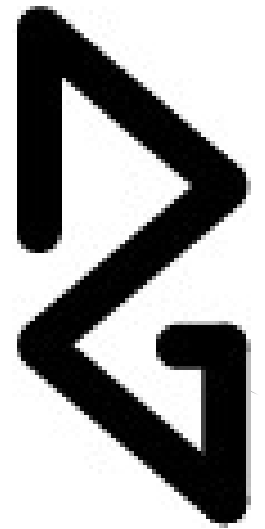


DANIEL GUTH

ARCHITECTURE PORTFOLIO



RESUME

danielguth.com
(912) 484-7637
danguth29@gmail.com

Education

MFA Service Design

SCAD | Savannah, GA | 2022 - Present

BFA Architecture

SCAD | Savannah, GA | 2016 - 2019

Software Skills

Miro	Figma	Photoshop
Notion	Revit	Illustrator
	Autocad	InDesign
	Rhino	Microsoft Office
	Lumion	Google Analytics

Professional Skills

Design Research	Collaboration
Project Management	Critical Thinking
Systems Thinking	Prototyping
Communication	Ideation
Adaptability	Time Management

Languages

Spanish
English
German (conversational)

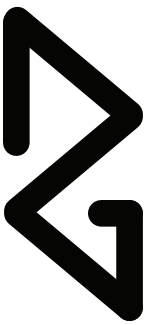
Volunteering

International Volunteer

Stadtjugendring | Germany | 2015

Worked in a German NGO. Assisted with the planning, logistics and execution of community engaging events, ranging from weekend activities for young children, to international music festivals.

DANIEL GUTH



Experience

Team Lead

SCADpro x Mayo Clinic | Savannah, GA | 2023

Leading a multi-disciplinary team collaborating with the Mayo Clinic. More information coming soon!

SCADask Research Assistant

SCAD | Savannah, GA | 2022 - Present

Aiding in the formation of SCADask, an upcoming department at SCAD, focused on quantitative and qualitative research. Assisting in the creation, development and analysis of research tools and processes.

Architecture Staff

THW Design | Atlanta, GA | 2020 - 2022

Member of the design and production team at THW, a pioneering firm in senior living design. Actively participated in all stages of the design process on multi-million dollar developments across the country. Helped create and develop new and existing in-house tools and programs to optimize efficiency and project delivery. Worked with consultants to coordinate the integration of intricate design and building systems.

Architectural Designer

LBA Designs | Atlanta, GA | 2019 - 2020

Drafted floorplans, designed interior and created renderings of living units. Prepared presentations to be delivered to clients. Assisted in the preparation of construction drawings. Completed site visits and inspections. Collaborated in team projects and promptly met deadlines.

Program Coordinator

SCAD Ambassadors | Savannah, GA | 2016 - 2019

Led Student Ambassador Program, managed staffing of several posts, assisted with mass event logistics and worked hand-in-hand with Admission department for event planning and execution.

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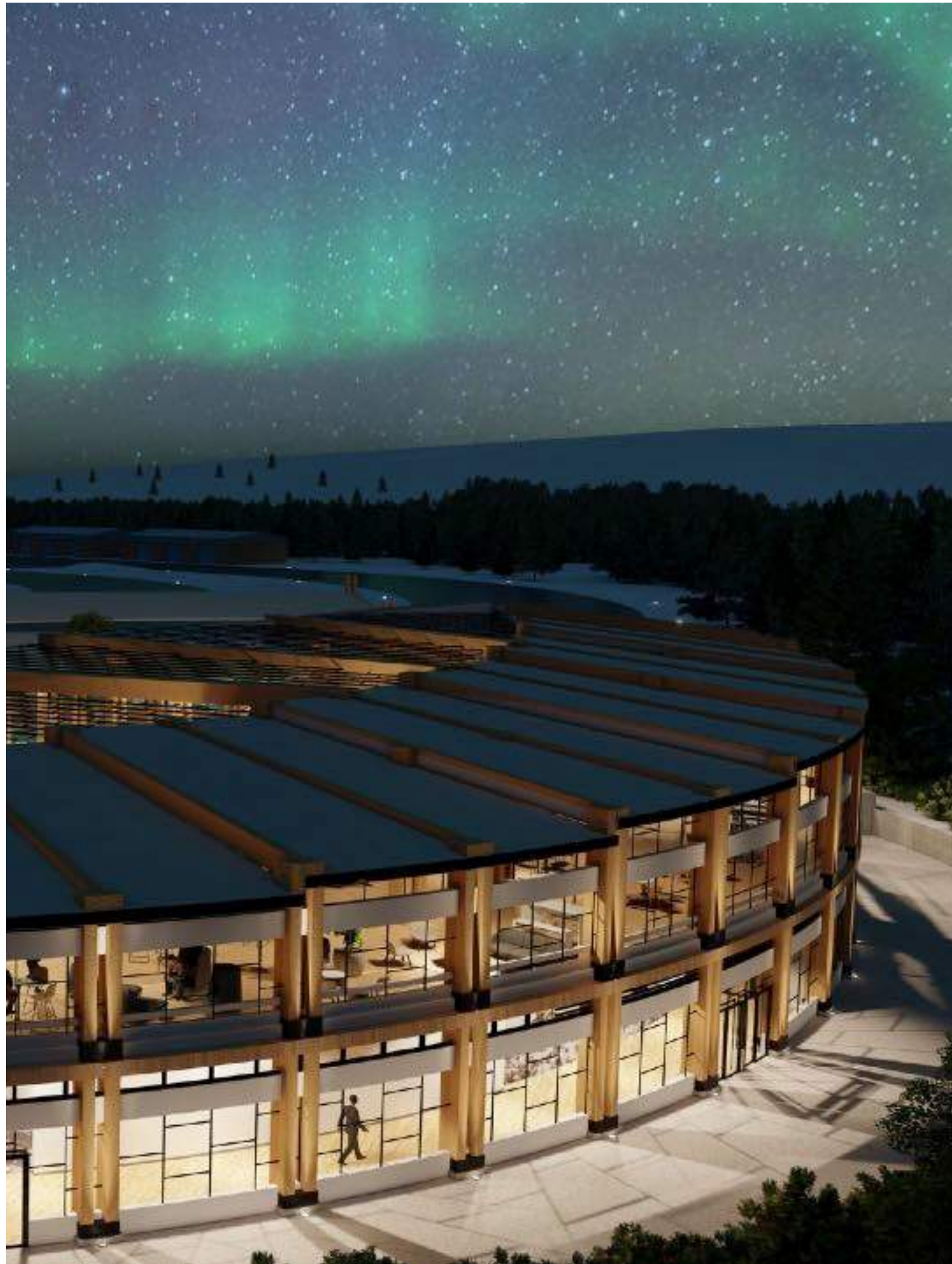
HEMSEDAL AIRPORT

24

MARINE RESEARCH CENTER

34

THE COLONNADE



HEMSEDAL AIRPORT

Hemsedal, Norway

The Hemsedal Airport was designed with three key concepts in mind; respect and response to surroundings, climatic response and passenger experience. The materials used respond to the traditional, vernacular architecture in the region of Buskerud, and are employed in a modern, effective fashion.

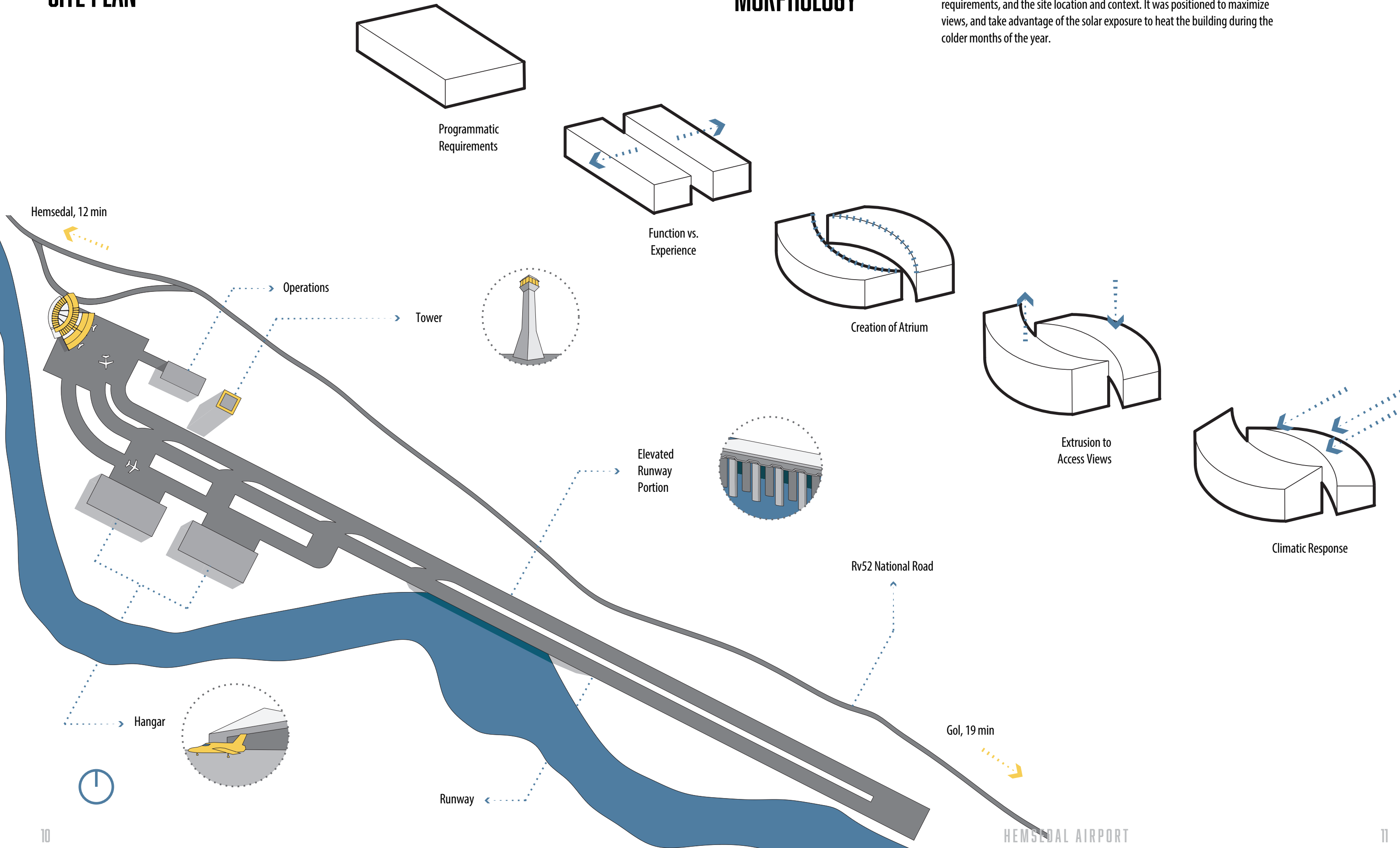
The form responds to the climatic conditions of the site. Solar heat gain was one of the major concerns when developing the project. Because of this, the structure is split in half to make way for a central atrium that acts as a green house for the entire building.

