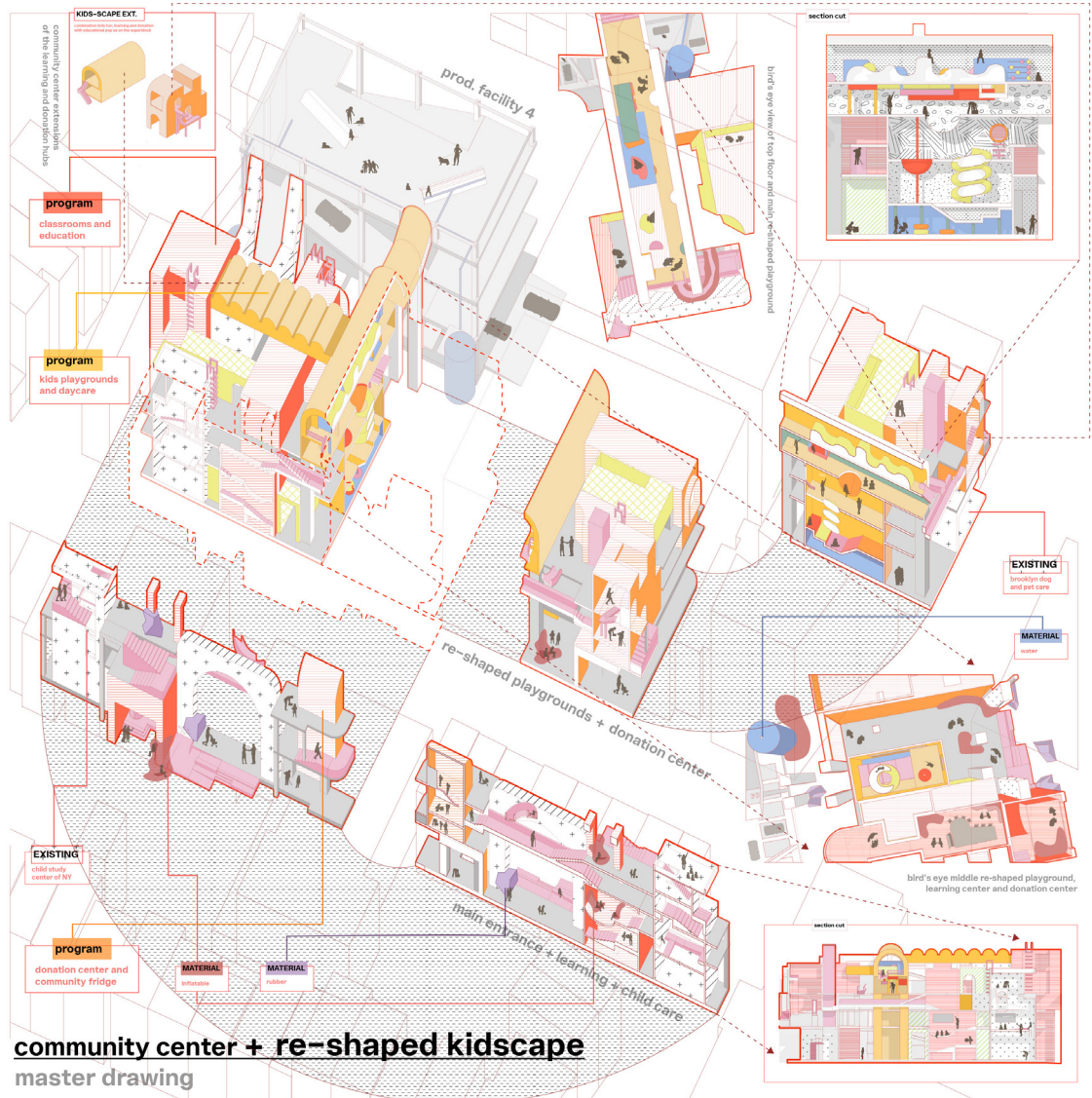


portfolio

lara
copaescu



5 resume

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20 playful boundaries

24 “non-architecture”



lara maria copaescu

driven creator and entrepreneur determined to finding fun and playful sides of design. passionate about building, curating and restoring home goods! **seeking for an internship** that will expand my knowledge of the creative field, a work environment that creates exposure to being a designer and an exciting team that I could bring value to.

email_**lcopaesc@pratt.edu**
phone_**646-603-7235**
linkedin_**lara-copaescu**

education

2017 – present	pratt institute bachelors of architecture degree GPA 3.7/4 , anticipated graduation date: may 2022
2013 – 2017	national high school gheorghe lazar bucharest degree in math and science, at top three best high school in romania 93/100 at baccalaureate exam

work experience

2021 – present	entrepreneur co-owner of “studio-ture” and “funtastic studio” • team of designers fascinated with designing, building and refurbishing home products from furniture to books
2021	summer intern new practice new york • worked on a small coffeeshop chain in manhattan, experience in site visits, design development, product manufacturing and sourcing as well as presentation and delivery
2021	production monitor 2d printing lab on pratt institute campus • increase my customer service and communication skills as well as machinery knowledge from plotters to fabric printing
2019 – 2020	architecture research assistant with prof. jonathan scelsa • analyzing and categorizing european renaissance architecture
2019	summer intern X architecture & engineering bucharest • advertisement brochure for X's latest residential and office tower located in the northern financial district of bucharest. • completed four banners that were displayed around the closed Ford factory to illustrate its history
2018	summer intern lemon interior design • worked on luxury residential apartments: design development, direct client facing consultations and presentations

honors& achievements

2019	cinema performance center nomination for best overall design during my second year design studio
2017 – 2018	InProcess magazine publication of my third year comprehensive studio housing proposal selected for in InProcess (school's of architecture publication of best student works)

skills

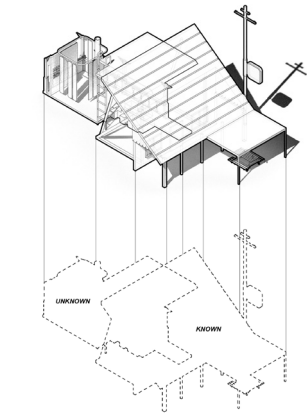
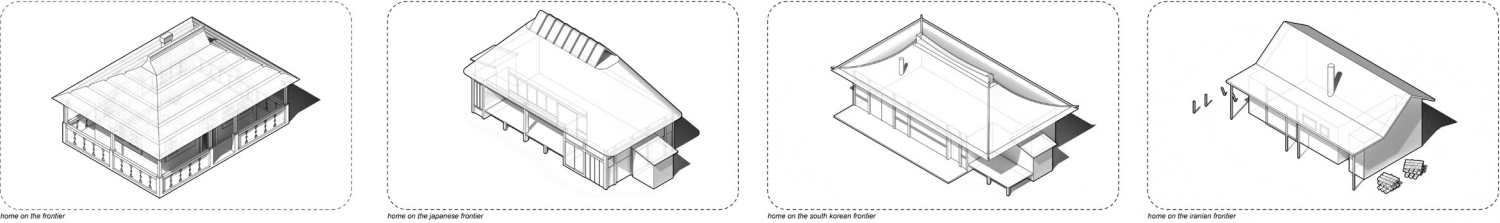
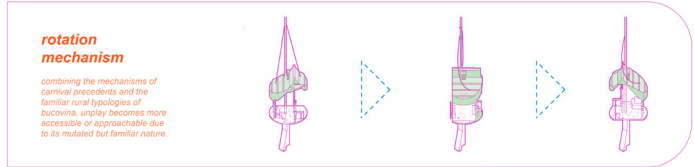
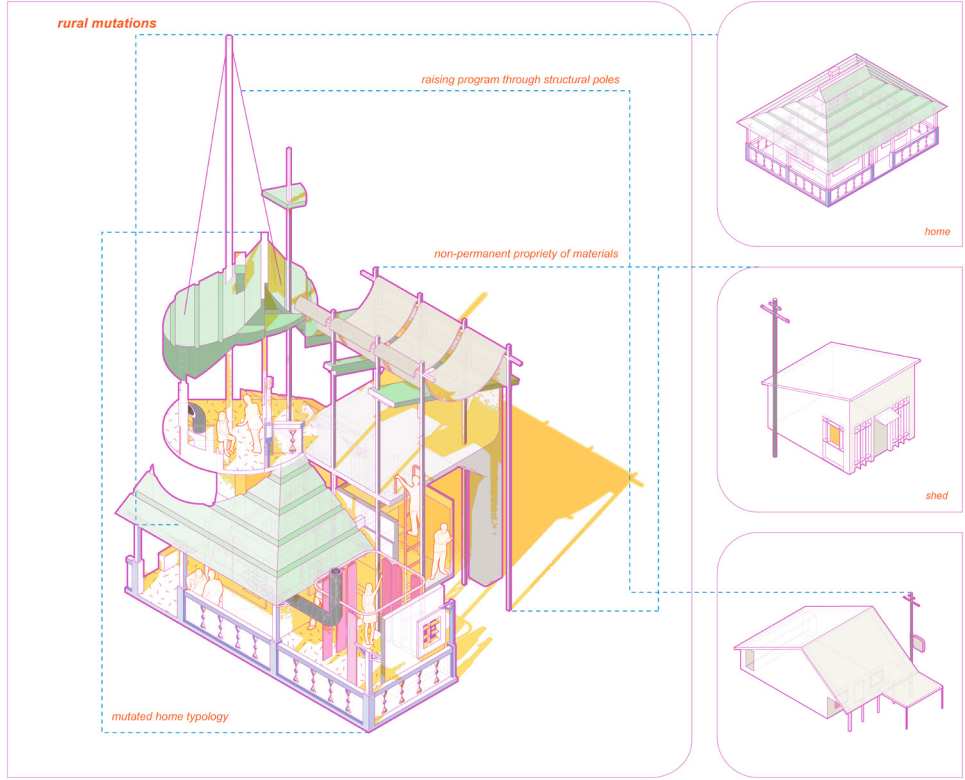
modeling/rendering	rhino, autocad, revit, vray
manufacturing	woodshop, laser cutting, CNC, 3D printing
adobe	illustrator, photoshop, Indesign, aftereffects, xd
languages	english, romanian, french

other passions

- woodworking
 - furniture manufacturing
 - vintage furniture collector
 - furniture refurbishing
 - wheel throwing
- basi pilates
 - cooking (diploma from course in Paris 2017)
 - photography and set design
 - knitting

