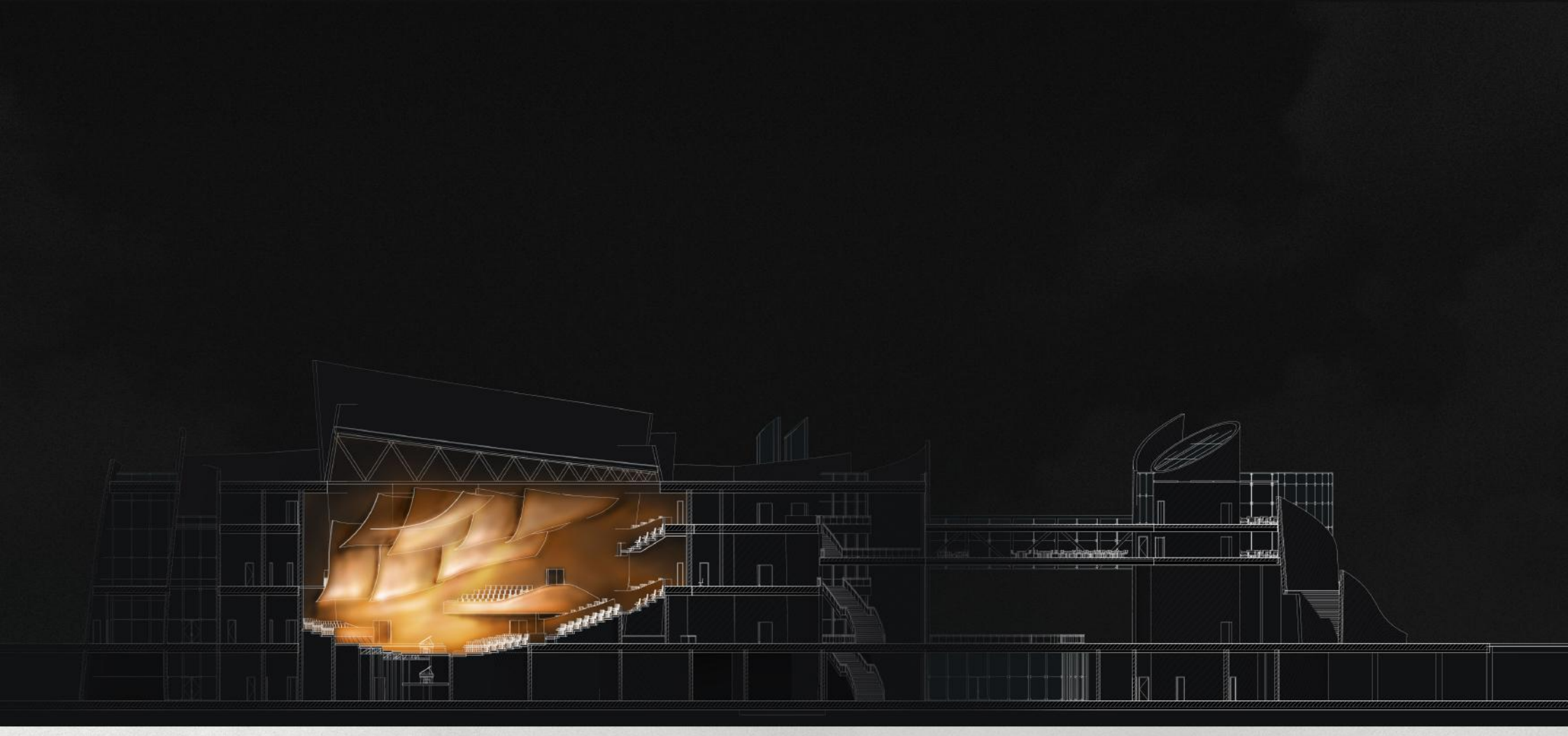


ARCHITECTURE **PORTFOLIO**

VICTOR **ROSCA**

PERSONAL INFORMATION

VICTOR ROSCA
Architect

date of birth	03|07|1993
adress	Vasile Alecsandri Street, Chisinau, RM
contact	victorrosca.arch@gmail.com +373 69 967 303

EDUCATION AND TRAINING

G.M. CANTACUZINO Faculty of Architecture the GH. ASACHI Techinal University, Iasi, Romania
6 years bachelor‘s and master’s degree integrated course, 2012 - 2018

LANGUAGES

ROMANIAN	native
ENGLISH	professional working proficiency
RUSSIAN	professional working proficiency
DUTCH	beginner

SOFTWARE SKILLS

Revit
V-ray for Revit
Photoshop
Illustrator
Autocad
Blender 2D animation

INTERESTS

traditional|digital art, 2D animation, character design concepts in video games, desktop pc setups, literature

WORK EXPERIENCE

ARTK Architecture & Design, Chisinau, RM
January **2021** - *Present*

Architect and main designer in Revit

Roles and responsibilities:
- works of architect, measurements on site, designing and drawing plans, preparation of planning applications, measure states;
- developing and designing of a workflow in Revit for architecture and interior design projects, designing the project template and the Revit family library.

BF Architecture bvba, Antwerp, Flanders
December **2018** - *December* **2020**

Architect under supervision of the leading civil engineer-architect
and Managing director of the Office, Bobby Fogel

Roles and responsibilities:
- works of architect, measurements on site, designing and drawing plans, preparation of planning applications, measure states;
- main designer in Revit LT;
- developing and designing of a workflow in Revit LT for the office, set out in order to improve efficiency and overall performance of the architect, the hardware and the software;
- stimulating newly arrived interns in the office, helping them in order to integrate in the workflow of the office and its particularities;
- control of works on sites.

SC Red Graph SRL, Iasi, Romania
July **2018** - *October* **2018**

10 weeks architecture internship, tutor - M. Codreanu

Roles and responsibilities:
- integrate in the workflow of an architecture bureu and its particularities, completing an architecture project through all of its stages;
- works of architect, measurements on site, designing and drawing plans, preparation of planning applications, measure states;
- promoter and advocate for implementation of Revit LT in the workflow of the office;
- developing and designing the desktops setups for current and future employees in the new office location.

Collaboration with SELF-TRUST, Iasi, Romania
June - November **2016**

Check-In desk design proposal for Iasi and Bacau airports

COMPETITIONS & WORKSHOPS

VIZORIAL FESTIVAL POSTER CONTEST
October **2017**

Publics choice Prize winner for the Vizorial Media Festival poster contest.

THE *SPLIT* SHATTERED SELF CONTEST
March **2017**

Digital art contest. Depict an inner struggle inspired by the movie *Split*.

CHECK-IN DESK
June **2016**

3rd and Sponsor Prizes for designing an airport check-in desk. Collaboration with the sponsor for new desk designs.

BERLIN UNIVERSITY RESIDENCES (BUR)
April **2016**

Student housing in Berlin, architecture competition, by ARCHmedium.

FREEDOM FIGHTERS CONTEST
March **2016**

Interpreting a revolutionary hero from or inspired by the game Homefront The Revolution.

CHRISTMAS TREE CONCEPT
December **2015**

1st Prize and implementation for the Christmas Event at O.A.R (Order of Architects of Romania).

RHINO + GRASSHOPPER INTRO WORKSHOP
October **2015**

Introductive workshop at O.A.R, Iasi, Romania;
Instructor - Andrei Padure, *Zaha Hadid Architects;*
Reviewer - Bigdan Zaha, *Zaha Hadid Architects.*

DIABLO III FAN ART CONTEST
March **2014**

Portray the Heroes of Sanctuary of Malthael preparing for their coming conflict in the new game expansion.

