

# Ryan Wang

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A user-centered designer with extensive experience working with and taking charge of group design projects, proficient in CAD and eager to immerse himself in Architecture and Design.





The Story Of

# Mom and Son



## Mom

Having established a decently successful grocery brand in the Canadian province Quebec, she aims to bring the brand's Canadian traditions and her Chinese cultural values to America. Mom is the head of the store, she manages all the finances of the shop and takes care of her employees, ensuring that they do their job well, especially Son. Because her son's an only child, Mom's always been very protective and seemingly over-bearing towards him. Whenever she has the chance, she peers over to find Son and see what he is up to.



## Son

Ambitious but overwhelmed with life outside the comforts of college and home, Son is in trouble finding a job and resorts to working for his mom. He is responsible for unloading supply trucks, ensuring their safe transport to the storage area, and sometimes helping with the store. Coming out of college with a job for NASA, so working for his mom was a disappointment. At the least, Son always thought about his hopes for the future one day.





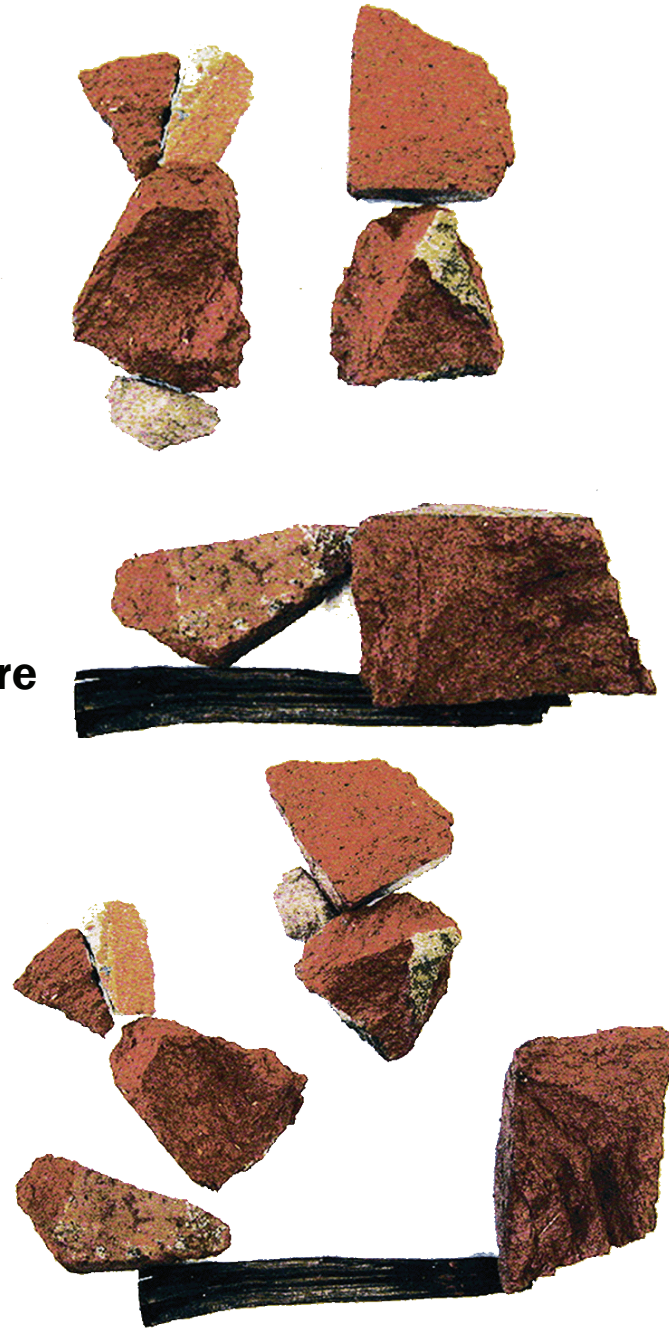


## User Research - Actor Network around Site

Stemming from the masonry brick embodiment of the Lawrenceville community and the nature of the relationship between Mom and Son, I explore how the brick could work with different materials to actually bring the building closer together. In fact, the building is more accurately an accessible space, designed for people, bringing together the people of Lawrenceville in spite of their differences.