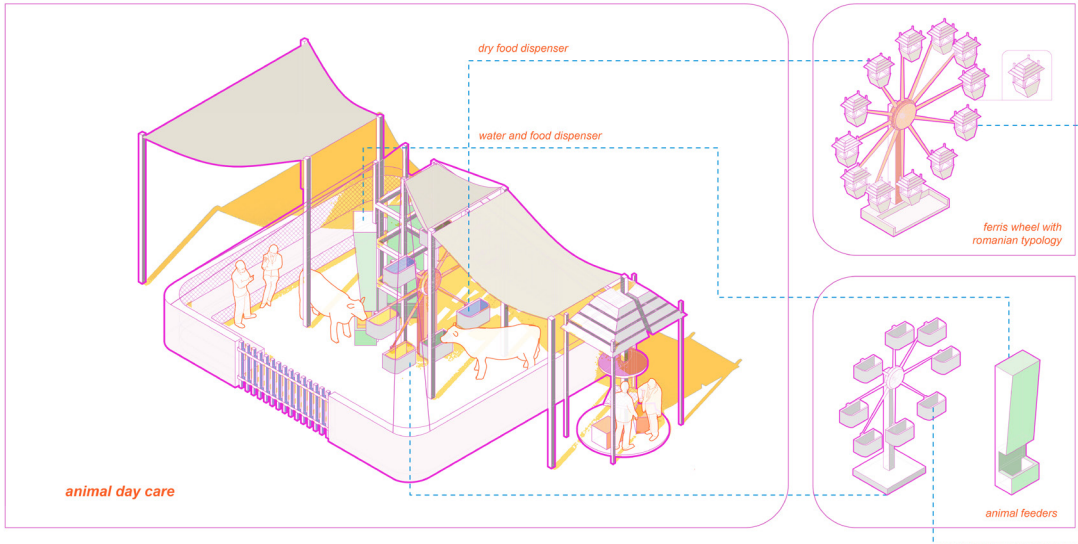
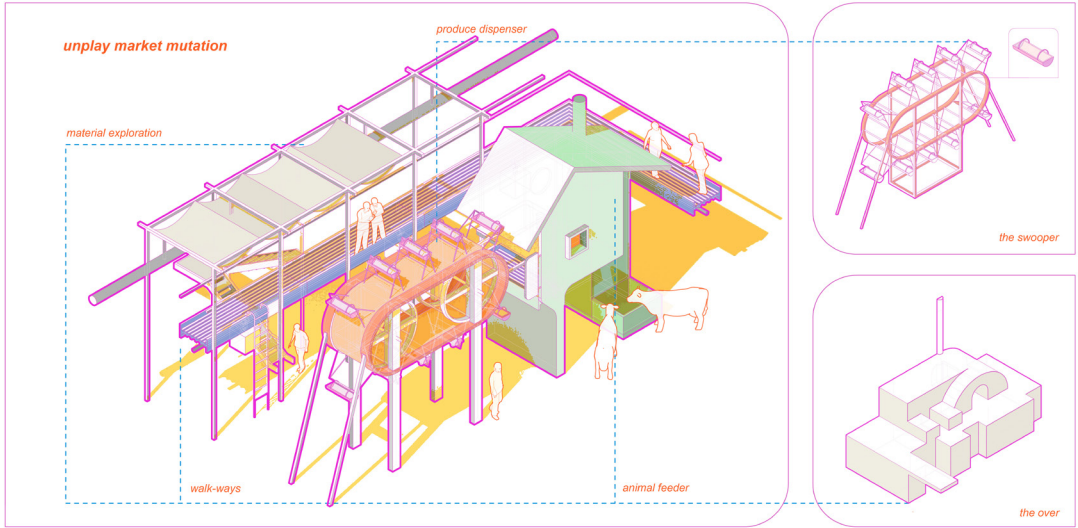
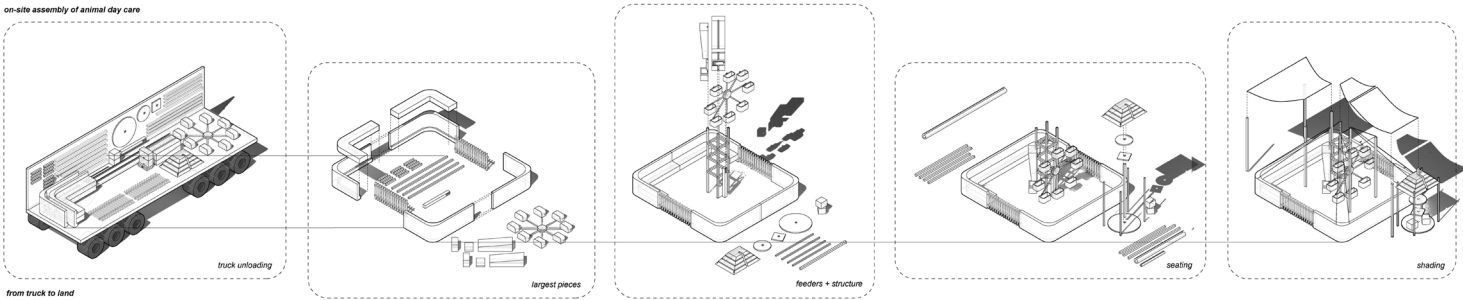
references:
Duks Koschitz, Associate Professor, Pratt undergraduate architecture, duks@pratt.edu
Jason Lee, Associate Chairperson, Pratt undergraduate architecture, jlee1027@pratt.edu

the traveling caravan: theatrics of unplay



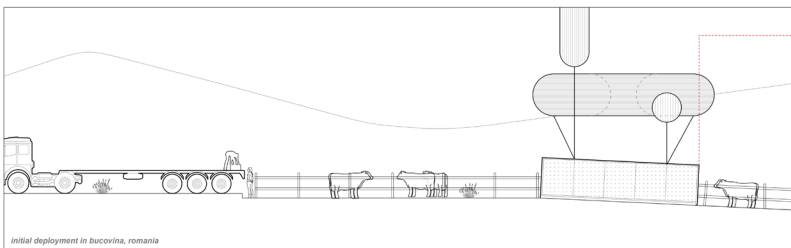
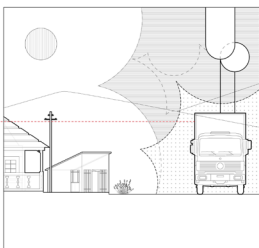
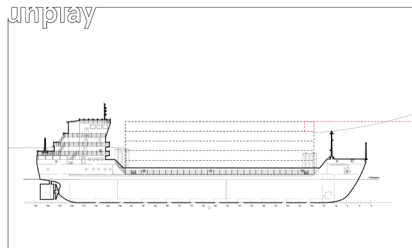
degree project with partner hannah kim faculty: adam elstein & frank gesualdi

we declare that the architectural language of “unplay” will elevate the rural’s cultural and communal sphere to the same sophistication that their technology has. this project acknowledges that technological development in the rural is parallel to their urban counterparts while the rural has failed to advance their communal rituals. we are stating that villages have lost their small, rural qualities of togetherness and are using Unplay as a catalyst to revive that.

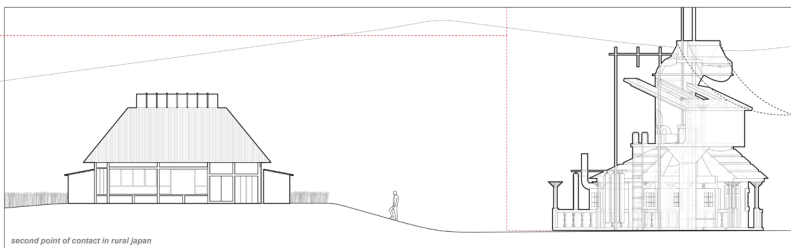


inspired by the ritualistic proprieties of the carnival and children’s ability to invoke a state of mental play and liberation, unplay presents itself as a performative utterance that makes something happen, points to spiritual depth and aids to establish or confirm a sense of community. It allows for real play to begin when the game is over and the caravan moves on to a new location.

