



# HAITHAM GALAL



UNIVERSITY OF ADEN

DEPT. OF ARCHITECTURAL ENGINEERING



## HAITHM GALAL ABDULLAH

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- YEMEN

### **ROLE OF ARCHITECTURAL ENGINEER**

WHEN IT COMES TO ARCHITECTURAL ENGINEERING, IT'S ALMOST OBLIGATORY TO ENCOUNTER TOO MANY ASPECTS DURING THE DESIGNING PROCESS OF A PARTICULAR SPACE, THAT SOMEHOW COVERS EVERYTHING THAT GUARANTEES THE EASE OF LIFE FOR ALL INHABITANTS AND USERS OF THE SPACE.

CLIMATE, WIND DIRECTION, POSITIONING, FUNCTIONAL RELATIONS, ETC. AND NOT ONLY FOCUSES OF AESTHETICS, IT GOES WITHOUT SAYING THAT A GOOD AESTHETICALLY DESIGNED BUILDING WOULD BE MORE OF A MASTERPIECE THAN IT IS A STANDARDER BUILDING, HOWEVER ALL ASPECTS SHOULD BE PURPOSED TO EASE THE USE OF SPACE DESIGNED.

## EDUCATION

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- 2016-2020** UNIVERSITY OF ADEN -FACULTY OF ENGINNERING.  
Bachelor in Architectural Engineering.
- 2009-2016** ADEN TYPICAL MODERN HIGHSCHOOL.  
Successfully surrpasess High school degree.

## EXPERIENCE

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- 2018-2020** FREELANCE ARCHITECT.  
I've worked as a freelance architect for multiple projects.
- 2016-2020** ARCHITECTURAL ENGINEERING DEPT.  
Done some projects that are required by design courses through out studying process.
- 2018-2019** CITEZEN JOURNALIST - YALLA YOUTH LEADING PROG.  
a citezen journalsim community dedicated to spead peace across the middle east and north africa region and tasks were:
- WRITING REPORTS.
  - STORYTELLING
  - PUBLIC SPEAKING AND VLOGGING.

## ACHIEVEMENTS

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- 2019** DESIGNED MORE THAN 3 VILLAS IN KSA.  
A freelance job to design villas in KSA.
- 2016-2020** INTERIOR DESIGNER.  
Done some residential interior designing for a couple of freelancing jobs.

## OTHER ACHIV.

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- 2016** ENGLISH LANGUAGE DEPLOMA.  
Had a deploma in english language intermediate - advanced level.
- 2019** PUBLIC SPEAKING AND DEBATING ACHIVEMENTS.  
Won multiple public speaking competitions, and has a virtual debating experience held by Erasmus+.
- 2020** AMEL INSTITUTE AND TRAINING PROGRAM.  
An online training program that was dedicated for human rights,digital and offline safty, selfcare,genocide history,conflict transformation, gender mainstream.

## SKILLS

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### PERSONAL

PUBLIC SPEAKING. TEAMWORK.  
COMMUNICATION SKILLS. ENGLISH PROFICIENCY  
MULTI-TASKING. COMPUTER SKILLS  
PUNCUALITY.

### ARCHITECTURAL

AUTOCAD  
REVIT  
RHINO  
VRAY

LUMION  
PHOTPSHOP  
INDESING  
LIGHTROOM  
MS OFFICE

## T A B L E   O F   C O N T E N T

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G R A D U A T I O N   P R O J E C T   ( M U S T   S E E )

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R E S I D E N T I A L   A N D   C O M M E R C I A L   B U I L D I N G

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T E E N A G E R ' S   B E D R O O M

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Y O U T H   H O S T E L

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O T H E R   P R O J E C T S   ( M U S T   S E E )

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S H O P   D R A W I N G S

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# GRADUATION PROJECT (VERTICAL VILLAGE)

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FACULTY OF ENGINEERING  
ARCHITECTURAL ENGINEERING DEPT.

TYPE: ACADEMIC

PROGRAMS:

AREA 13 H

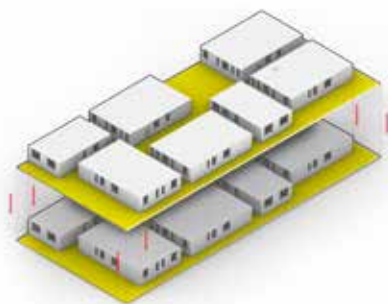
RHINO6/LUMION/REVIT/PHOTOSHOP



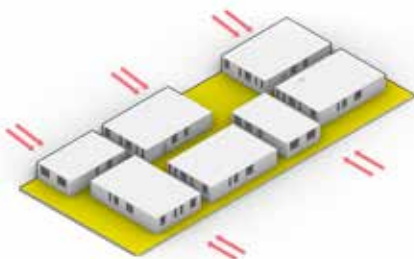


This project is a transformation of the ordinary idea of creating a city and taking it to a leveled form mass that it is more of a community than it is a solid building. As for the difference is totally noticeable, the ordinary tower is a solid form mass, whereas the vertical city is a sustainable and breathing volume of space that contains an environment of its own.

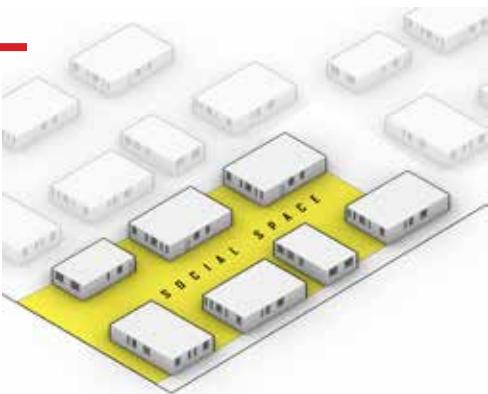
The vertical city contains a well-designed and established facilities that serves all functions and needs of a community, taking in consideration all the human scales and travel distance from the residential areas to the facilities.