The spatial organization and articulation were conducted with key aspects of experience and service design in mind. This project aims to redefine the traditional air-passenger experience and develop a series of conditions that create a memorable experience for visitors, users and staff.

SITE PLAN

MORPHOLOGY

The form of the building was defined by responding to the programmatic requirements, and the site location and context. It was positioned to maximize views, and take advantage of the solar exposure to heat the building during the colder months of the year.



Hemsedal, 12 min

Operations

Tower

Function vs. Experience

Creation of Atrium

Extrusion to Access Views

Climatic Response

Elevated Runway Portion

Rv52 National Road

Gol, 19 min

Hangar

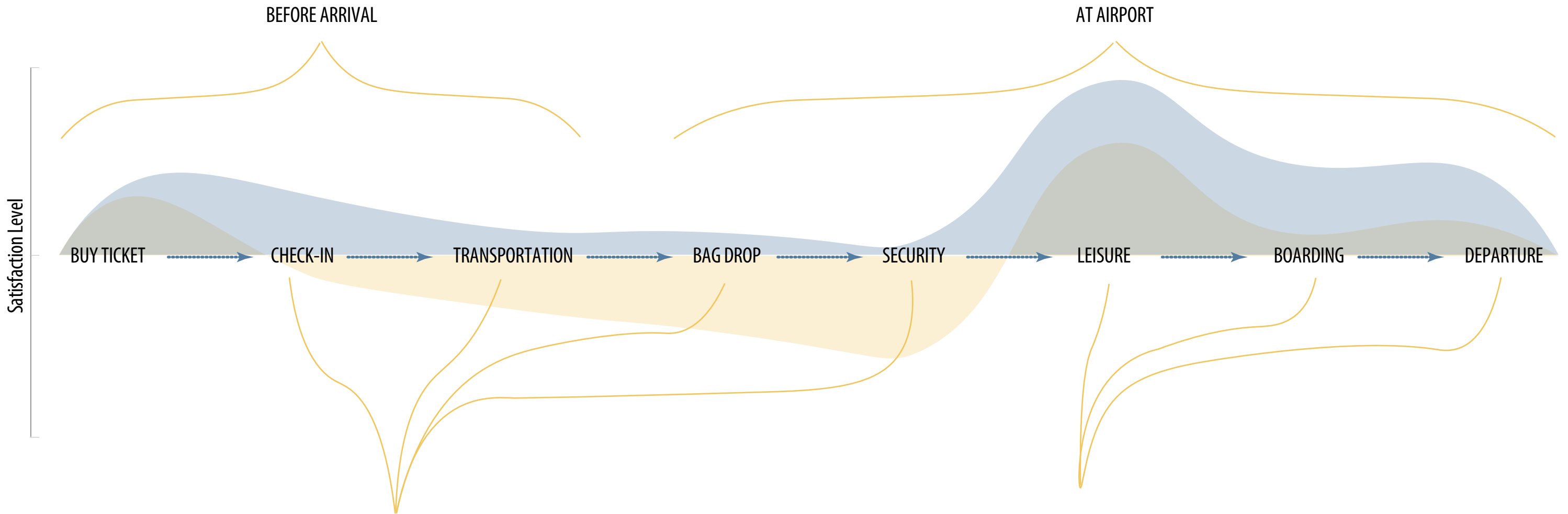
Runway

HEMSDAL AIRPORT

THE PASSENGER EXPERIENCE

During the design phase, the overall passenger experience was a major consideration point. Pain points and opportunities for enhanced experiences were considered and built into the project. This encompassed the entire travel experience, from before the moment the passenger even left their accommodations and headed to the airport. This way, a more integrated, cohesive service could be provided, making the experience more enjoyable for the passenger, and airport operations more efficient.

Traditional Experience
Proposed Concept



ELIMINATING PAIN POINTS

Through coordination with local hotels and lodges, check-in, transportation, bag drop and security can be streamlined into one step, even before arrival to the airport. Guests will be able to check-in for their flights with the hotel staff 24 hours before their flight, drop their baggage up to 6 hours before departure, and pass through security upon leaving their accommodations. This will allow passengers to expedite some of the least enjoyable steps of air travel.

ENHANCING POSITIVE EXPERIENCES

By understanding the most enjoyable moments during the passenger experience, opportunities to enhance these experiences were maximized. Several spaces were designed with this in mind, creating different environments which cater to the wants and needs of the users. This is based on the cultural and demographical context of the visitors to the area and the locals alike.

FLOORPLANS

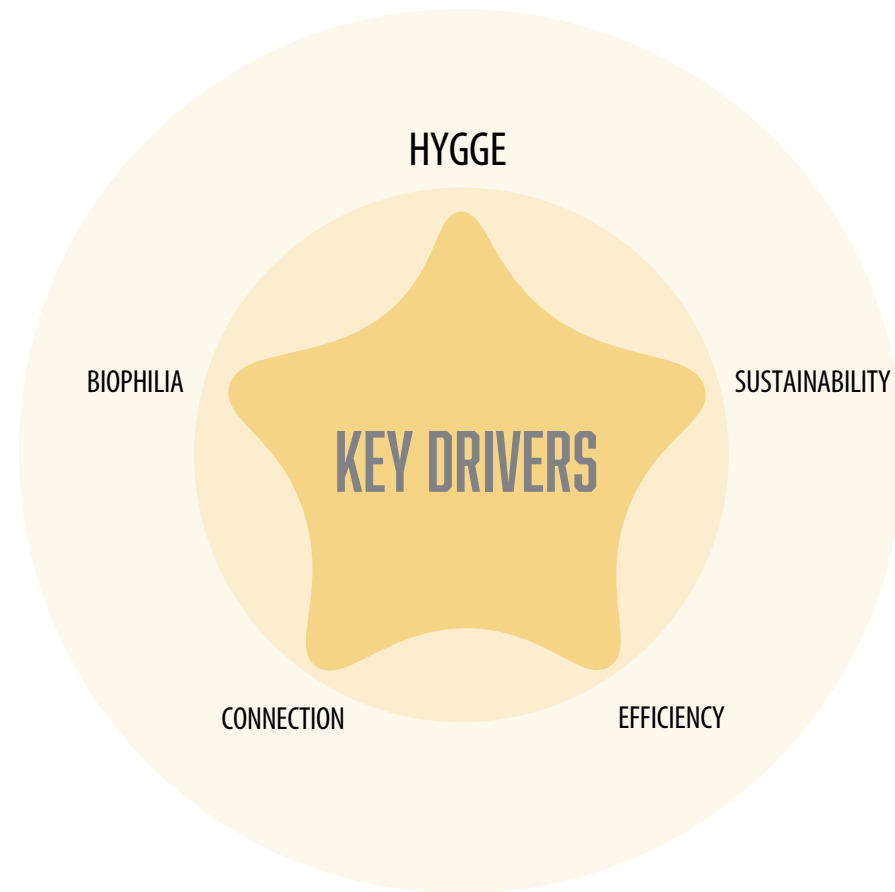


EXTERIOR

The building sits between the road and the river, making it easily accesible but also embedded in nature. The main areas for both passenger entertainment and airport operations overlook the heavily wooded area around the building, providing comfortable spaces and sweeping views



ENHANCING AND CREATING EXPERIENCES



The project was driven by five major design pillars, defined during the conceptual phase and shaped by the cultural, geographical and historical context of the site. 'Hygge' is defined as a "mood for coziness and comfortable conviviality with feelings of wellness and contentment." In Norway, it is almost a way of life, especially during the winter months. Since the project is located in the north, close to ski resorts and other winter destinations, 'hygge' is particularly relevant to the design.

THE LOUNGE

The lounge is a comfortable space that faces the boarding gates, and provides passengers with intimate nooks inspired by Scandinavian 'hygge'. Materials include warm timber, residential style furniture, plush carpets, and fireplaces.



