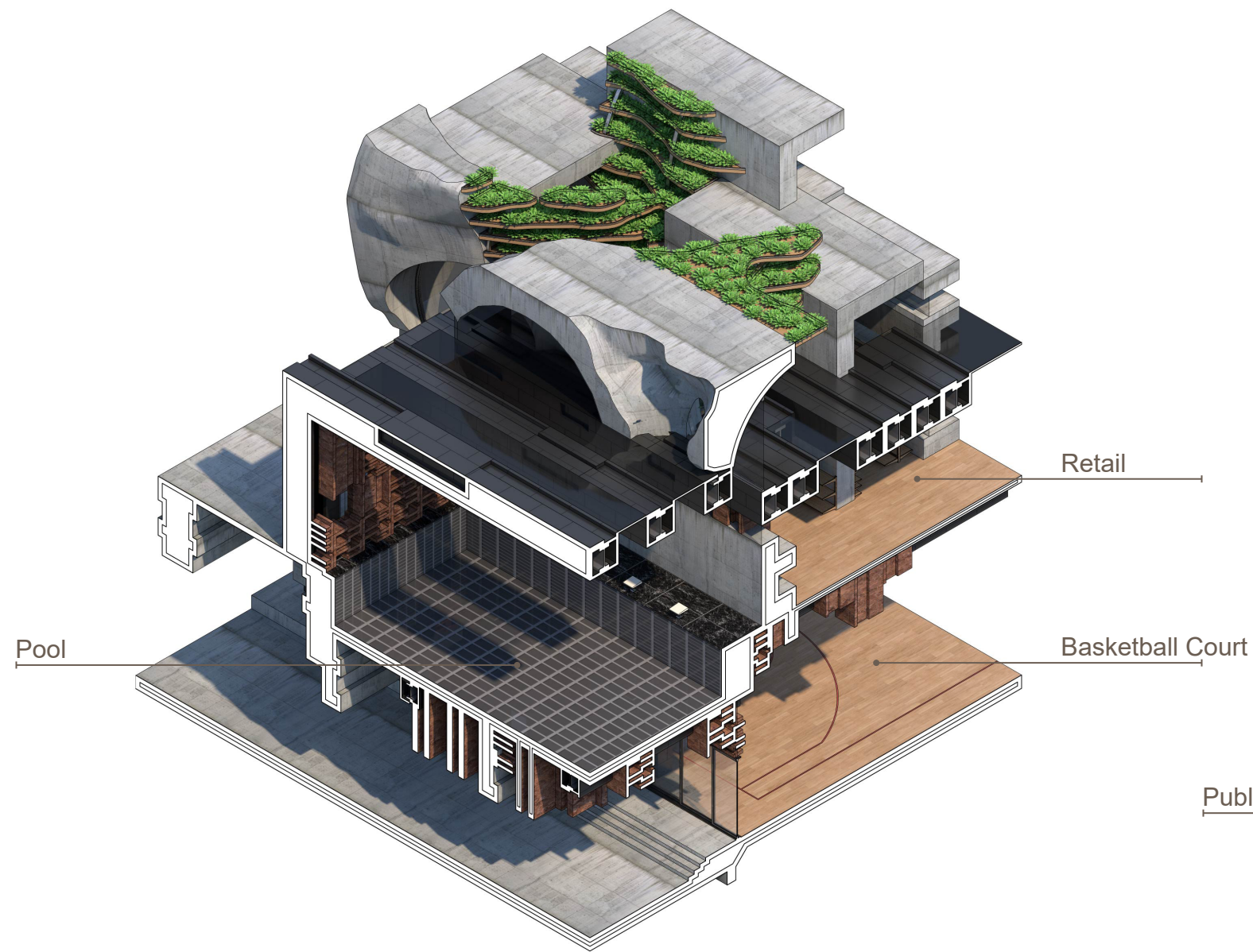


Manipulated Section Drawing
1:200 Scale

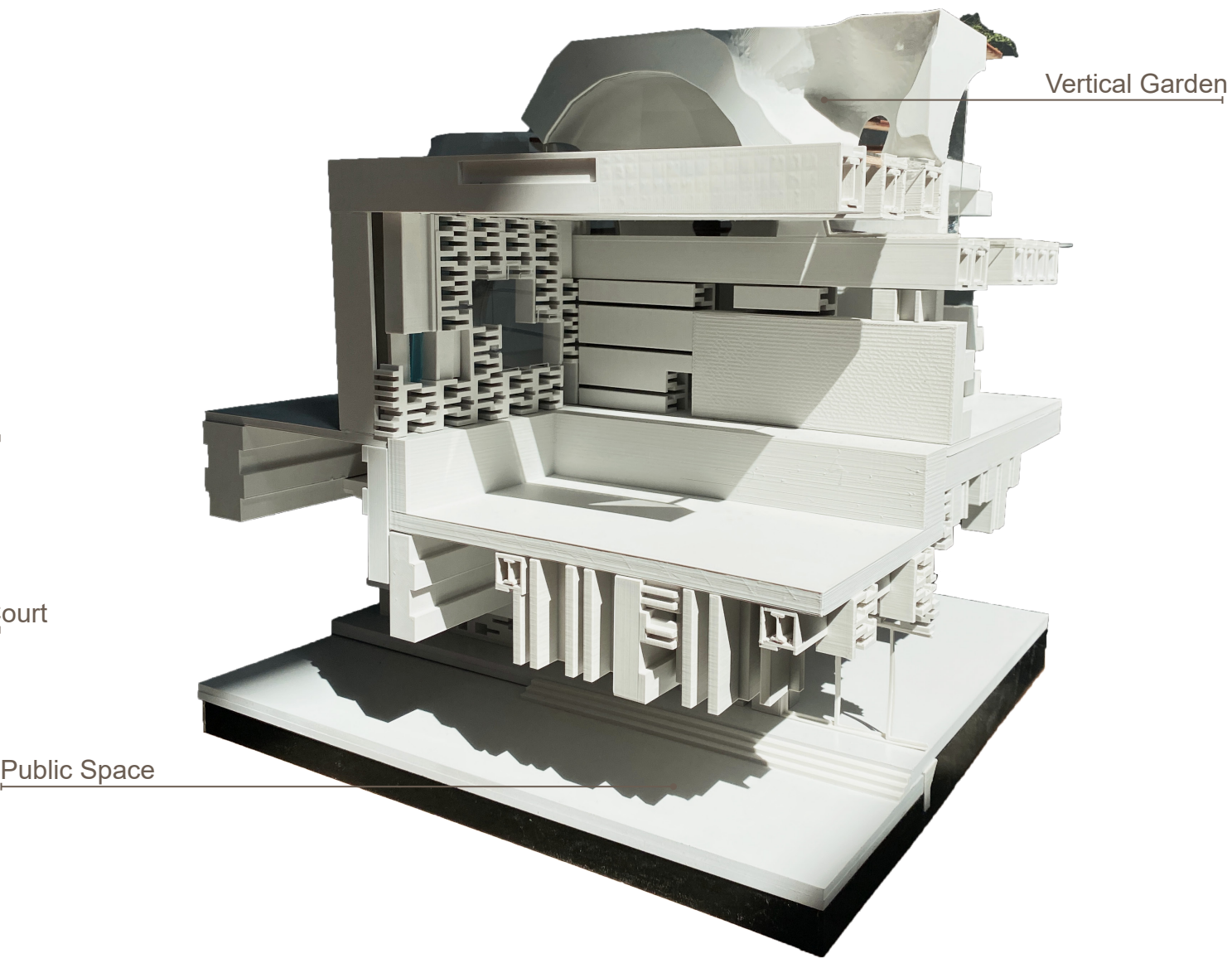


Transparency was achieved by the inlaid glass and the phenomenal transparency by layered elements in space.

Chunk Render
1:50 Scale



Chunk Physical Model



The open lattice structure was reconstructed to create a vertical garden that extends throughout the space and evolves into a rooftop garden. This vertical greenery not only regulates temperature but also softens the rigid mass by introducing an organic form.