## Ideation - Pittsburgh Brick and Nature

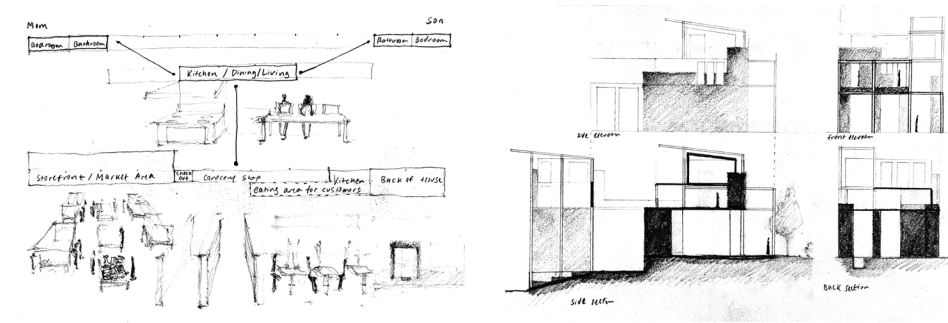
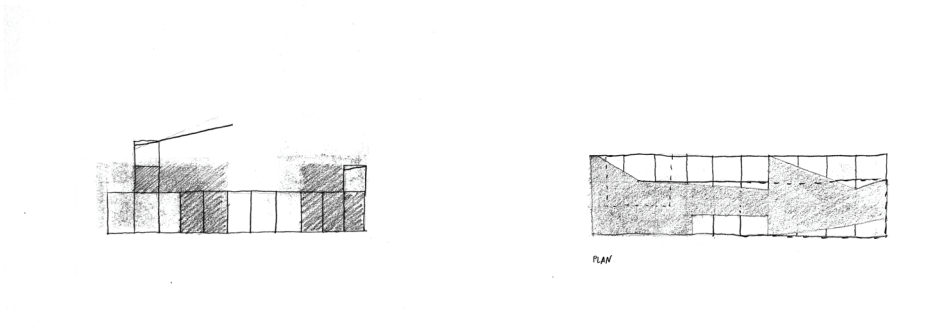
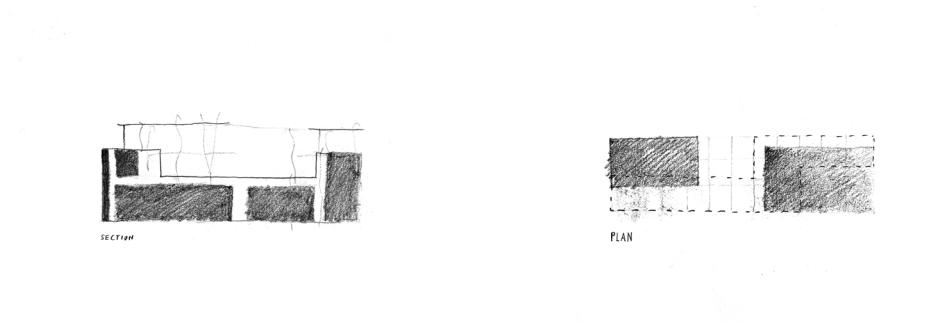


After smashing a brick from the site into many pieces and picking up small nearby items, I put these pieces together to learn about the formal compositional possibilities between objects of *MASS* and *light*.

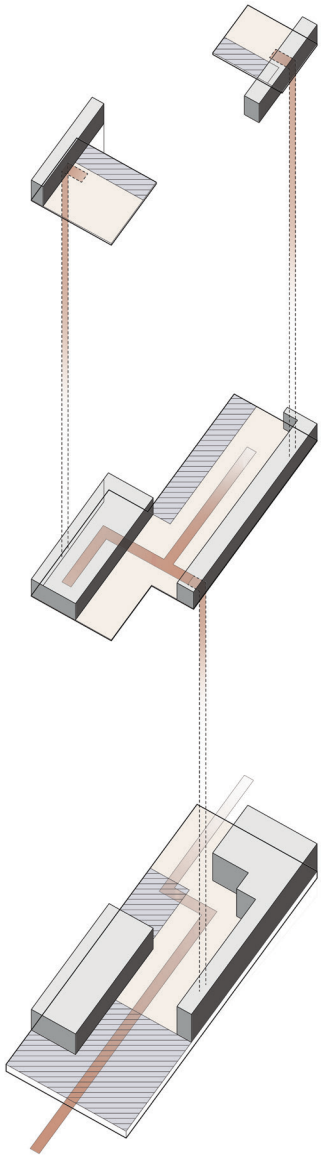
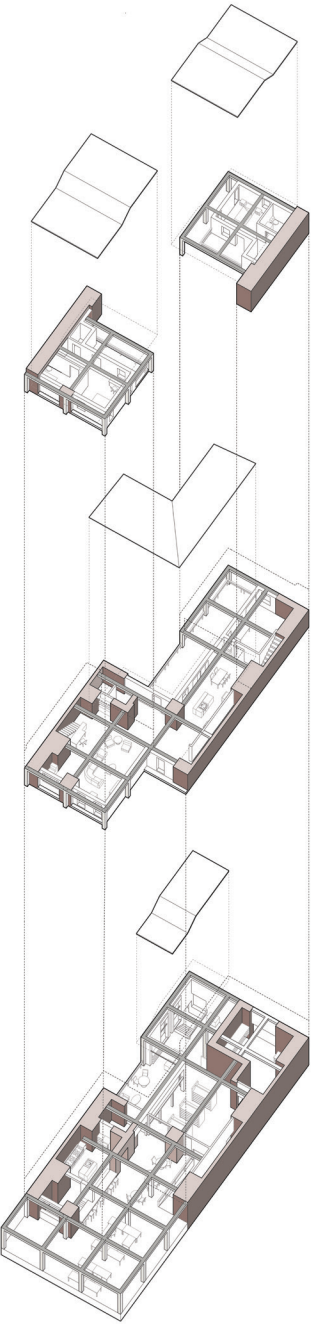