POOL DECK

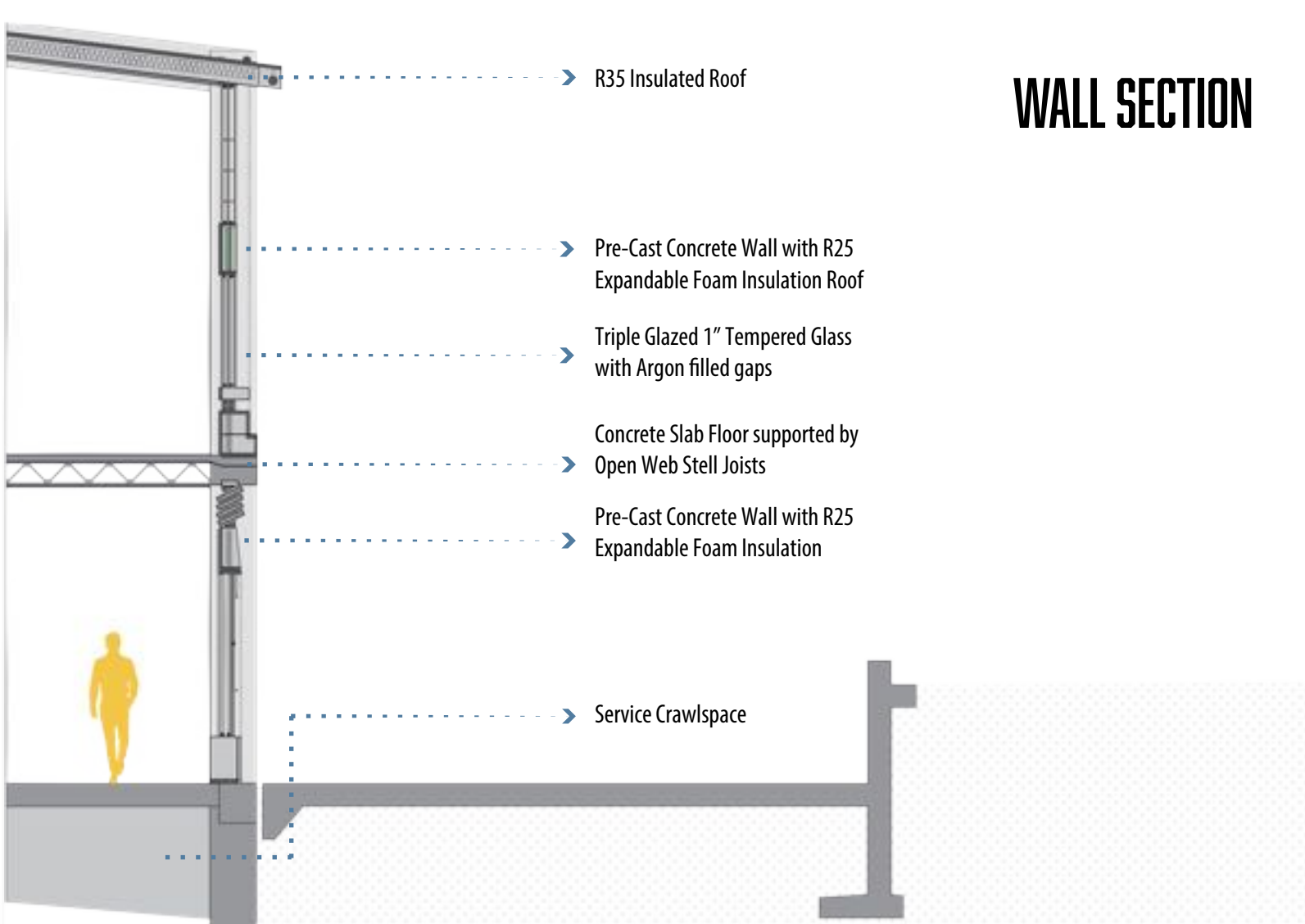
The pool deck offers passengers a unique outdoor space with views of the tarmac. During the warmer months, the space can be used as a sun deck and outdoor kitchen. During the colder months, the temperature adjustable pool and the fire pits on the deck still make the space usable and comfortable.





MAIN LOBBY

The main lobby is a grand space that welcomes passengers. This space acts as a node for users. From the main lobby, passengers can access the adjacent waiting lounge and retail spaces, or use the grand staircase to access the leisure lounge and cafe.



WALL SECTION

MATERIALS

Interiors were inspired by traditional Scandinavian Interior Design and their use of light colored materials to reflect and harness as much natural light as possible.



CROSS LAMINATED TIMBER

CLT has been used for the structural columns. This material has been selected because of its durability and aesthetic qualities.



CONCRETE

Concrete has been used because of its thermal qualities and finish. As well as wood, it has been left exposed to express the honesty of the material.



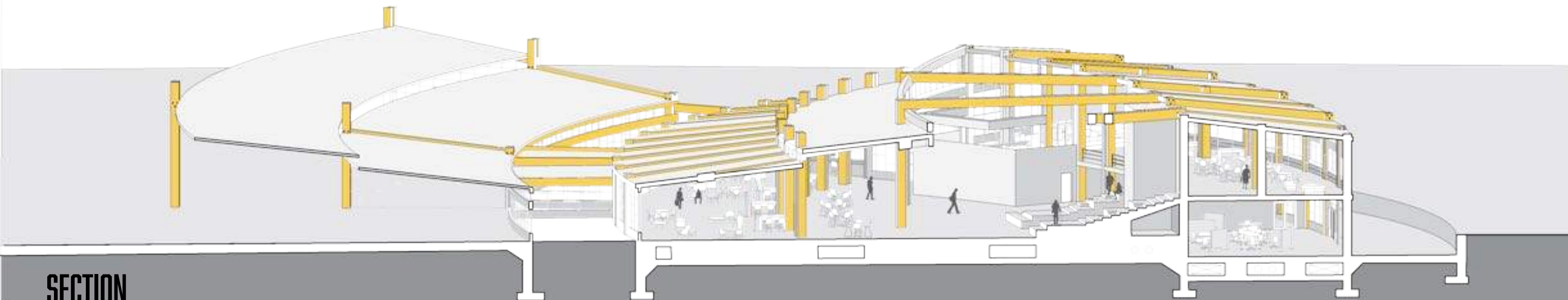
WHITE MARBLE

White marble has been used as cladding on the elevator shaft. This acts as a centerpiece for the space, justifying the selection of a premium material.



WOOL

The majority of the furniture has been lined with wool. This creates a juxtaposition with the rest of the material palette and responds to the climatic conditions of the site.



SECTION

THE BAR



The absence of walls in the main lobby allows for spaces to flow into each other, promoting interaction between users. Structural columns and changes in materiality have been used as subtle demarcations between programmatic zones. For example, the main lobby's floor is concrete, but once through the columns, elements of 'hygge' are introduced, such as plush rugs and fireplaces.

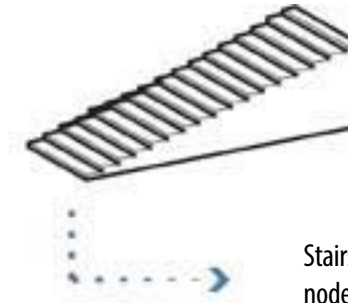
ELEVATIONS

East

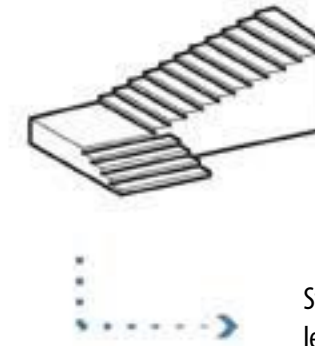


THE STAIRS

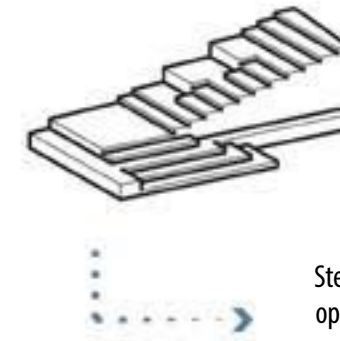
The grand staircase is the main visual element in the lobby space. Its composition allows it to act as both a circulation path and gathering space. The orientation in regards to the skylight also makes it act as a thermal mass, contributing to passive cooling.



Stairs are main vertical circulation node, as well as thermal mass and gathering space.



Stairs respond to both entries, leading to the road and the tarmac.



Steps become benches and offer opportunities for interaction between users.

West



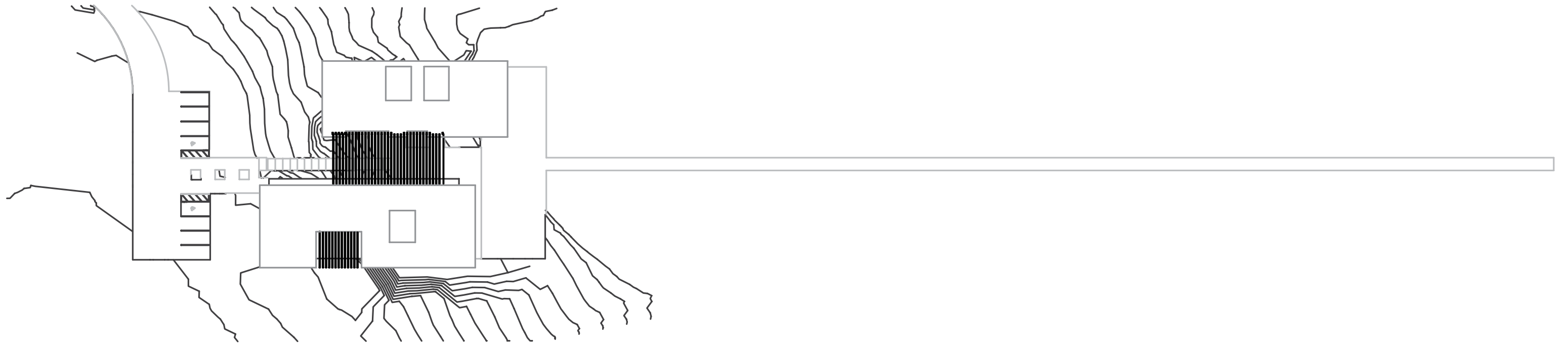
MARINE RESEARCH CENTER

Skidaway Island, GA

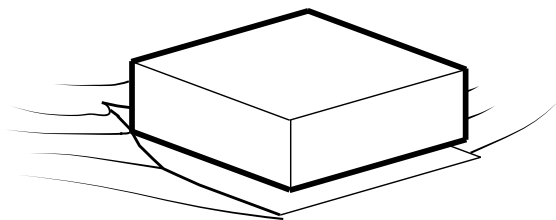
The Skidaway Island Research Center aims to create a connection between the intervened space and the marsh ecosystem through the creation of a hybrid condition.

An interior courtyard and suggested paths that lead out into the marsh help the user interact with the environment from both interior and exterior spaces. The project is divided into two major structures separated by the courtyard. This separation responds to the programmatic needs of the project. One of the structures is devoted to public interactions, while the other is designed for didactic and educational purposes.