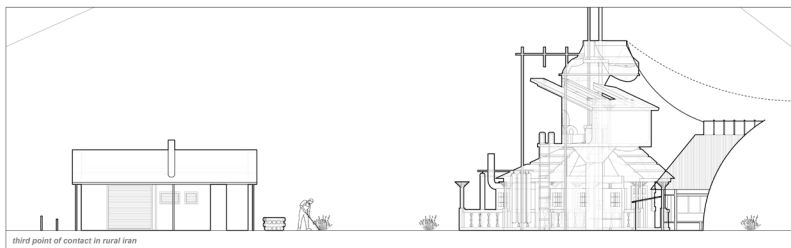
unpray



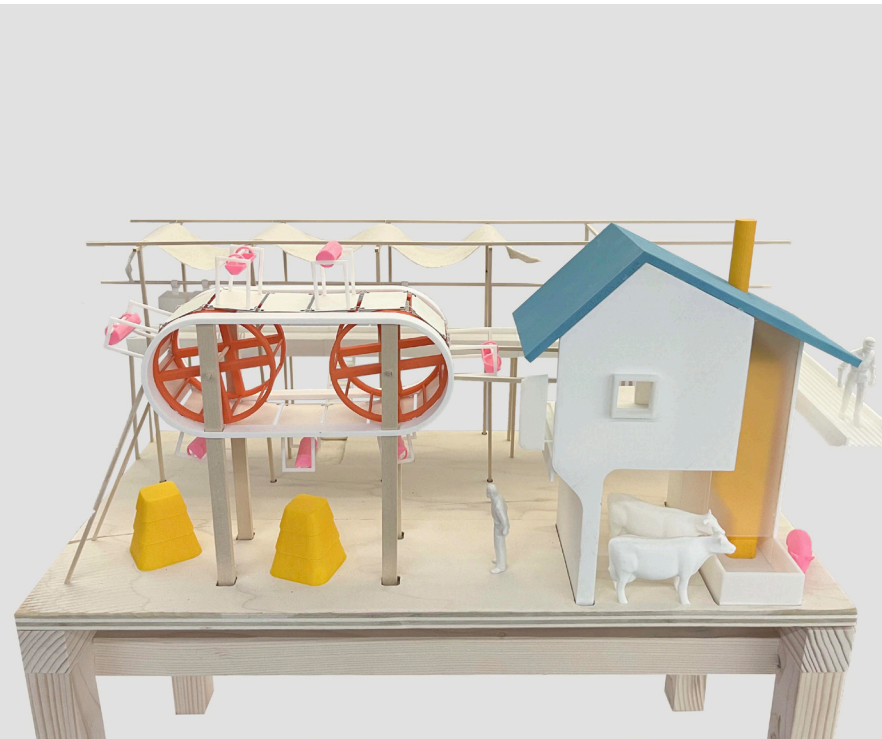
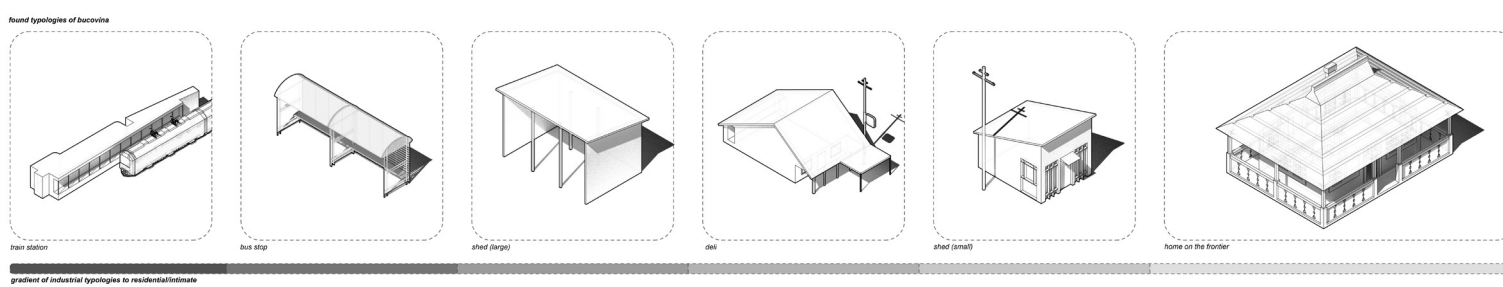
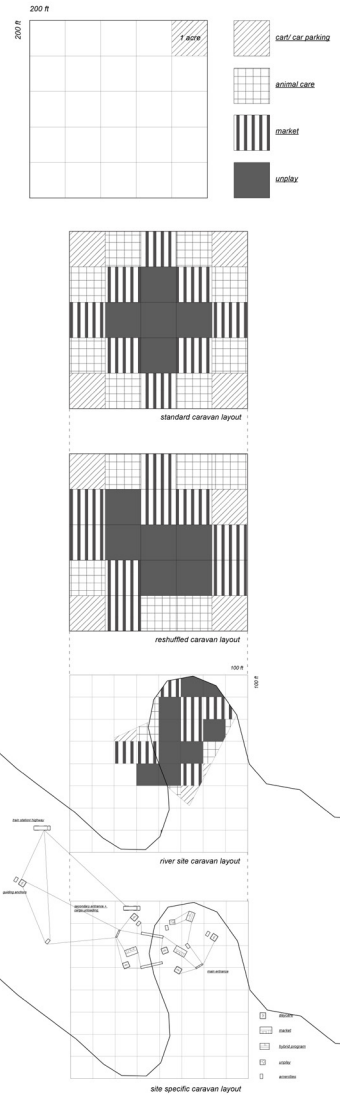
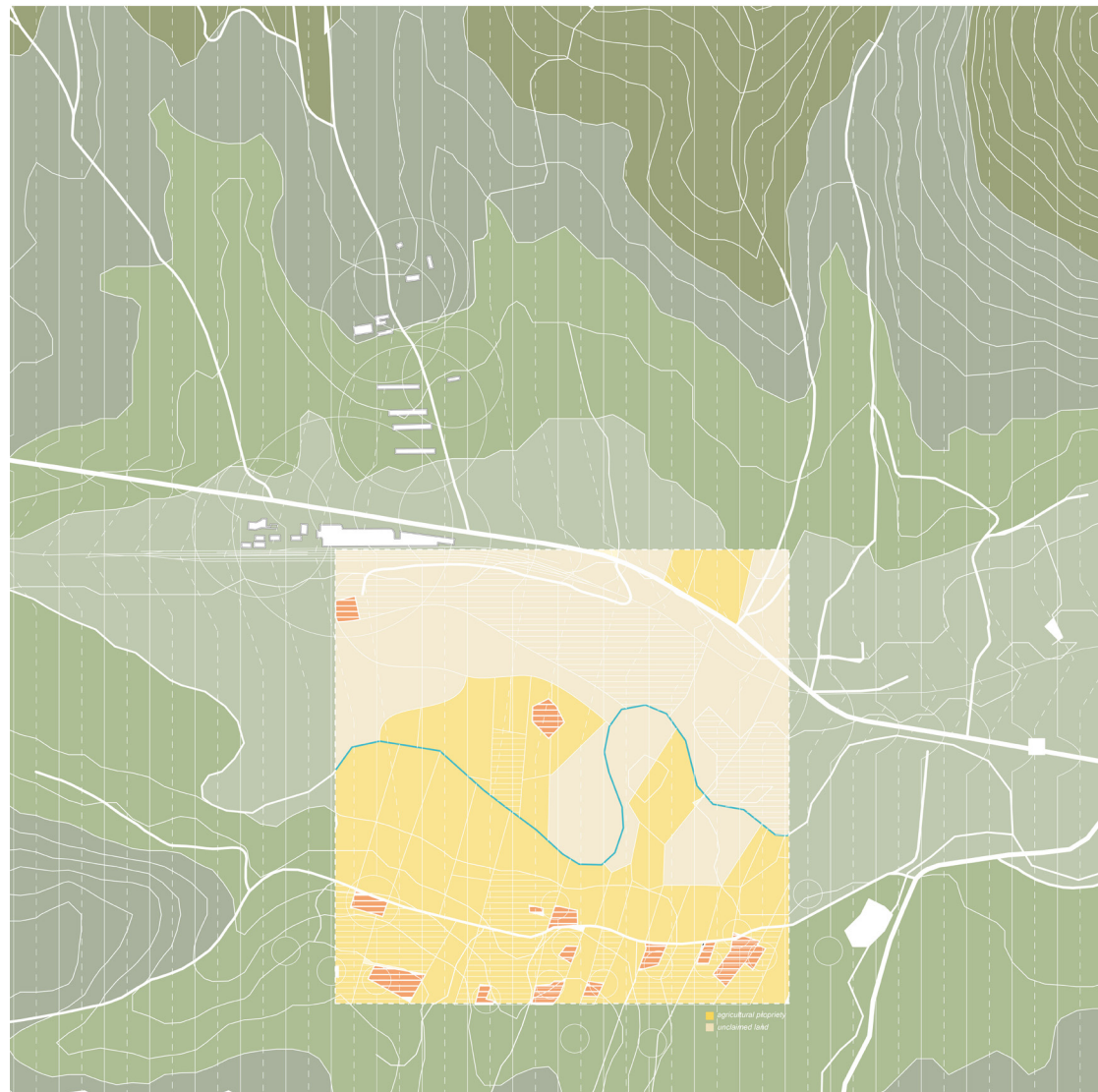
initial deployment in bucovina, romania