# Prototyping - Sketches and Massings

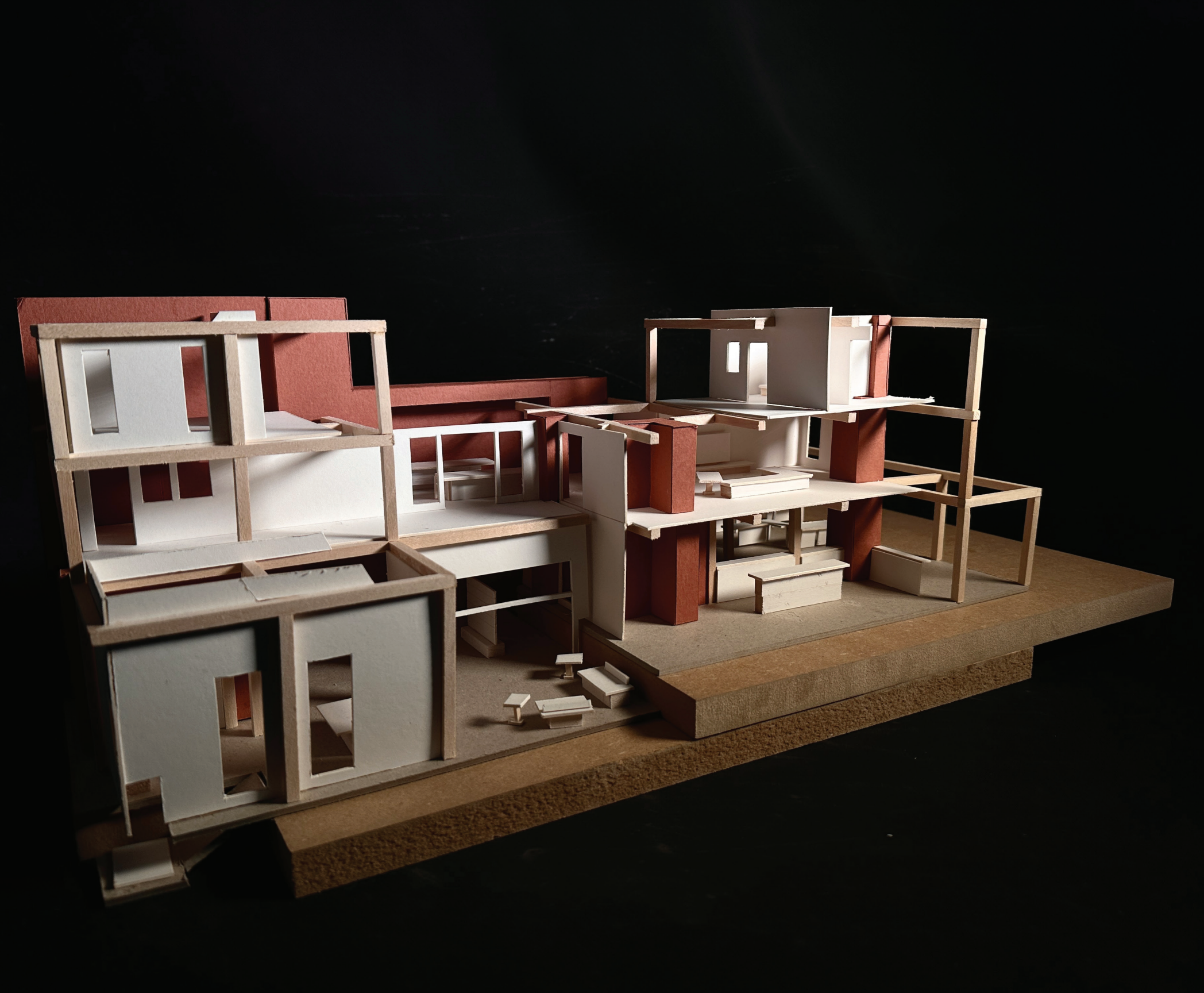
Shows the early iterations of buidling structure and continuously explores the theme of Contrast: light VS mass.



Orthographics - Technical Representations







## Design as a Medium of Storytelling

Architecture is one of many powerful mediums of storytelling. The Story of Mom and Son not only follows the maturing relationship between the two characters, but also reflects on the relationship of people, of society.

In a world made up of contrast and differences, we should all strive to find ways to embrace change, and to be grateful for each other's wisdom and presence.





