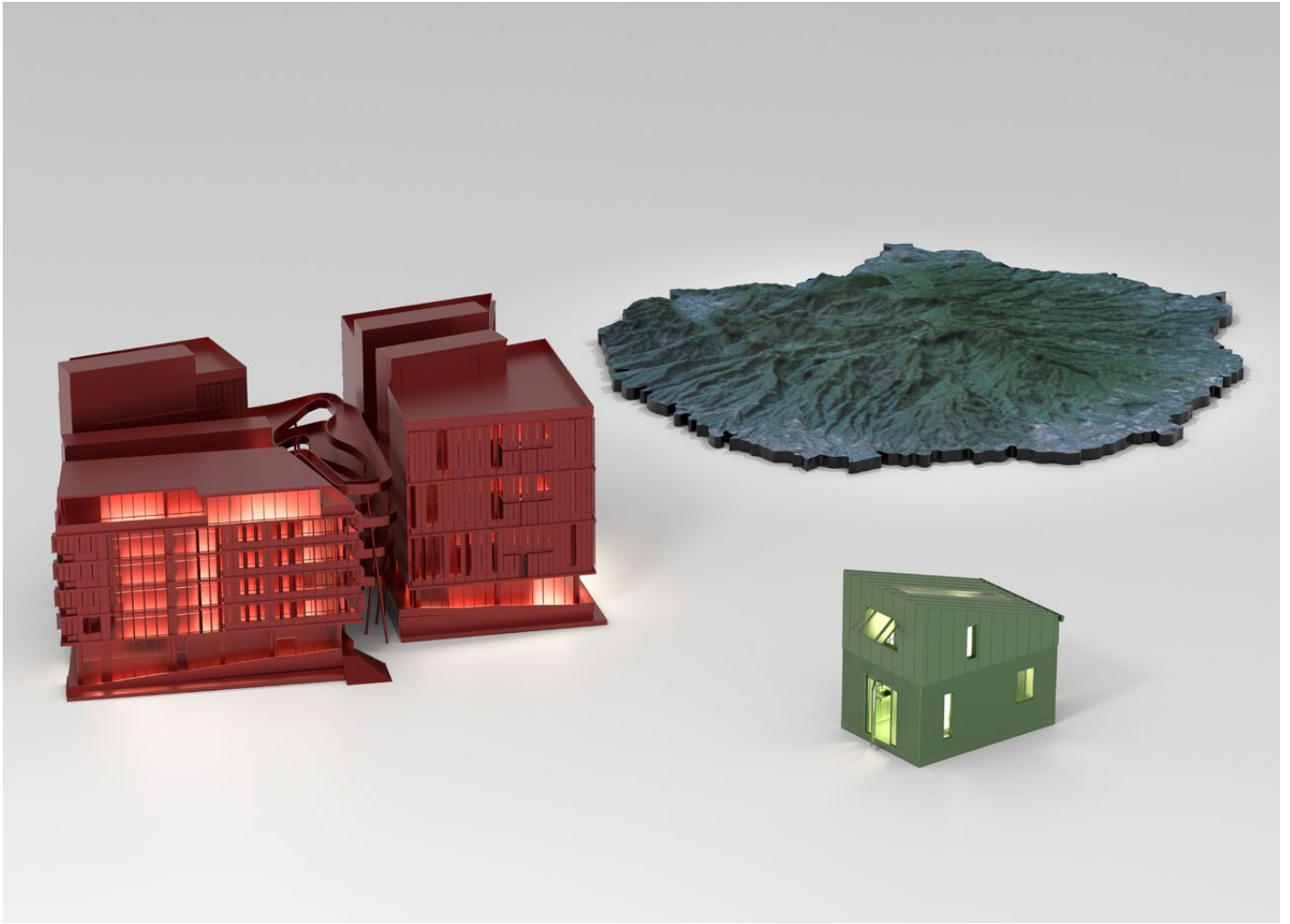




arch:

PORTFOLIO

Aidan Ergun



AIDAN ERGUN

B.Arch - University of Oregon

CONTACT

Eugene, OR
aergun@uoregon.edu

EDUCATION

2022-Ongoing

University of Oregon
Bachelors of Architecture

EXPERIENCE

June 2024 - September 2024

Marx Okubo | Intern (AEC Firm)

- Consulted building owners enclosure issues
- Evaluated conditions on site and compiled into reports
- Researched various codes to present solutions to clients

June 2025 - September 2025

CSHQA | Intern (Architecture Firm)

- Revit 3D modeling and development from sketches
- Rendering for client deliverables
- Revising redlines on plans and elevations

SKILLS

BIM | CAD

Revit | Autocad | QGIS

Modeling

Rhino | Grasshopper | Fusion360

Rendering

V-Ray | Twinmotion | Enscape

Adobe

Photoshop | Illustrator | InDesign | Premiere Pro

AWARDS

Oregon Innovation Challenge

2024 Winner, \$7500 Awarded

Buildner Microhome
Competition

International Competition, Shortlisted Project

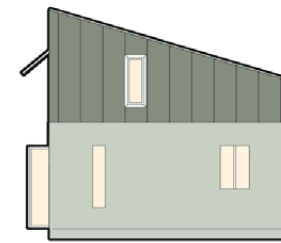
Buildner Howard Waterfall
Retreat Competition

International Competition, Shortlisted Project

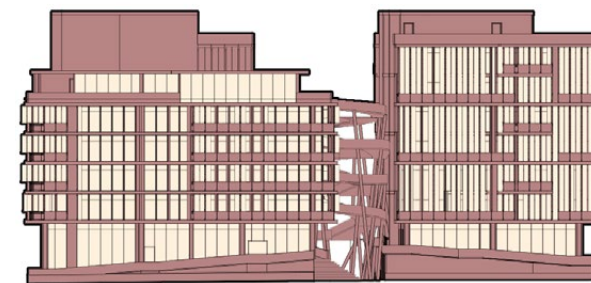
ArchDaily Student Project Awards

International Competition, Longlisted Project

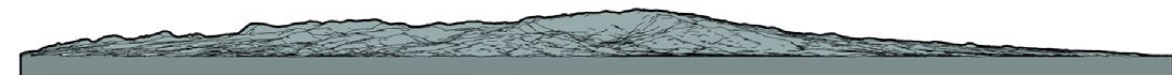
CONTENTS



Microhome Competition 6



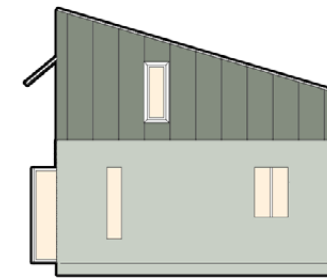
Istanbul Urban Infill 18



Guiniguada Master Plan 30



BUILDNER
Architecture Competitions
Shortlisted Project



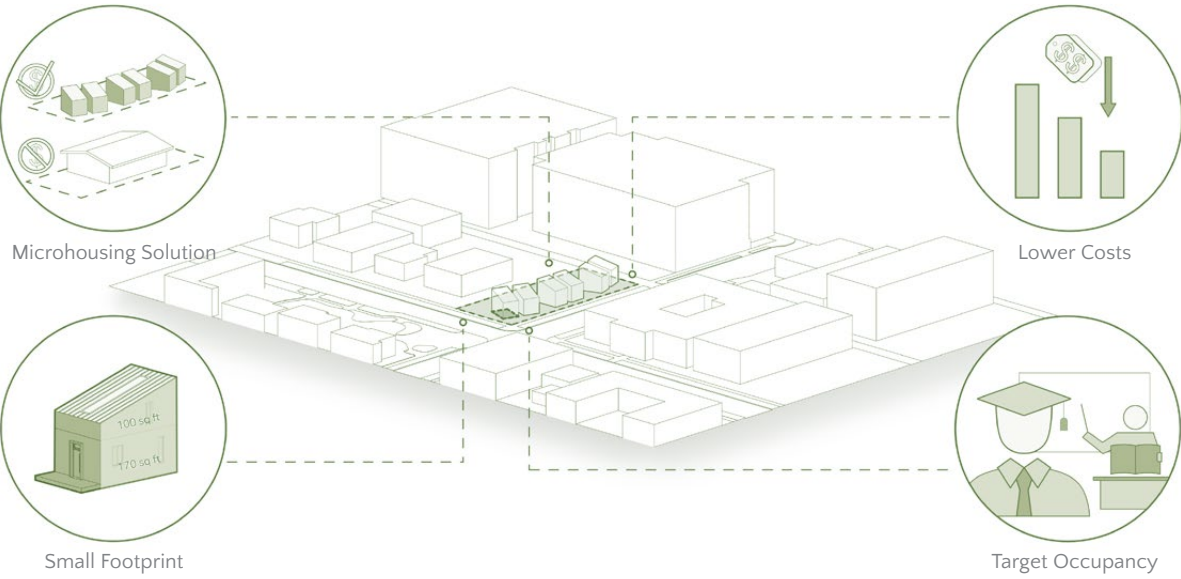
MICROHOME COMPETITION

The **competition**, presented by **Kingspan and Buildner**, looked for proposals that would accommodate a young professional couple in a **270 sqf microhome**.