second point of contact in rural japan



third point of contact in rural iran

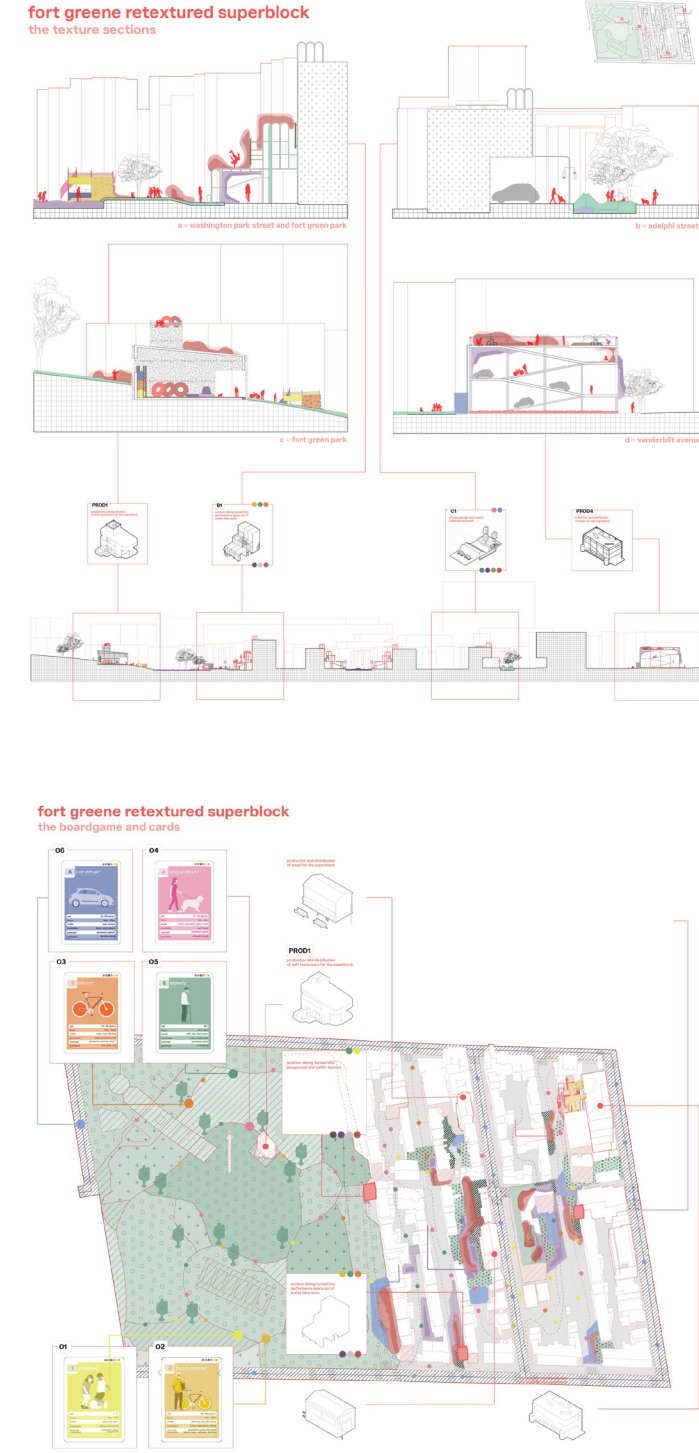
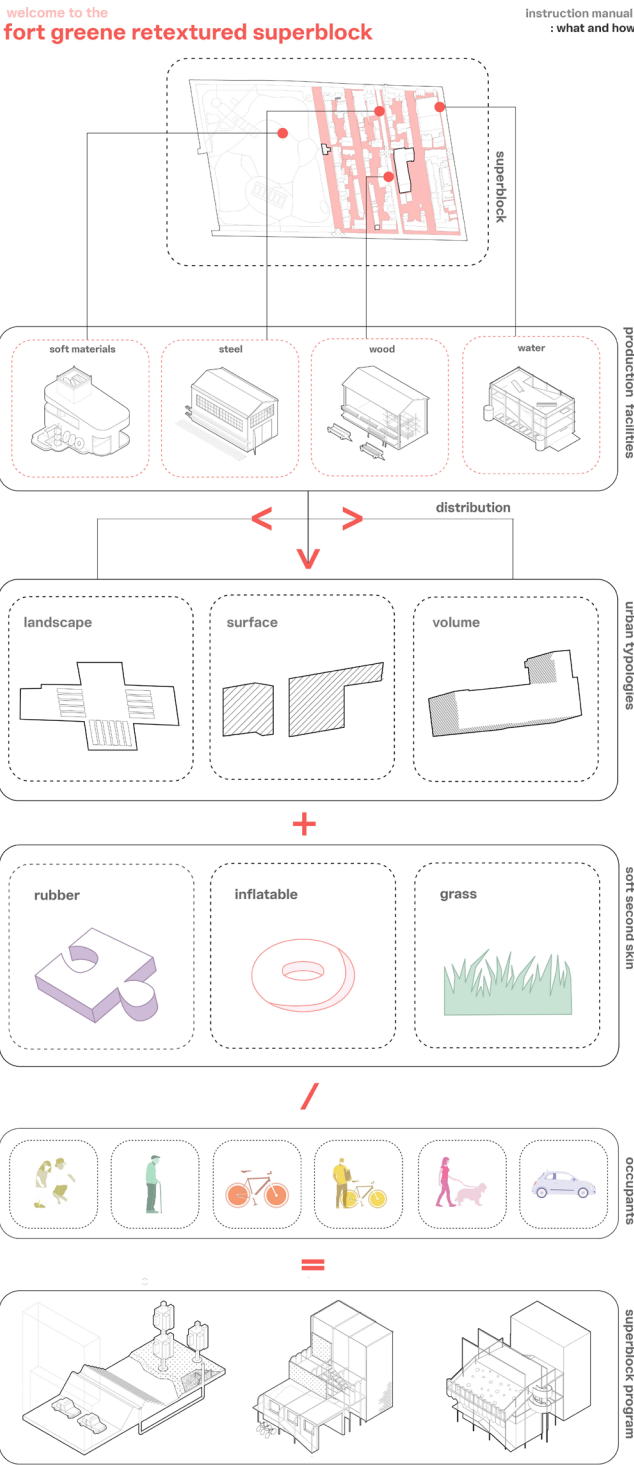
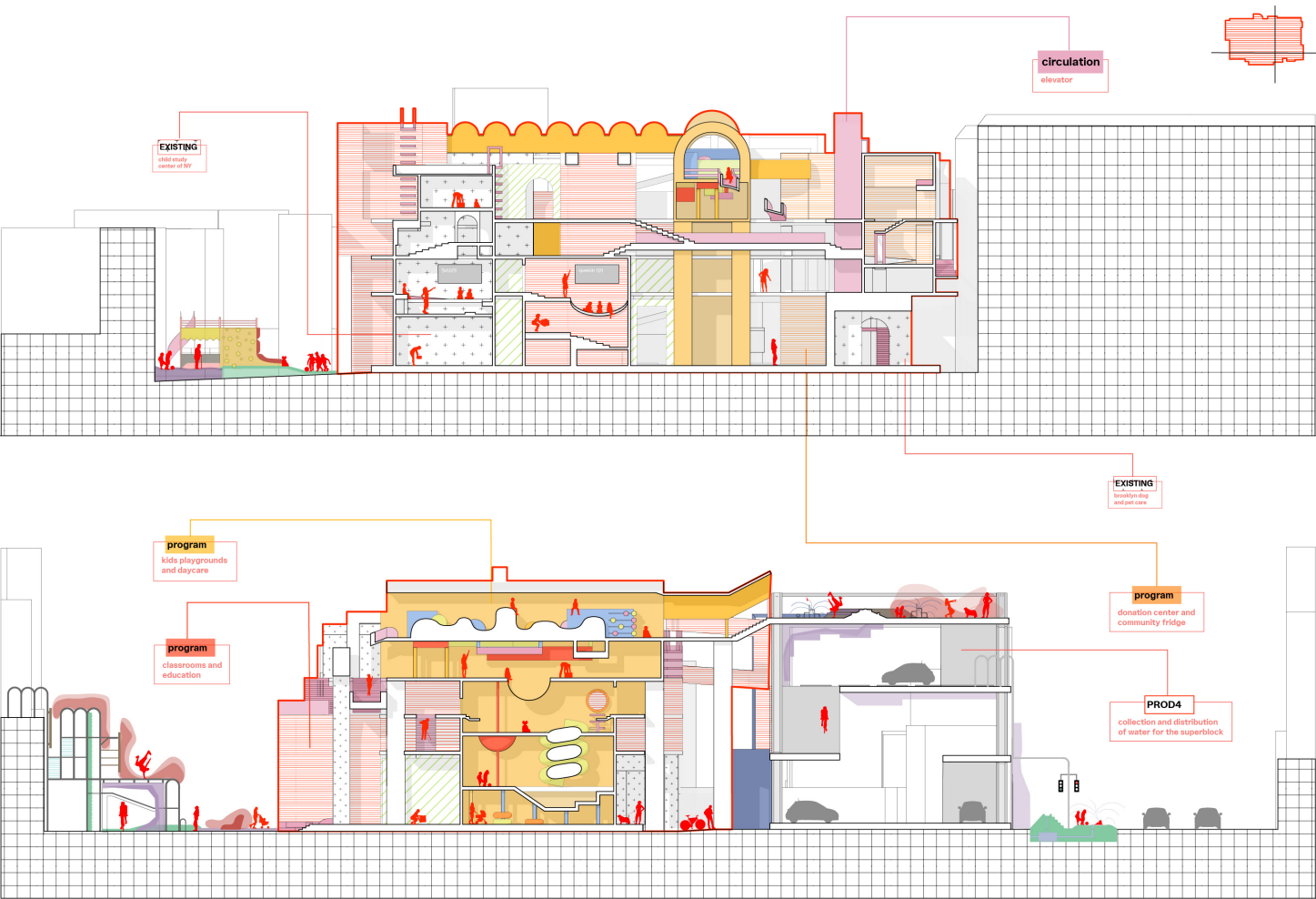