DHOME

Type : Architecture Internship
Company : Sour Architects
Term : Summer 2022

Dhome is a dome-shaped public park and future community hub in Siargao, inspired by conversations with locals and the island's natural landscape. It offers a vibrant market hall, a peaceful refuge, and a resilient design solution to climate insecurity and natural disasters.

Centered around a rain-harvesting pond, the project uses natural systems for water

filtration, drainage, and irrigation. Passive ventilation and air circulation make the site self-sustaining in times of need.

Guided by trauma-informed design, Dhome fosters safety, healing, and well-being. It shows how architecture can respond to environmental challenges while honoring culture, nurturing growth, and empowering communities.

User Journey

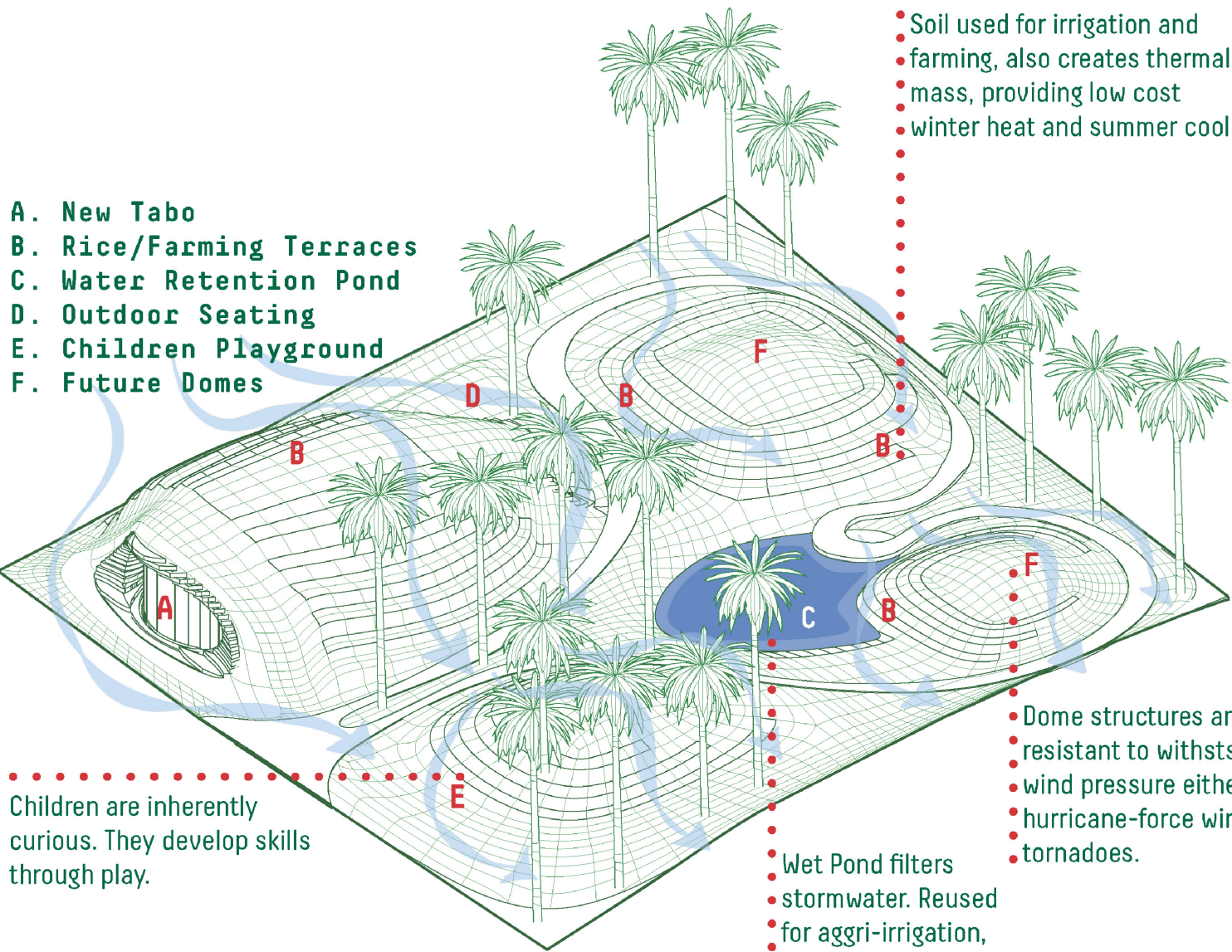
- 1- Market
- 2- Karinderya
- 3- Local Production
- 4- Eatery
- 5- Multi Purpose Space
- 6- Studio
- 7- Relief Center
- 8- Farming Area
- 9- Gardening Area
- 10- Parks