Our proposal showed a village of **3D Printed Concrete (3DPC)** and **light wood framed** houses, focused around a central community space.

Modeled with Rhino, and Grasshopper

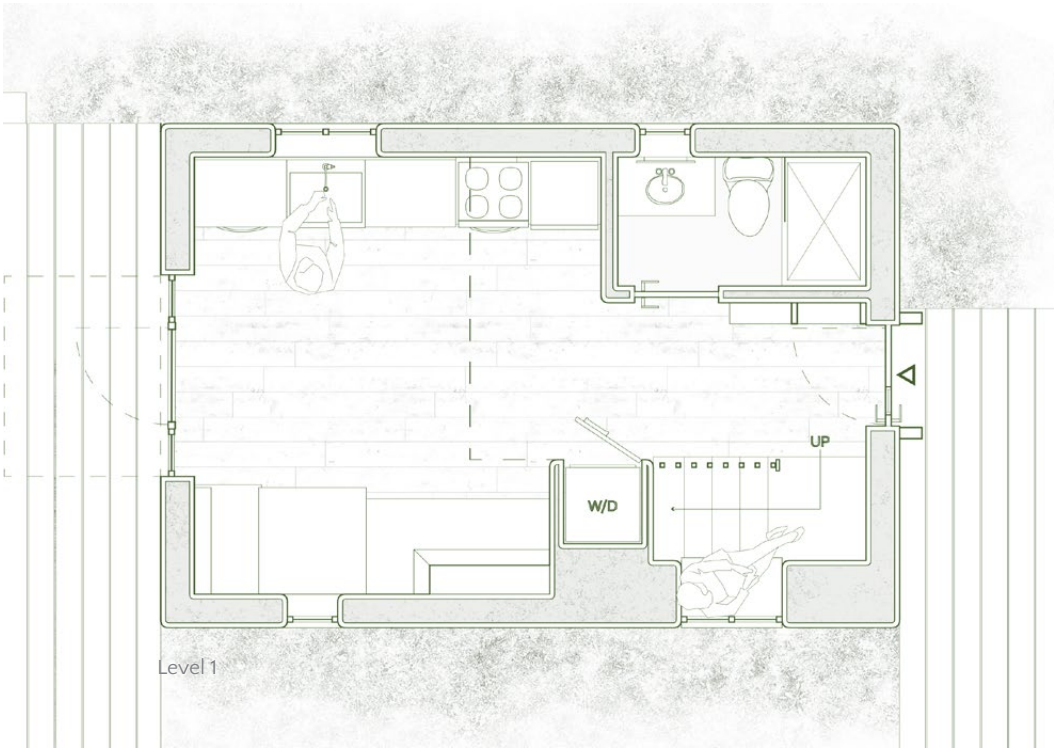
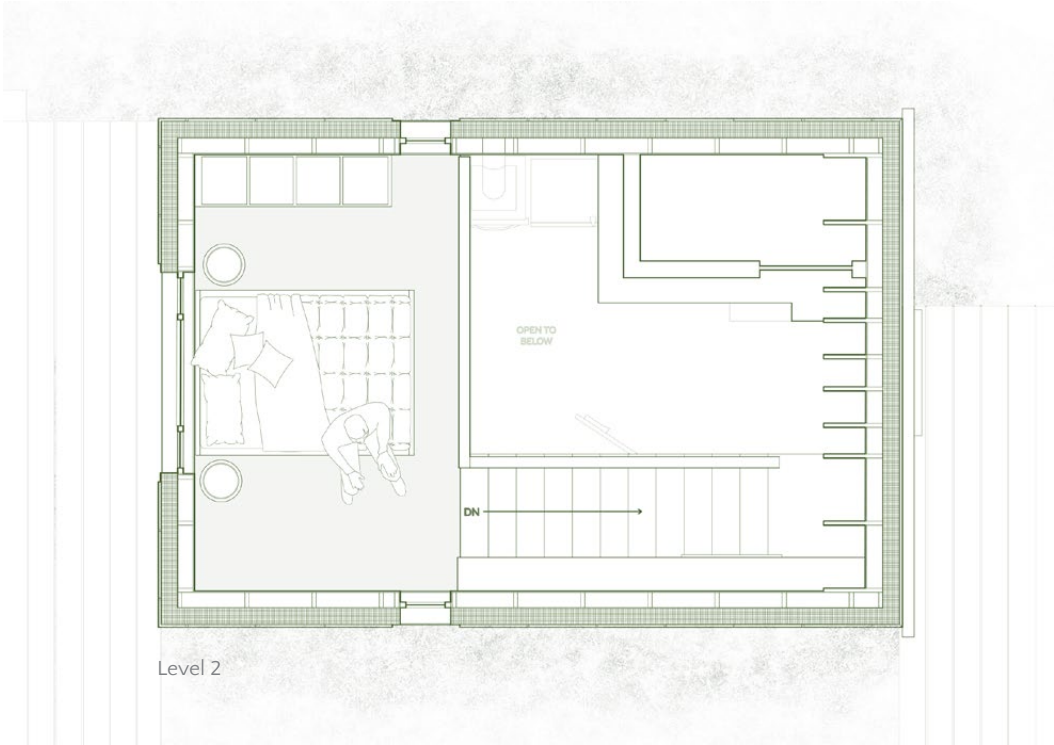
Completed in a group of 3.

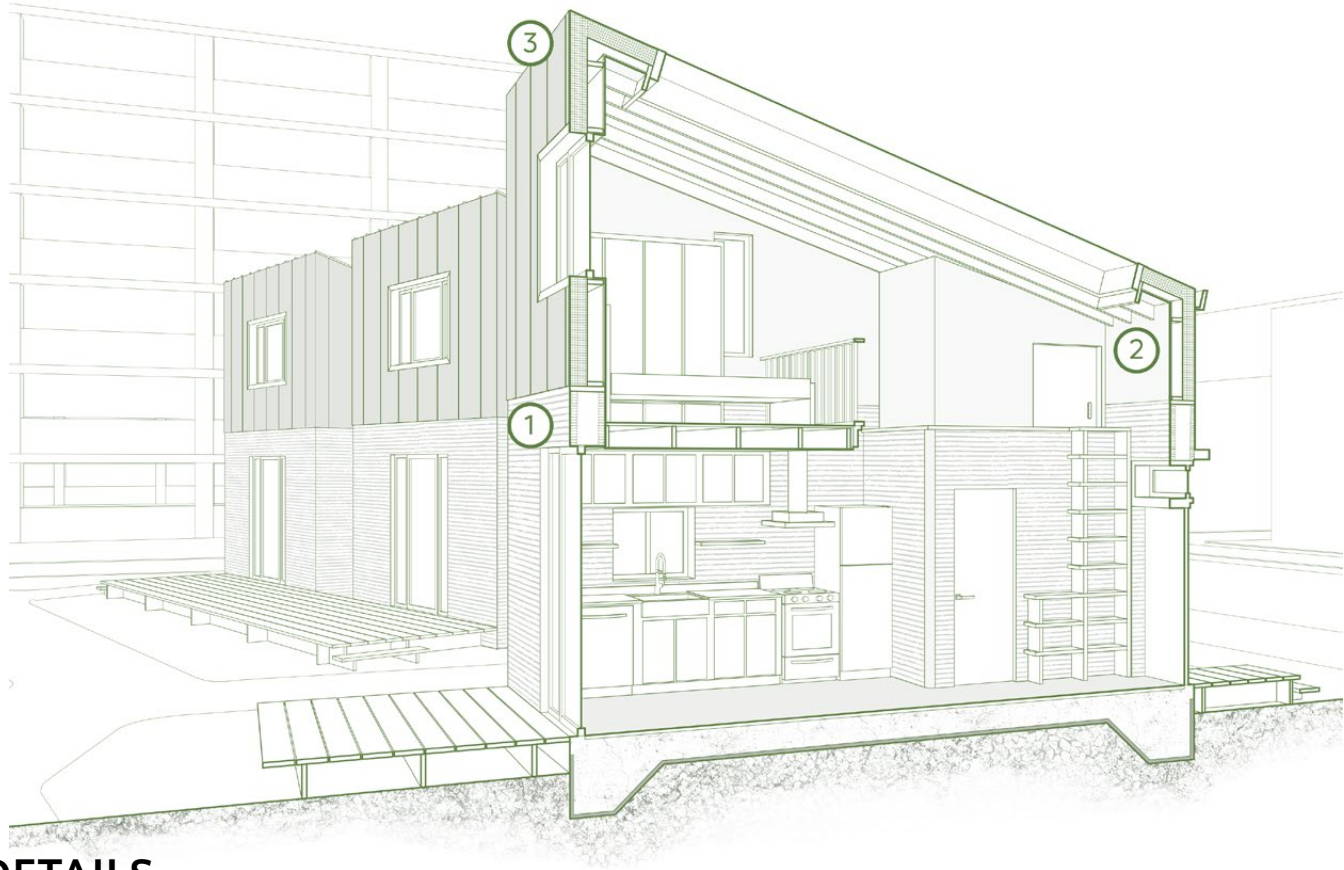
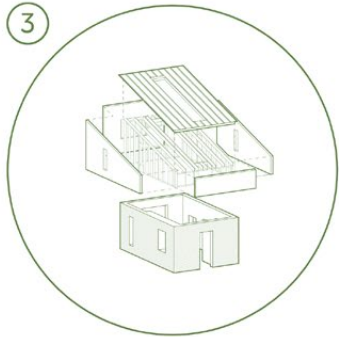
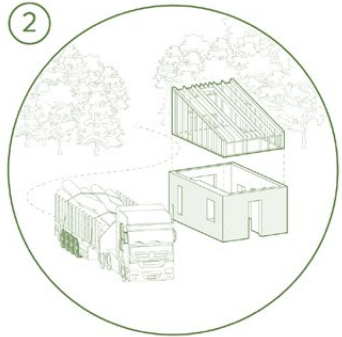
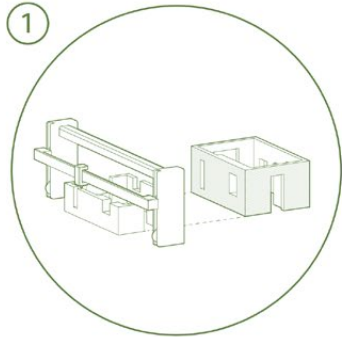