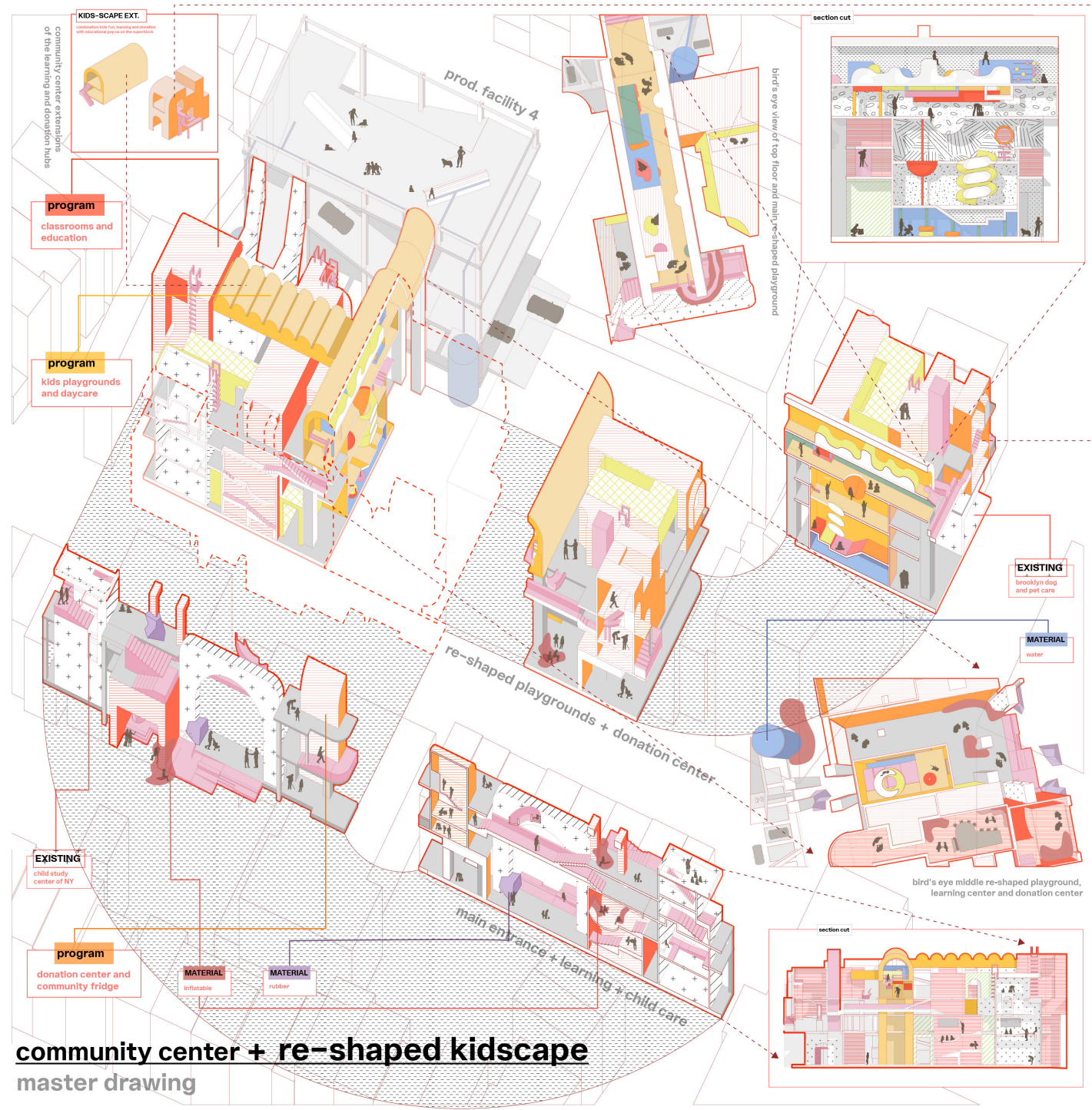
re-shaped kidscape

design 403
faculty: gonzalo lopez

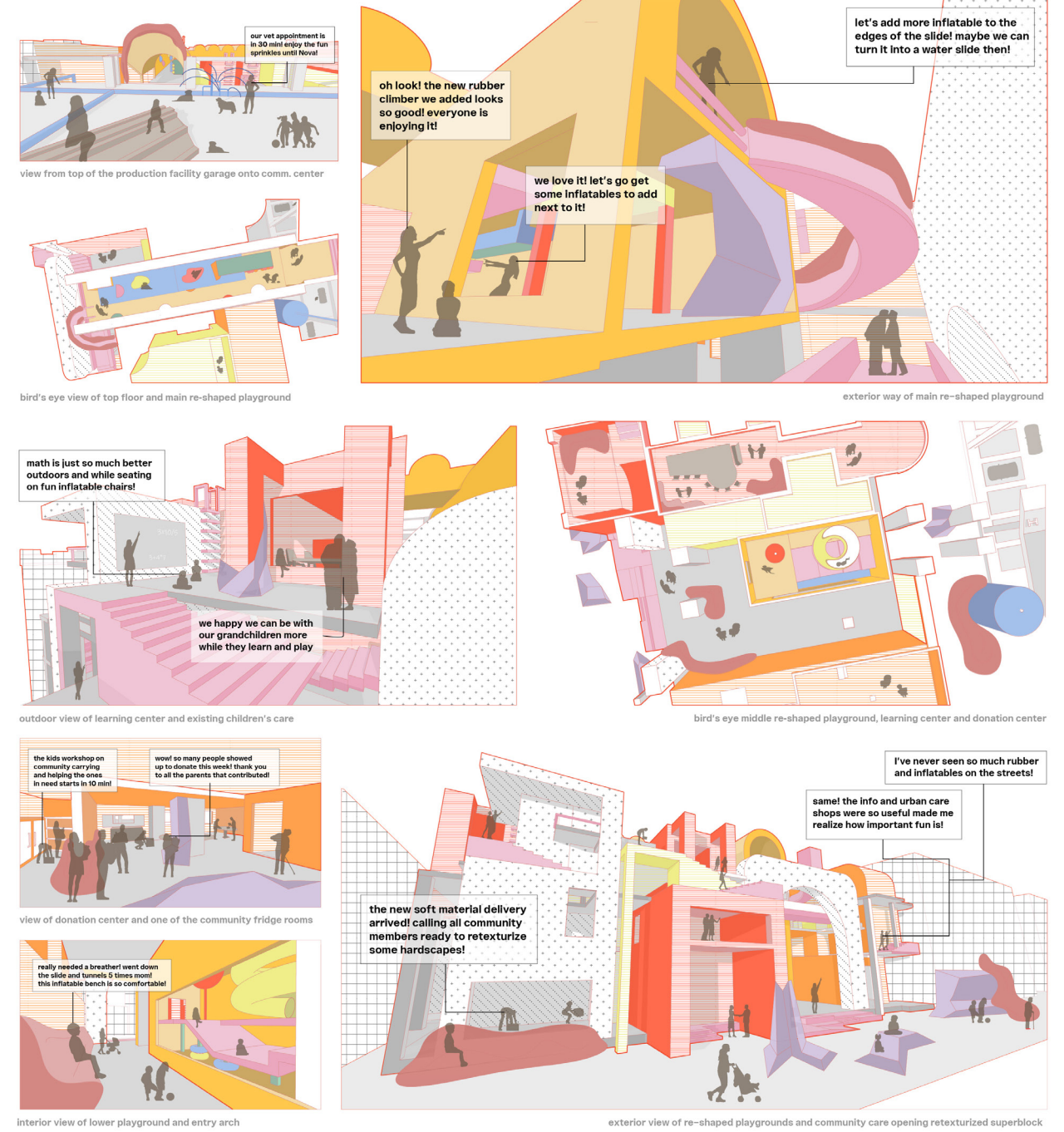
The reshaped Kidscape is a playful, funscape for children and adults. It is a reminder that having fun is important and should not be forgotten when kids grow up.

The reshaped kidscape center hosts three main programs: the playgrounds, the learning, and the donation center with community fridges. The demographics of the neighborhood show a large discrepancy between white people and people of color. The community center welcomes all by having programs supporting the communities in need and focuses most of the children's learning, playing and workshops on developing a sense of empathy from an early age.





community center + re-shaped kidscape storyboards





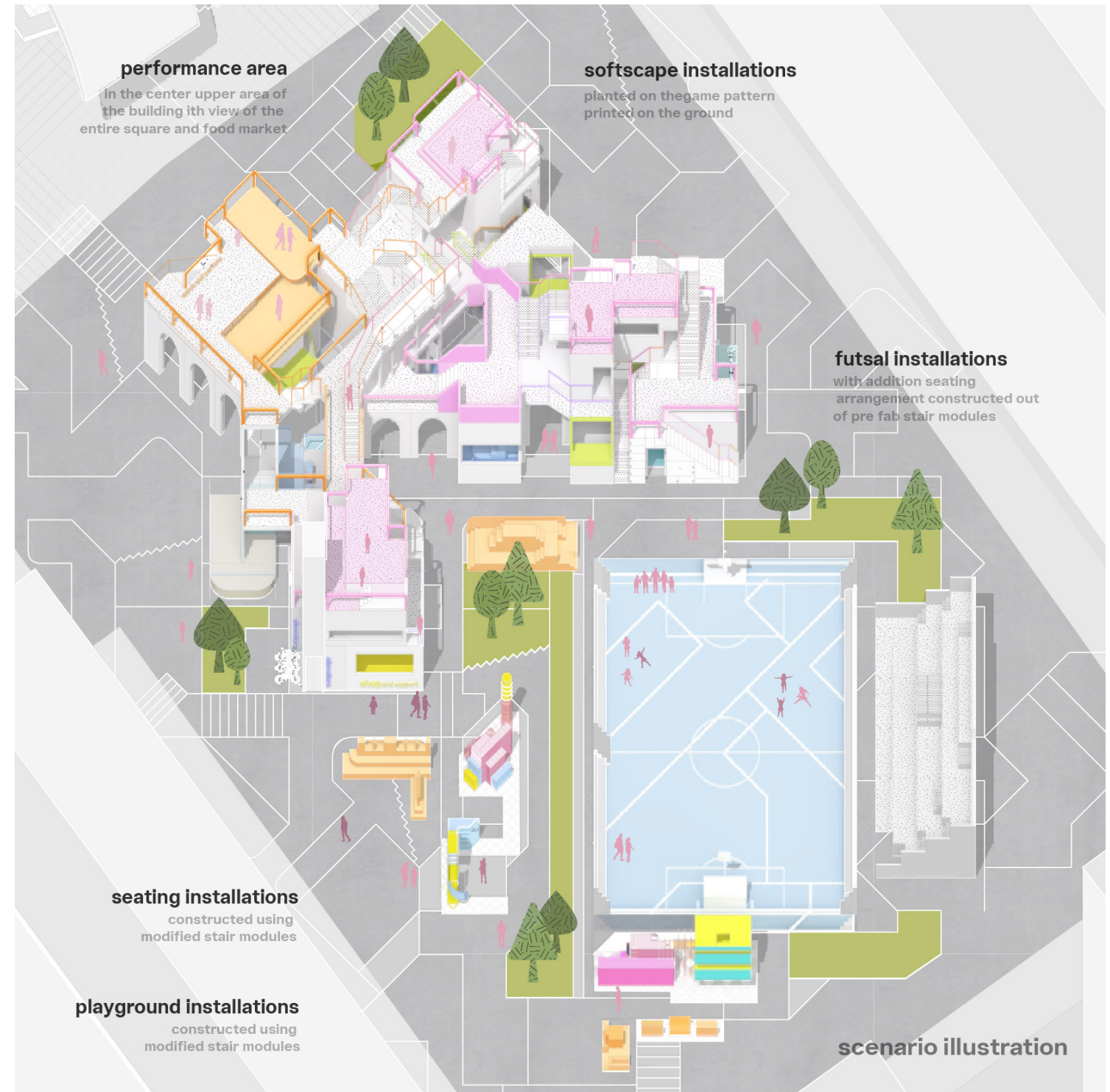
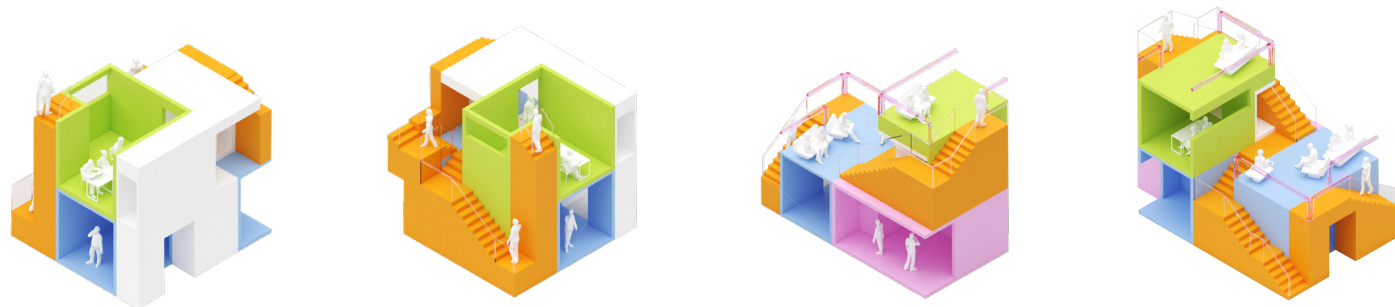
sensorial playground