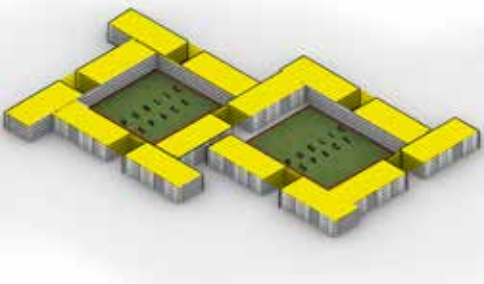
STACKED NEIGHBORHOOD



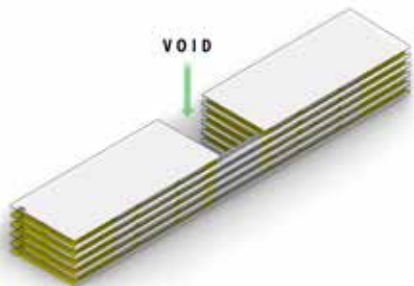
COMPACT NEIGHBORHOOD UNIT



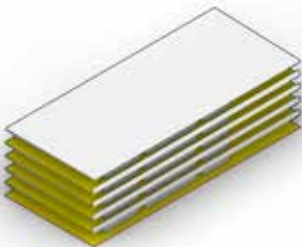
STANDARD NEIGHBORHOOD



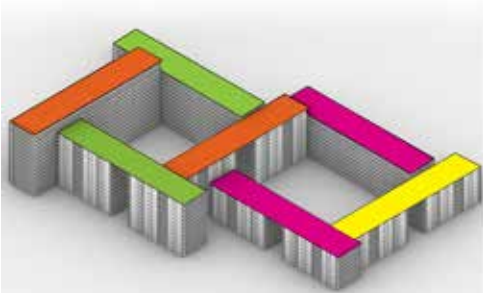
MASSES



STACKED BLOCK UNIT X2  
-1 MASS-



STACKED BLOCK UNIT



SCHOOL YARD  
ROOF GARDEN  
SOLAR PANELS  
ROOF FARMING

ROOF USE



8FLOORS  
10FLOORS  
12FLOORS  
17FLOORS

LEVELS



## ELEVATIONS



**NORTH EAST**  
SCALE 1 : 400



**NORTH WEST**  
SCALE 1 : 400



**SOUTH WEST**  
SCALE 1 : 400

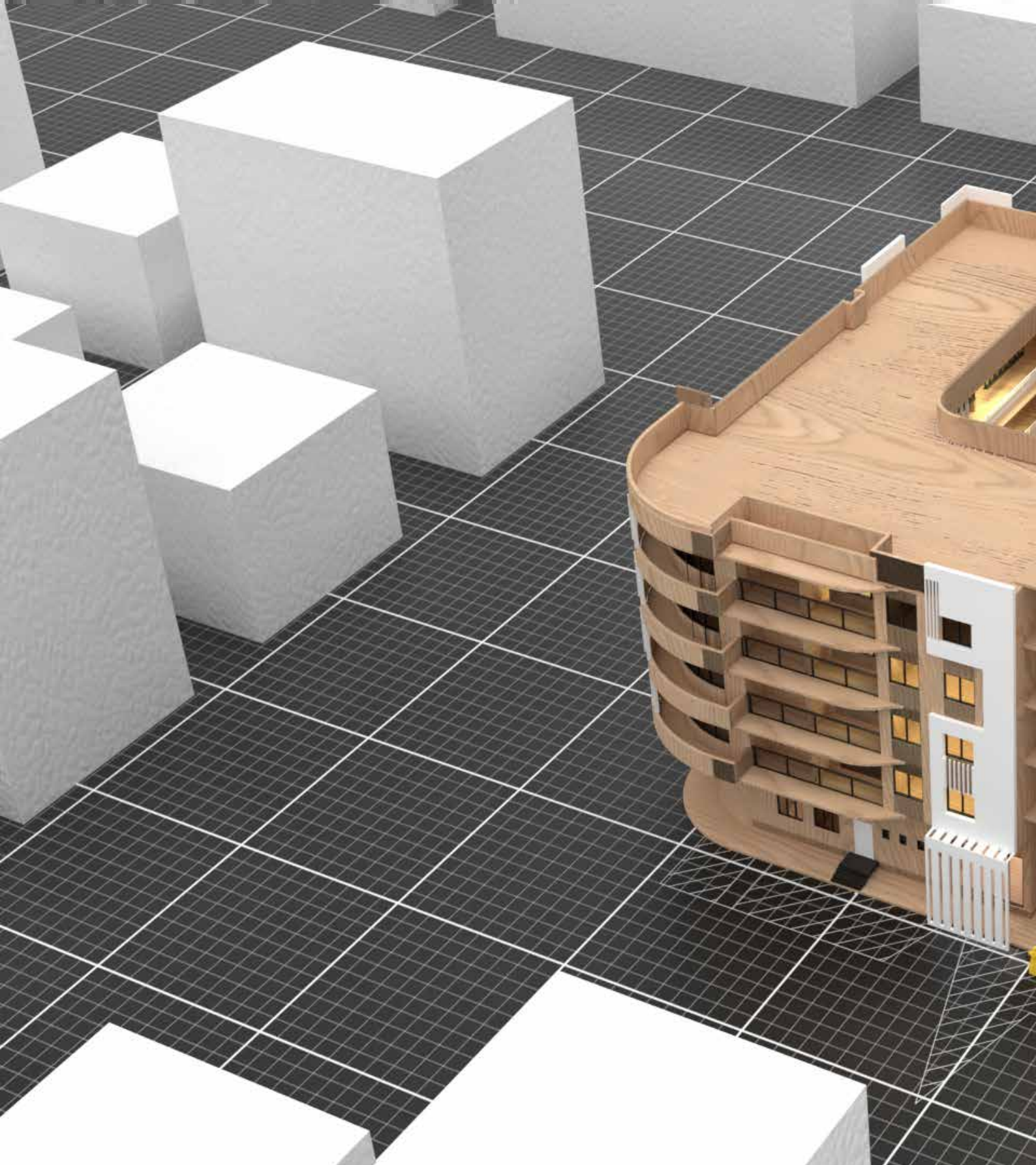


**SOUTH EAST**  
SCALE 1 : 400

## Shots







## **RESIDENTIAL AND COMMERCIAL BUILDING**

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ARCHITECTURAL ENGINEERING DEPT.