SITE/BRIEF

Our site is an **empty residential lot** that has remained vacant because it is **unprofitable for developers** to build on. Our response is **microhousing**, which **reduces construction** costs while providing **affordable units** for young teachers and graduate students. The compact nature of microhousing allows for **higher density** across the site, creating an efficient, affordable housing type that also fosters a new community.

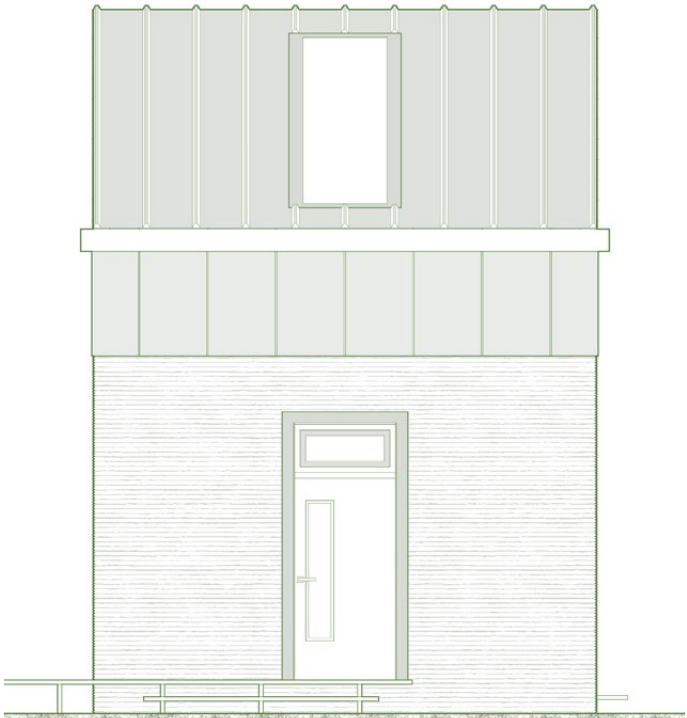






DETAILS

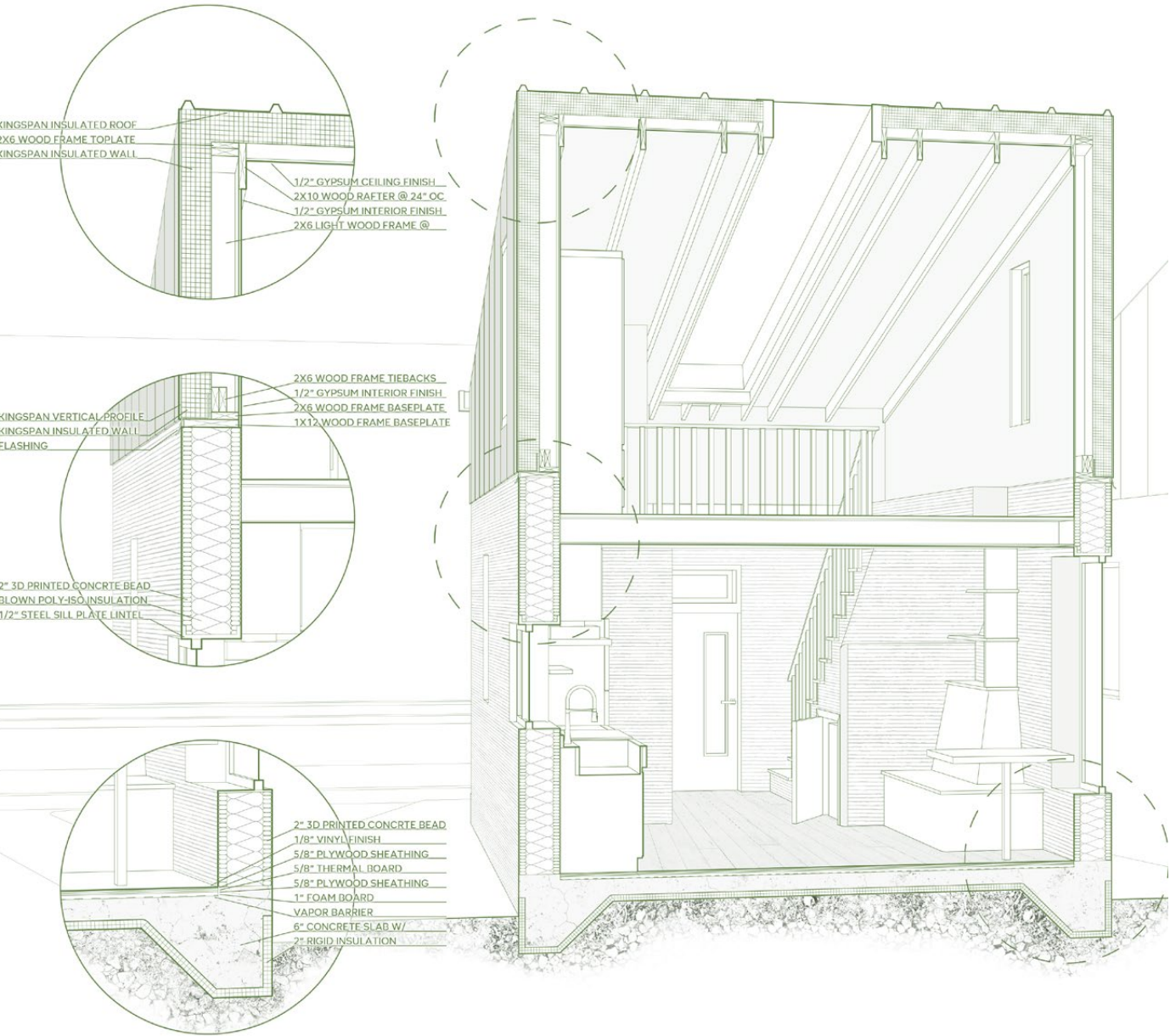
- ① **3D Printed Concrete:** The bases are made utilizing 3D printed concrete. This construction method results in much faster construction times.
- ② **Wood Framing:** The base 3DPC has a maximum print height of 12 feet. The remaining construction system is traditional light-wood framing.
- ③ **Kingspan Panels:** The exterior assembly uses Kingspan pre-fab insulated wall and roof panels tied into the wood framing and 3DPC.