## Interior Designer Intern - Ronbow

In one of the industry's leading interior design companies, Ronbow revolutionizes the field by incorporating cutting edge robotics and 3D software to create the highest quality custom cabinetry for residential clients.

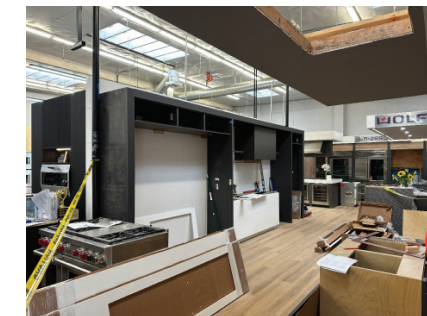
During my time, I worked on construction jobsites to make accurate measurements which were then used to create a 3-dimensional software model and renderings.





## New Showroom Design - Airport Home Appliance

In light of a new partnership between Ronbow, Airport Home Appliance, and Wolfe/SubZero/Cove, I was tasked with submitting construction drawings, renderings, and installation guides to realize the showroom. This project highlights the highest-end residential kitchen appliances available and the chic modern presence of Ronbow's custom cabinetry. As of December 2024, the showroom is under construction.





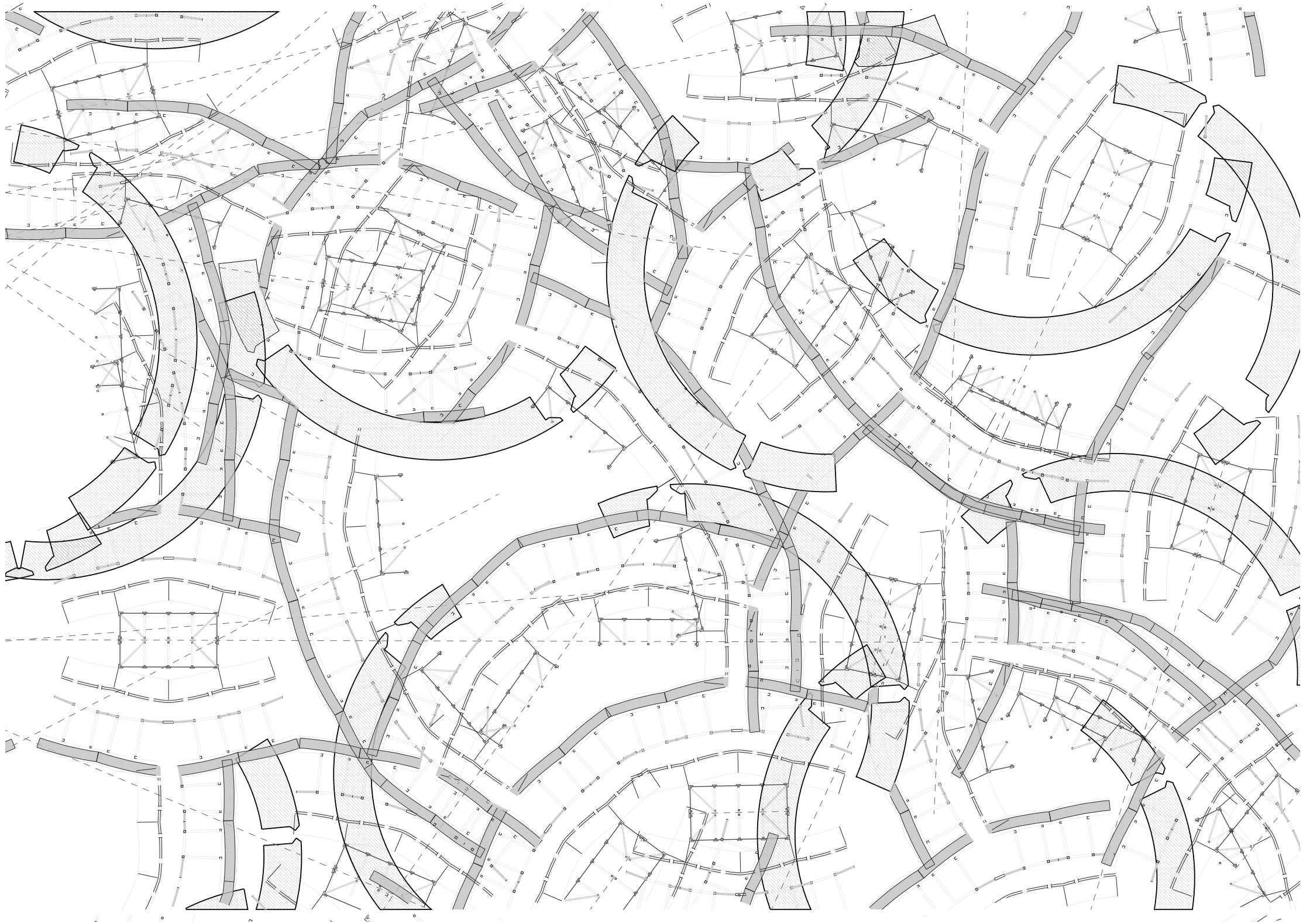
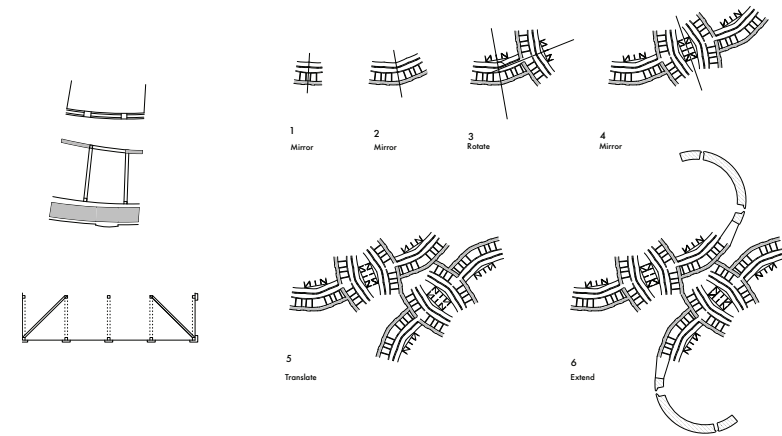