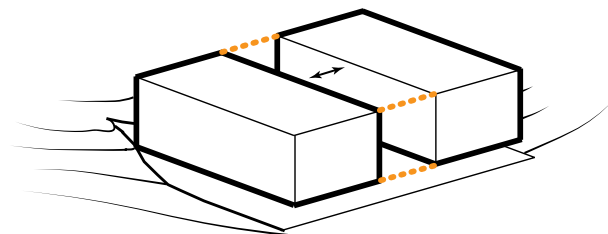
SITE PLAN



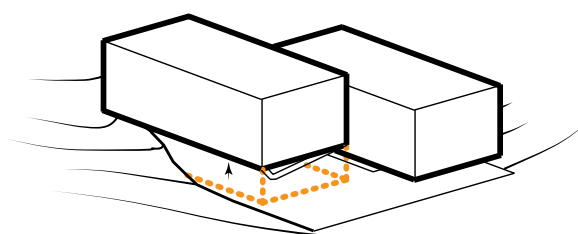
MORPHOLOGY



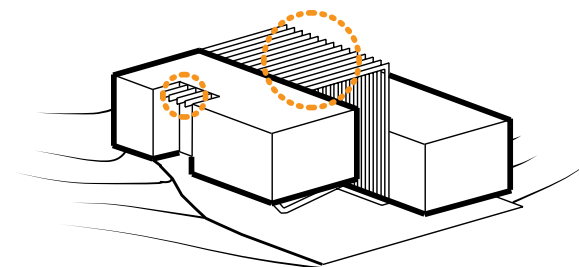
programmatic requirements



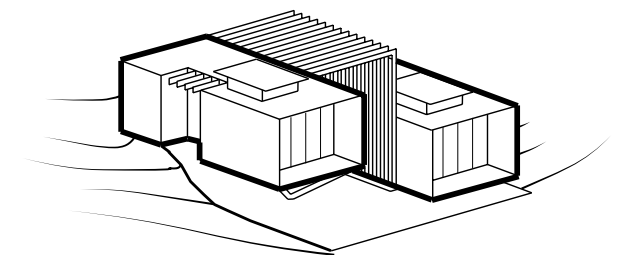
division of program



creation of courtyard and provision of shade to lower structure



shading of courtyard and visual connection of both buildings



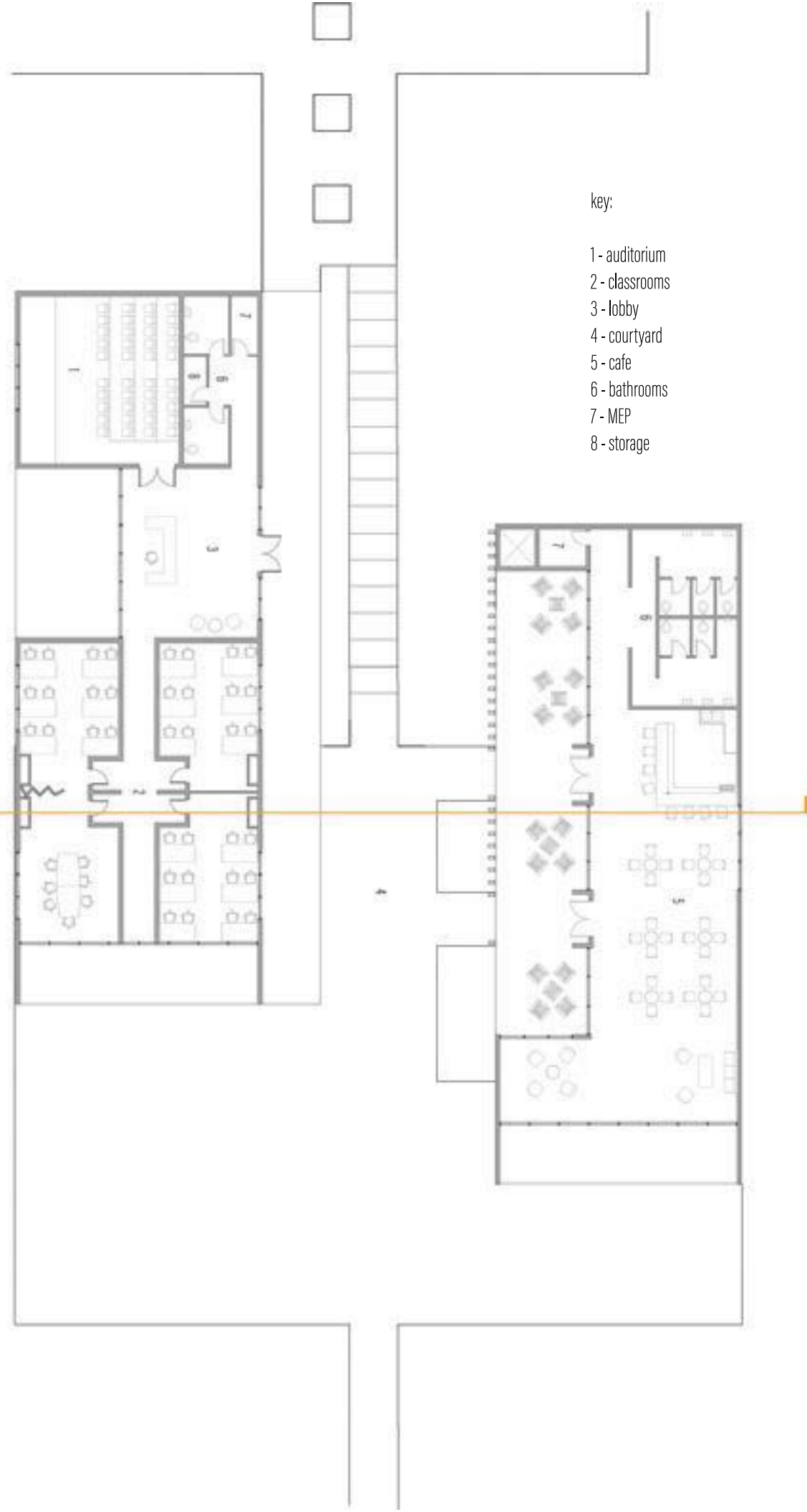
openings on extremes of buildings to maximize views, and creation of light wells



VIEW FROM MARSH

The building sits separated by the marsh by a public plaza that connects to the courtyard. This space helps frame the view of the marsh from the two main buildings.

FLOORPLAN



key:

- 1 - auditorium
- 2 - classrooms
- 3 - lobby
- 4 - courtyard
- 5 - cafe
- 6 - bathrooms
- 7 - MEP
- 8 - storage



LOBBY

The lobby is composed of materials that accentuate nature, such as rammed earth and exposed concrete. A large floor-to-ceiling window allows nature to be a major component in the composition of the space.



SUN TERRACE

The Sun Terrace acts as a buffer zone between the courtyard and the cafeteria, providing users with an outdoor space with protection from the elements, such as rain and direct sunlight.

CLASSROOM



The classrooms are divided by operable partition walls, allowing the spaces to flow into each other, promoting collaboration and allowing for different spatial configurations.

COURTYARD

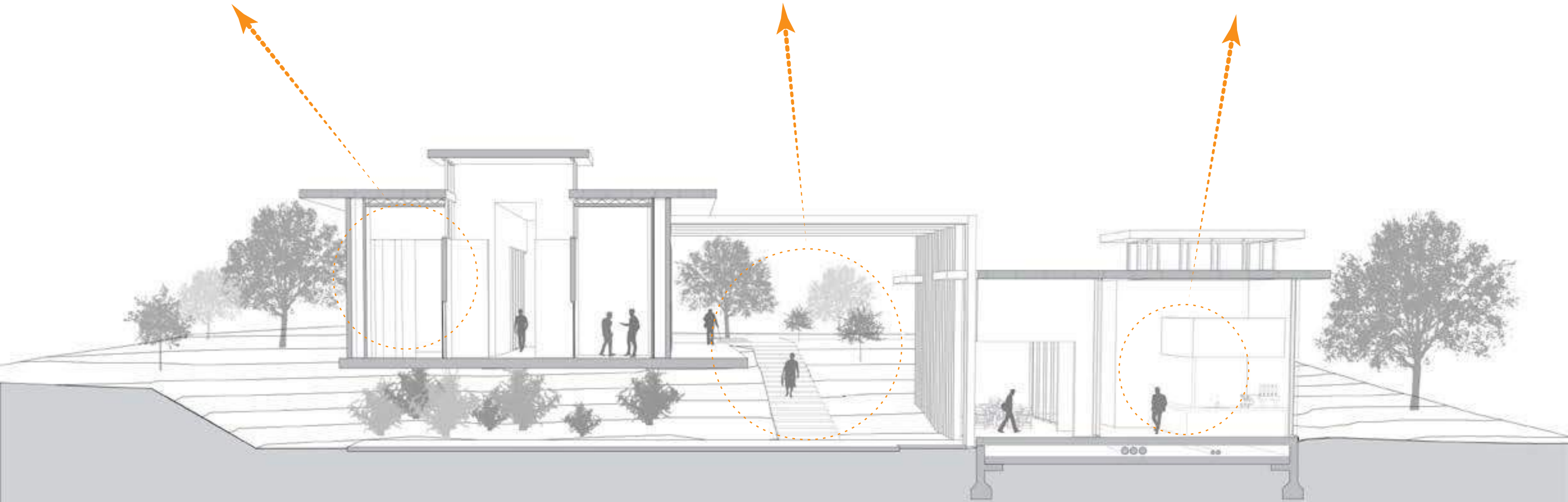


The courtyard is housed between the two main structures, therefore, it is shaded during the majority of the day. This is a necessity, since weather on the site is warm and humid during most of the year.

CAFETERIA



The cafeteria is located in the lower building. This space acts as the primary node for the public. By using high quality materials, as well as greenery and localized lighting in the space, a comfortable and intimate atmosphere is created.



SECTION



THE COLONNADE

New York City, New York

DEVELOPED WITH RODRIGO SORIA AND HANNA MILEWSKI

Through the visual connection with nature, the focus on the 25 degree angle to highlight the views, contact with vegetation, and natural ventilation, we can achieve conditions that immerse users in the nature we, as human beings, consciously crave. The timber creates a frame to highlight the biophilic nature found in and around the site. The facade creates complexity to intrigue the viewer's eye, while the grid of columns and beams keep the order.

Within the residential towers are modular units that can expand or decrease in size based on residents' needs. By having this modular design, it allows for expansion as the need for space, and population density grows. Although the main use of the building is private, the flexibility throughout the site and structure conveys a sense of belonging for the people of Queens and New York City.

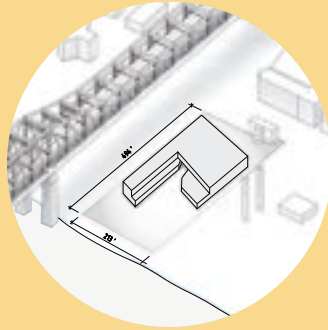
Responsibilities: 3D modelling of site and building, render production and post-production, unit modeling and documentation.

PHASING

*Developed by Rodrigo Soria

PHASE 1

The concrete podium is the base of the building, allowing for future expansion.



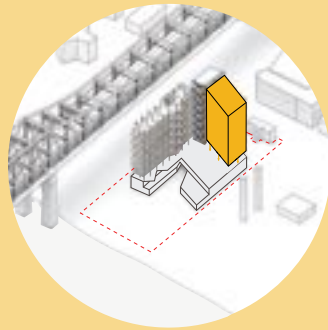
PHASE 2

The timber structure of tower A is built and the modular units are slid in. The Bridge acts as the focal point and connects both towers.