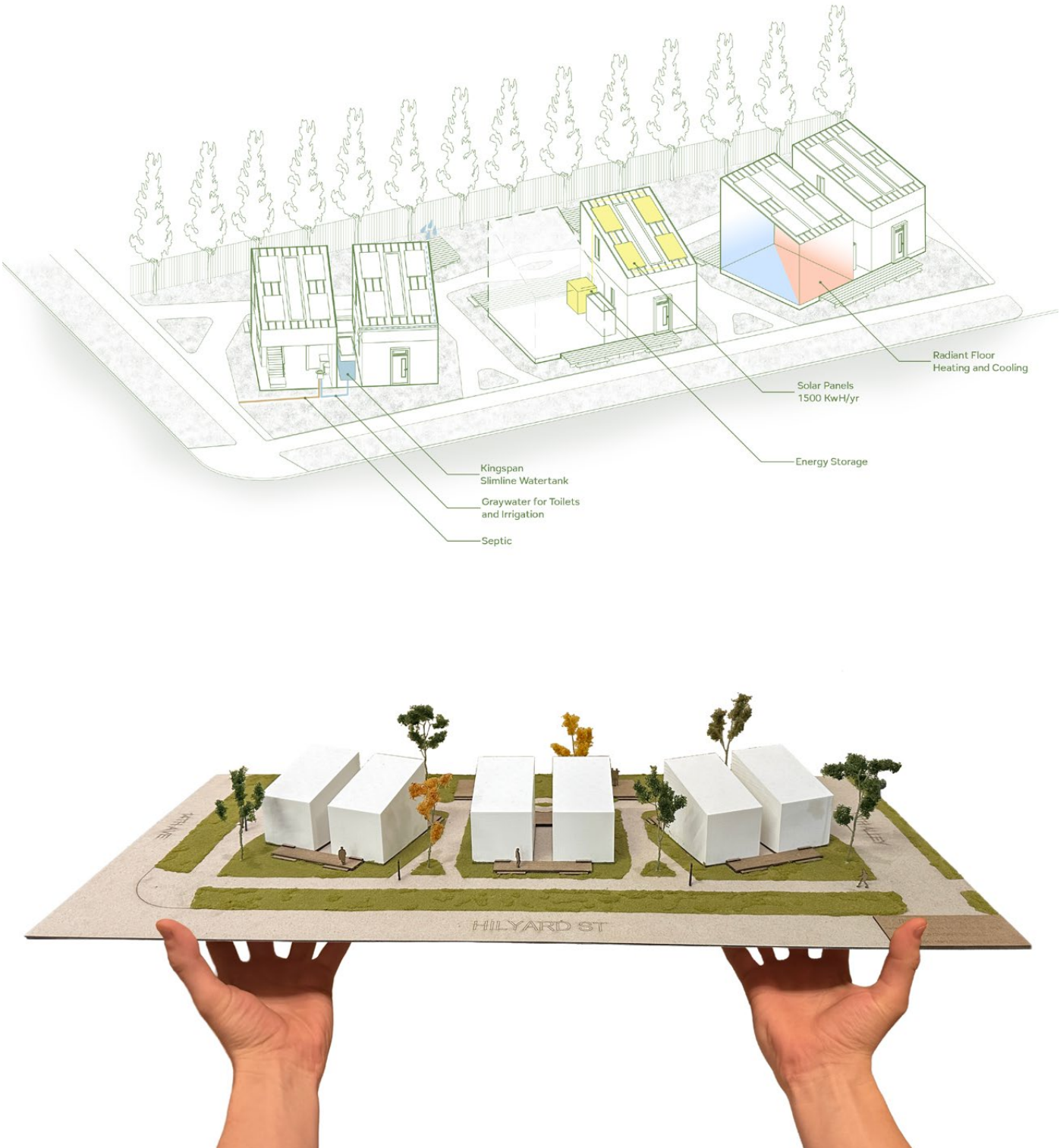
South Elevation



Section



Section Detail







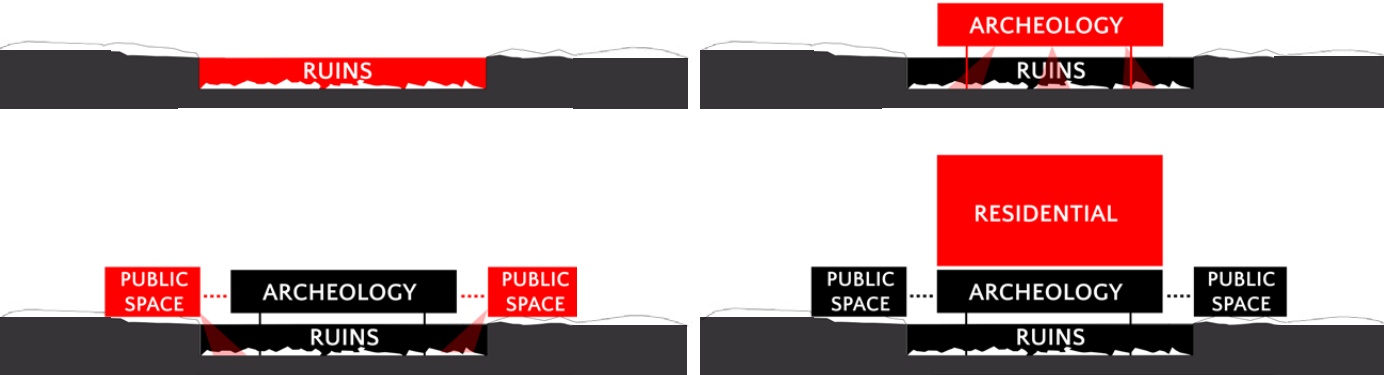
ISTANBUL URBAN INFILL

This studio project proposes a **5–7 story mixed-use** development in Karaköy, Istanbul, with active ground-floor program and residential units above.

Built on a site containing **Ottoman-era ruins** slated for redevelopment, the project responds by **preserving and revealing the historical layers** below while introducing a new architectural layer above.

Modeled with Revit, RhinoInside, and Grasshopper

Completed as a solo project.



SITE

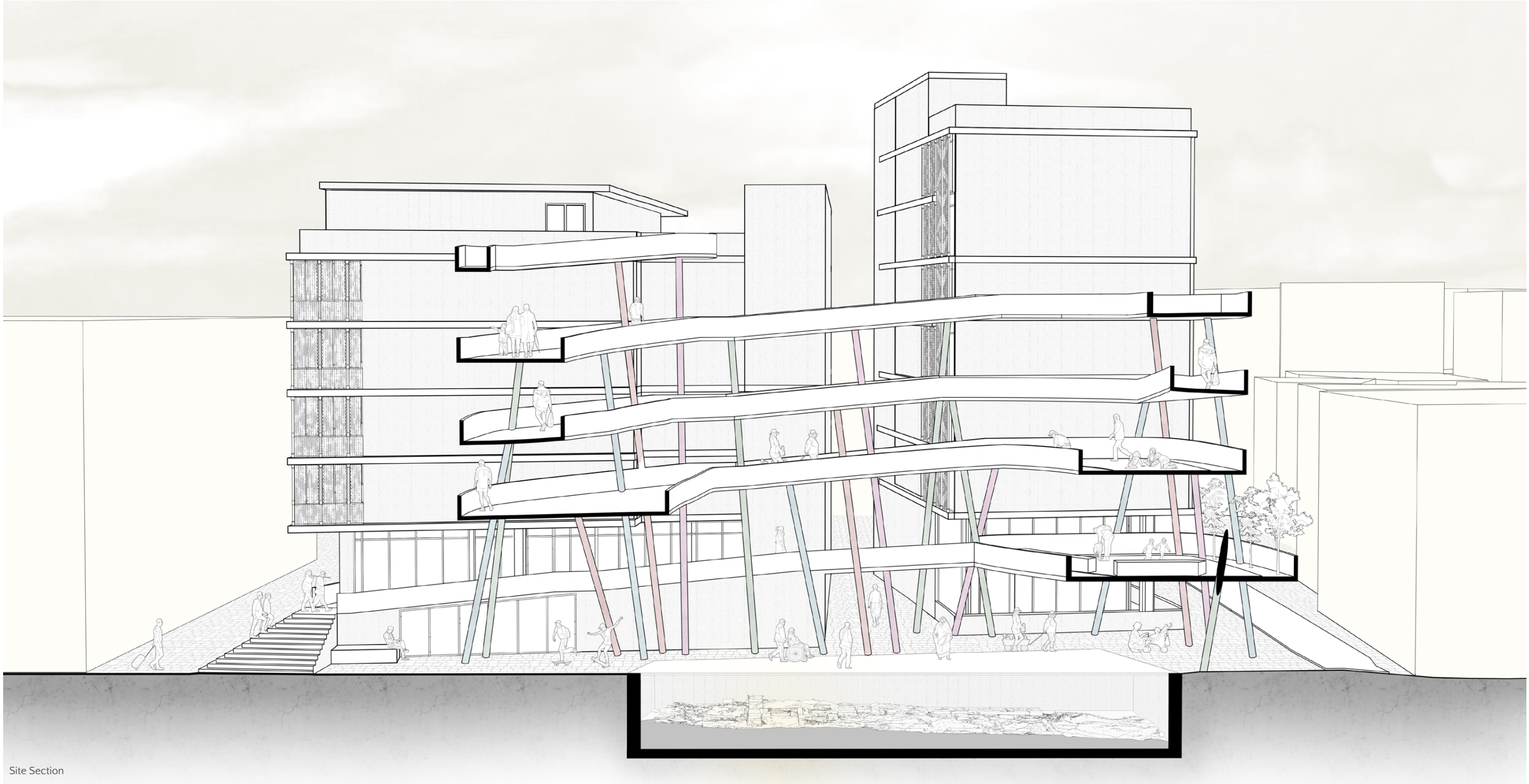
The site contains **layers of Ottoman ruins**, and **the city** initially envisioned **filling the lot with buildings** while using a plaza to hint at the archaeology below. In response, the design intervenes **by carving out the center** of the massing to **create a vertical park**, turning the heart of the site into an active public space that rises from the plaza to the rooftops, **connecting the city directly to the ruins**.