APARTMENT BUILDINGS COMPLEX

BF Architecture bvba
Stationsstraat-Spoorwegstraat
2220 Heist-op-den-Berg

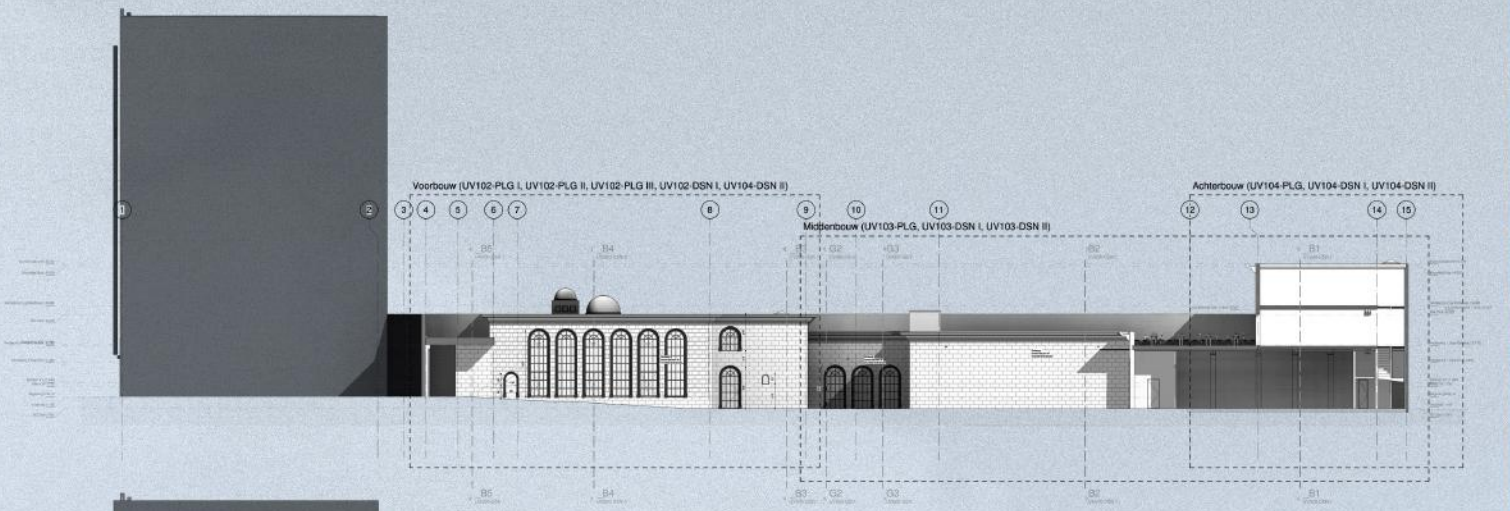

STATIONSSTRAAT

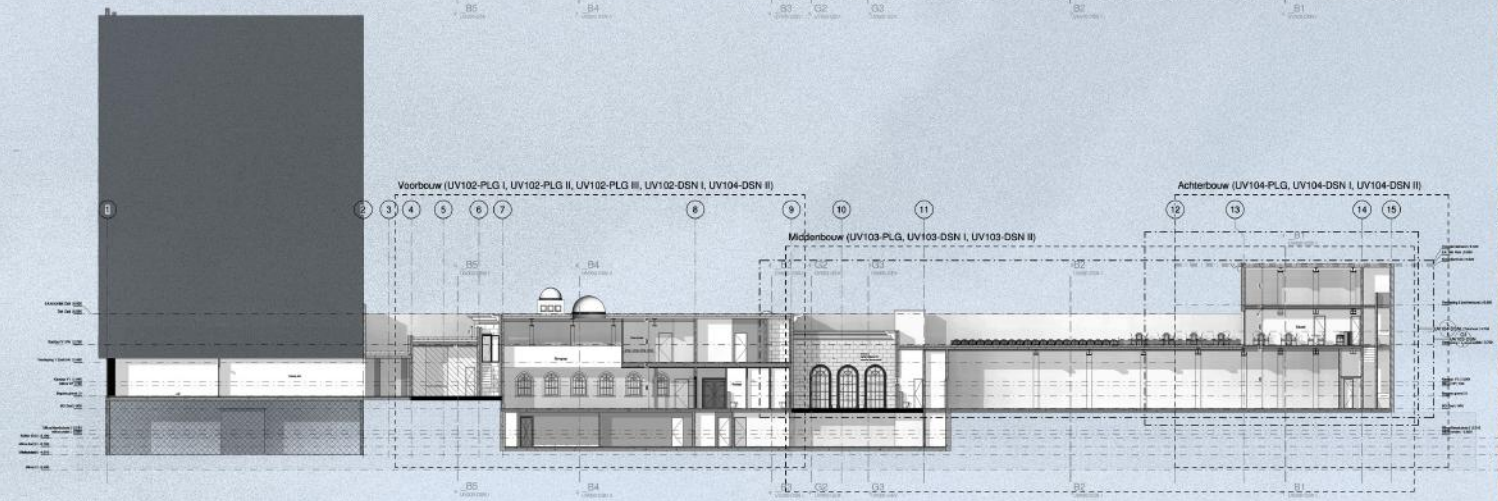

SPOORWEGSTRAAT

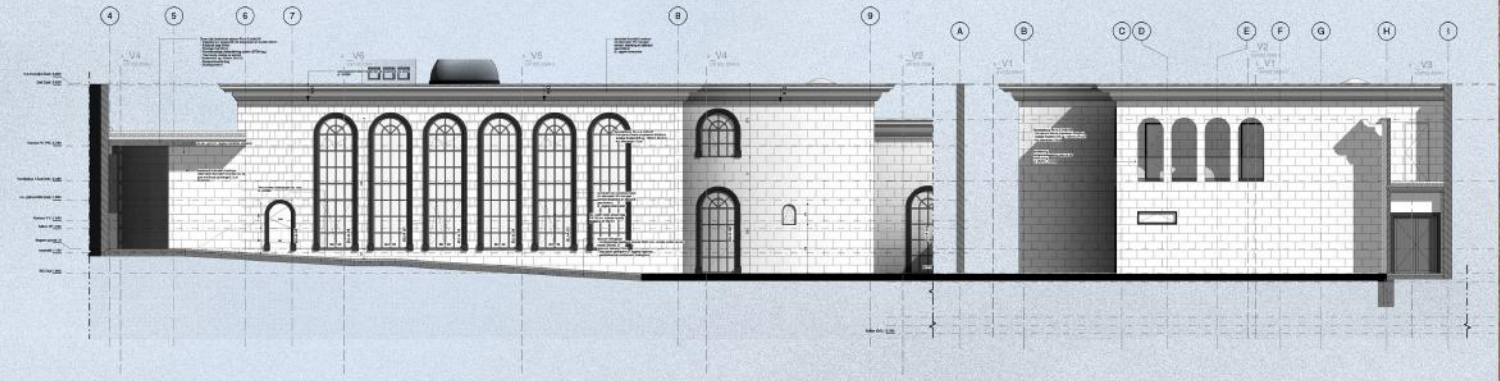

STATIONSSTRAAT

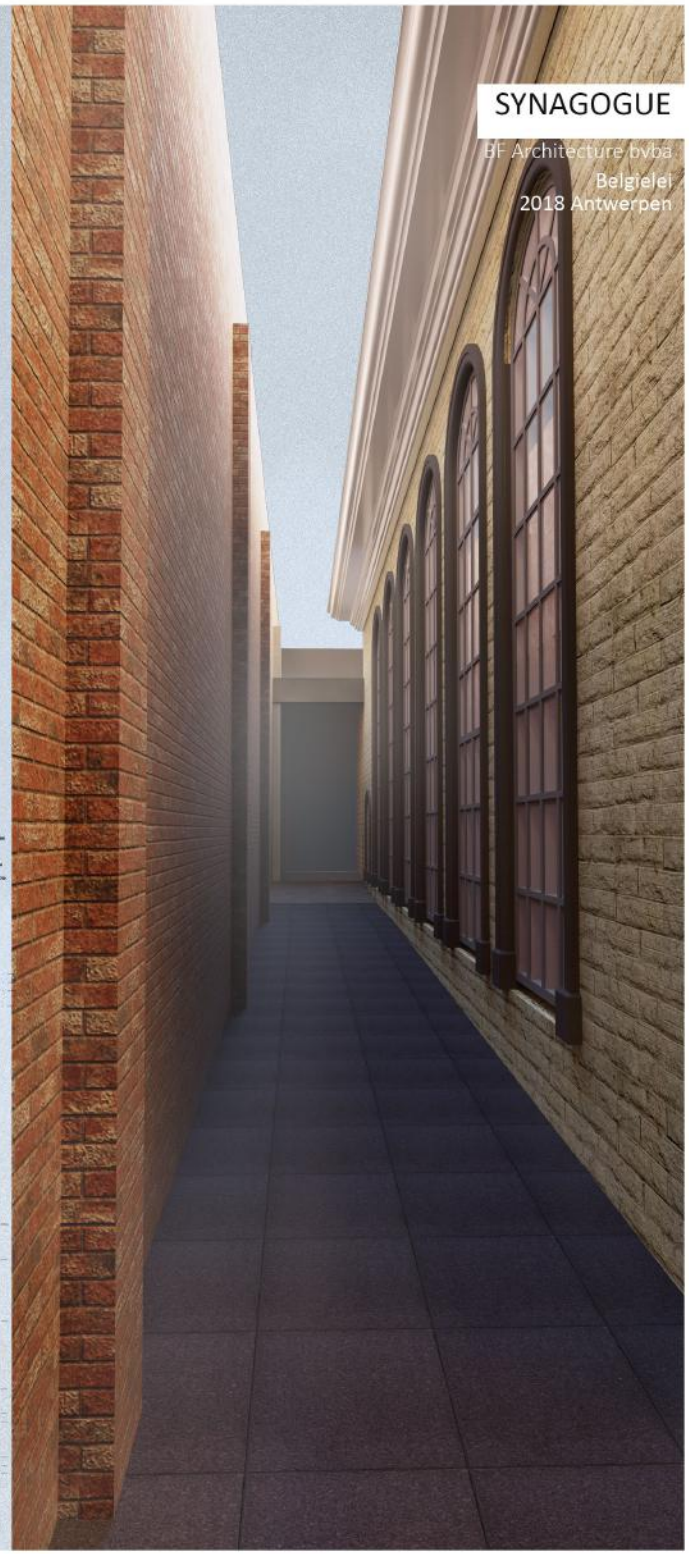
SYNAGOGUE

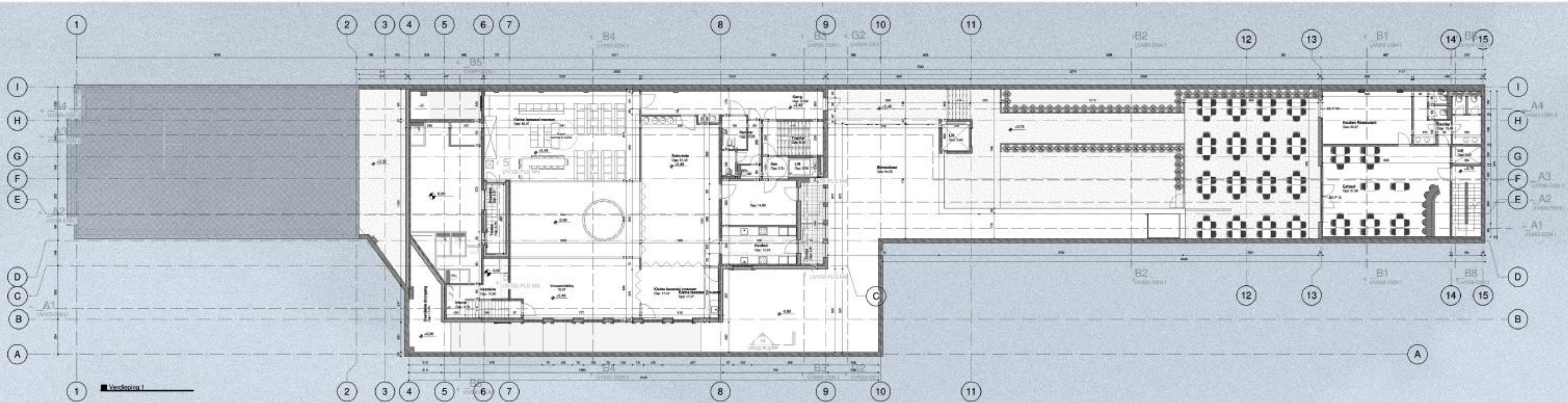
BF Architecture bvba
Belgielei
2018 Antwerpen