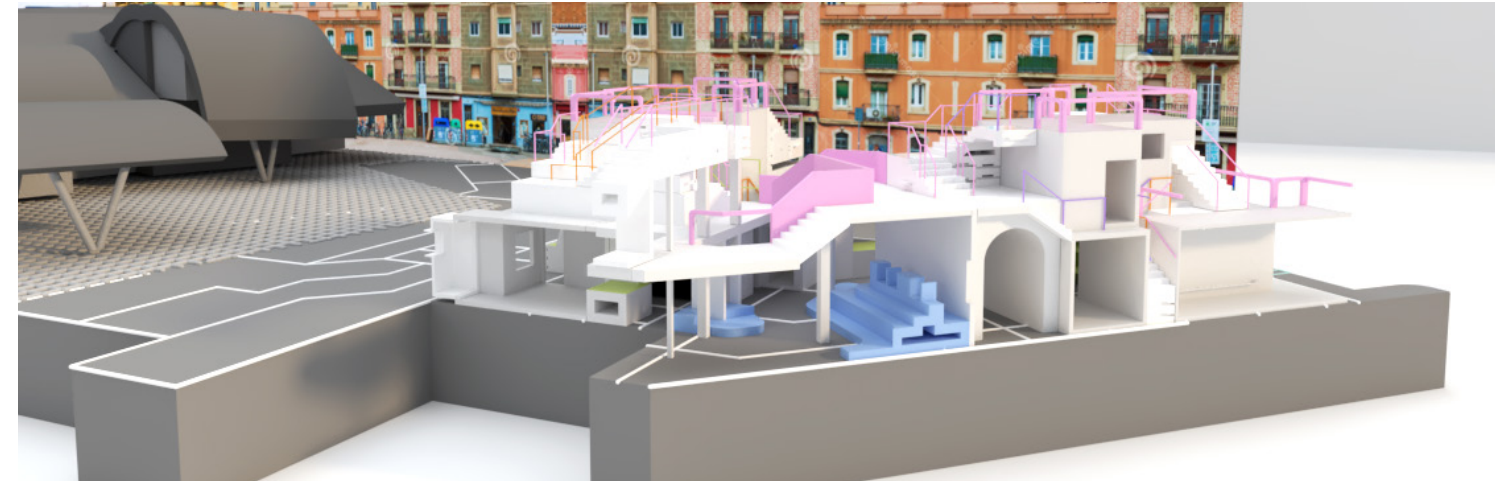
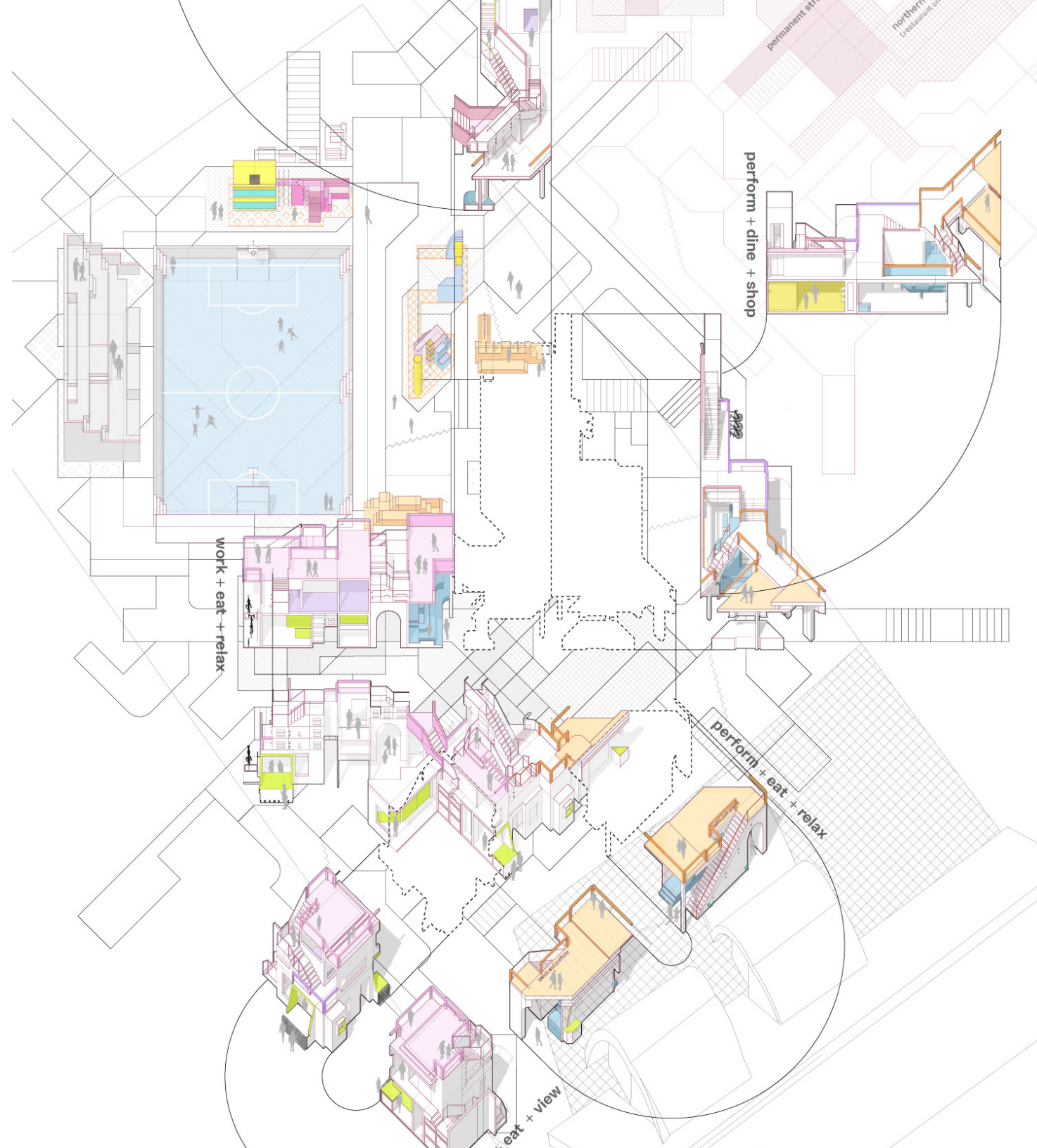
design 401

faculty: jason lee

The project delivers an interactive civic space for its users, specifically, a small business restarting facility that allows enterprises in Barcelona, Spain that had to shut down their activity due to the recent COVID pandemic a rent-able flexible unit space.

The project functions in collaboration with "Bicing," the local public rental city bicycle company that will have one of its stations at the location of the project and will directly give all the money made by the users of it towards the renting costs of the units.