# The Field Condition

Referencing key components of the cut plan of the Rammed Earth Dwellings, we created a repeating and always expanding “field” following a series of procedures outlined in the diagram below.

By abstracting our precedent and taking a step back from analysis, one can find more profound and raw rythm, emphasis, and contrast. Before jumping into the design of a building, this exercise aims to hear and understand the precedent in its most primitive state.

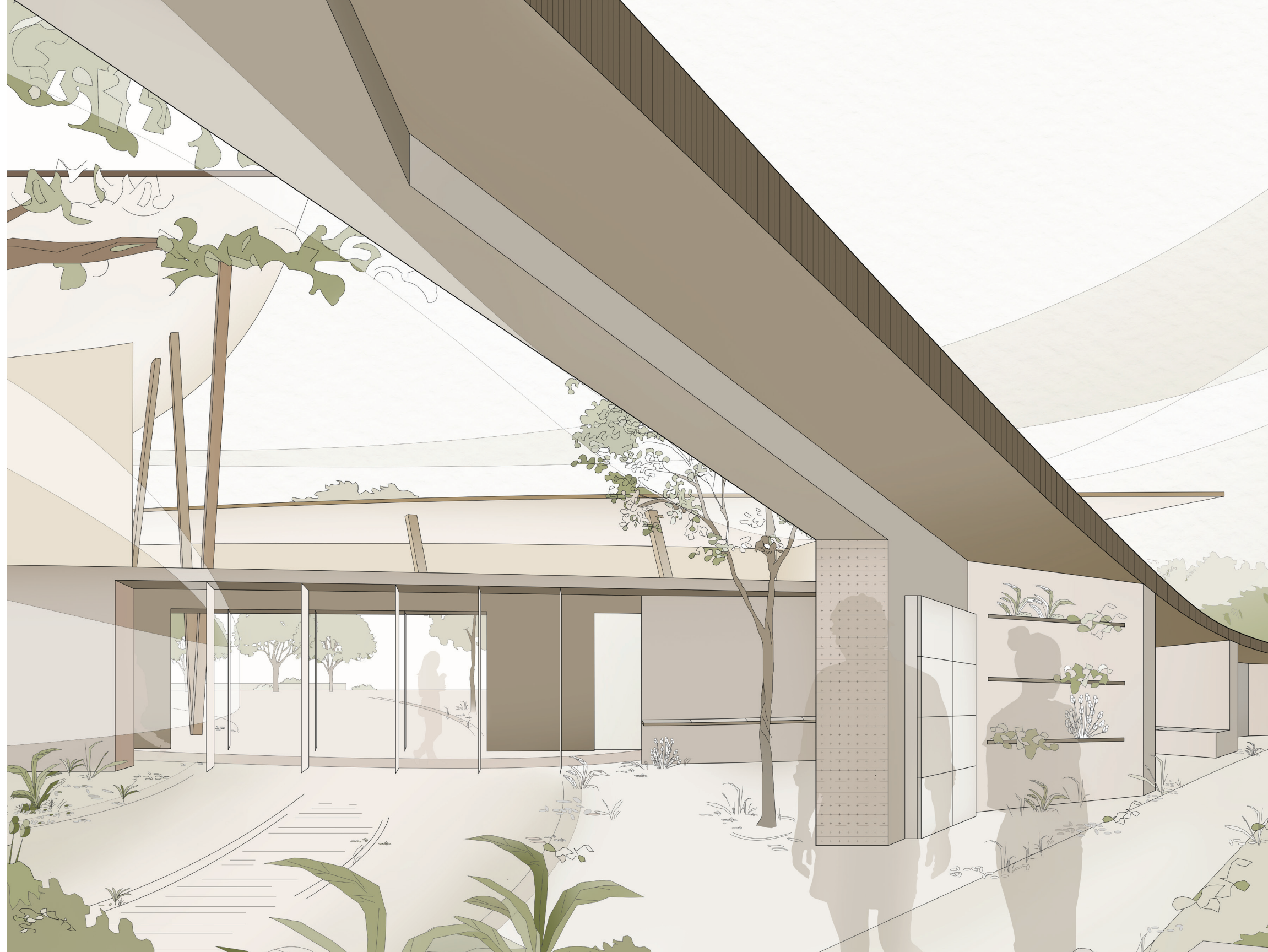




## Finding Program within the Field

The next step from the Field abstraction exercise was using it as a formal guide to build an ecological middle school.

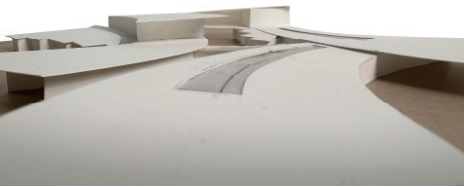
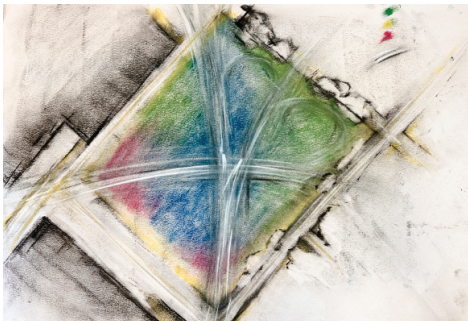
As a pair, we used rigorous model-making as a way of thinking, experiencing, and finding forms. Starting with our field model and its matrix of components, we extracted the most promising forms, trying to see our program within them. From there, we analyzed the influence of site forces like climate and the neighboring actor-network to see how our design could respond to that. With the newfound set of form and data, we pushed our architecture to curate immersive opportunities for middle school students to engage with nature, sustainability, and climate not only in a classroom setting, but more importantly, through the careful de-