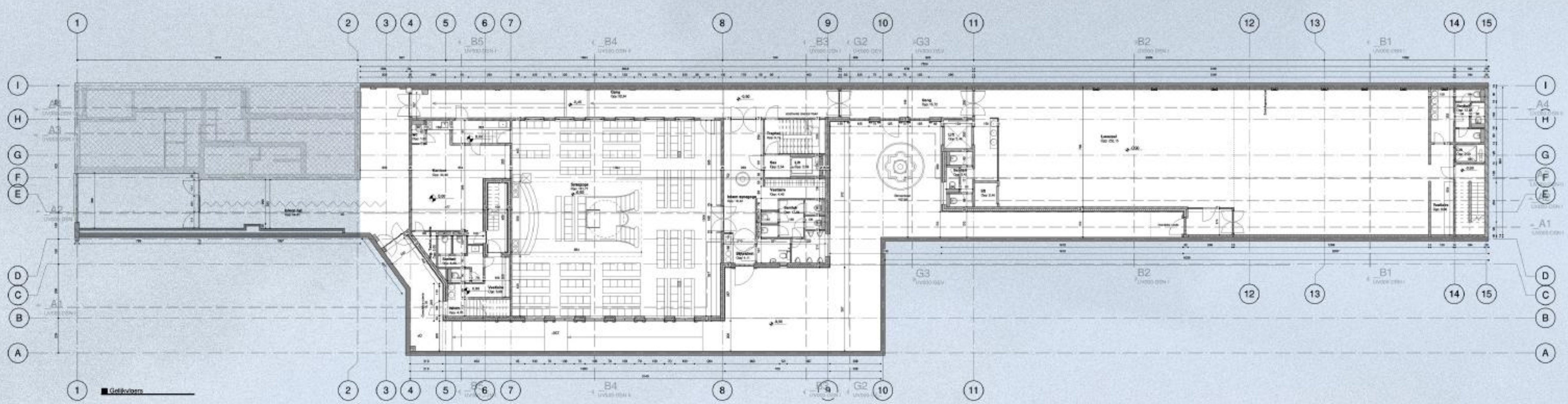




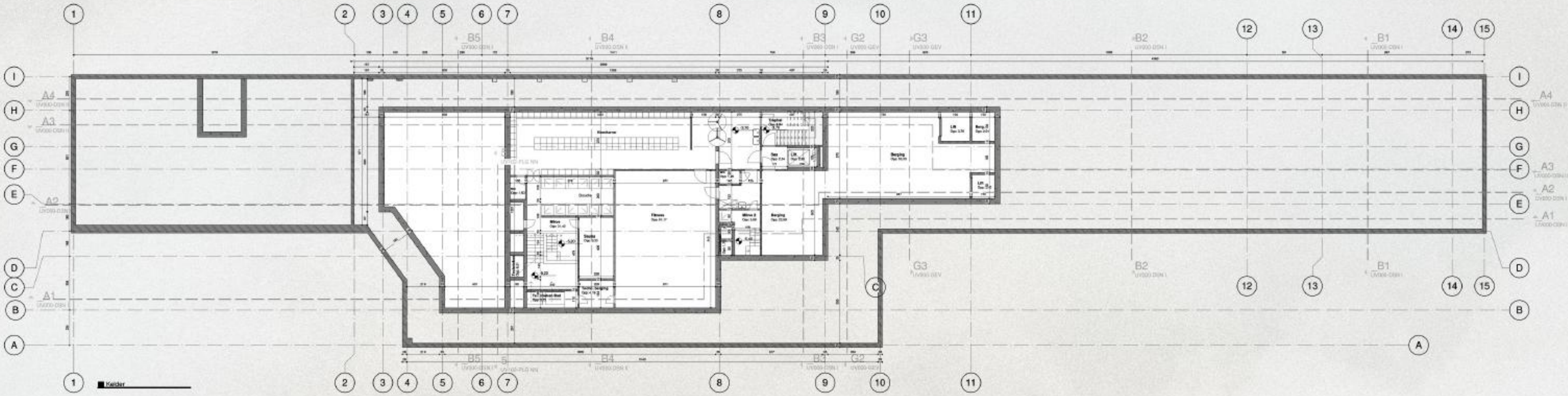




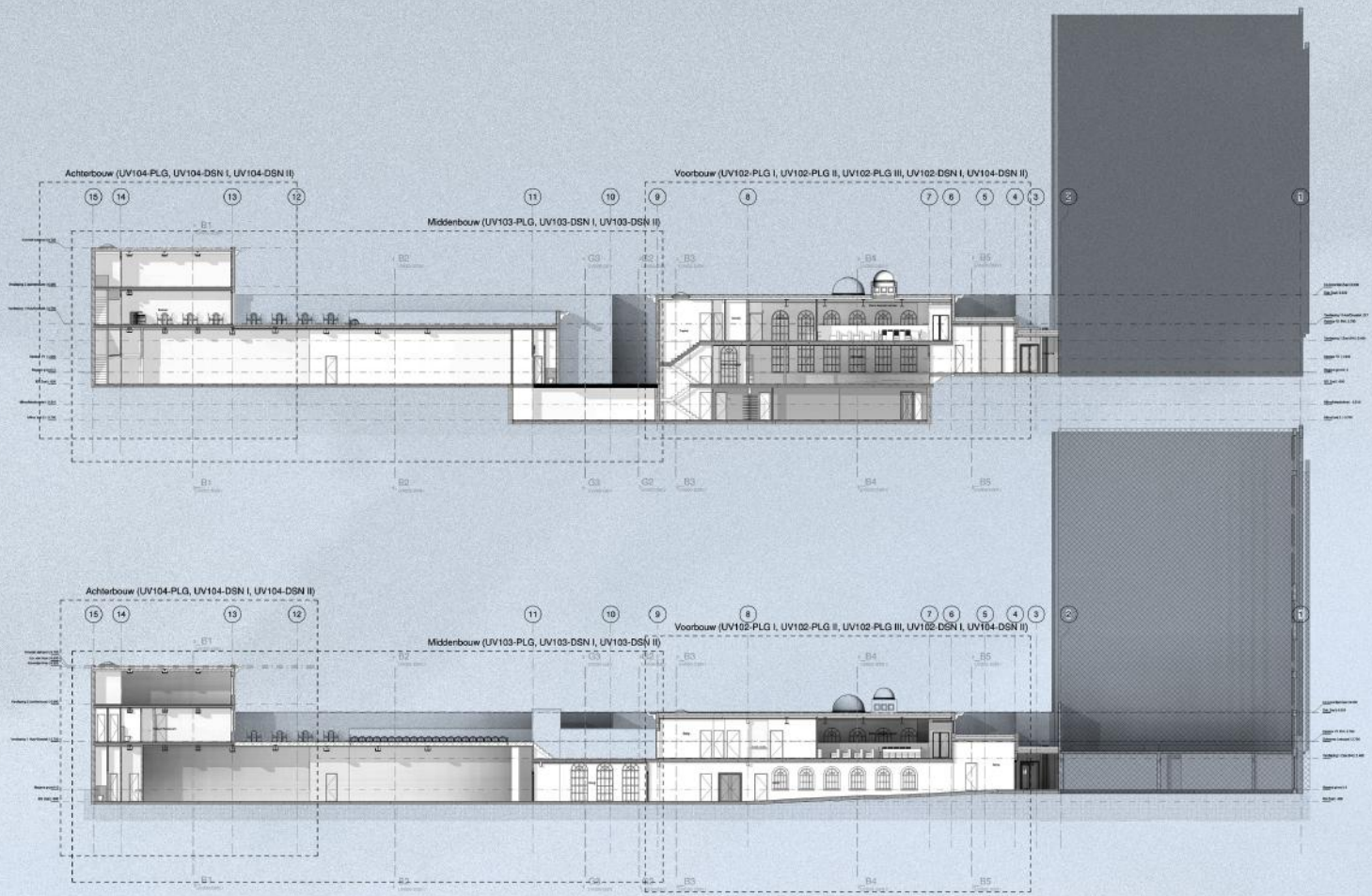
Verdieping 1

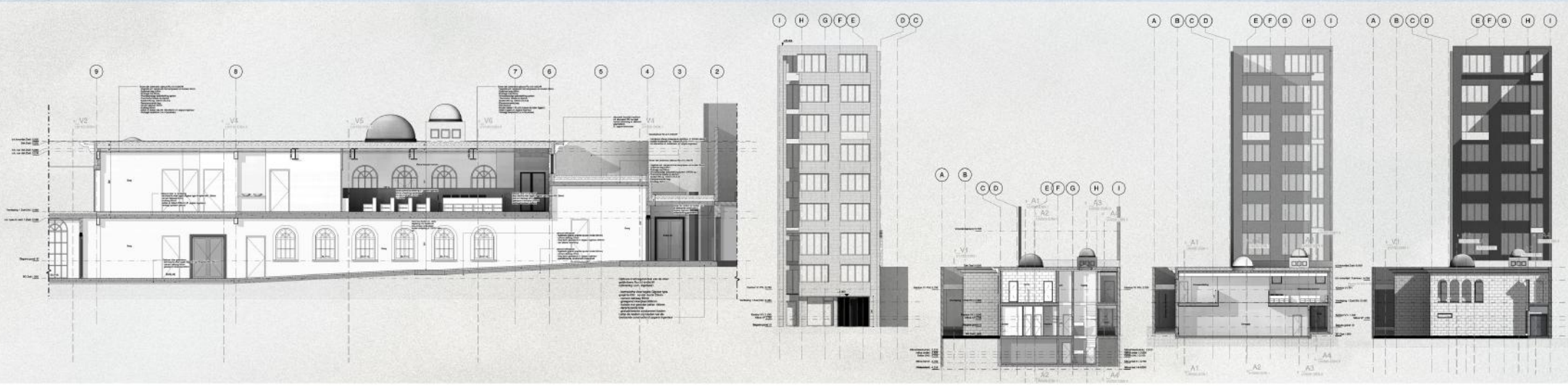


Gelijkvloers



Kelder

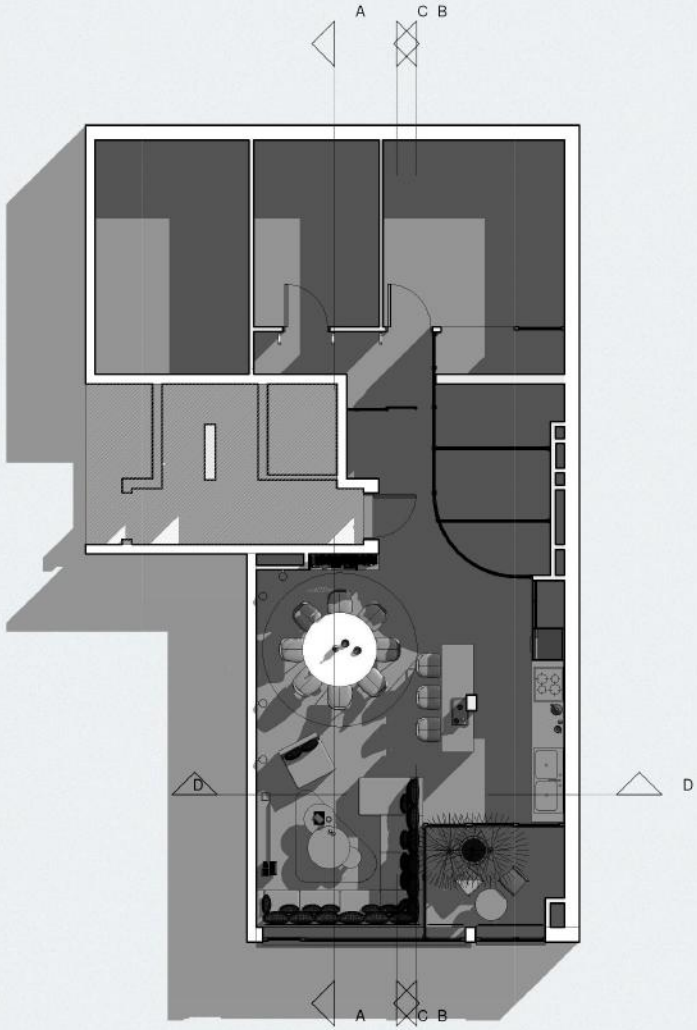

Achterbouw (UV104-PLG, UV104-DSN I, UV104-DSN II)
Middenbouw (UV103-PLG, UV103-DSN I, UV103-DSN II)
Voorbouw (UV102-PLG I, UV102-PLG II, UV102-PLG III, UV102-DSN I, UV104-DSN II)
Achterbouw (UV104-PLG, UV104-DSN I, UV104-DSN II)
Middenbouw (UV103-PLG, UV103-DSN I, UV103-DSN II)
Voorbouw (UV102-PLG I, UV102-PLG II, UV102-PLG III, UV102-DSN I, UV104-DSN II)