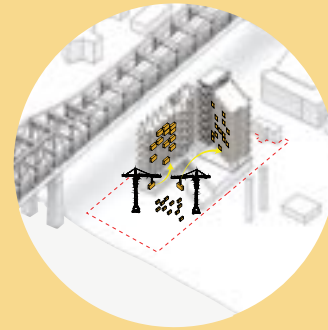
PHASE 3

Tower B is built, and connected to the Bridge. This tower contains the micro units.



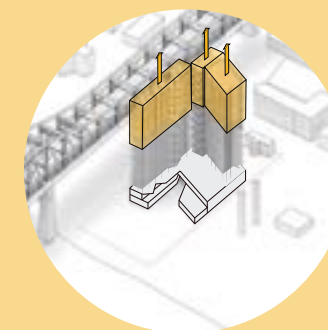
PHASE 4

Modular units allow for change over time, depending on user needs and community development.



PHASE 5

As building codes progress, the towers can grow, responding to the growth of the city around.



SECOND LEVEL

*Developed by Hanna Milewski

- 1- Seating Area
- 2- Art Room
- 3- Classrooms
- 4- Indoor Play Area
- 5- Outdoor Play Area
- 6- Classrooms
- 7- Music Room
- 8- Administration
- 9- Offices

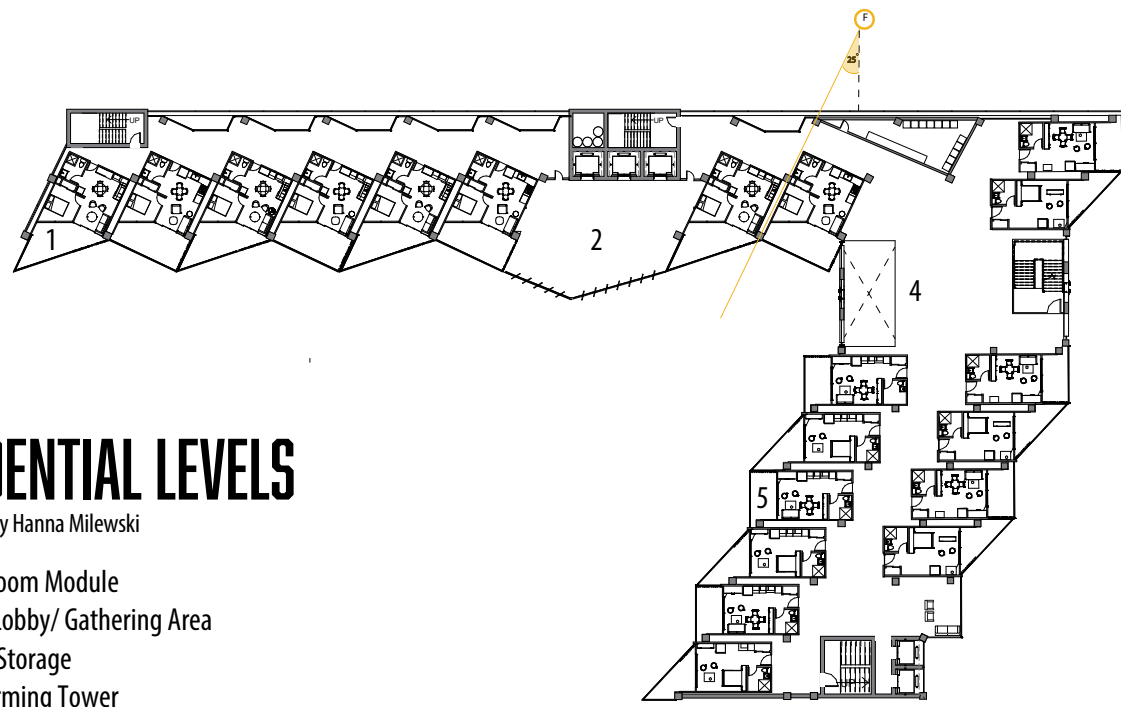


GROUND LEVEL

*Developed alongside Hanna Milewski

- | | | | |
|----------------------|---------------------|----------------------|---------------------------|
| 1- The Market | 5- Wellness Offices | 9- Half Olympic Pool | 13- Daycare Lobby |
| 2- Restrooms | 6- Wellness Lobby | 10- Playground | 14- Residential Elevators |
| 3- Mail Room | 7- Changing Rooms | 11- Classrooms | |
| 4- Residential Lobby | 8- Family Pool | 12- Library | |





RESIDENTIAL LEVELS

*Developed by Hanna Milewski

- 1- One Bedroom Module
- 2- Elevator Lobby/ Gathering Area
- 3- Resident Storage
- 4- Urban Farming Tower
- 5- Micro Module

DEMOGRAPHICS

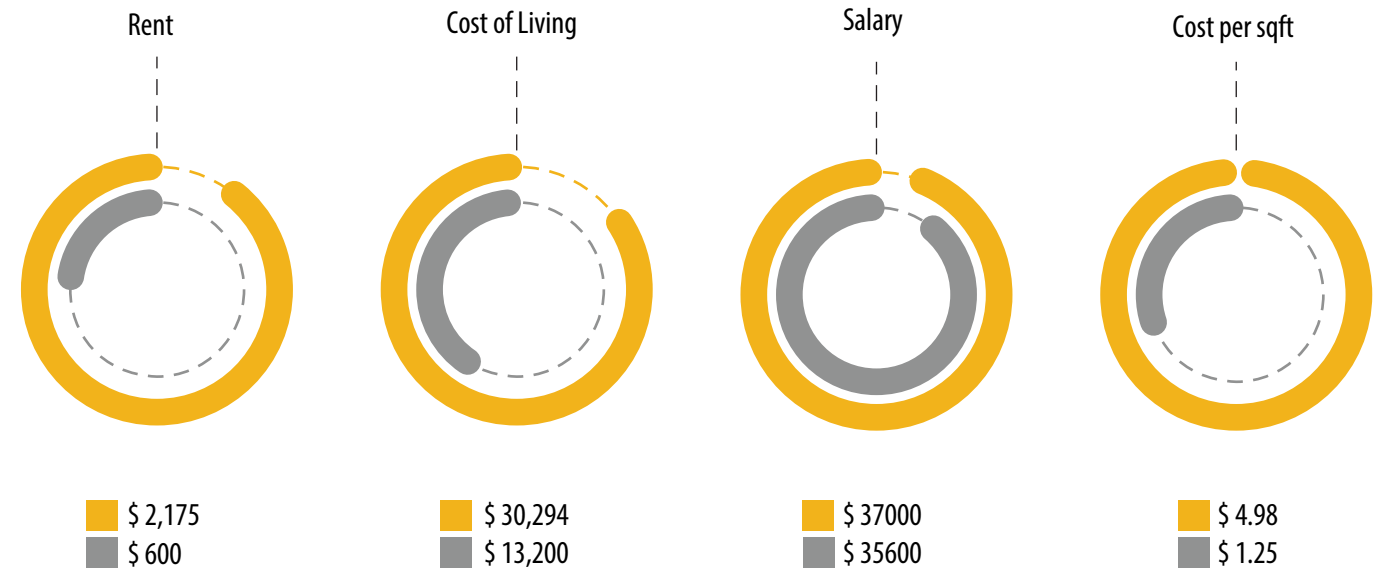
*Developed alongside Hanna Milewski

- New York City
- National Average

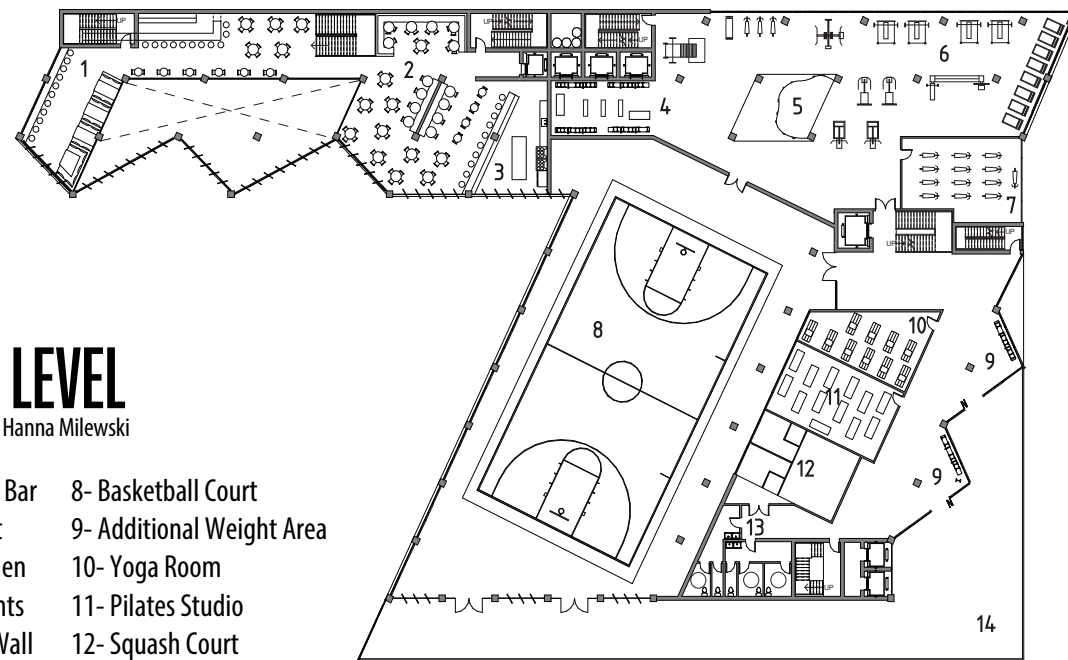
New York City is one of the metropolitan areas with the highest cost of living in the country. Rent is more than double the national average, and is projected to keep climbing. As the city grows, creative solutions are needed to house current and future residents.



22 million young professionals currently live in the city, with more projected to arrive in the next years.