TYPE: ACADEMIC

PROGRAMS:

AREA 1,225 m<sup>2</sup>

RHINO6/VRAY RHINO/REVIT/





A special project consisting of two main functions. As for the ground floor having two shops and special access to the upper residential levels in the building.

An inner space volume was created in the residential area to provide lighting and ventilation to the inhabitants, as well as a private gardening and playground.



EXTERIOR VIEW

WEST ELEV.



NORTH ELEV.







## RESIDENTIAL PLAN

*Ventilation and Lighting* was the main conceptual idea of designing the building, the inner space volume was the environmental solution to the building. the space volume created a private area for the inhabitants.



*Circulation* was established exclusively for residency access, having it existing in the outer layout of the apartments, and having a view to the inner garden.

*Vigitation* and green spaces was equally distributed in each floor.



## COMMERCIAL PLAN

*The commercial* ground floor is designed in two sections, **Shops** which are two, a supermarket and a clothing store, and their **staff zone**.







## TEENAGER BEDROOM

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DEPT.

AREA 18m<sup>2</sup>

TYPE: ACADIMIC  
INTERIOR DESIGN  
TEAM: MOHAMMED MAMDOOH  
HAITHAM GALAL

PROGRAMS:  
3DSMAX / VRAY / RHINO6 / REVIT /  
SKETCHUP

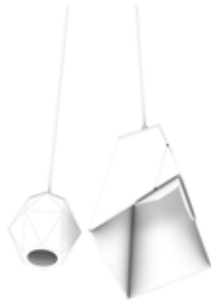


A teenager bedroom was part of the interior design course project that was conceptualized from the interest of the teenager, me and my teammate Mohammed. Chose graffiti as the main talent and hobby.

COLOUR PALLETTE:



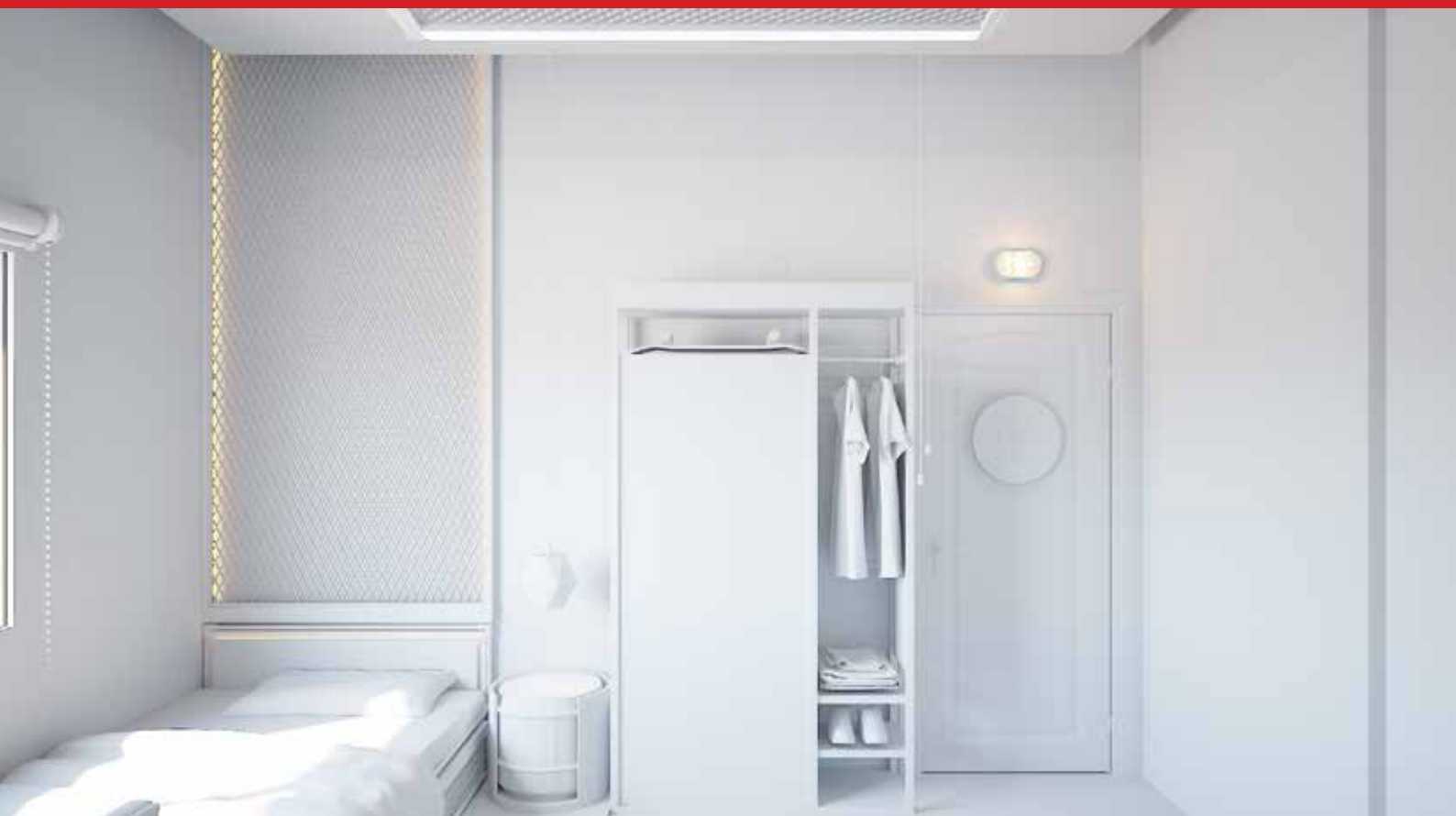
The design process had a main concept of Streetstyle room to give a sense of a good environment to the teenager; thus we created a room with a hard exposed material such as exposed bricks and concrete, also the furniture was designed in away to be edgy and metally