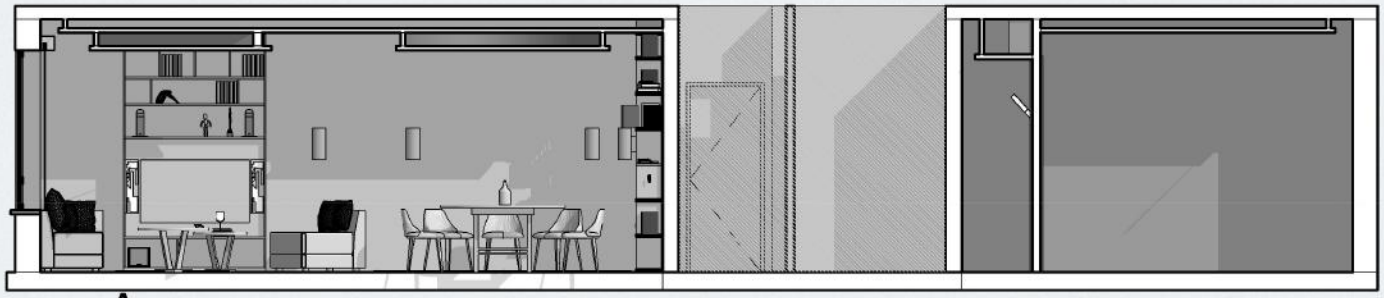


APARTMENT DESIGN PREVIEW

BF Architecture bvba
Mozartstraat,
2018 Antwerpen

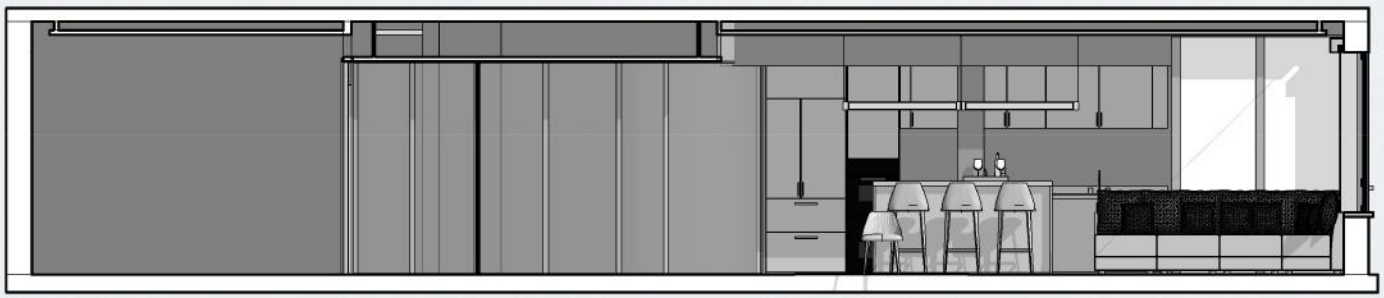
D





A

B



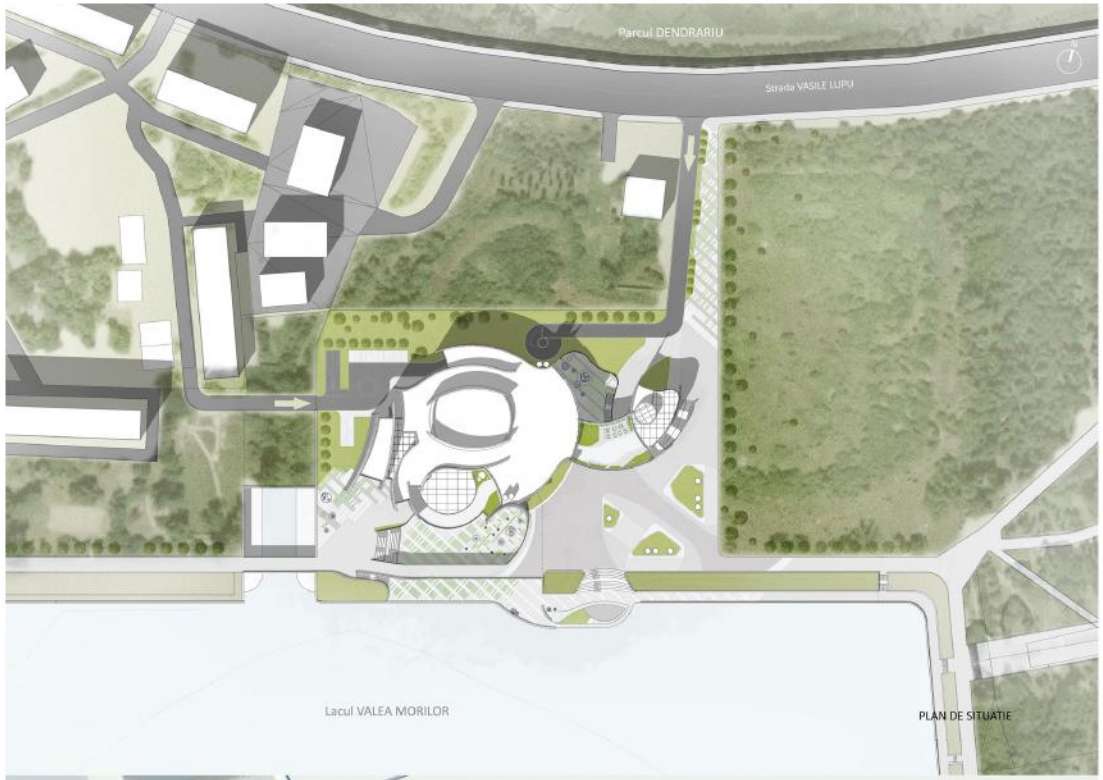
C

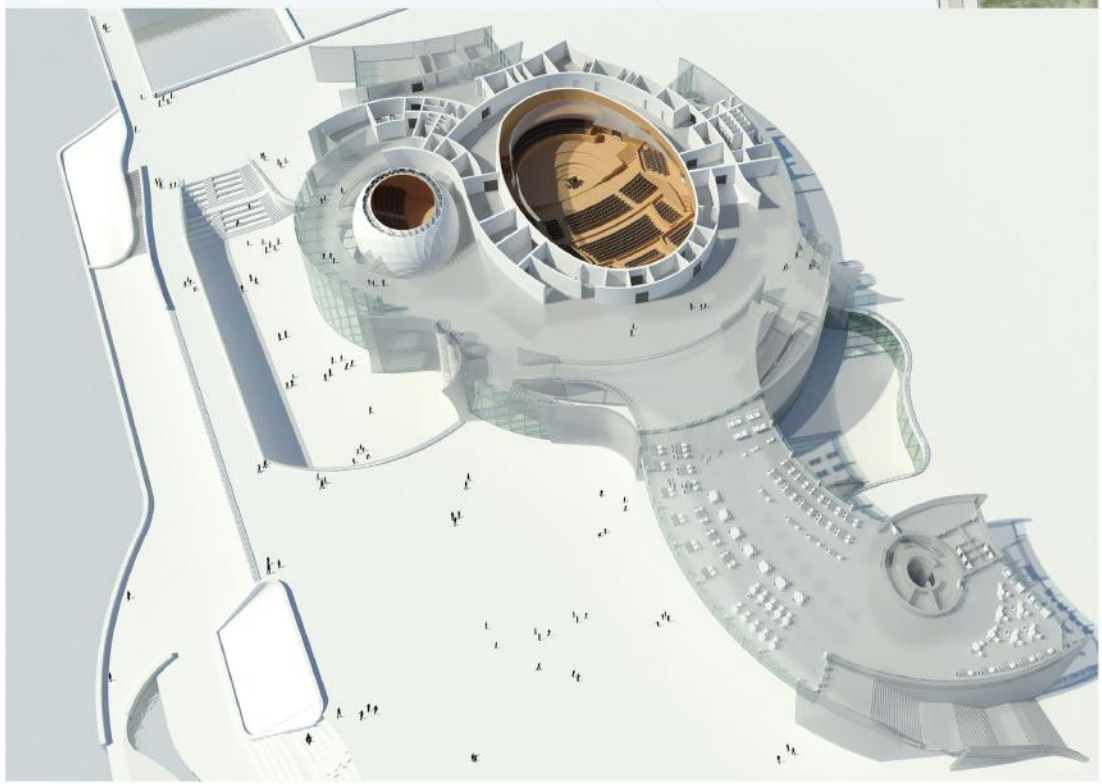
The design of the apartment was taken over from dwg and build and further developed in Revit in order to have instant preview of horizontal and vertical projections of the project.