The terrain is shaped by dome structures, chosen for their structural resilience against natural disasters. This form enables surface use for food production and water management while incorporating pockets of public space within.



Inspiration / Values



- A. New Tabo
- B. Rice/Farming Terraces
- C. Water Retention Pond
- D. Outdoor Seating
- E. Children Playground
- F. Future Domes

Children are inherently curious. They develop skills through play.

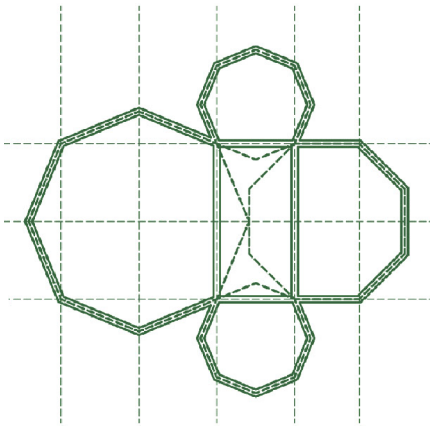
- Soil used for irrigation and farming, also creates thermal mass, providing low cost winter heat and summer cool.

- Wet Pond filters stormwater. Reused for aggrri-irrigation, potable water supplies

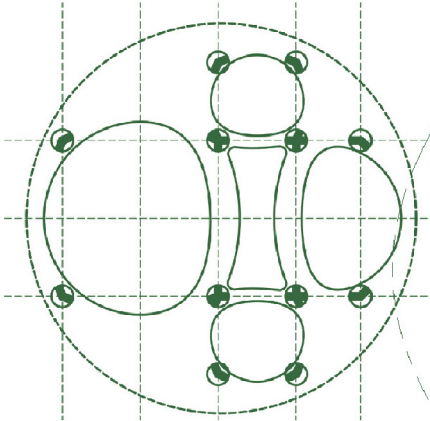
- Dome structures are naturally resistant to withstsnd strong wind pressure either from hurricane-force winds or tornadoes.