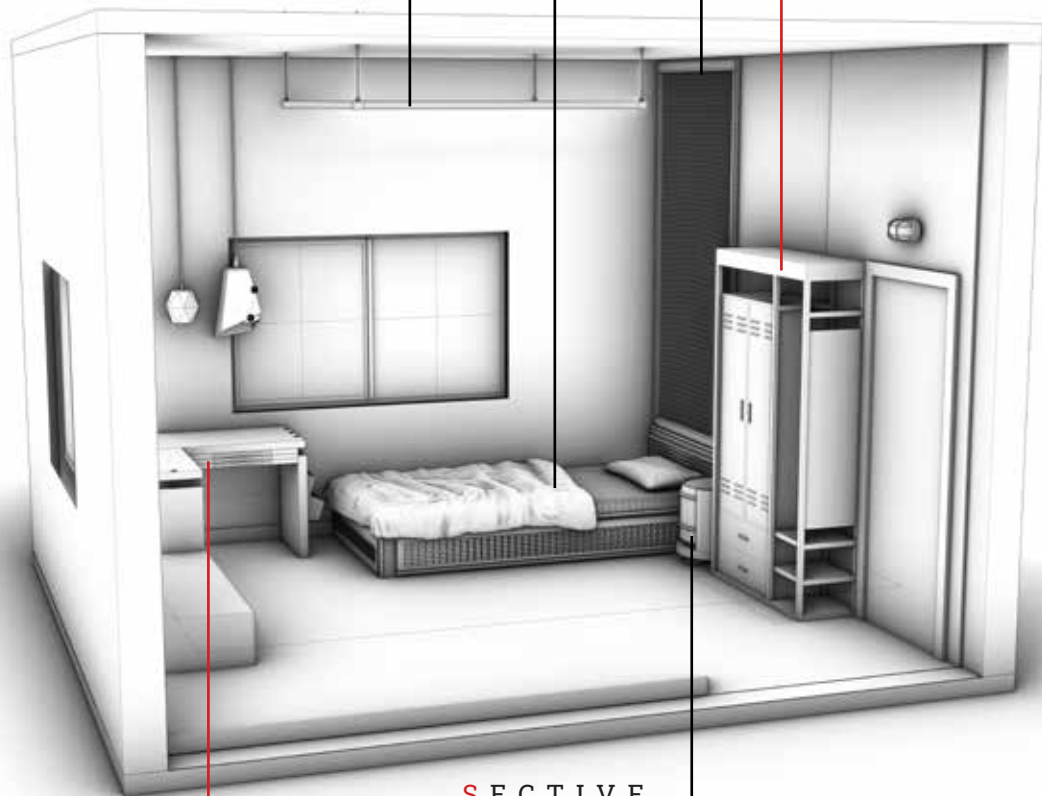
The table lighting was not purely designed by our team as it was inspired by a picture we have seen, yet it was modeled by me.



## LIGHTING TEST

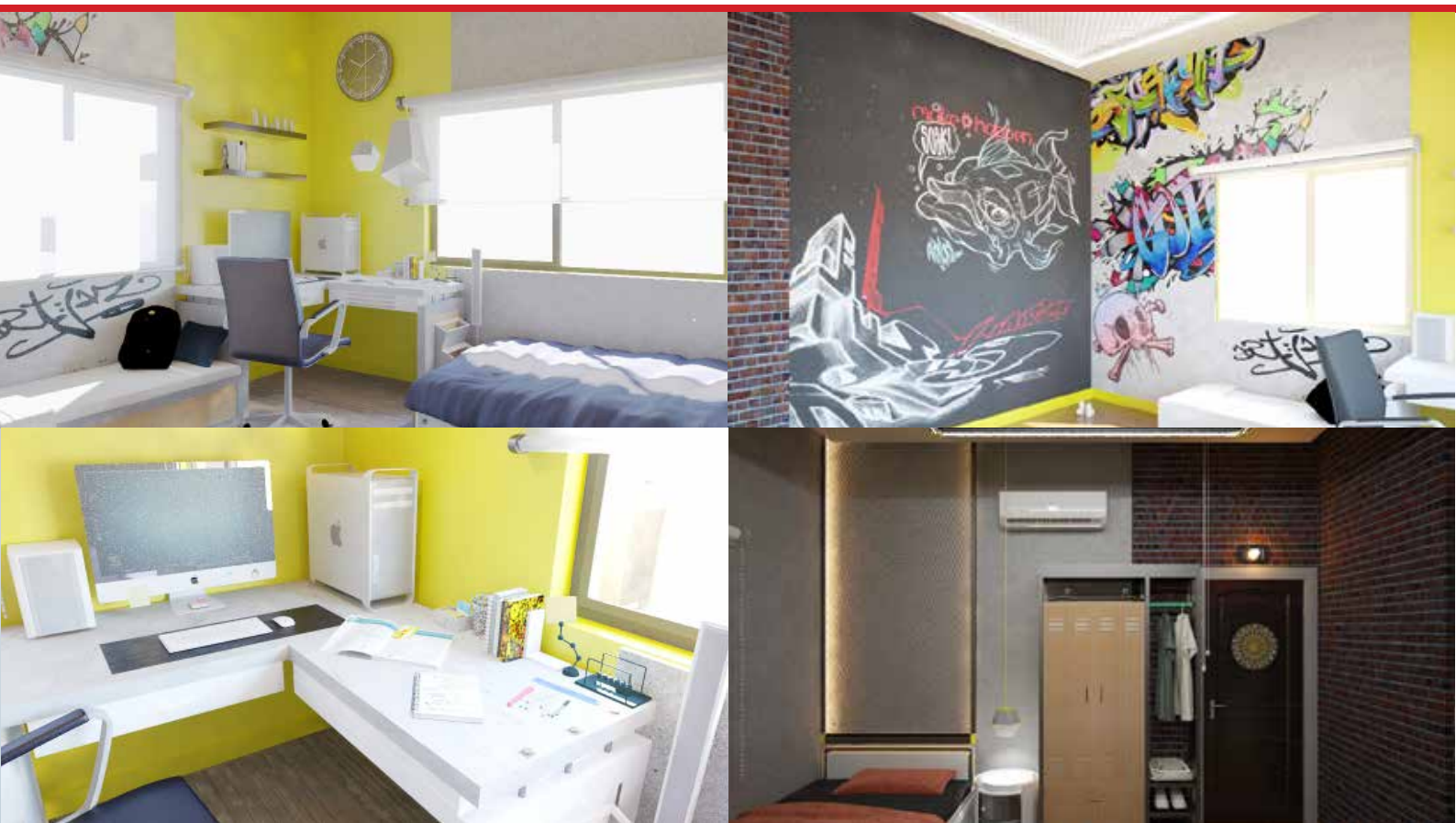


*The office table* designed on the left side here, has a functional concept in it with the process of turning one of the drawer into an actual workspace for the teenager, considering his hobby of graffiti and in drawing in general, as this idea with utilize a good workflow for him.