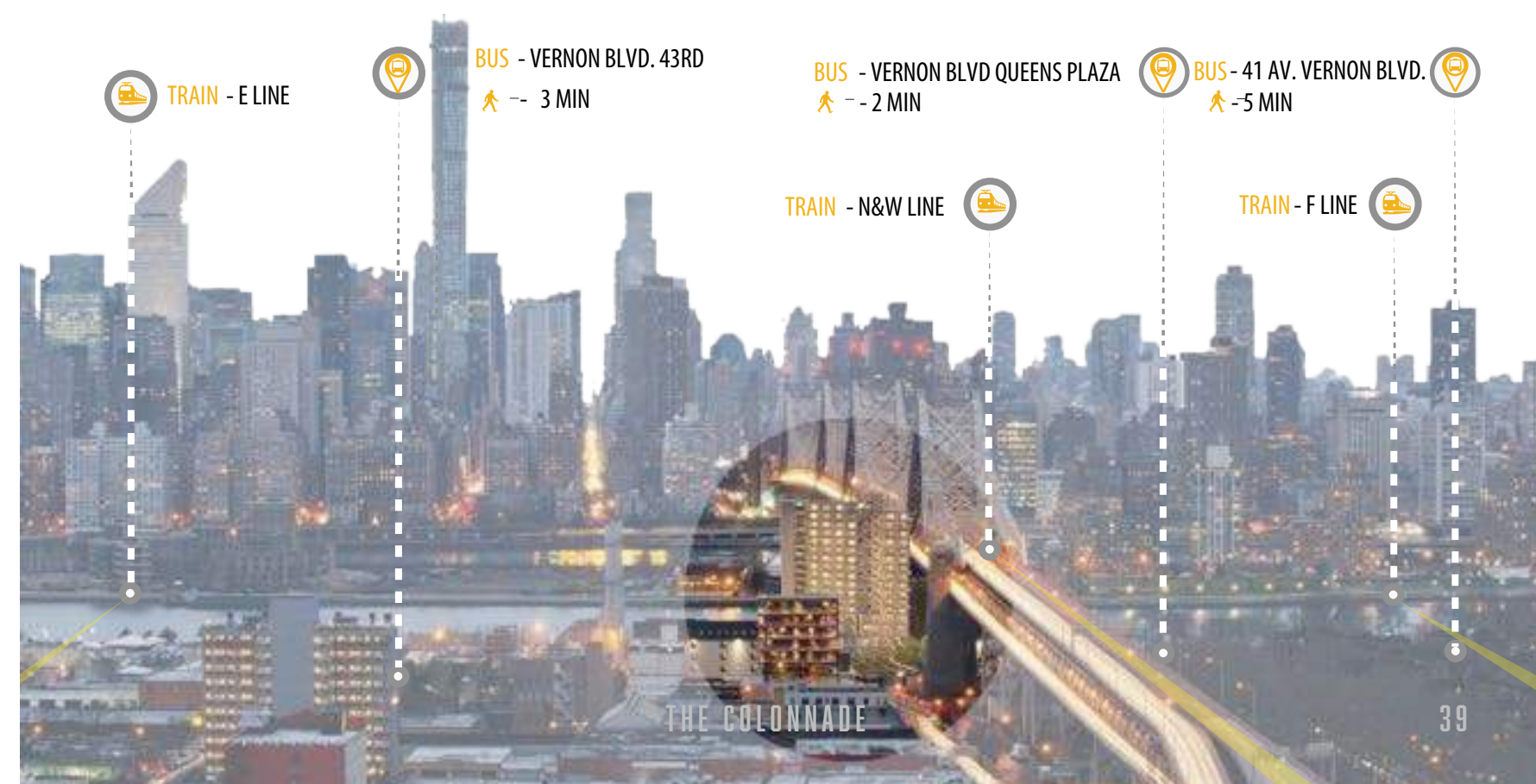
The site is located right on the water, next to the Queensboro Bridge, on the Queens side of the city. It is close to multiple subway lines and bus connections, making it an ideal place for people that commute to and from Manhattan. The location also offers direct connection to the city in the form of a proposed ferry stop that would benefit residents, and visitors to the public spaces alike.



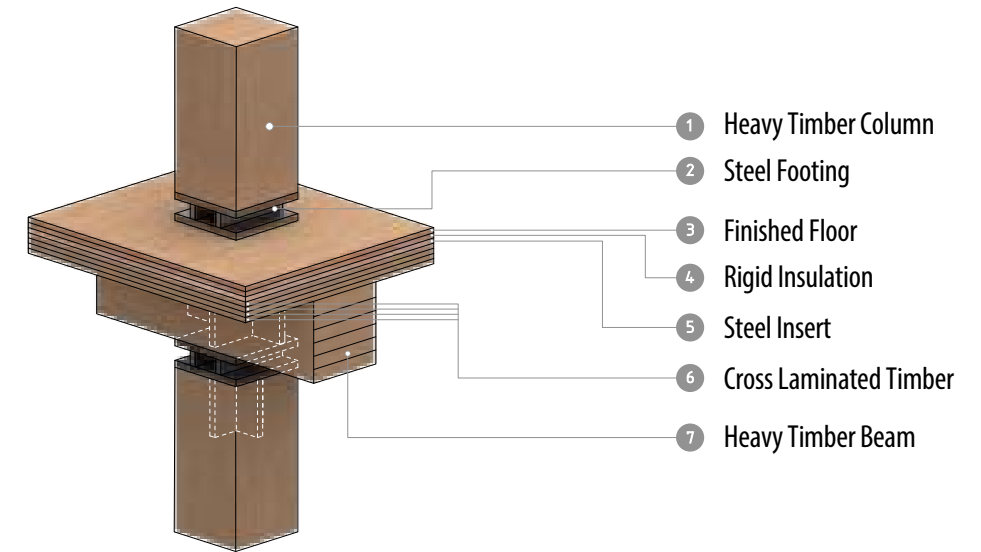
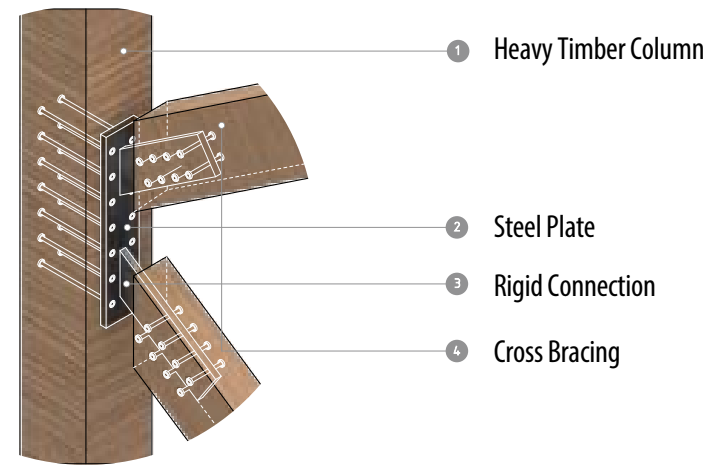
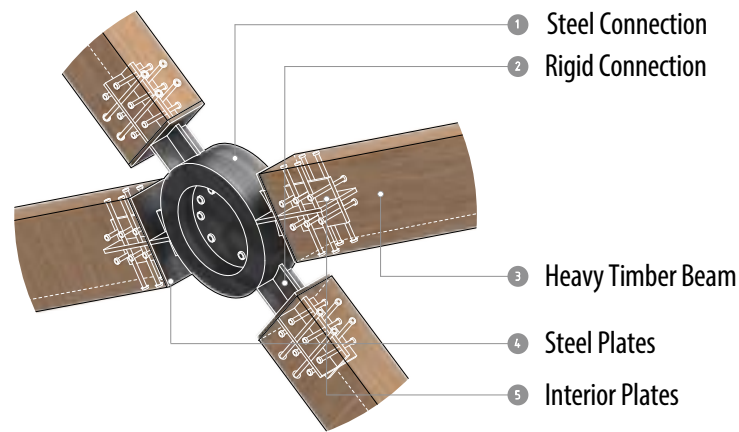
THIRD LEVEL

*Developed by Hanna Milewski

- 1- River View Bar
- 2- Restaurant
- 3- Open Kitchen
- 4- Free Weights
- 5- Climbing Wall
- 6- Gym
- 7- Spinning Room
- 8- Basketball Court
- 9- Additional Weight Area
- 10- Yoga Room
- 11- Pilates Studio
- 12- Squash Court
- 13- Restrooms
- 14- Outdoor Terrace

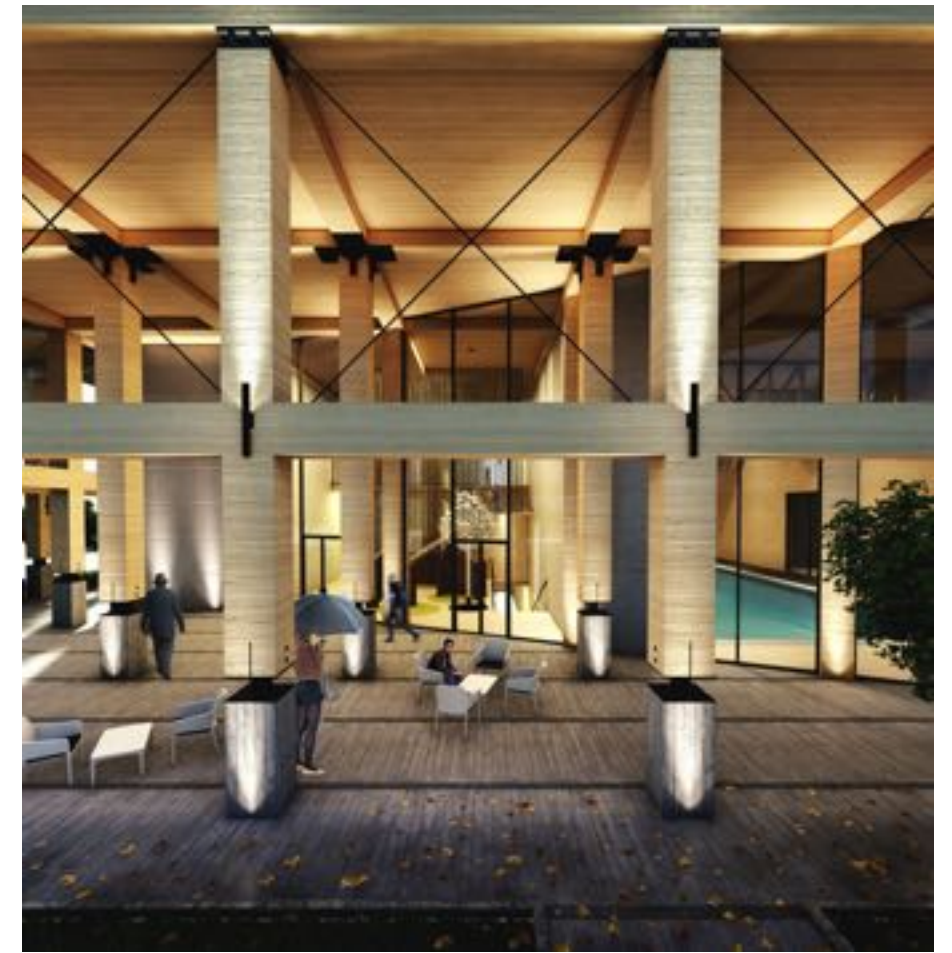


*Developed by Hanna Milewski



THE MARKET

The Market is the heart of the public area of the project. The connection between the concrete podium and the heavy timber structure above is exposed, driving the design. The space itself is divided into three levels, the main food hall, with multiple vendors, on the first floor, overflow seating on the second, and a bar and open-kitchen restaurant on the third.