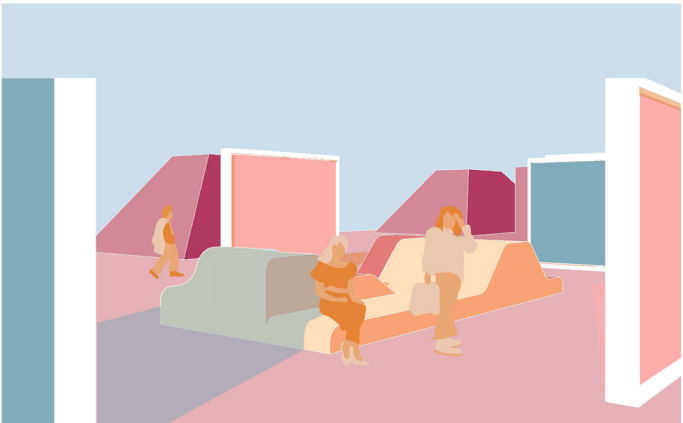




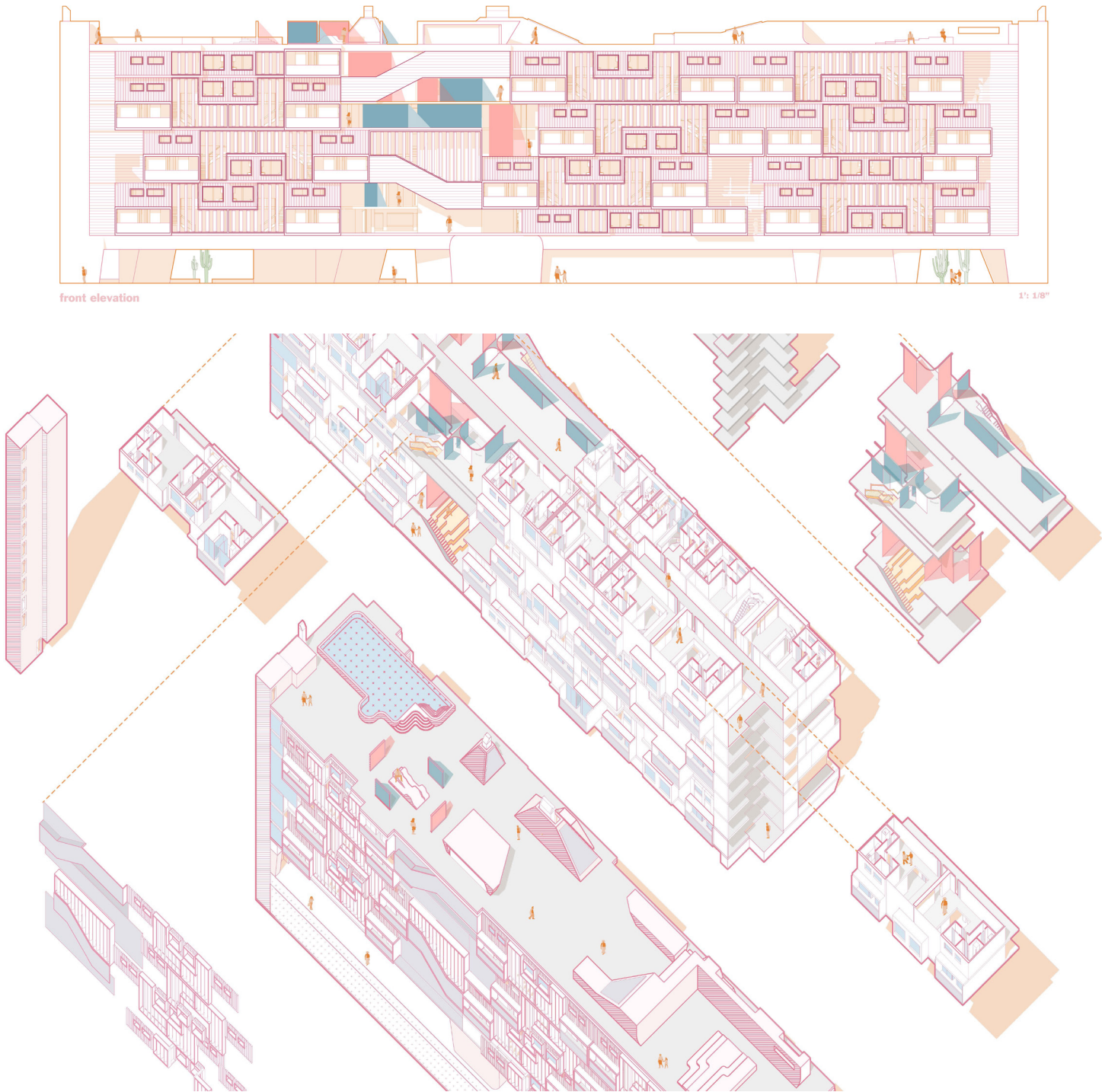
playful boundaries

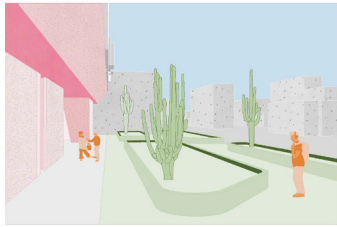
design 301 with partner hannah kim
faculty: eva perez de vaga

proposal for a seven story “live-work” low income type building located in Brooklyn, New York.
The project is designated for young artists wanting to occupy a private unit and share living spaces, studios and office spaces.

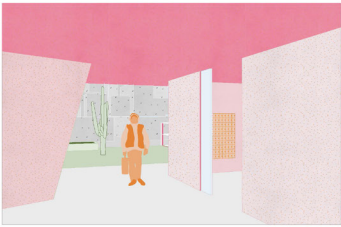


units, studios and working spaces are designed for individual types on artists to suit their needs best: an express unit is best for a spontaneous individual like a painter while the shy unit offers privacy for a poet or film maker. an explorer unit allows for most space and is flexible for someone with quick ideas like a writer or sculptor.





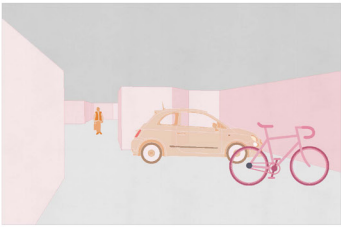
1.30 pm walk through sculpture garden



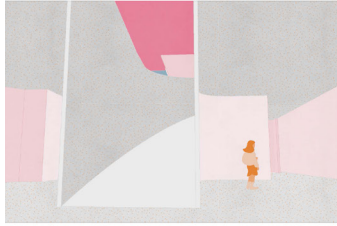
6.45 pm lobby back into the building



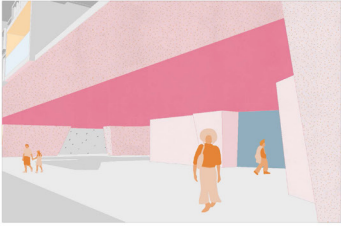
6.50 pm stairs to basement



7.00 pm picking up bike from garage



7.10 pm riding bike outside of building



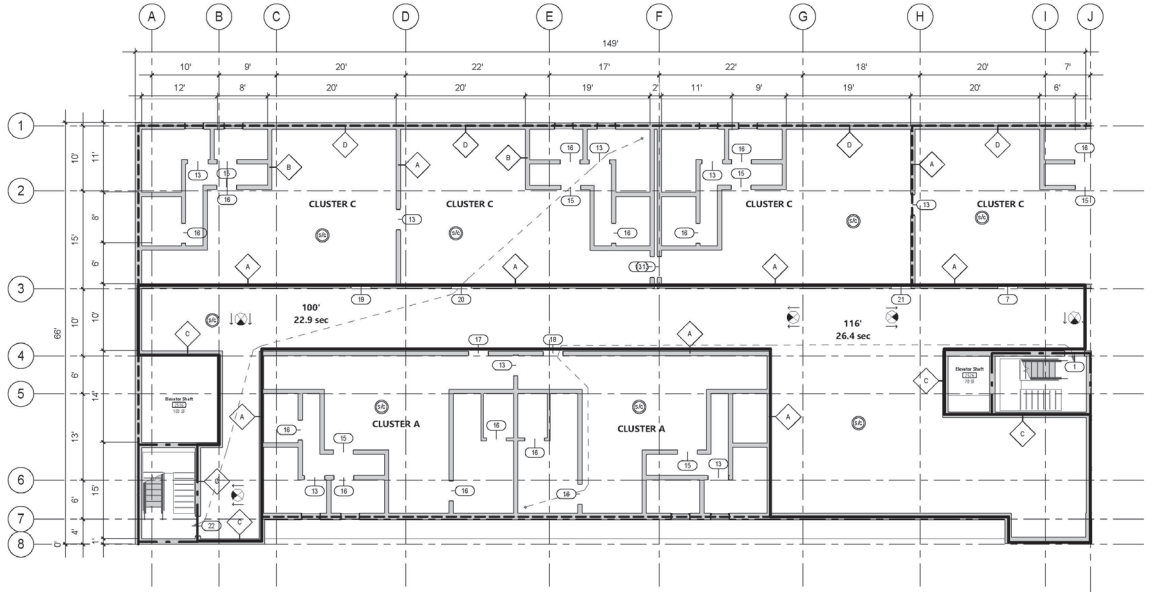
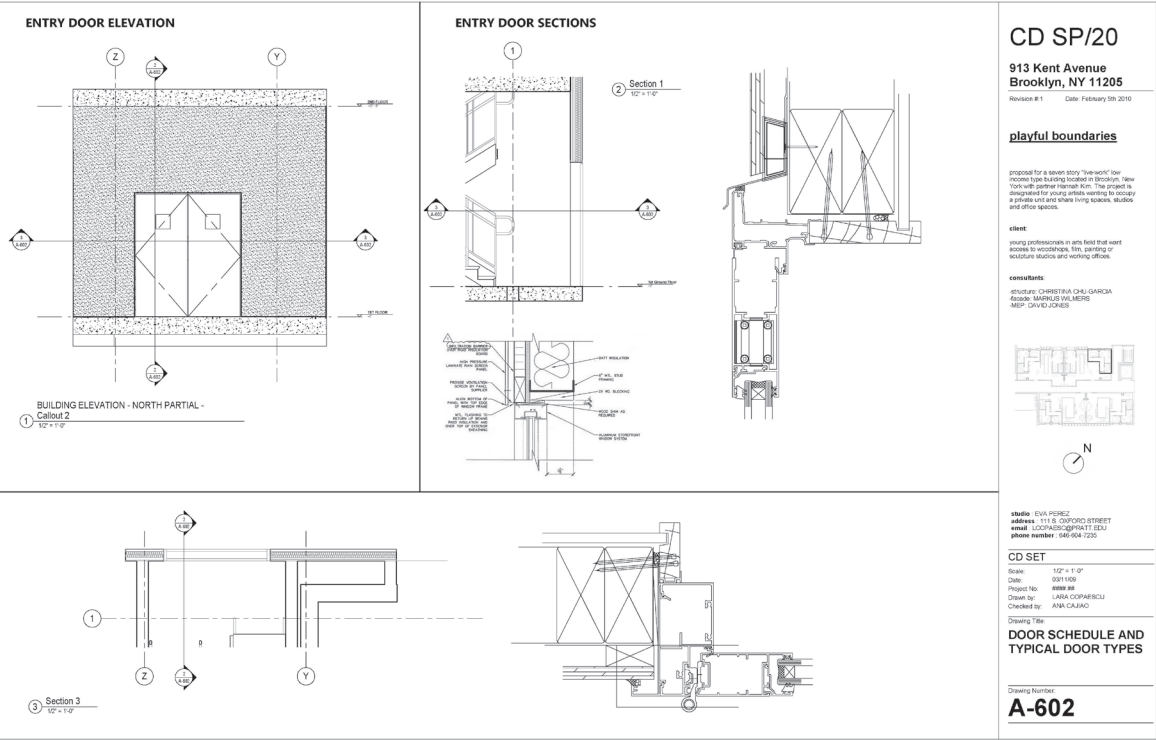
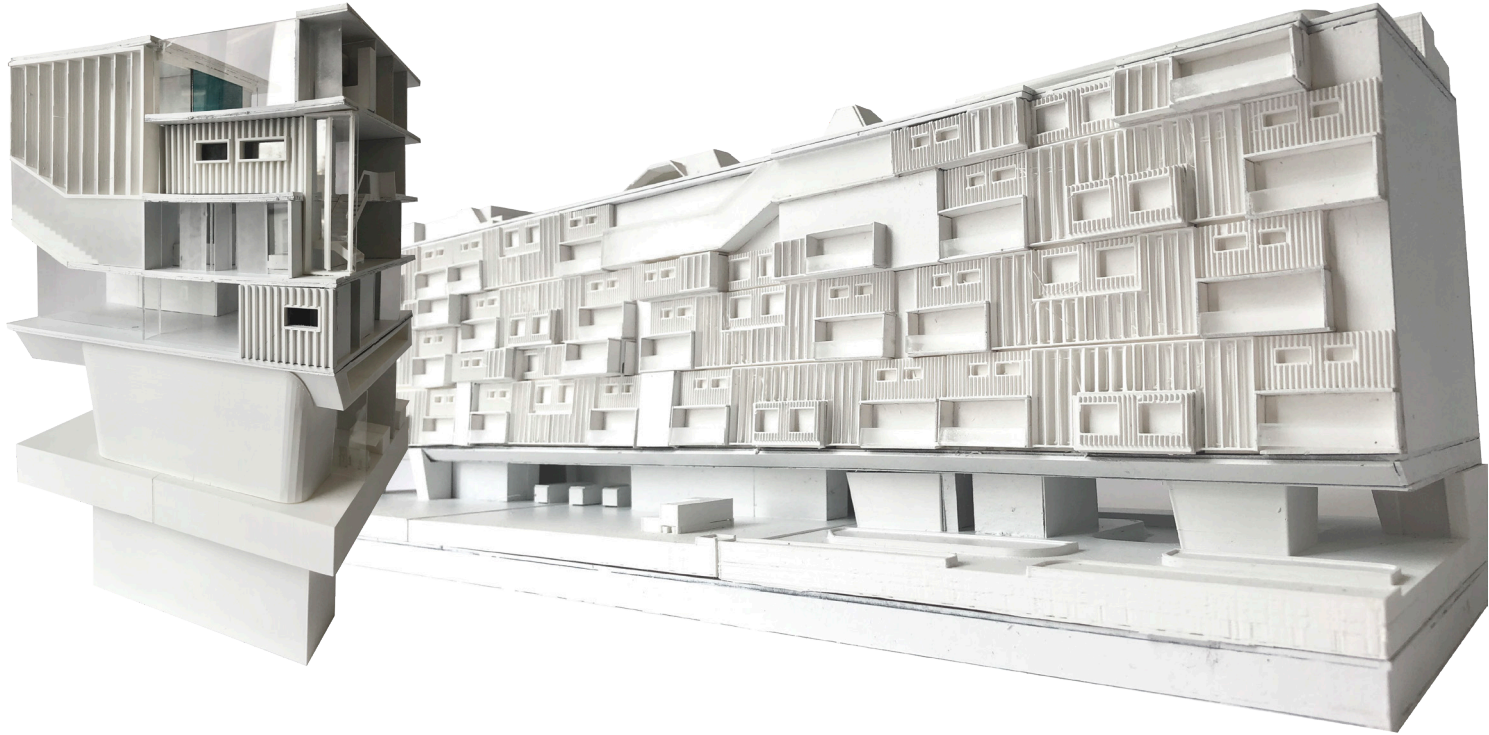
7.20 pm bike views of ground floor