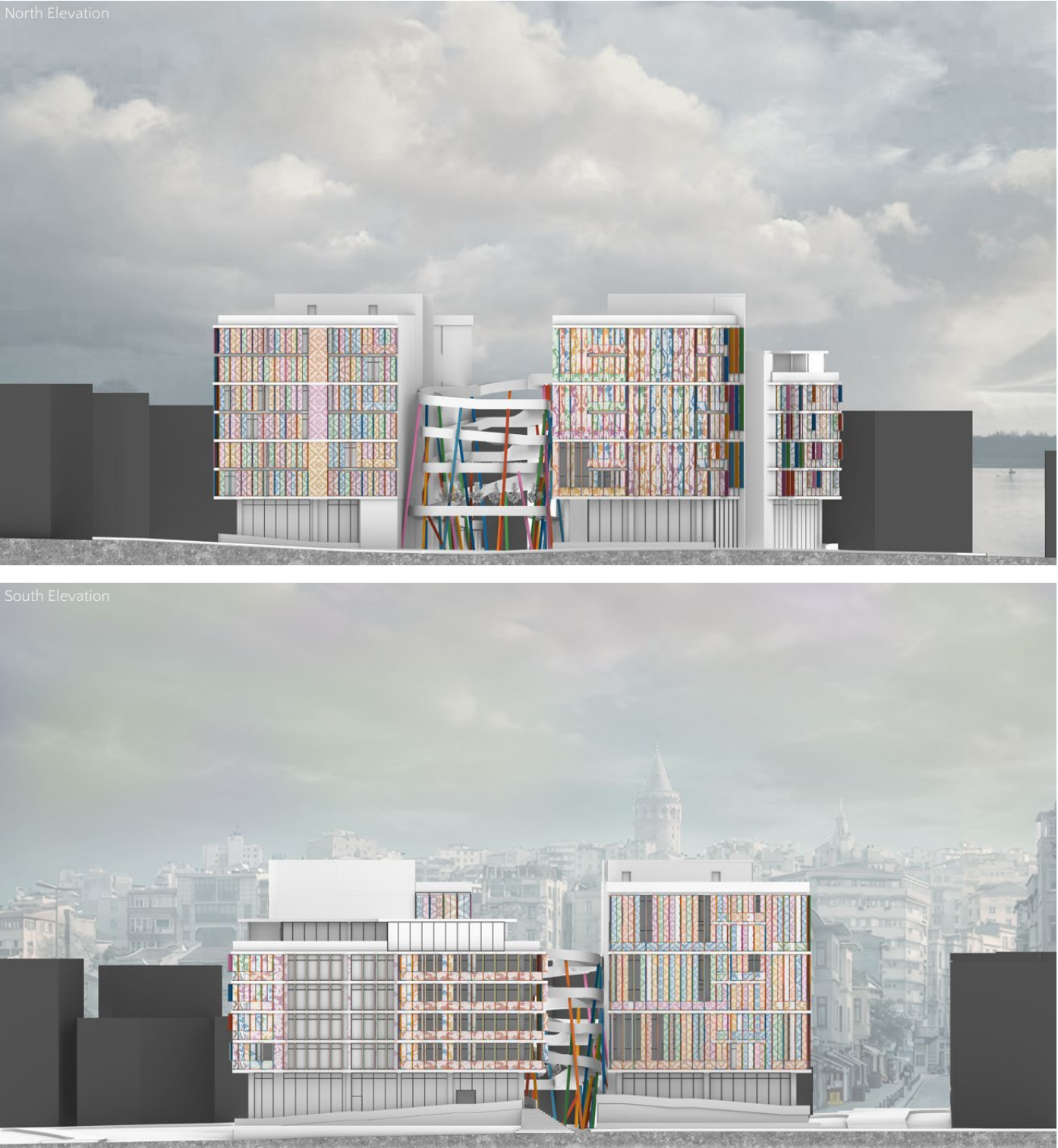


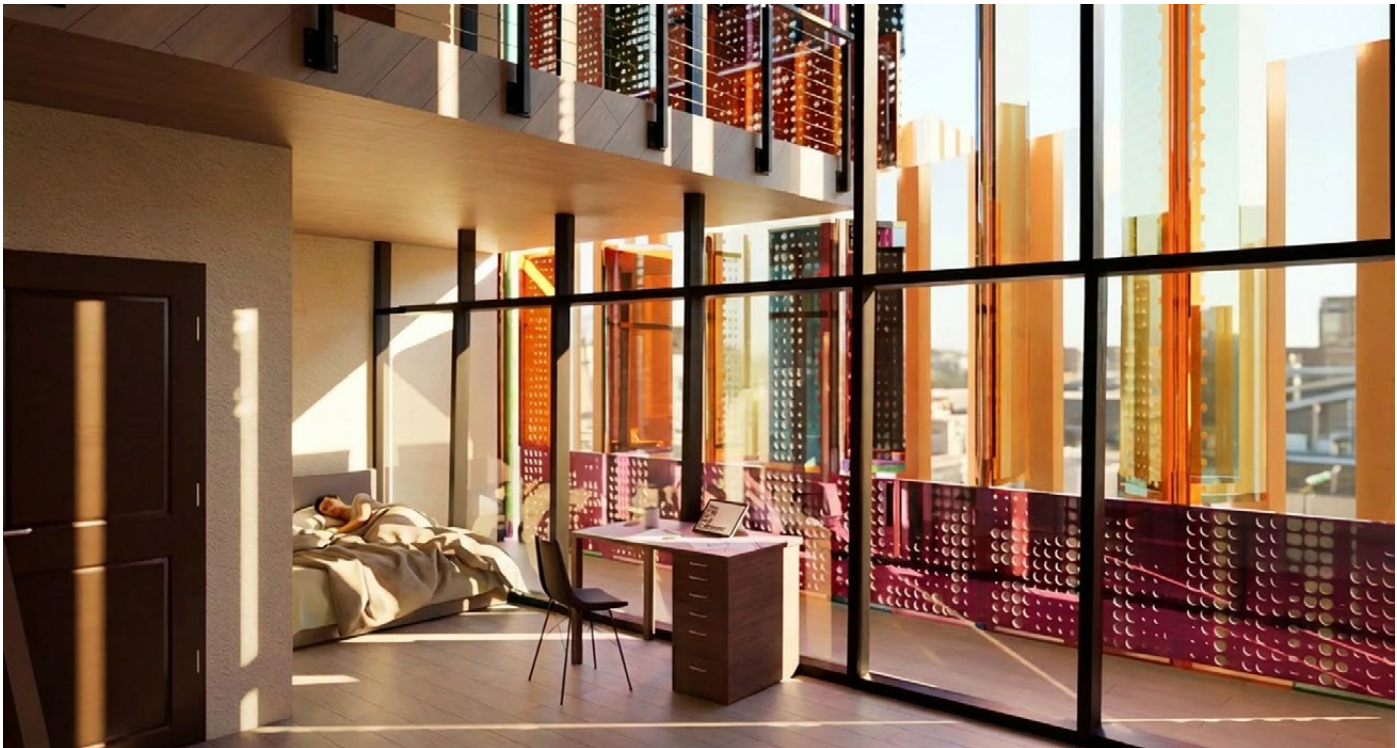
Ground Floor Plan (L2)

Ground Floor Plan (L1)



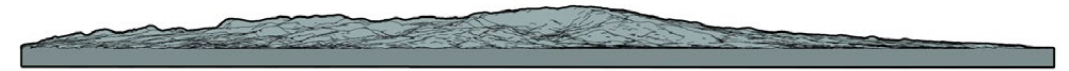
Site Section





Typ. Residential Plan (L2)

Typ. Residential Plan (L1)