Formation

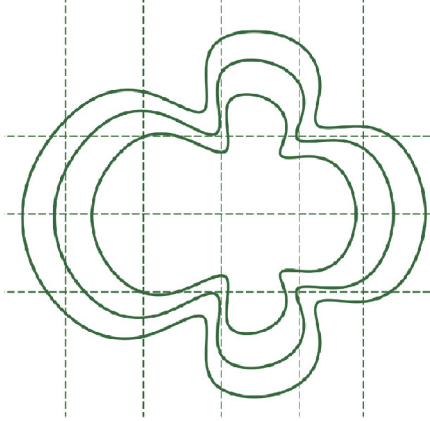
Hexagonal Grid

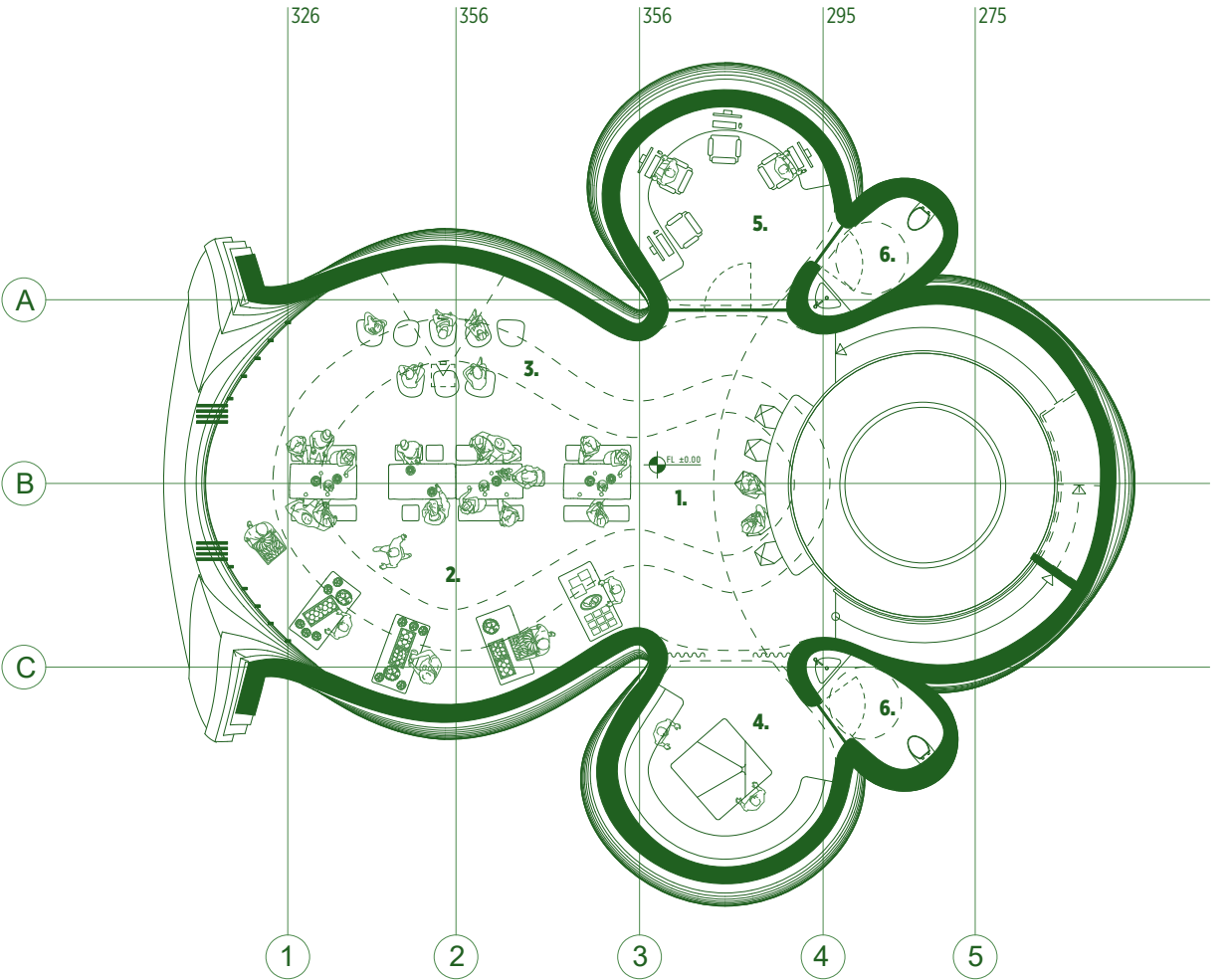


Pocket of Spaces

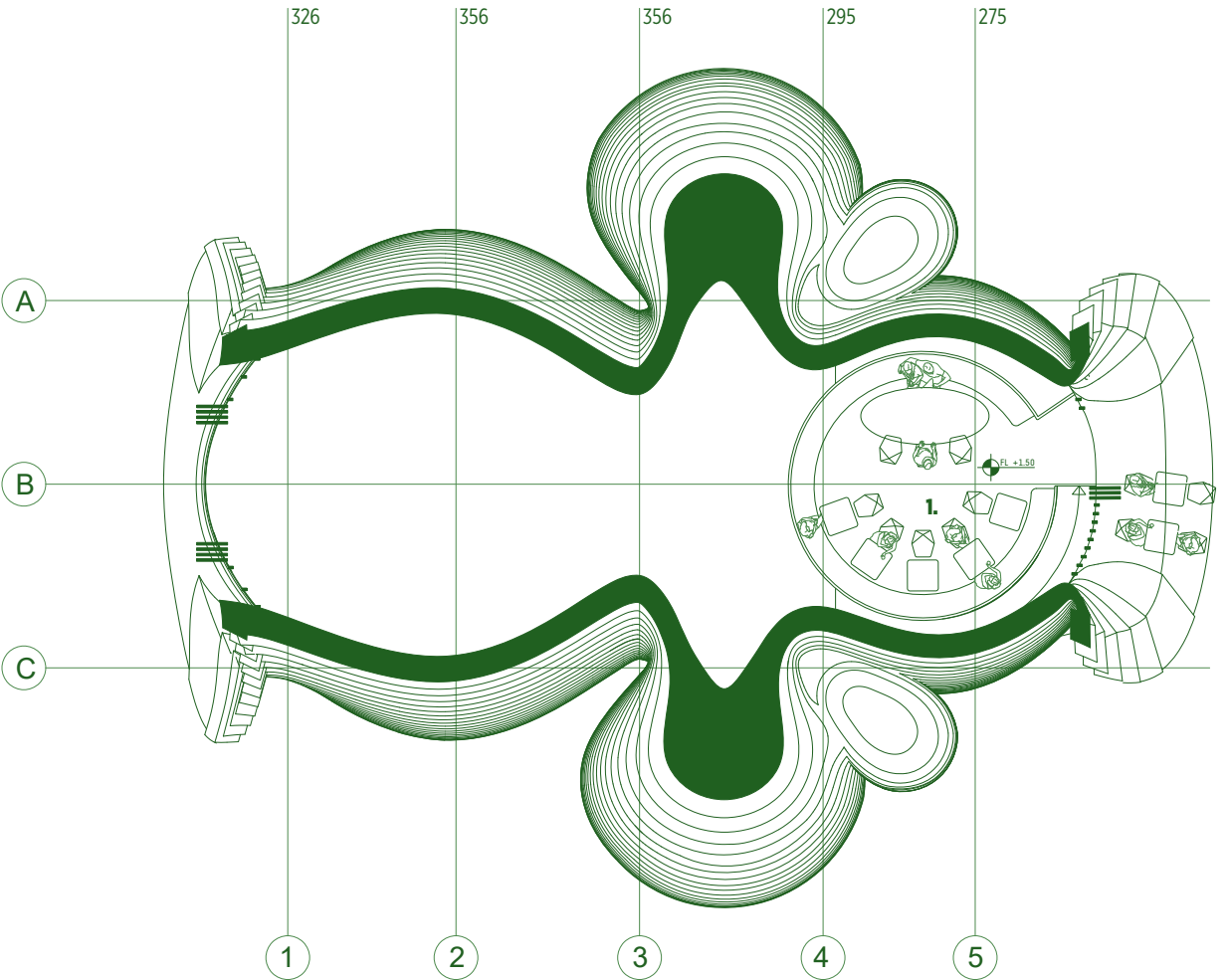


Curvature Analysis

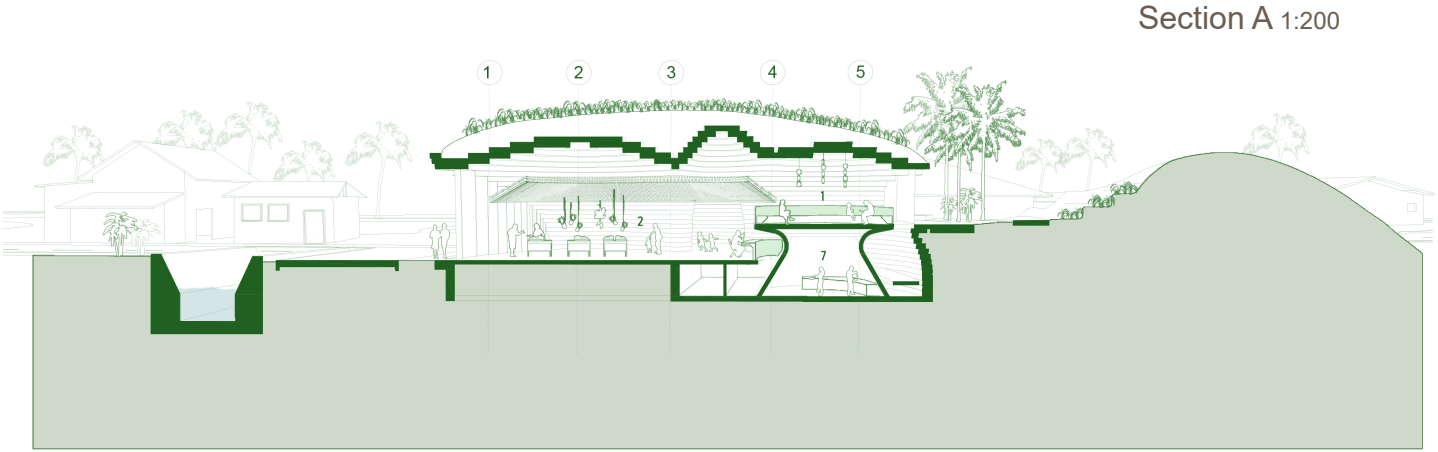