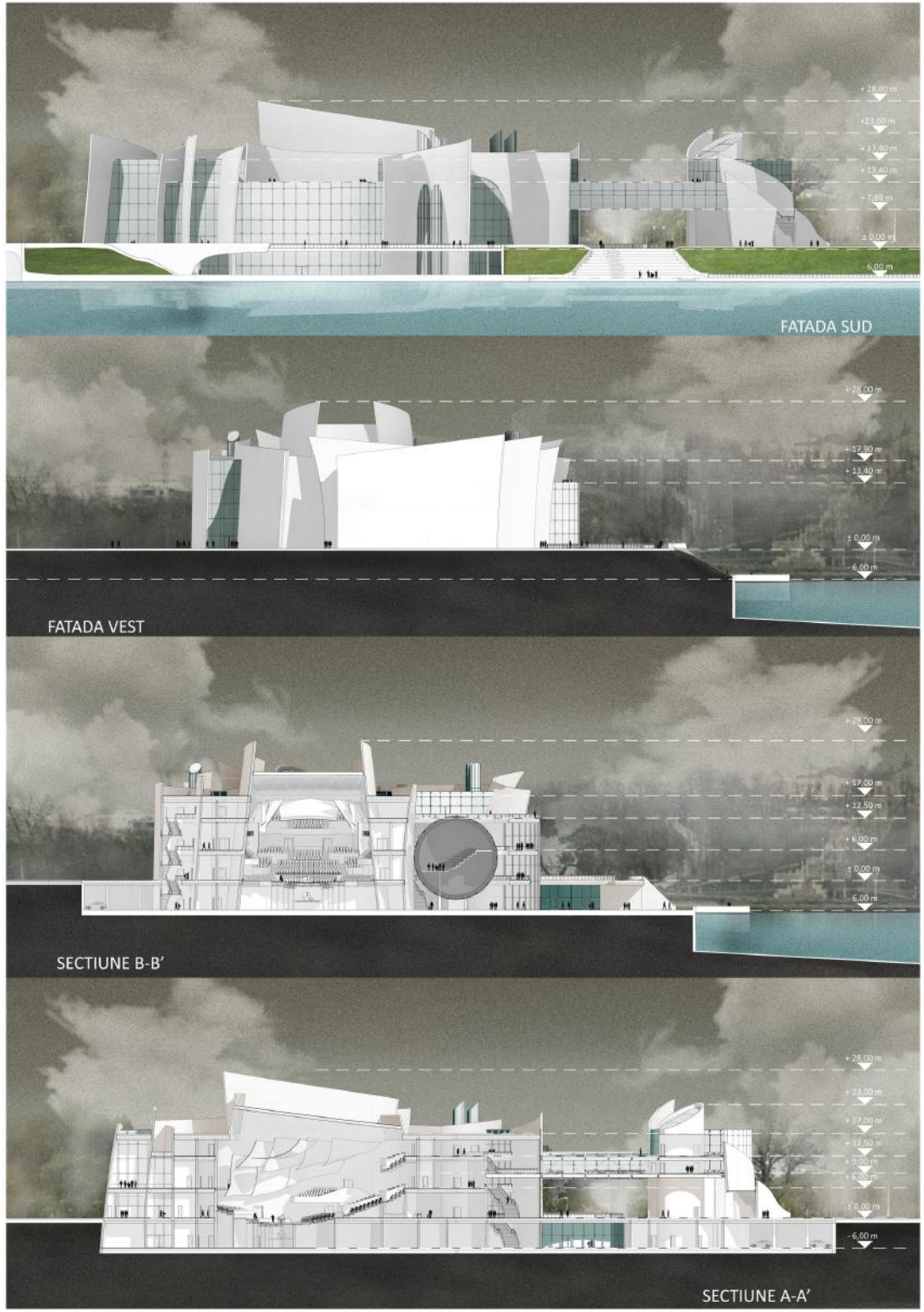
Having the model in Revit helped for a better understanding of the project and its components: electric circuits, piping, furnishing, areas, detailed measures and more.

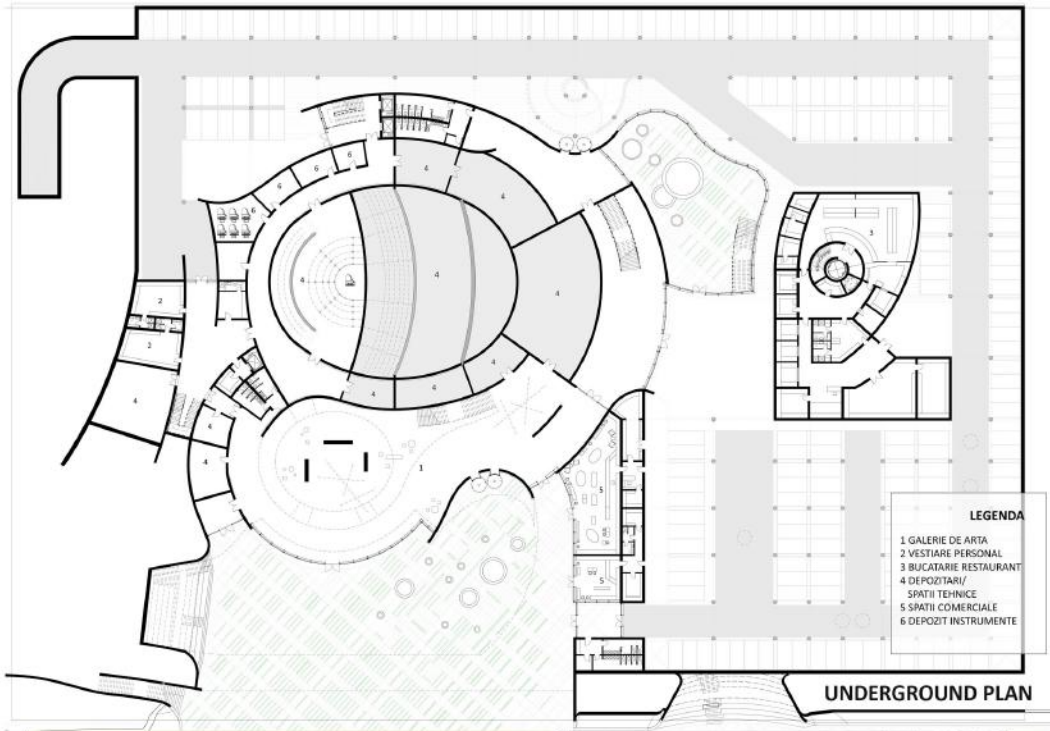
Having instant acces of the 3D by drawing in 2D makes for easier and faster changes in the project, which can be rendered and be shown to the client. Plans and sections accompanied by preliminary renders make the understanding between us, the architects and the client more effortless. The preliminary renders are also very useful on sites in the conversation with the construction workers and make a clearer picture of what has to be done.


CONCERT CENTER
diploma project
project supervisor | tutor
Asist.dr. arh. Gabriel TUDORA