S E C T I V E

## I N T E R I O R   R E N D E R S







## YOUTH HOSTEL

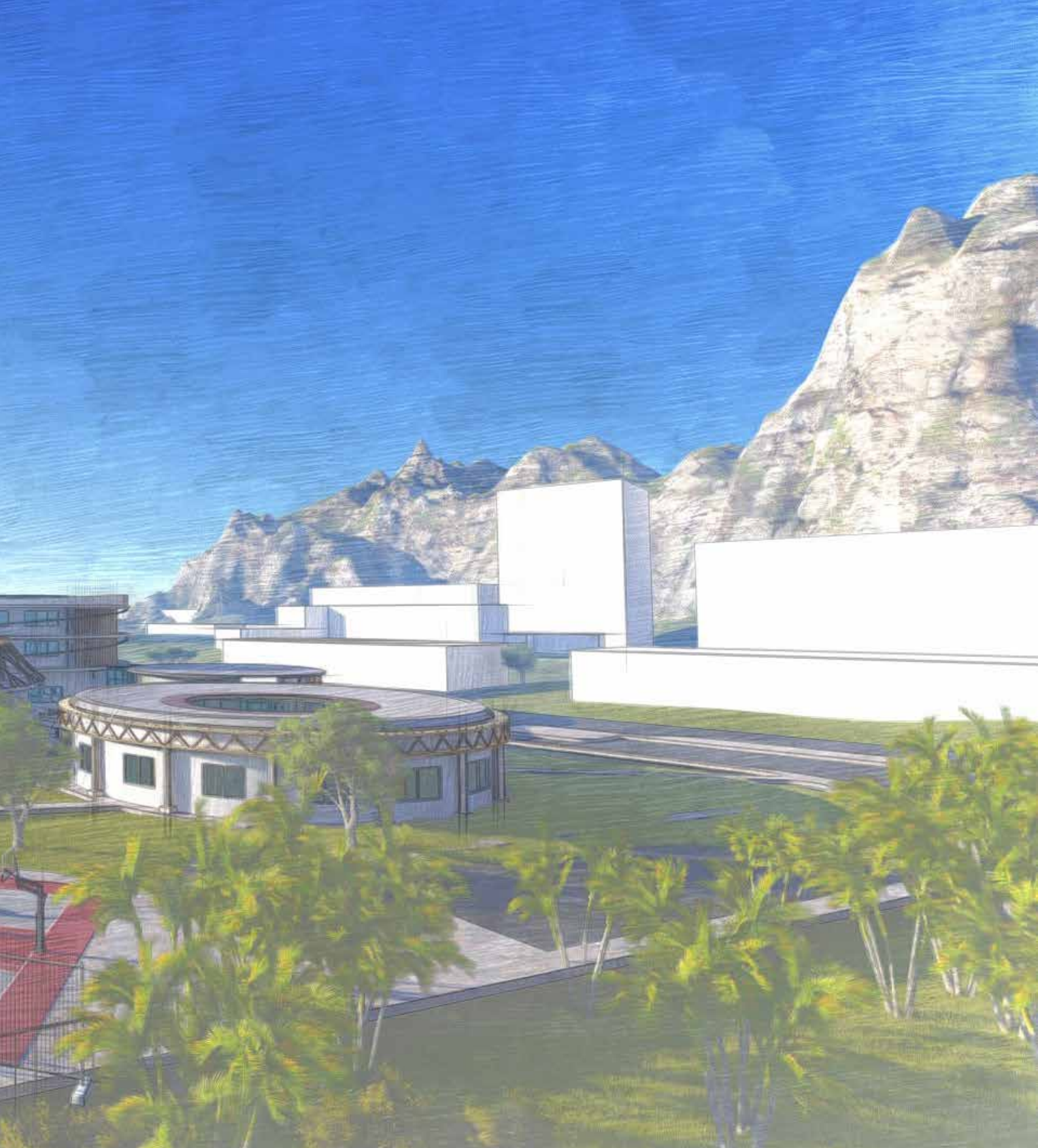
UNIVERSITY OF ADEN  
FACULTY OF ENGINEERING  
ARCHITECTURAL ENGINEERING  
DEPT.