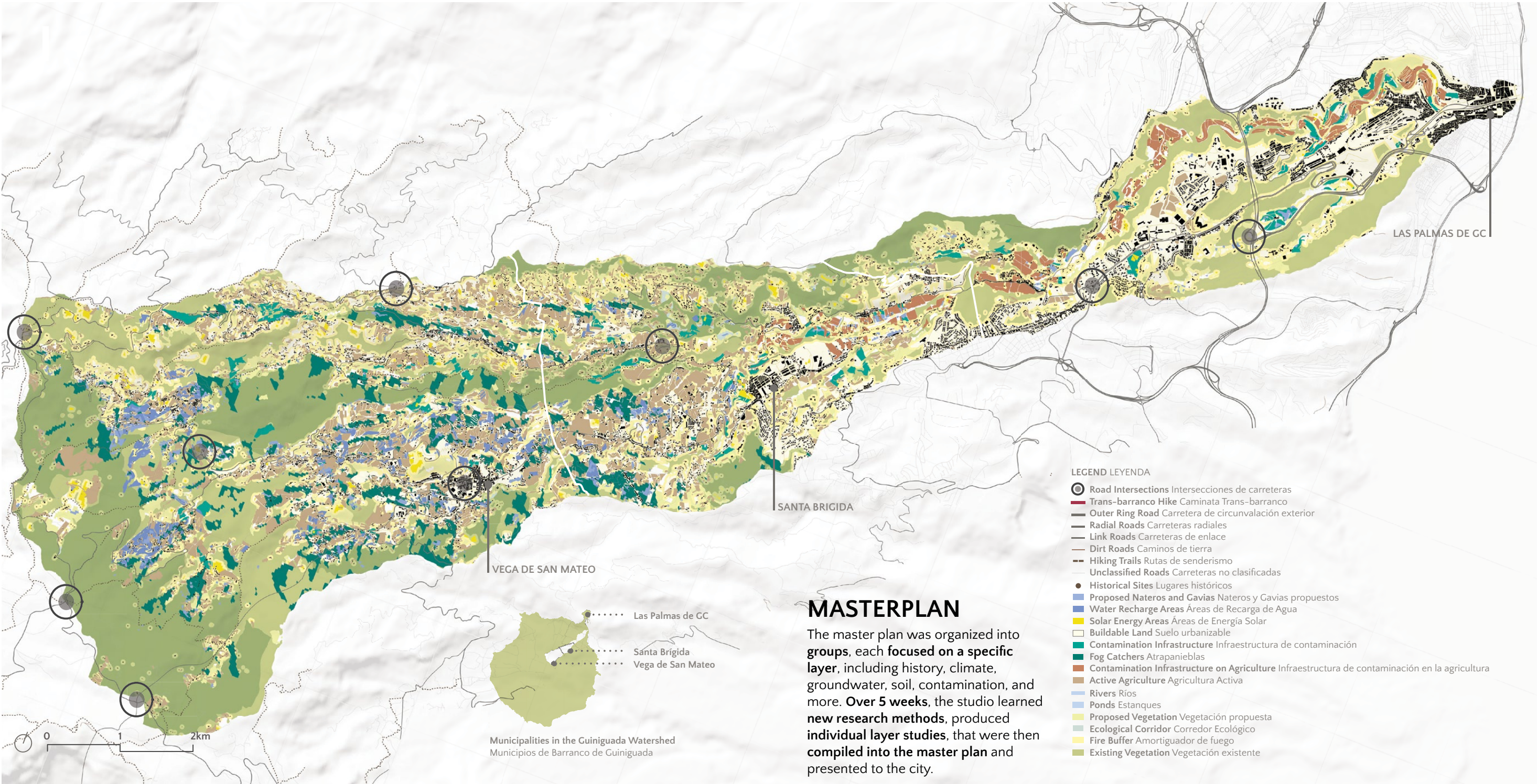
GUINGUADA MASTERPLAN

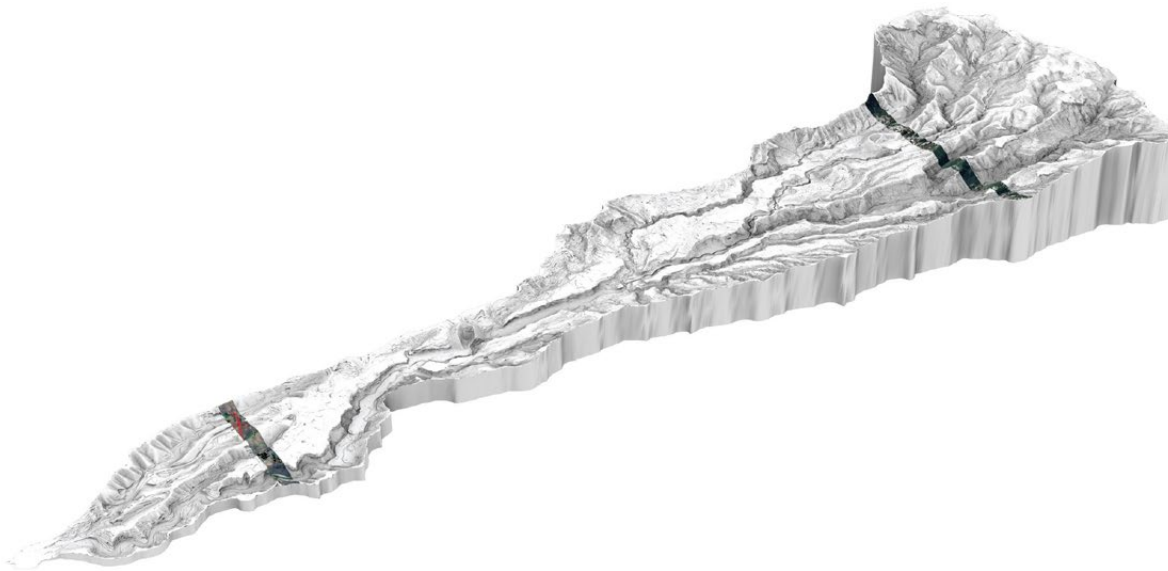
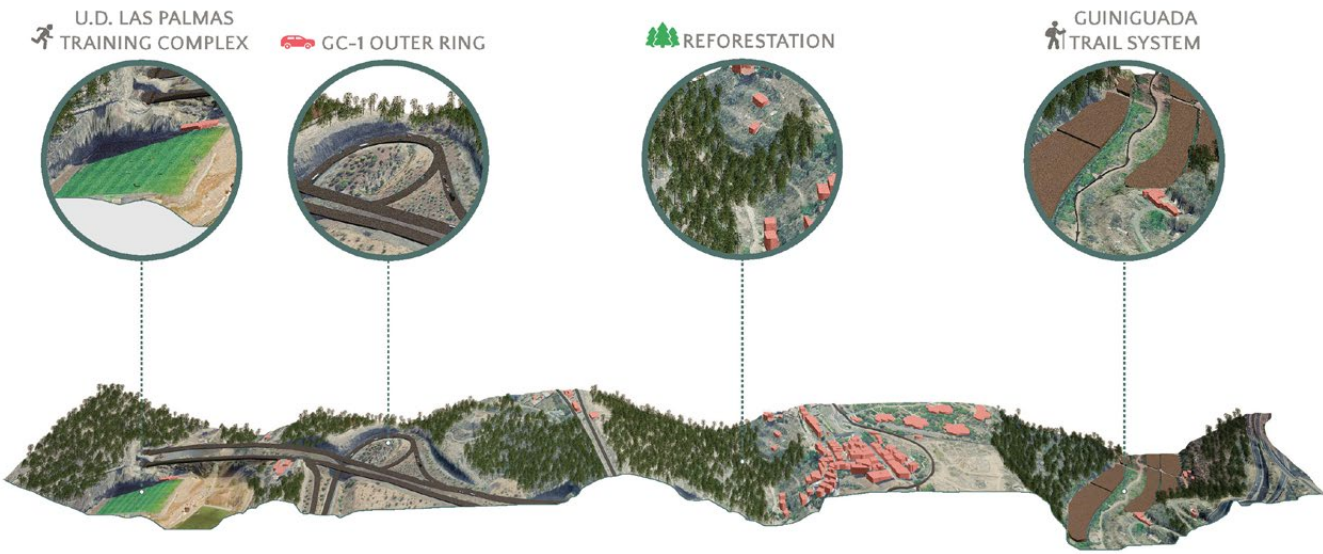
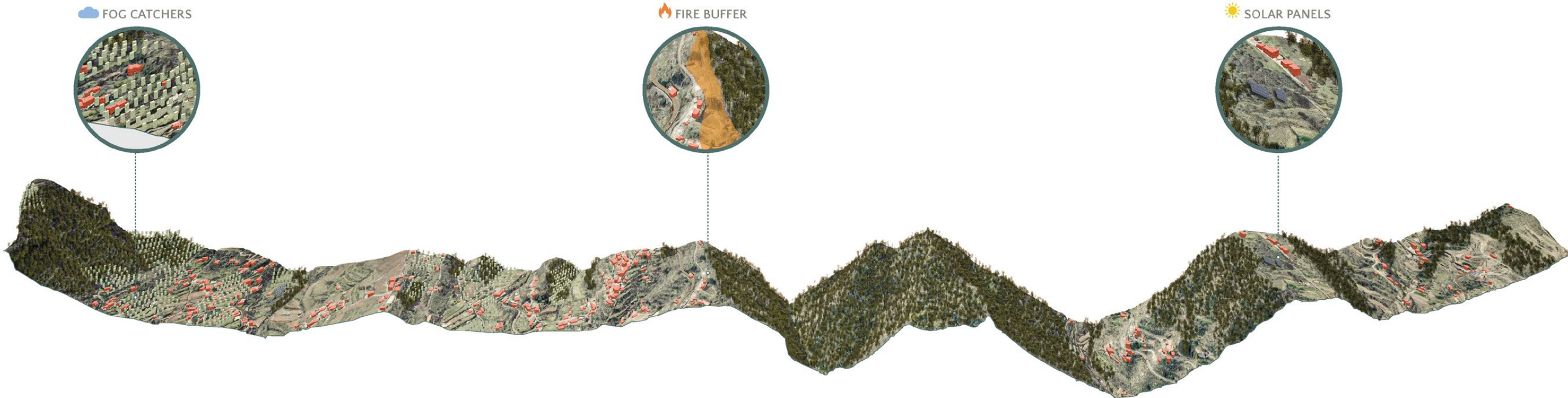
This **study abroad studio** developed a **master plan** for a ravine in **Gran Canaria**, Canary Islands.