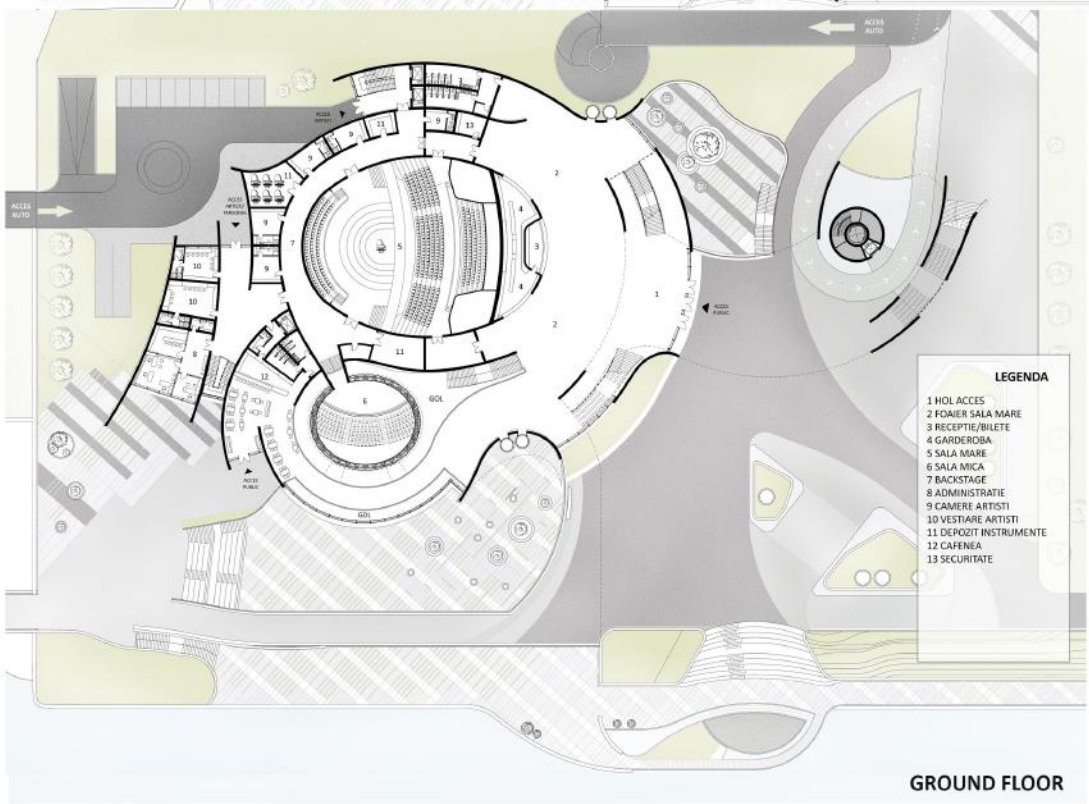

Parcul DENDRARIU
Strada VASILE LUPU
Lacul VALEA MORILOR
PLAN DE SITUATIE



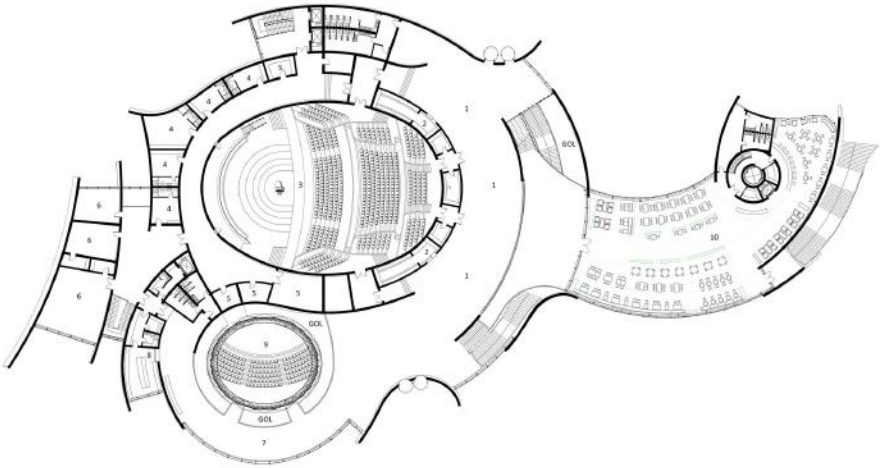

FATADA SUD
FATADA VEST
SECTIUNE B-B'
SECTIUNE A-A'



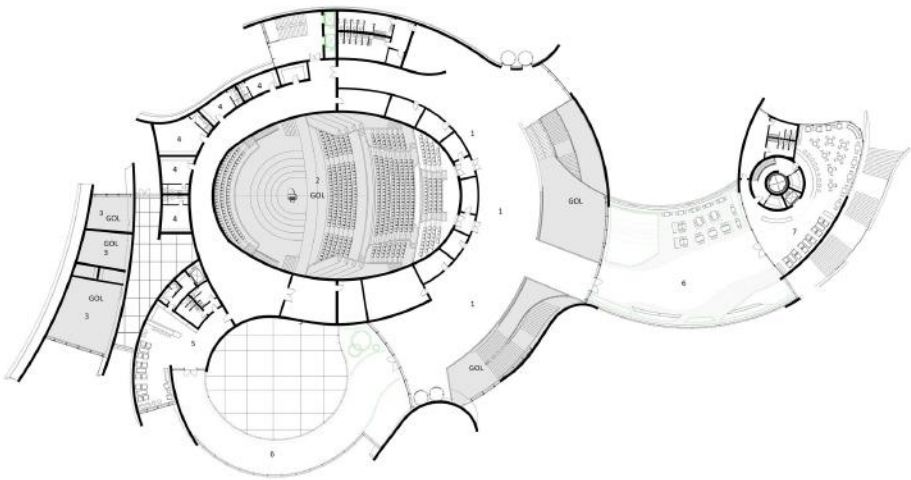
UNDERGROUND PLAN



GROUND FLOOR



1st FLOOR PLAN

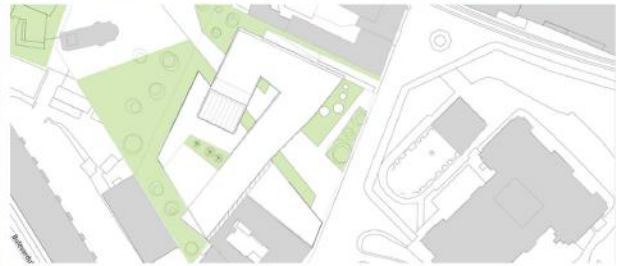


2ND FLOOR PLAN

THEATER MUSEUM

team project | Iulian Tatarciuc
Victor Rosca

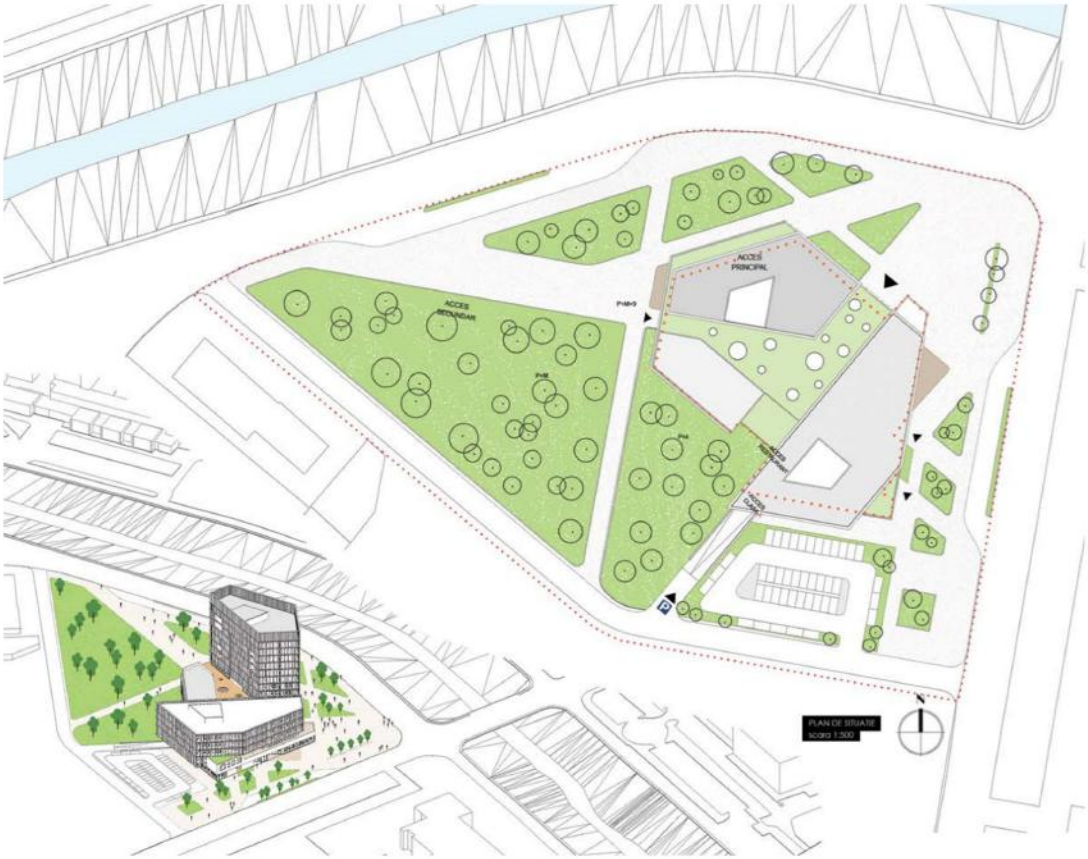

GROUND FLOOR
1st FLOOR PLAN



GROUND FLOOR PLAN

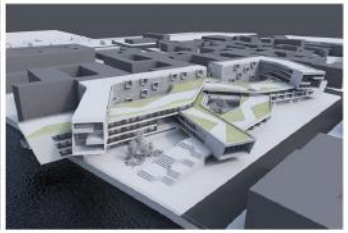

BUSINESS CENTER

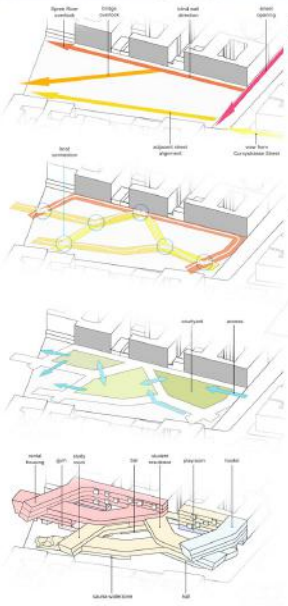
team project | Iulian Tatarciuc
Victor Rosca