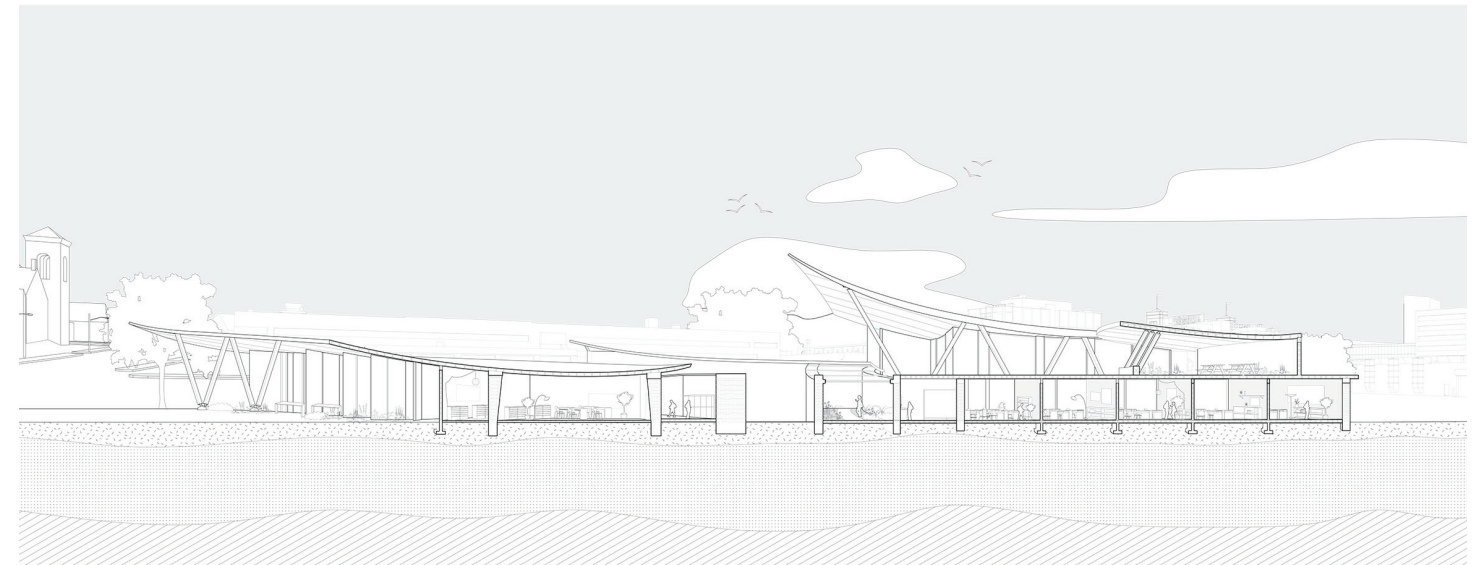
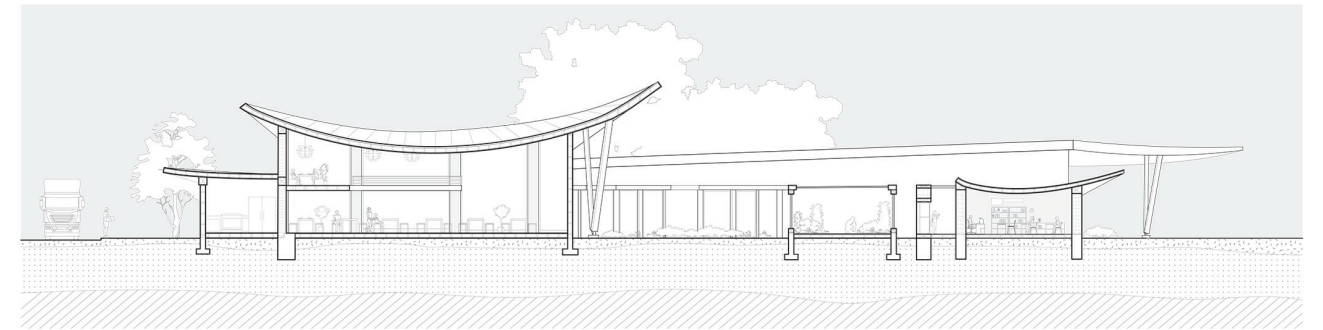
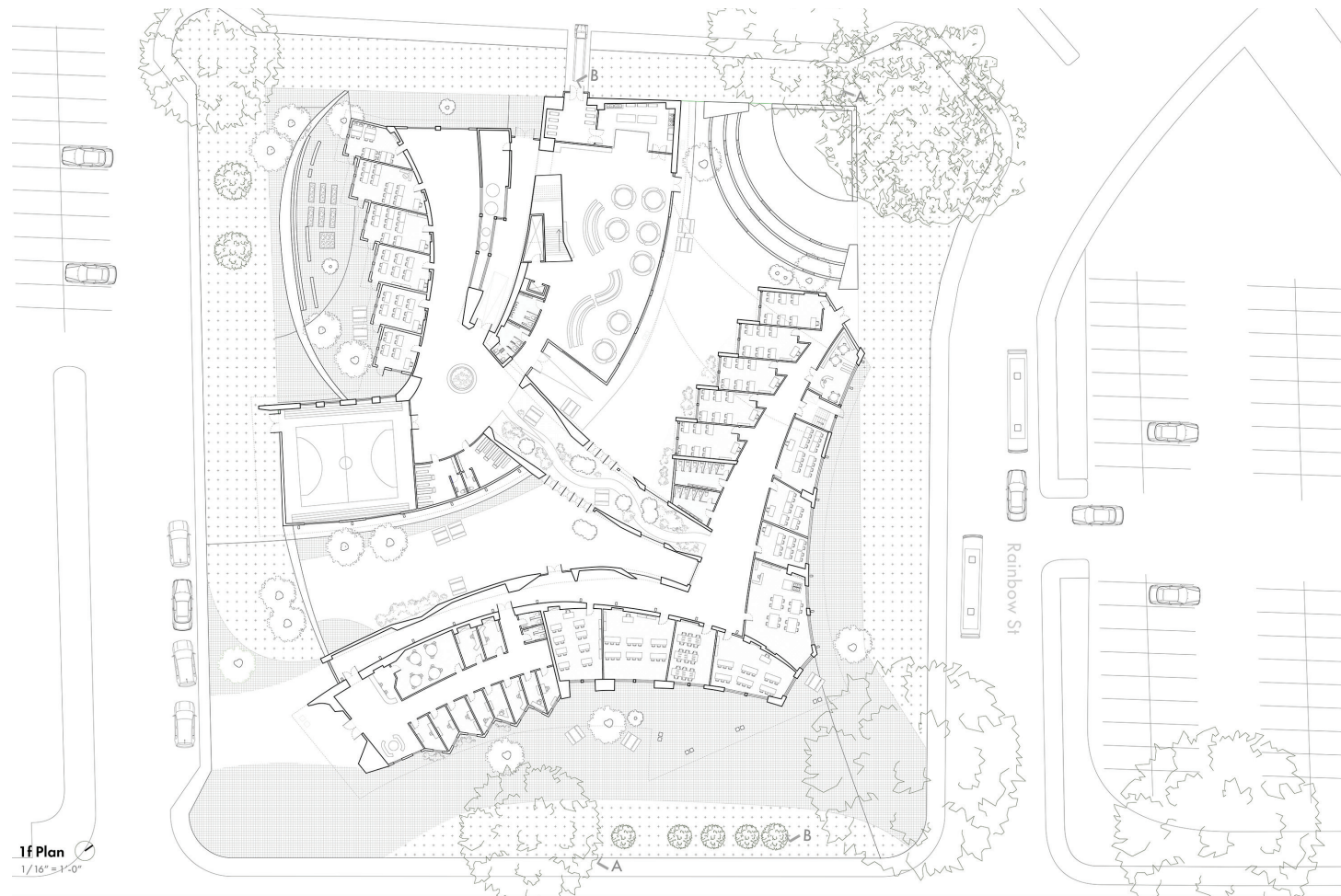
# Prototyping - Sketches and Concept Models

A conversation between the physical analytical forces of the site and ideal student experiences, looking to see how one could respond to influence the other.