TYPE: ACADIMIC

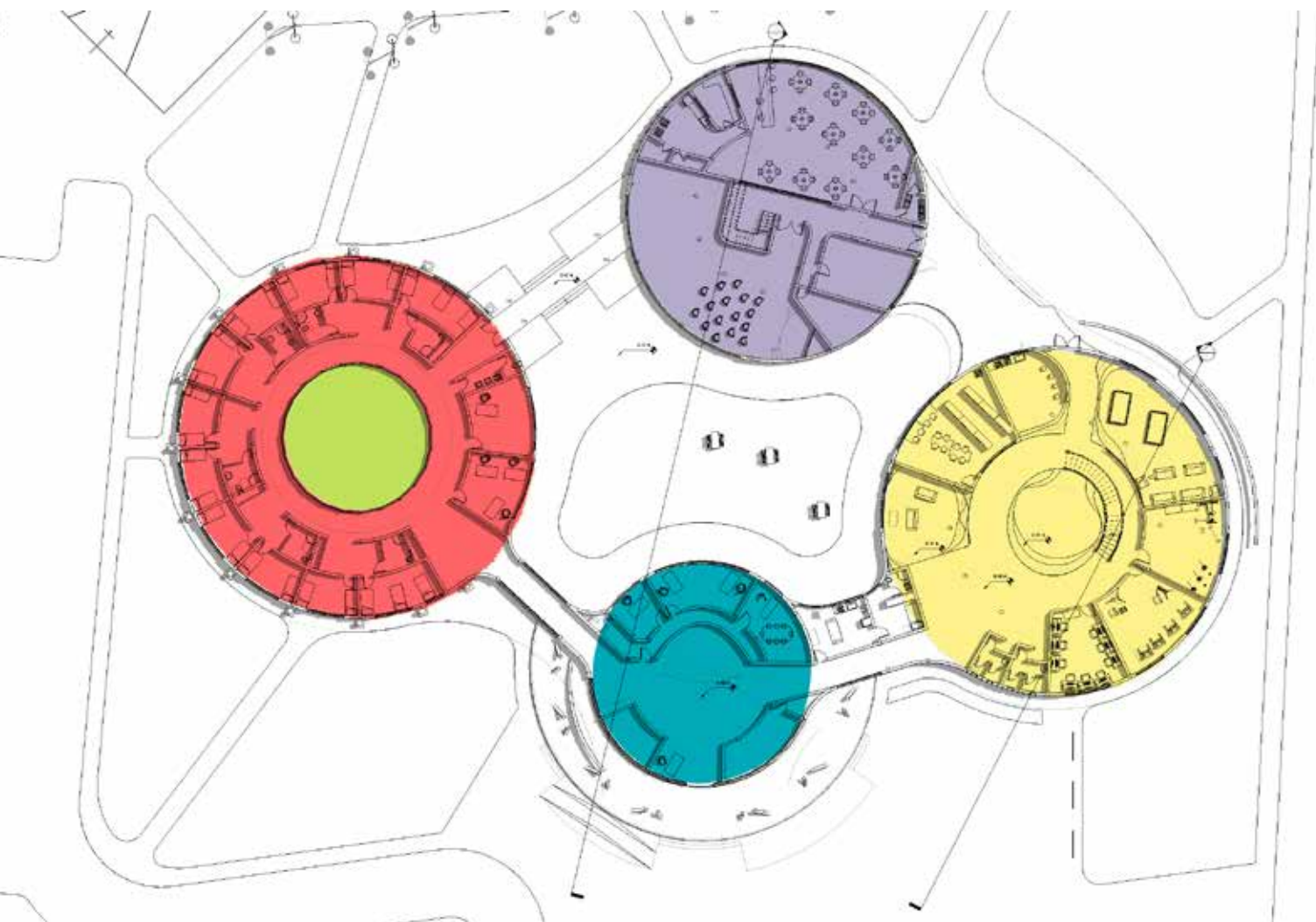
AREA 2500m<sup>2</sup>

PROGRAMS:  
REVIT/RHINO.VRAY/LUMION10





A youth hostel project with work and stay feature, so that residents can not only occupy a place of residency but also a co existing and communicationg with other residents, also the work part of the project is for elderly caring facility where you take care for old people.

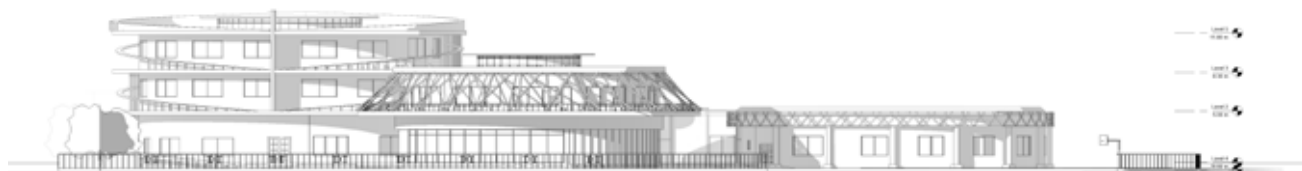


## FUNCTIONAL PLAN

- ELDERLY RESIDENCE
- RECEPTION ZONE
- YOUTH LOUNGE AREA/UPPER FLOOR BOYS RESIDENCE
- HALL AND RESTURANT/UPPER FLOOR GIRLS RESIDENCE



EAST ELEVATION



NORTH ELEVATION



SOUTH ELEVATION



WEST ELEVATION



## RESTURANT VIEW

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ENTRANCE VIEW







## OTHER PROJECTS

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TYPE: PERSONAL V

PROGRAMS:  
3DS MAX VRAY/LUMION10



H A I T H M  
3 7 9 7 7 1 0 2

\*Note: this model is the default lumion model, my application is only the render settings.

A glimpse of some of my personal projects that i rendered, some were for personal projects and some was just practicing.