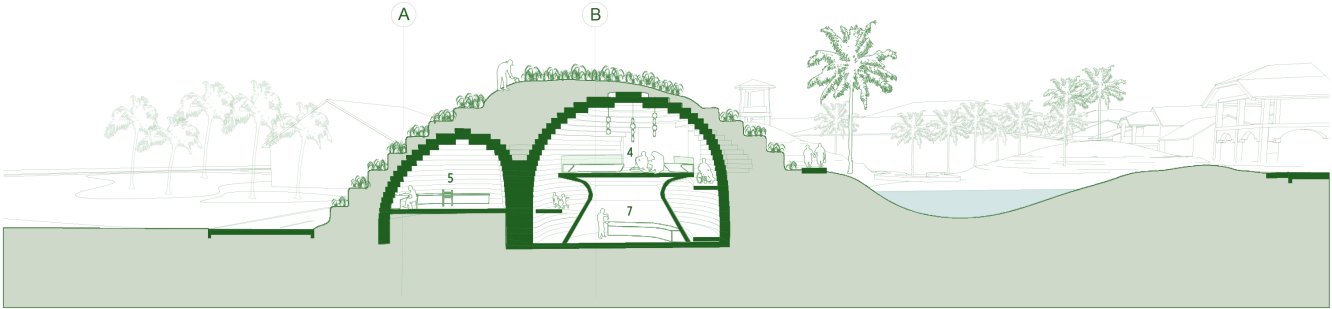
Ground Floor Plan 1:100



Mezzanine Plan 1:100

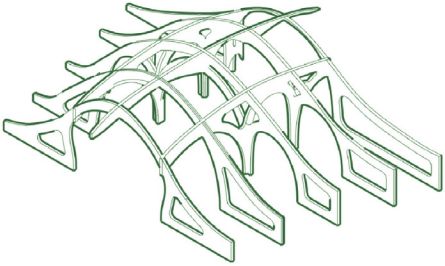


Section A 1:200



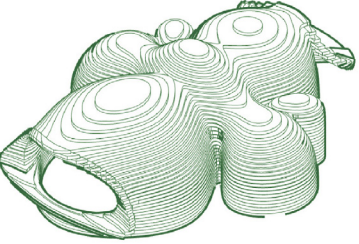
Section B 1:200

Temporary Framework



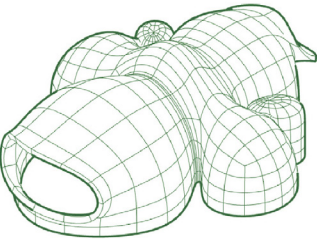
Will be used for forming domes and earthwork for rice terraces.

Dome Construction



Will be used for forming domes and earthwork for rice terraces.