9.00 pm view coming back home



9.10 pm north-south view of building



funtastic supply (instagram: funtastic.supply)

small business account that sells refurbished vintage finds
partner: quinten oxender

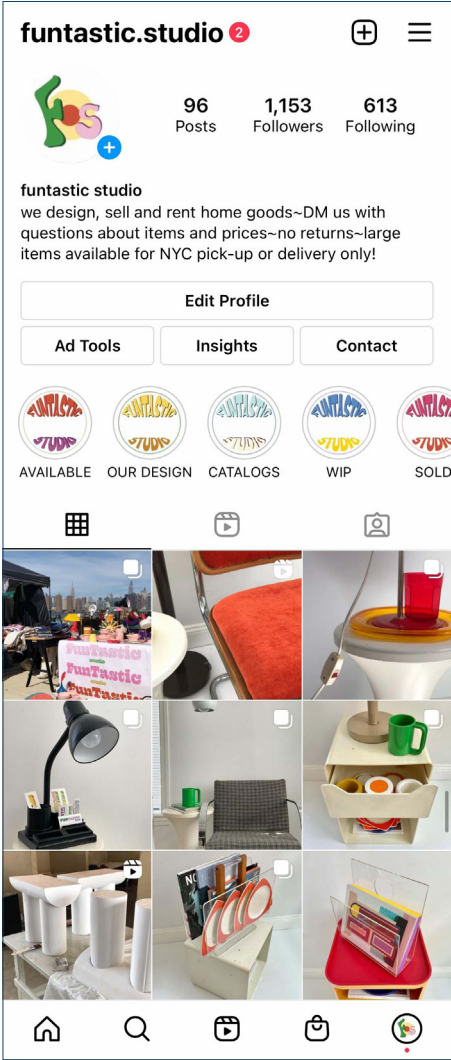
funtastic supply seeks the “forgotten” treasures and refurbishes them to make sure their history lives on to influence us and many more everyday. the pieces that we find and restore inspire us to design our own pieces while embracing past eras.



branding and logos



refurbished pieces

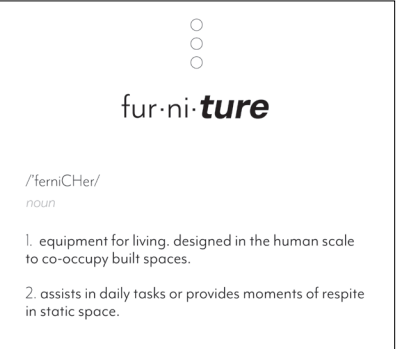
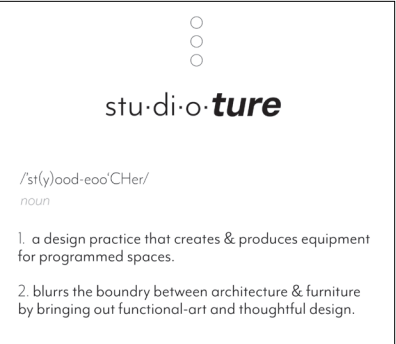


instagram profile

studio-TURE (instagram: studio.ture)

small design business
partner: quinten oxender

studio-TURE is simply put furni-ture, architec-ture and everything in-between. we studio creates and defines “ture” through our pieces. designed and built in brooklyn



branding and concept definitions



design and manufacturing process of LEMN collection

birdhouse proposal

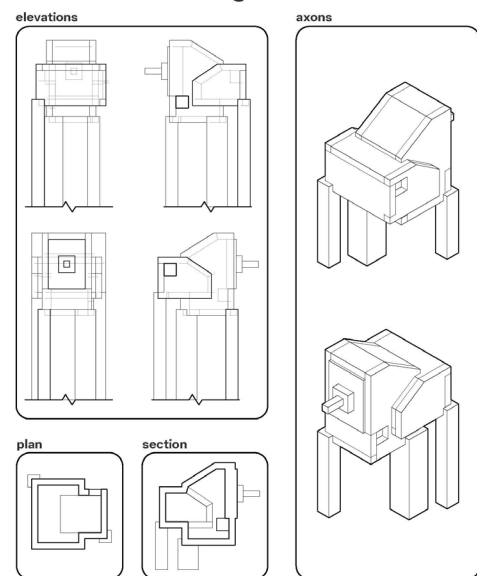
entry for bee breeders architecture competitions

partner: hannah kim

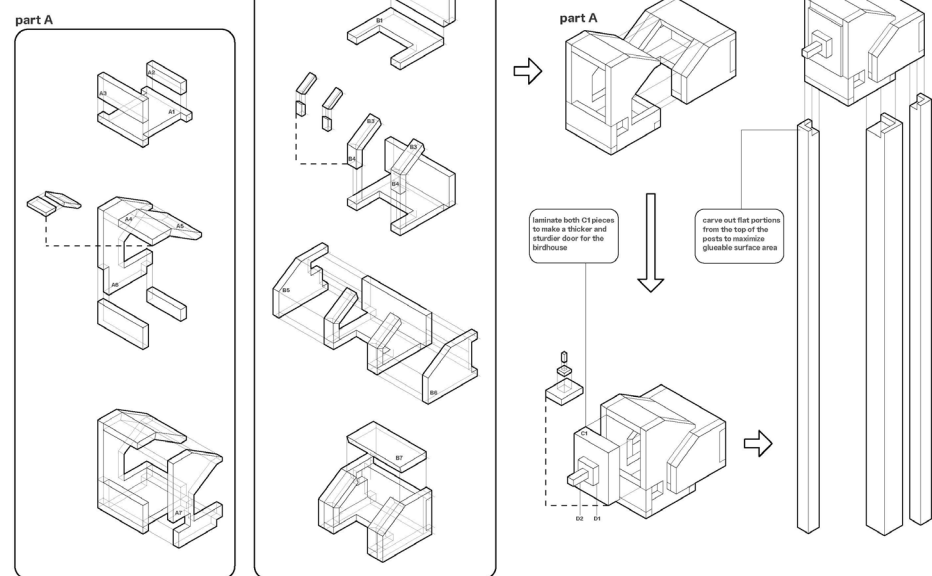
proposal for a sustainable, all plywood, at home, easy to assemble birdhouse with an instruction manual. the habitat is meant for at least two birds but its size is flexible and up to the builder! very fun concept and thinking about the simplest yet most efficient way of building a habitat of small sizes meant to resist rain or winds was a very interesting project to work on!

the bunky birdhouse

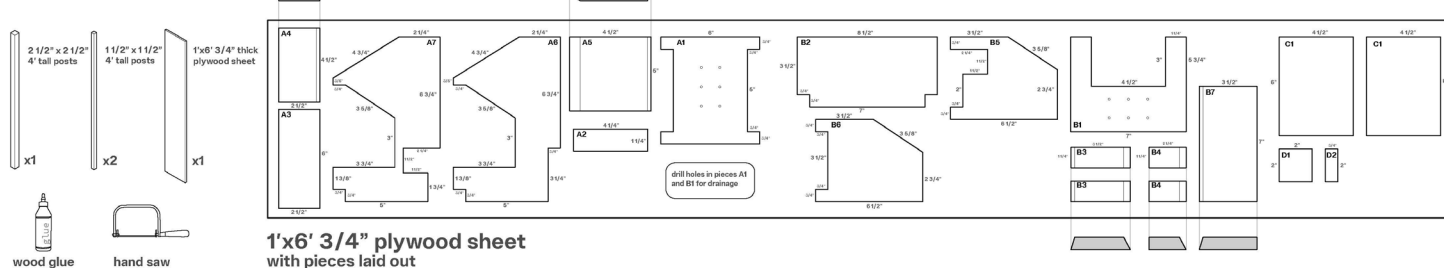
what am I building?



how to build it



what do I need?



physical models and hand sketches

collection of work done in my free time or for school assignments