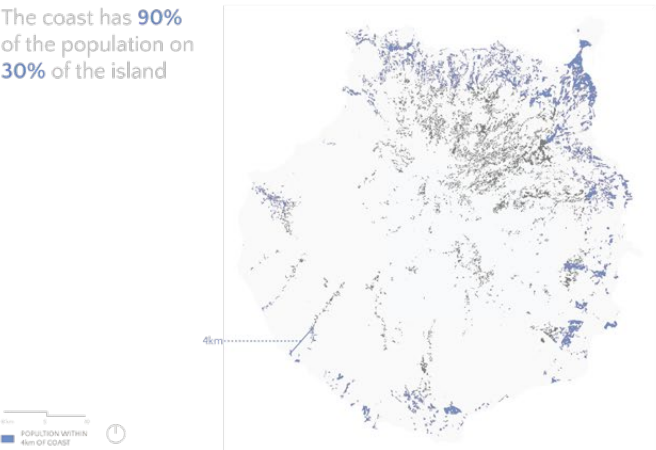
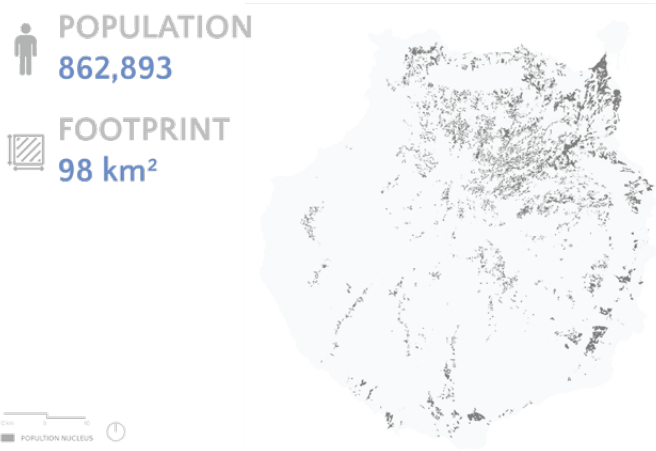
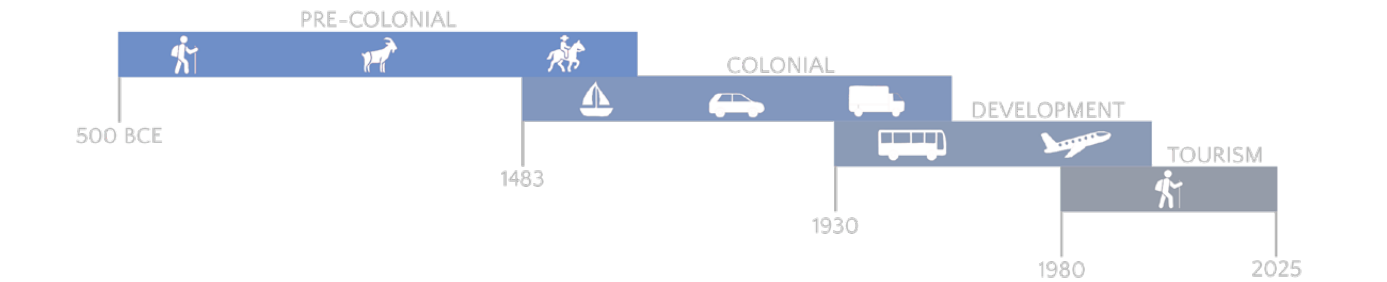
While the research addressed the island as a whole, **the proposal** concentrated on a **single ravine**, proposing a long-term vision for **the island's future growth**.

Modeled with QGIS, Rhino, and Grasshopper

Completed as a group project of fifteen.