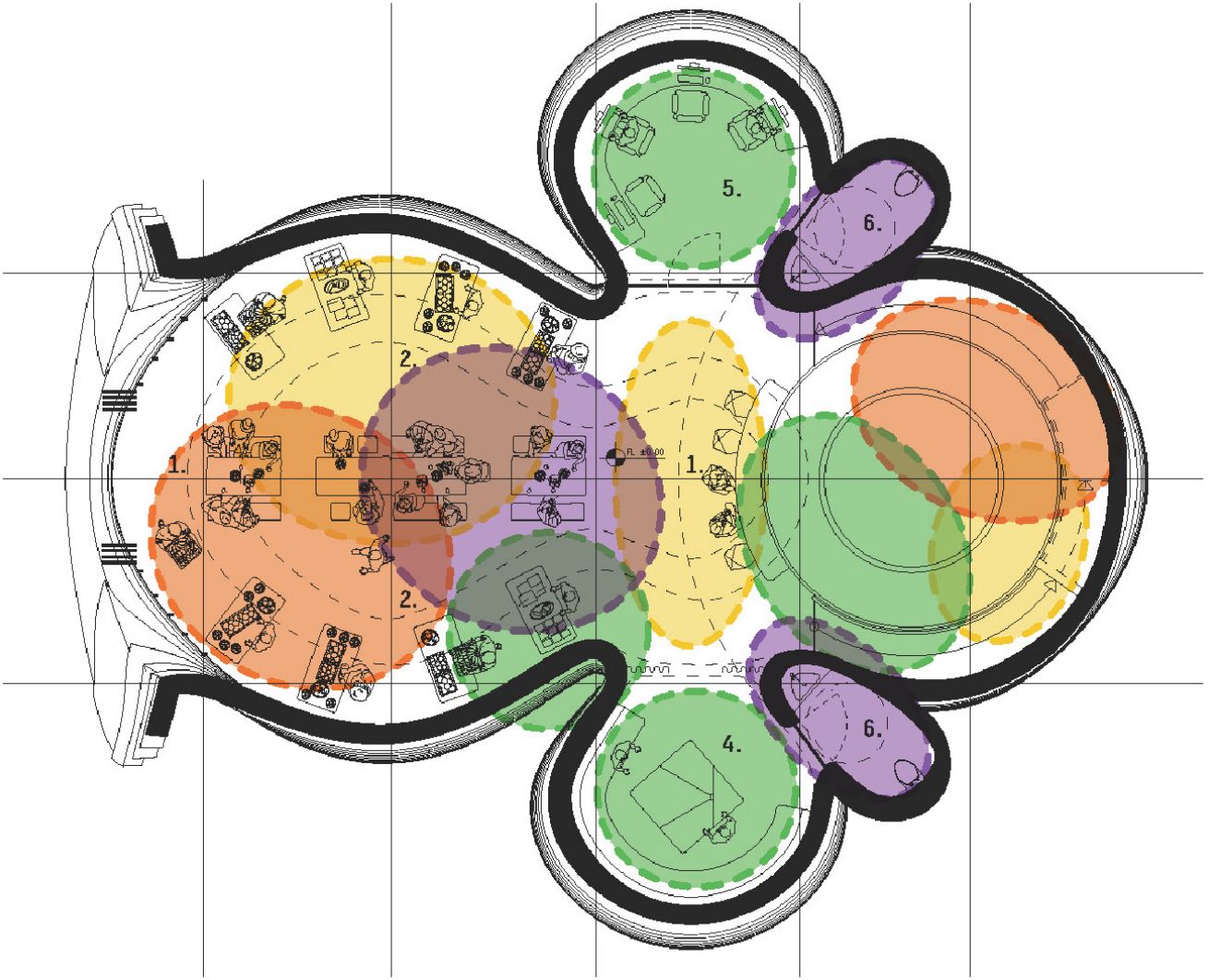
Tool for Urban Interventions



This proposal defines a future-proof methodology, that engages community for other future interventions.



Sensory Map



- Quiet and Less Crowded Spaces
- Tactile Engagement Space
- High Volume Sensory Information
- Natural and Low Light Spaces