TERRACOTA PLAZA

The Terracota Plaza acts as the threshold between the public space and the school. It also acts as a 'flex space', for events such as weekend farmers' markets.

The school is split into three levels. The first level has the kindergarden classrooms, as well as an indoor play area, and an outdoor playground that connects to the second floor. On the second floor, there are 6 more classrooms, as well as a music room, art room, offices, and an indoor/ outdoor play area. As part of the program, there also is an auditorium in the underground level, which can be used for school as well as community events.

THE SCHOOL



WELLNESS CENTER

The Wellness Center is divided into 3 levels. The first level contains the swimming pools and changing rooms. The second level has the basketball court, squash court, yoga and pilates rooms, and gym, which includes a climbing wall. The third level has flex classrooms, a running track, and a viewing platform that overlooks the basketball court. All levels have views of the river and the surrounding neighborhood.

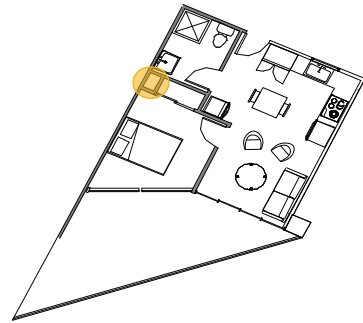


LIVING UNITS

The balcony configuration creates a dynamic facade, and opportunities for shading devices to be introduced as divisors between the units. Indoor/ outdoor living was a main design driver, from the public spaces, to the individual units.

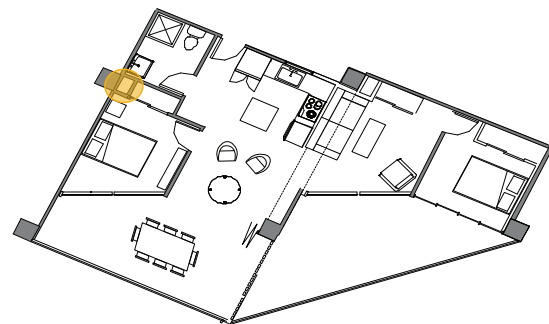
1-2-3 BEDROOM UNITS

1 BEDROOM



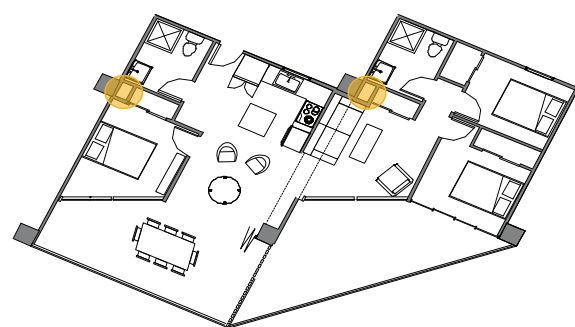
1 BEDROOM = 1 MODULE
553 SF

2 BEDROOMS



2 BEDROOMS = 1.5 MODULE
1044 SF

3 BEDROOMS



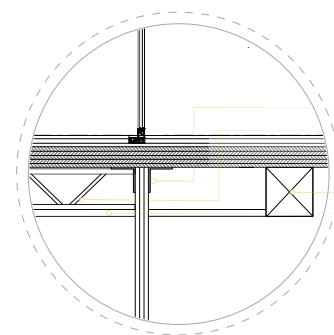
3 BEDROOMS = 2 MODULE
1173 SF



The units are modular components that can be configured into 1, 2 or 3 bedroom homes. Biophilia was a key concept during the design phase. All units have access to outdoor space in the form of large balconies, and are cross-ventilated thanks to operable mechanical windows that face the external corridor.