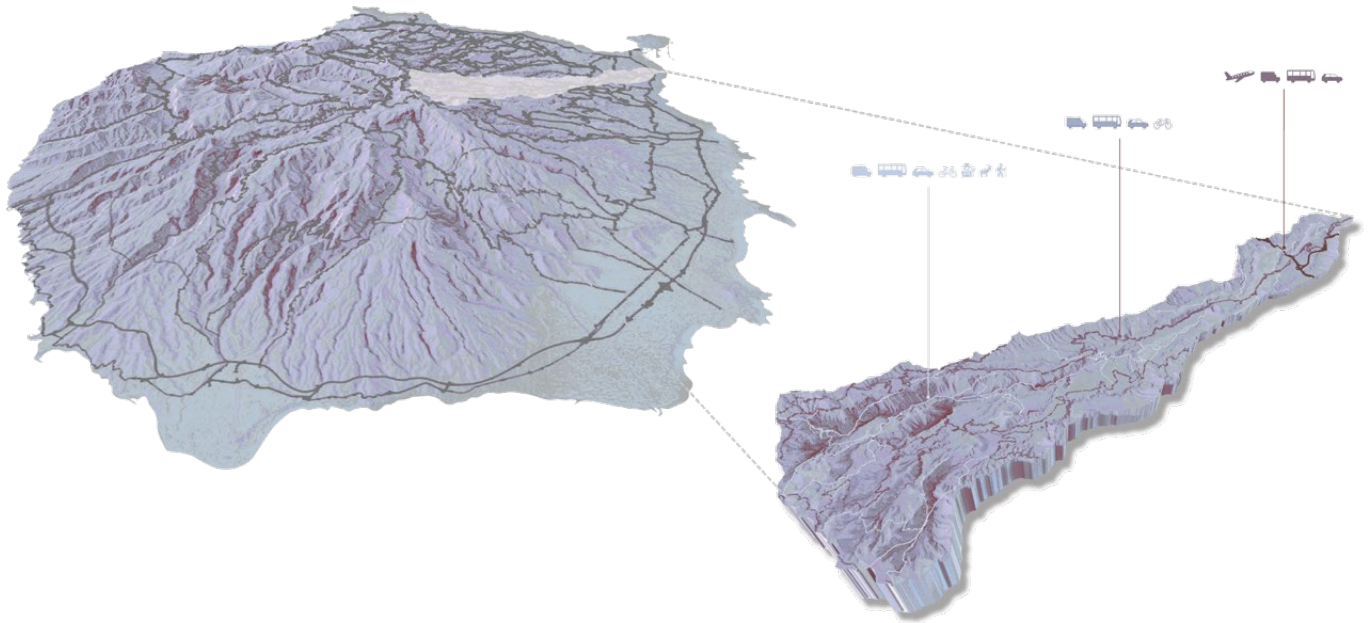
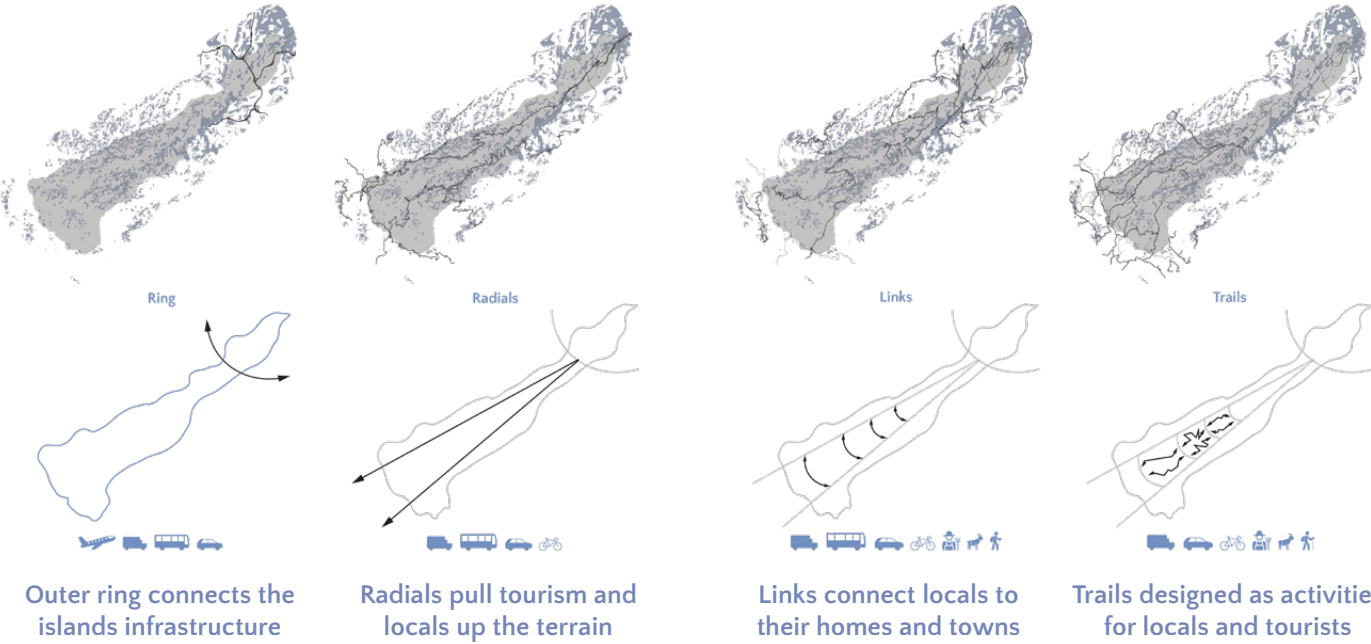
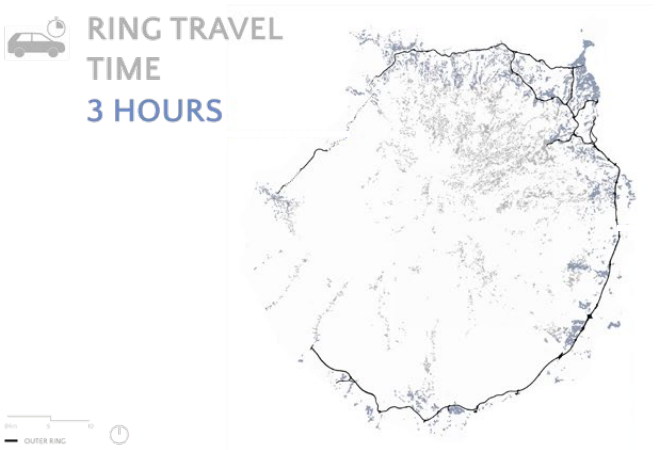
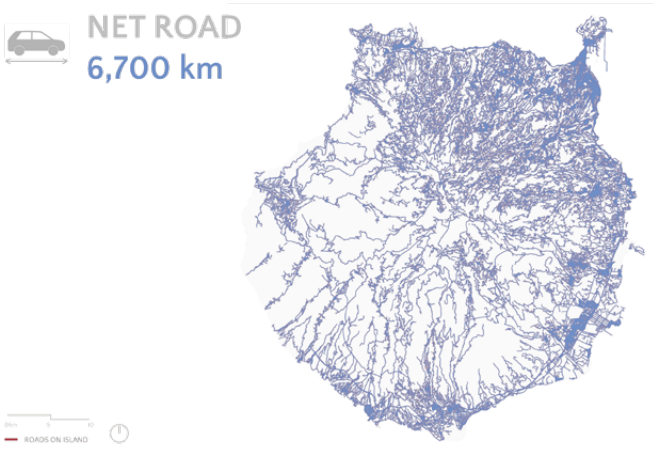


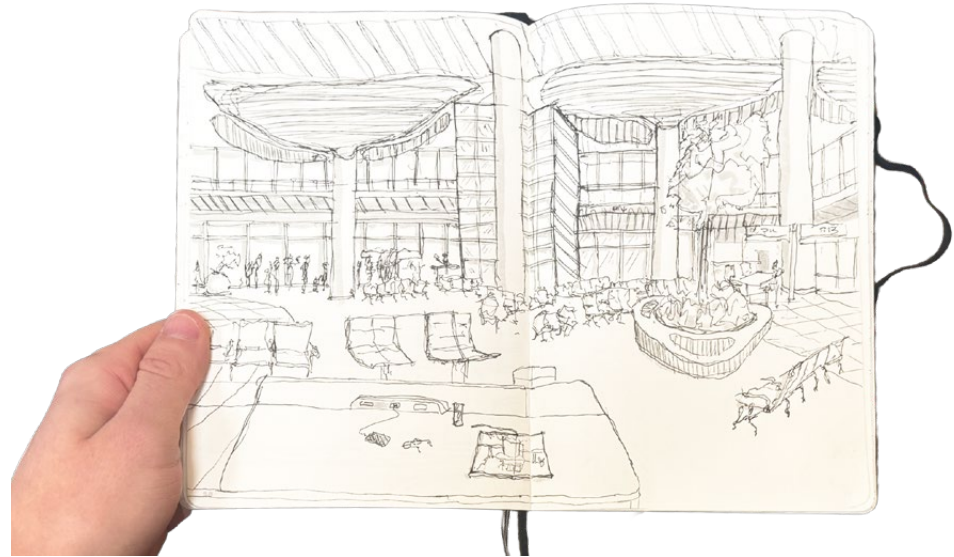
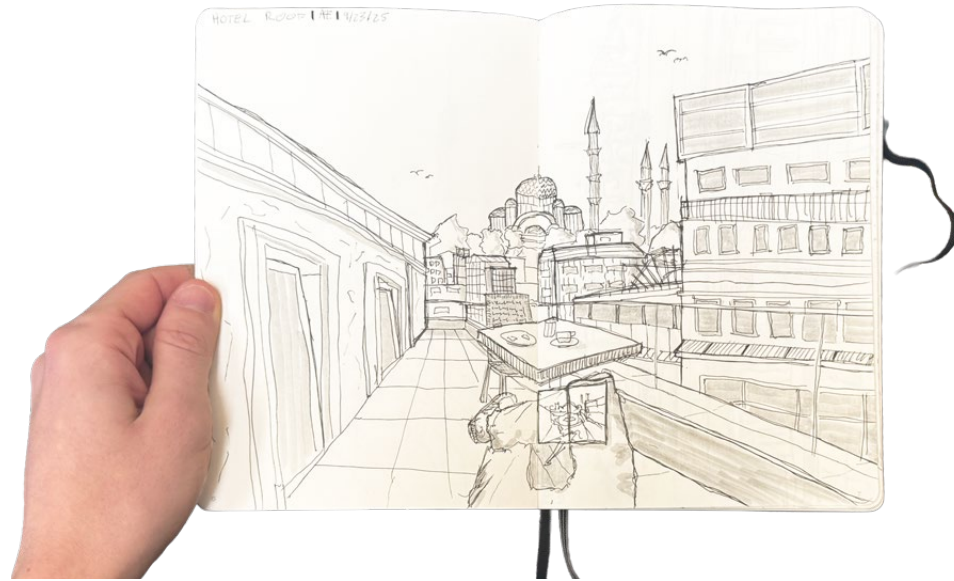




MOBILITY

My contribution to the master plan focused on the **mobility layer**, rethinking movement across the island. The proposal creates a **ring** of the island's outer highway to form a **continuous loop**. From this loop, new **radial** routes provide safe access **up the terrain** for residents and tourists, branching into **links** that **connect communities and towns**. These networks transition into **trails** that support everyday life, **recreation**, and ravine activity.





TRAVEL

During my studies, I was fortunate enough to get to **travel internationally** to design and learn in new places. Staying **5 weeks in Gran Canaria** working on the masterplan, and **1 week in Istanbul** doing a site charette. Both trips were involved with **local students** and firms, and was an incredible opportunity to see new and old architecture. The following are **sketches from my trips**, something that is essential when I visit new places.



WATERCOLOR

Going into architecture school, I was incredibly proficient with computational design. I struggled to draw like my classmates, and going into school with zero art experience I made it my primary goal to become a good hand artist. Once I got an understanding for art and drawing, I took a watercolor class that sparked a love for painting. Since then, I watercolor on the weekends to keep my skills sharp.

Thank You

aergun@uoregon.edu