MINIMAL HOUSE

team project | Iulian Tatarciuc
Victor Rosca

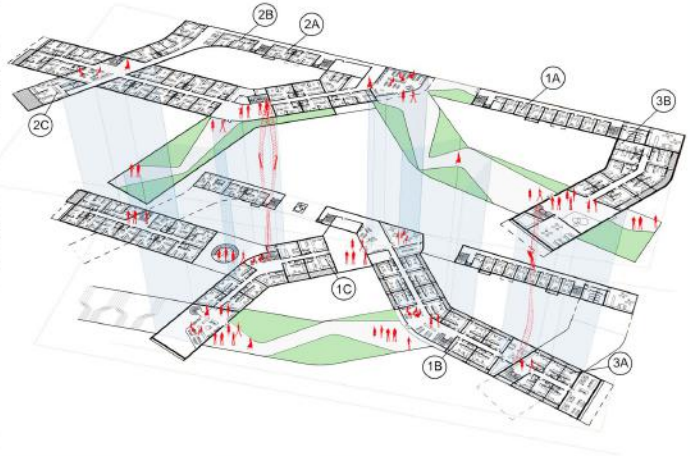




Alienation and lack of social interaction are some of the major problems many young people are facing nowadays. The adopted design strategy follows the impulsion of harmonizing the intervention with the existing context, while maintaining the vibrancy of the local urban environment and facilitating the social contact between the residents. The key elements such as: the Spree river and the bridge overlook, the blind wall direction, the street opening and alignment acted as invisible forces which formed a continuous network over the site, generating the main directions for the proposal.

The concept focuses on how the architectural composition can encourage social development of the residents. The main idea was creating a series of knots which would become the breathing holes of the project and would host some of the main functions of the complex as well as the vertical circulations.

The knots would encourage common activities and would turn into centers of attraction for the residents. The dynamic and cascading effect of the volumes' arrangement generates a series of green, interactive terraces, which benefit from waterfront views, more sunlight and act as an extension of the interior knots, bringing some of the social activities outdoor. The volumes create three distinct courtyards – three different worlds, interconnected on the ground level. Each courtyard has its own theme and becomes an attraction for the residents who can explore a different atmosphere each day. At the same time, the ground floor is destined for public functions, creating a harmony between private and common spaces with the residential units above.



BERLIN UNIVERSITY RESIDENCES (BUR)

Student housing in Berlin
architecture competion,
by ARCHmedium
April **2016**

Team: Emilian Gavrila, Victor Martiniuc, Victor Rosca

Alienation and lack of social interaction are some of the major problems many young people are facing nowadays. The adopted design trategy follows the impulsion of harmonizing the intervention with the existing context, while maintaining the vibrancy of the local environment and facilitating the social contact between the residents. The key elements such as: the Spree River and the bridge overlook, the blind wall direction, the street opening and alignment act as invisible forces which form a continuous network over the site, generating the main directions for the proposal.

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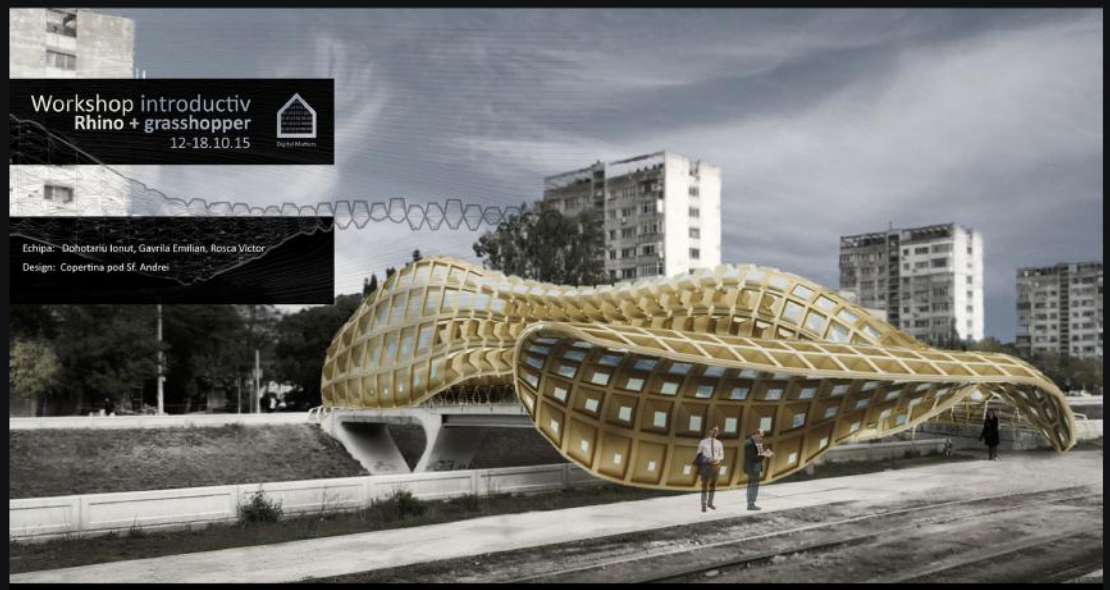
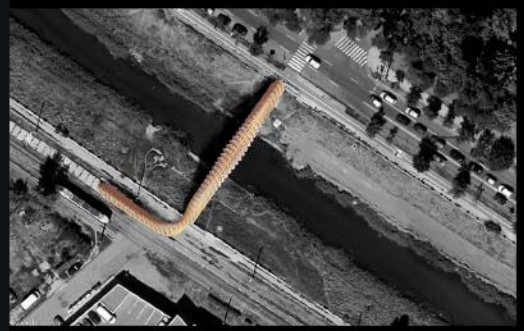
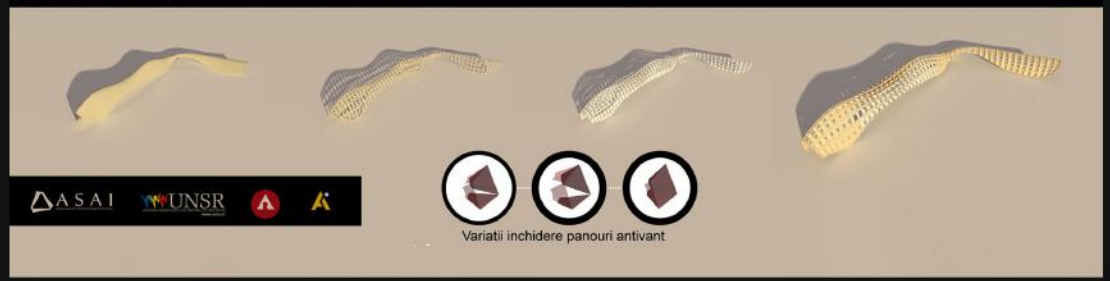




Designul parametric nu este folosit doar pentru a îmbunătăți imaginea unei clădiri, ci și pentru a regla cu finețe orice aspect al performanței lor, de la acustică, eficiență energetică până la partea strict inginerească. Conceperea acoperirii podului a pornit de la analiza factorilor care influențează zona (curenții de aer de-a lungul Bahluiului și care pot constitui un disconfort, nivelul de zgomot din stația de tramvai și din intersecția situată pe malul opus , dar și expunerea la lumina solară).

Soluția propusă este în directă legătură cu amplitudinea factorilor care influențează podul în punctul respectiv, astfel, obiectul generat se modifică sub influența acțiunilor din mediu. Suprafața cojii care acoperă podul a fost divizată în poligoane peste care se ridică trunchiuri de piramidă cu fețele mobile, cu capacitatea de a opri curenții de aer (mecanismul funcționează în funcție de intensitatea vântului) sau de a minimiza acțiunea poluării fonice (trunchiurile de piramidă sunt întoarse spre interior, ansamblul funcționând în respectiva zonă pe principiul materialelor fonoabsorbante).



RHINO + GRASSHOPPER INTRODUCTIVE WORKSHOP

Parametric cover design concept for the St. Andrei bridge

October **2015**

Team: Emilian Gavrila, Ionut Dohotariu, Victor Rosca

The parametric design is not only used to improve the image of a building, but also to fine-tune any aspect of their performance, from acoustics, energy efficiency to the strictly engineering part. The design of the bridge cover started from the analysis of the factors that influence the area: air currents along the Bahlui River that can be a disconfort, the noise level in the tram station and in the intersection located on the opposite bank, exposure to sunlight.

The proposed solution is directly related to the amplitude of the factors that influence the bridge at that point, thus, the generated object changes under the influence of environmental actions. The surface of the shell covering the bridge was divided into polygons over which rise pyramid trunks with moving faces, with the ability to stop air currents (the mechanism works depending on wind intensity) or to minimize noise pollution - the pyramid trunks are turned inwards, the ensemble operating in the respective area on the principle of sound-absorbing materials.