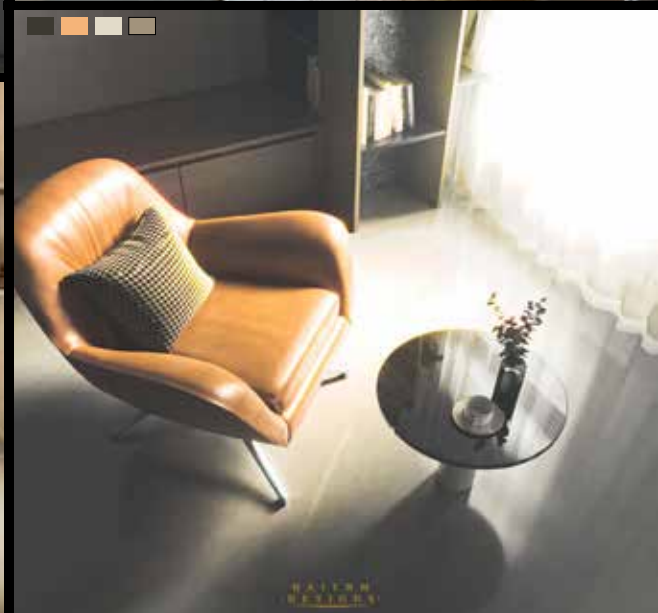
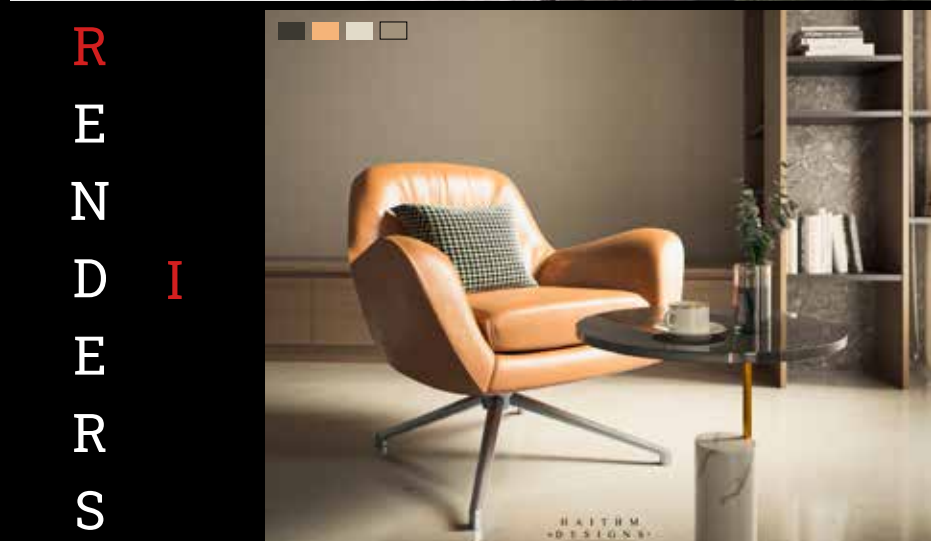
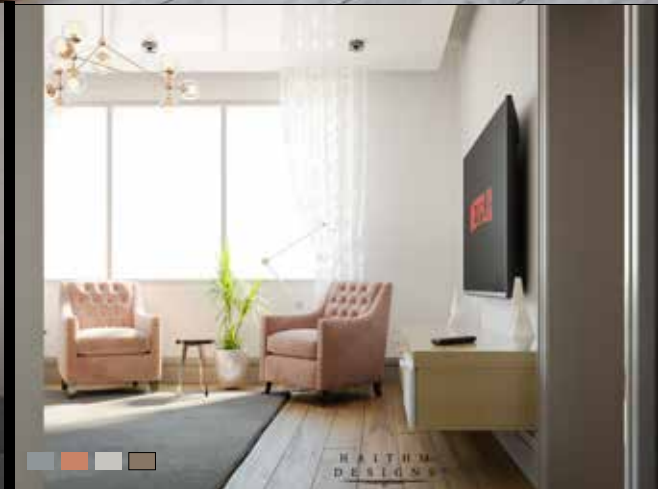
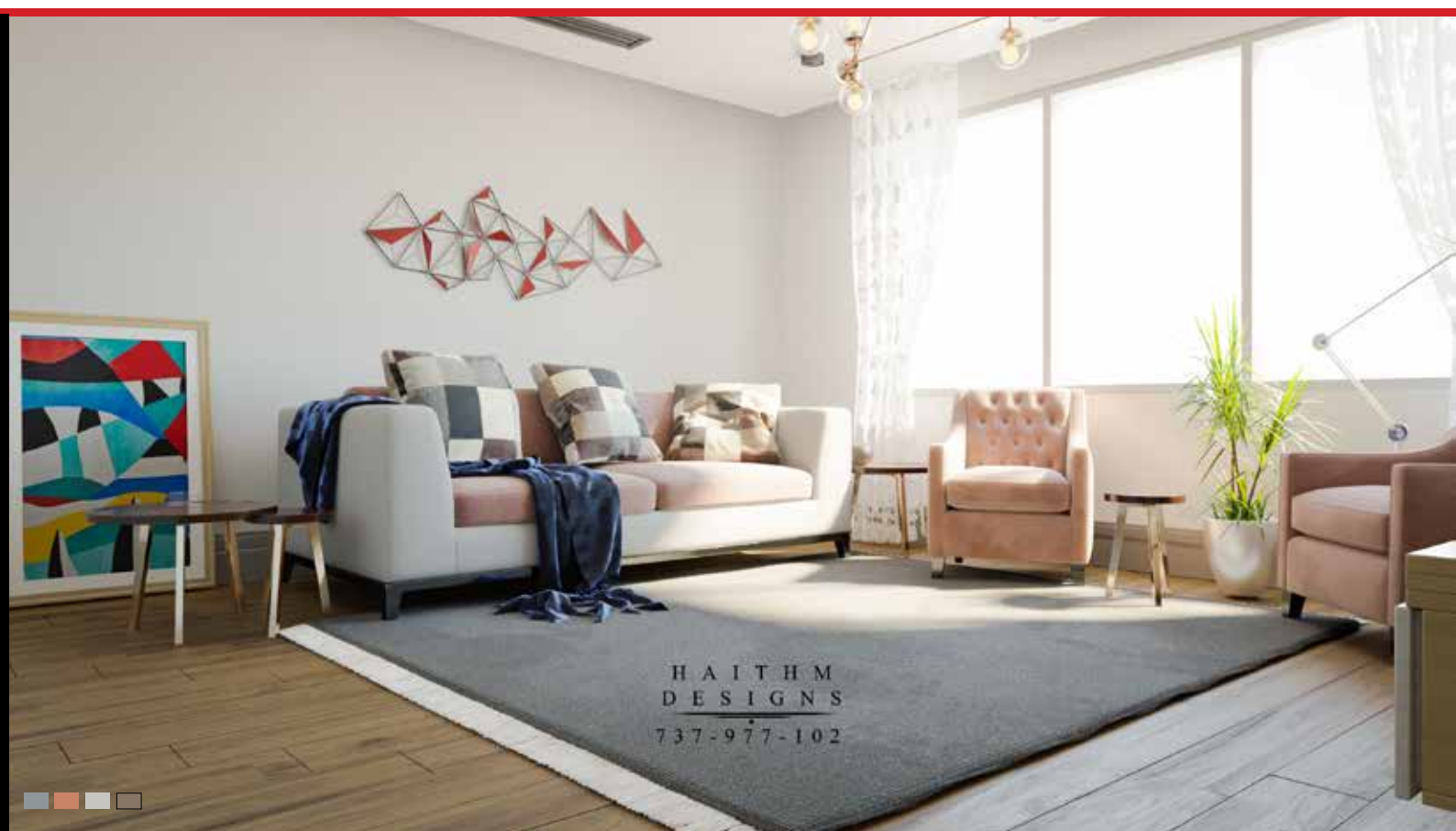




\*Note: this model is the default lumion model, my application is only the render settings.