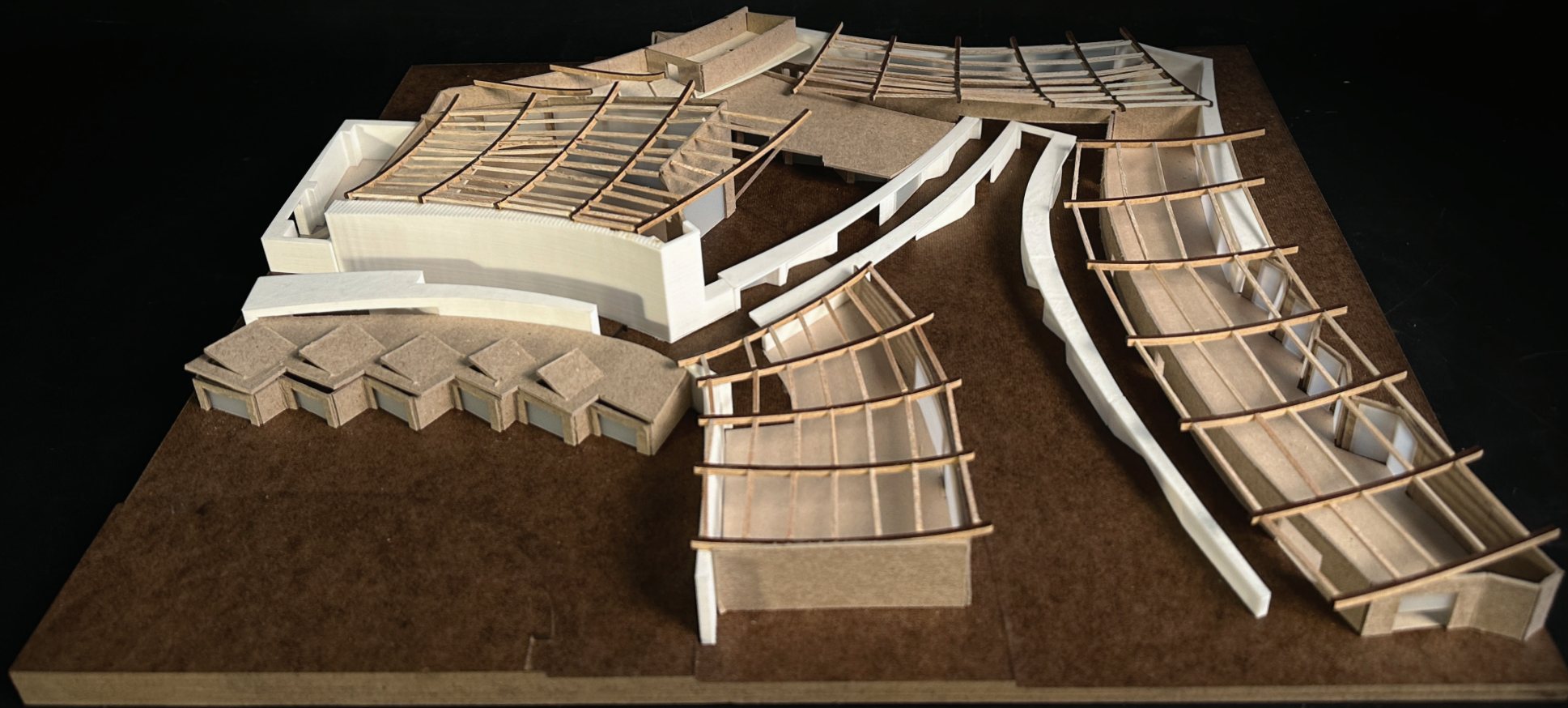




## Orthographics - Technical Representation







## Model Iterative Thinking

Physical models allow designers to fully engage with architecture and its scale. The pro immersive opportunities for middle school students to engage with nature, sustainability, and climate not only in a classroom setting, but more importantly, through the careful design of the tactile, visual, and auditory experiences.

The culmination of this studio's work doesn't end with one final model but with the long process of re-thinking, re-drawing, and re-making.





## It's Always More than Just Design

Design is embodied in many vessels: Architecture, Products, Cars, Websites, and literally everything around us. The power of design comes from its ability to evoke feelings and experiences. It brings awareness, focus, and contrast. Indeed, designers are not problem solvers, they are much more than that: they help us **feel**.