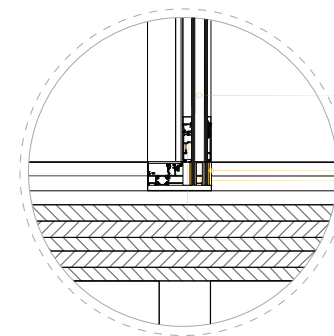
UNIT DETAILS

*Developed by Hanna Milewski



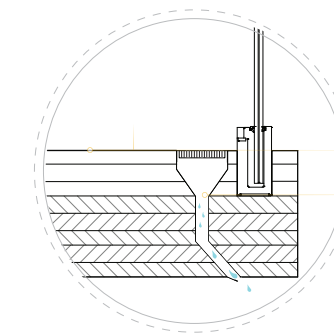
- L-METAL PLATE
- OPEN WEB WOOD JOIST
- GLULAM BEAM
- GYPSON BOARD CEILING

CLT CONNECTION



- DOUBLE GLAZED SLIDING DOOR
- WHEELS
- SLIDING TRACK SYSTEM
- METAL PLATES

SLIDING DOOR CONNECTION

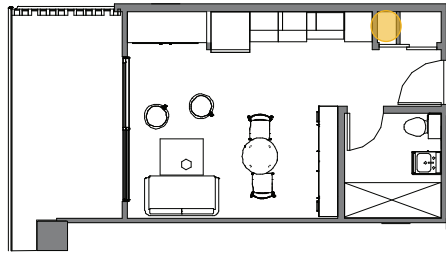


- FINISH FLOOR
- PVC DRAIN PIPE

RAINWATER COLLECTOR

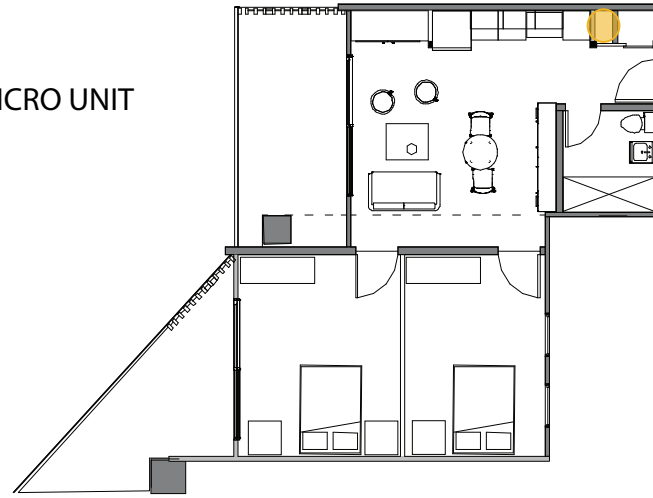
MICRO UNITS

MICRO UNIT

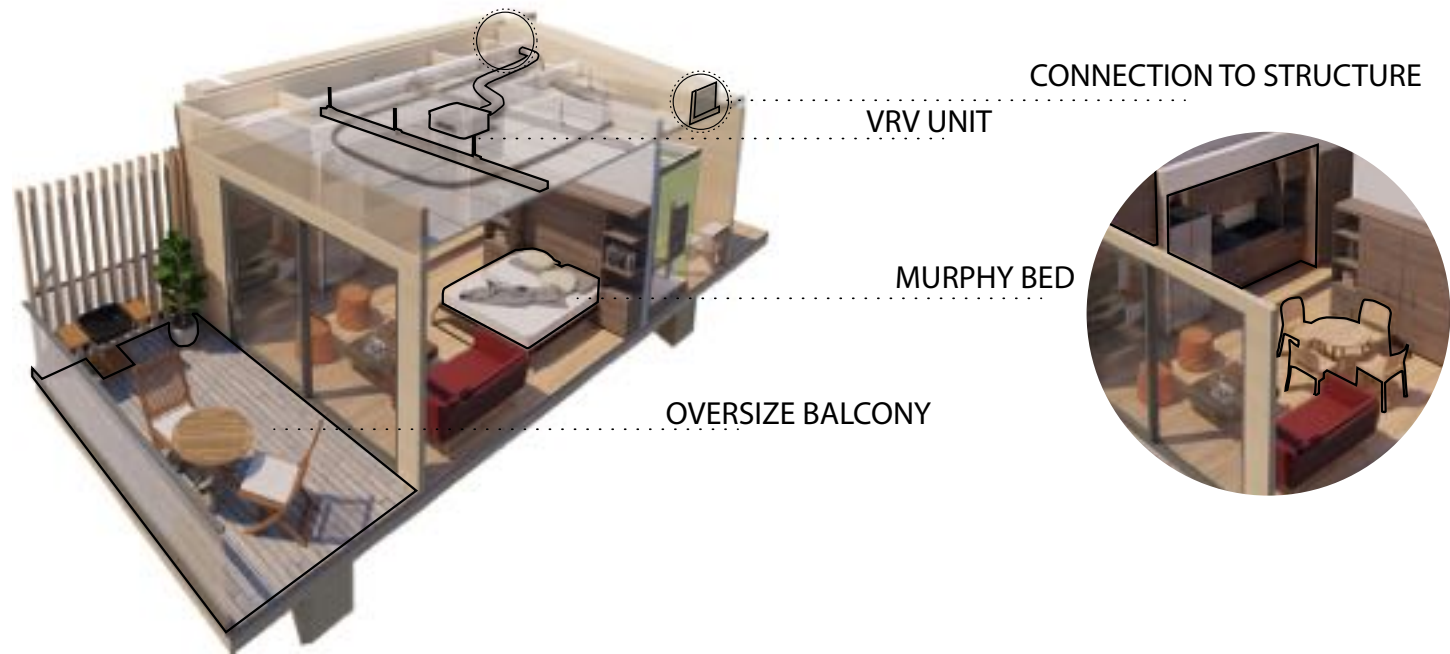


1 MODULE
440 SF

DOUBLE MICRO UNIT



2 MODULES
930 SF



CONNECTION TO STRUCTURE

VRV UNIT

MURPHY BED

OVERSIZE BALCONY

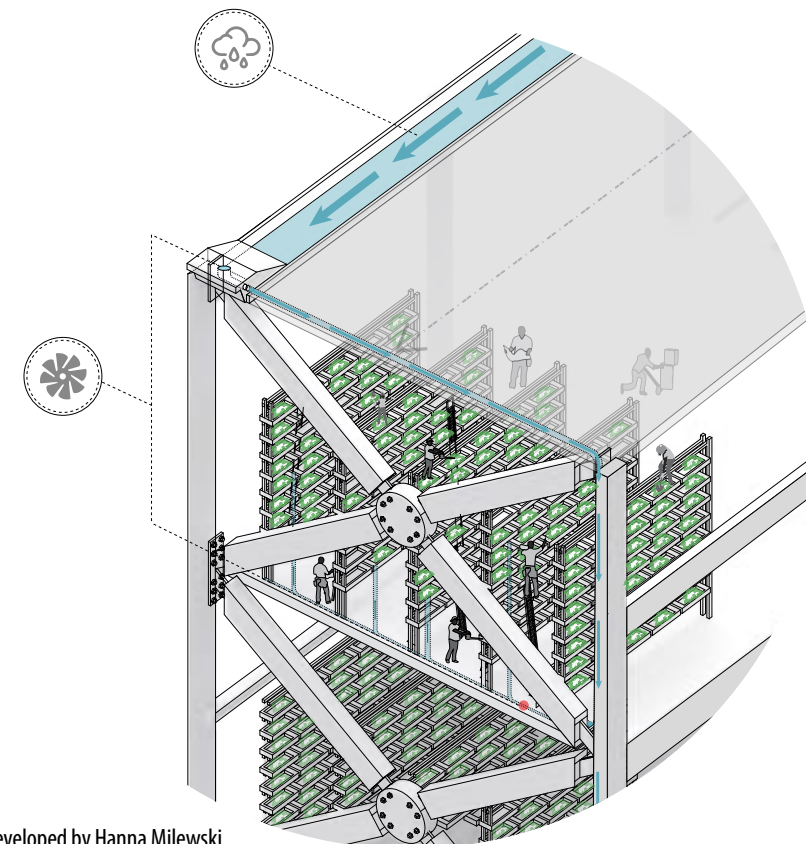
The micro units are designed with convenience in mind. Built-in storage, foldable furniture, and other solutions such as a murphy bed, make the space flexible and dynamic. The modularity of the units allows for future growth as well. Two modules can be combined to create a 2 bedroom 1 bathroom apartment. The modules are equipped with all the necessary mechanical and electrical equipment, making it as simple as plugging them into the building mainframe.



ELEVATED PARK

*Post production by Rodrigo Soria

The elevated park is a major amenity available to the residents. This space provides sweeping views of the river, Queensboro Bridge, and midtown Manhattan. This space is connected to the urban farming tower, which, together with the park, form the 'heart' of the project.



*Developed by Hanna Milewski

URBAN FARMING

The urban farming tower is a main component of the project. It aims to make the building as self-sustaining as possible, and provide residents with the possibility of growing their own food.

SECTION PERSPECTIVE

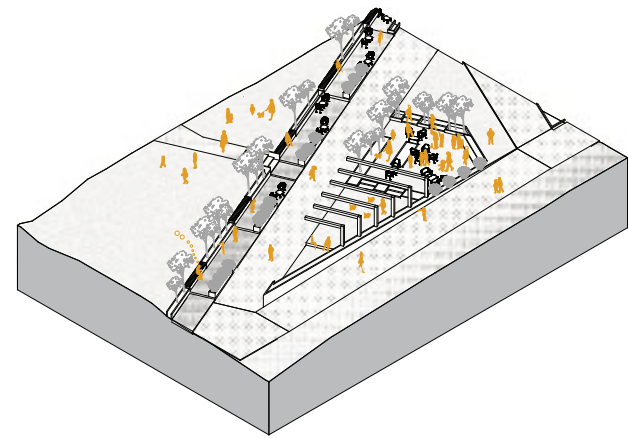
*Developed by Rodrigo Soria



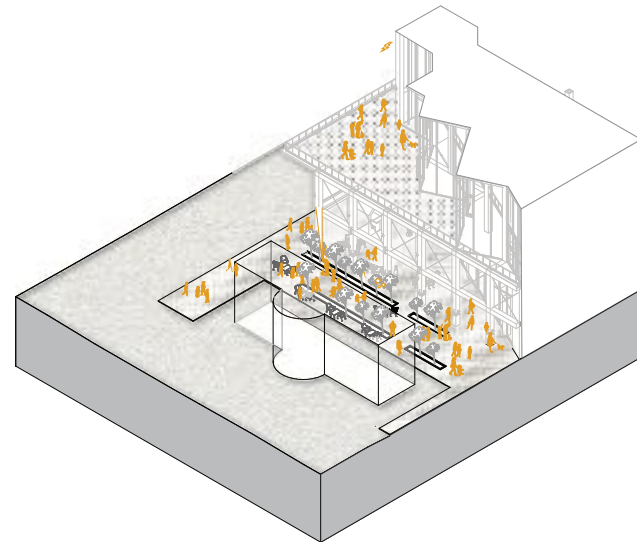
SITE DIAGRAMS

*Developed alongside Rodrigo Soria

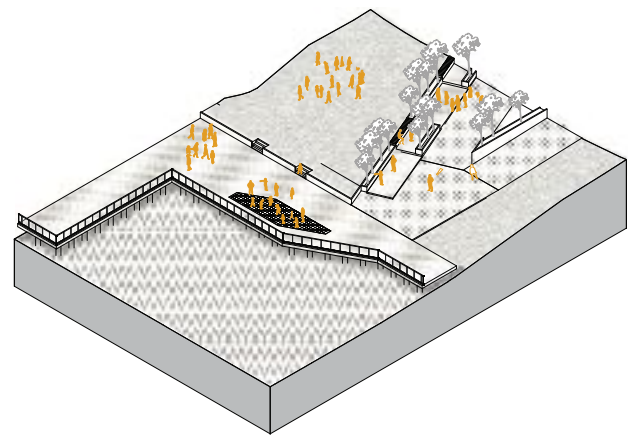
The site has been configured to provide opportunities for gathering and community engagement. There are multiple spaces that overlook the river and open up to the surrounding neighborhood as well. These spaces can be used for activities such as farmers' markets, live music performances, art exhibits and food festivals.



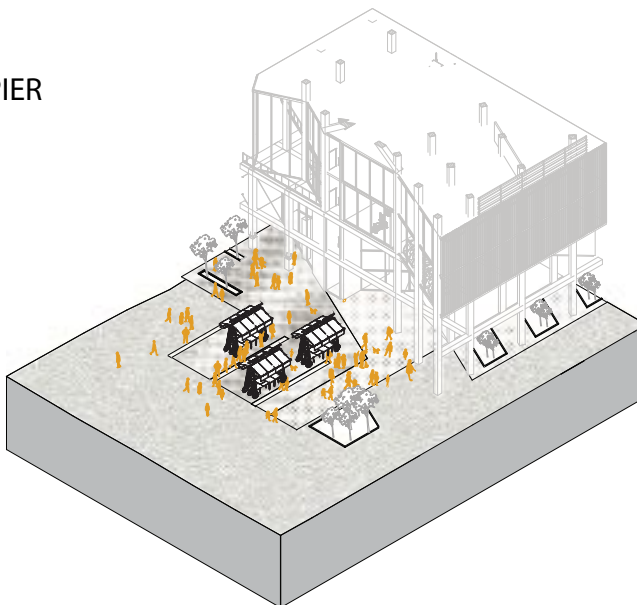
1
CENTRAL CORRIDOR



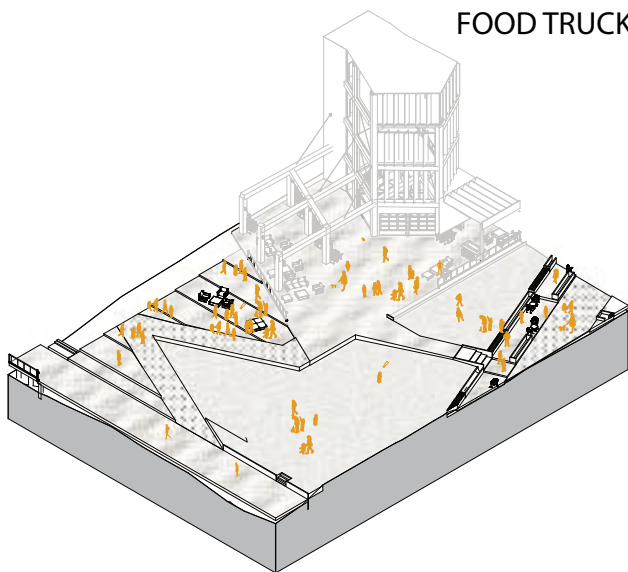
2
TERRACOTTA PARK



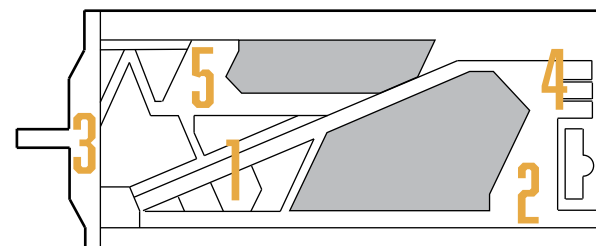
3
THE PIER



4
FOOD TRUCK PARK

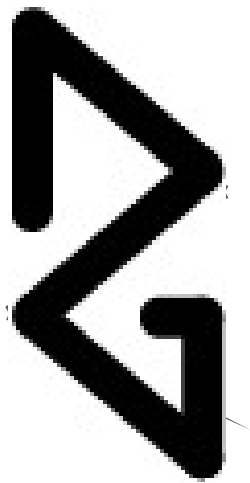


5
THE TERRACE



STREET VIEW

The building conveys a sense of transparency towards the surrounding neighborhoods. This is achieved by implementing a glass-clad facade, along with multiple public spaces that allow for community engagement.



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