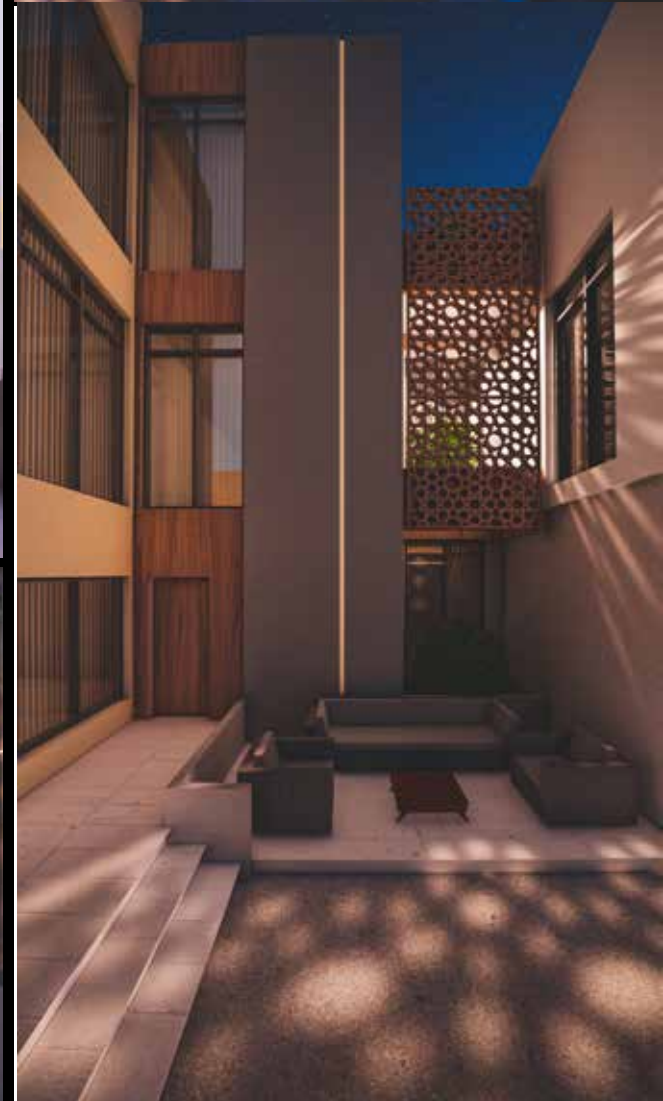




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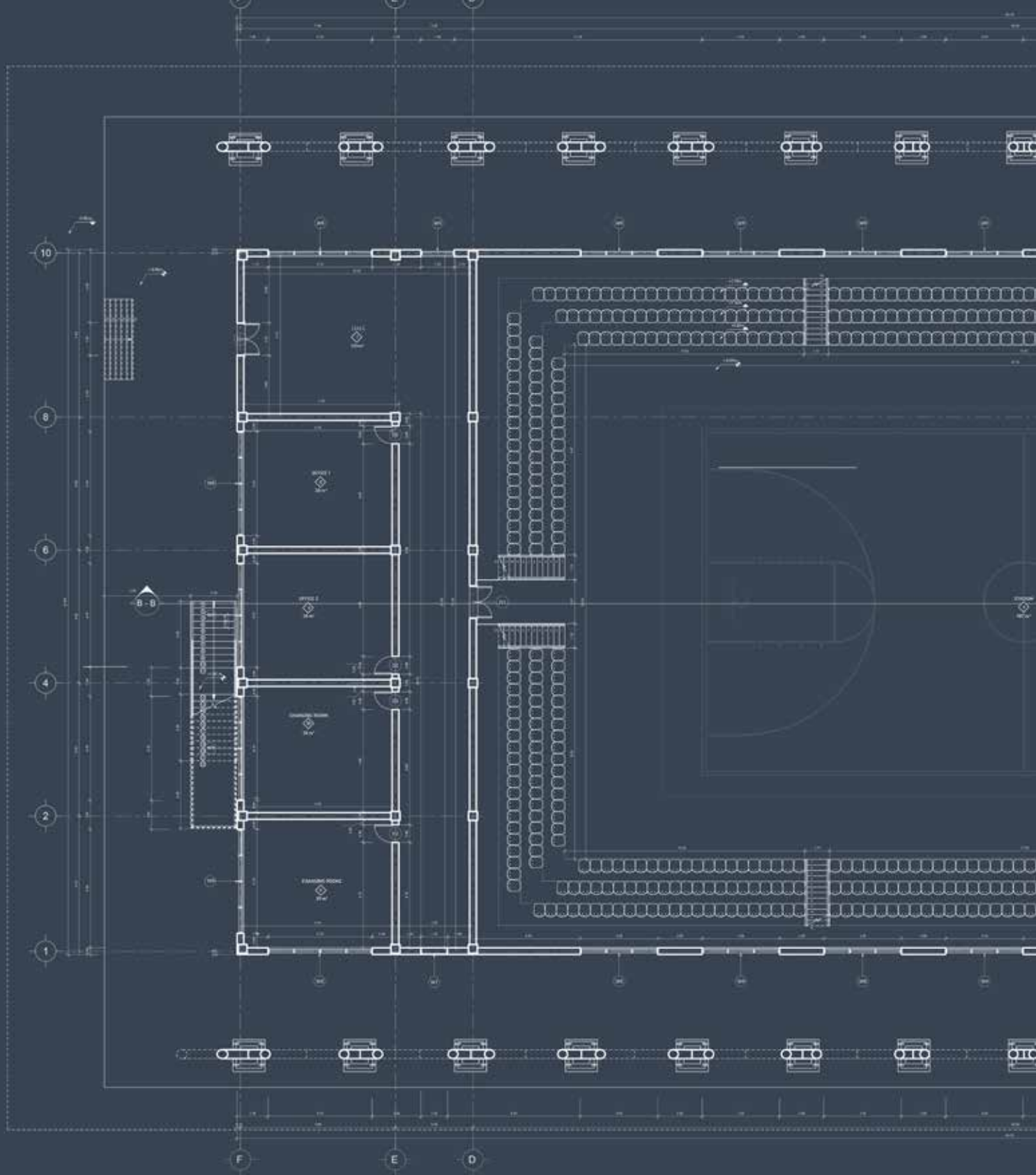


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INTERIOR SCENE 3DS MAX VRAY



· H A I T H M ·  
· D E S I G N S ·



GROUND

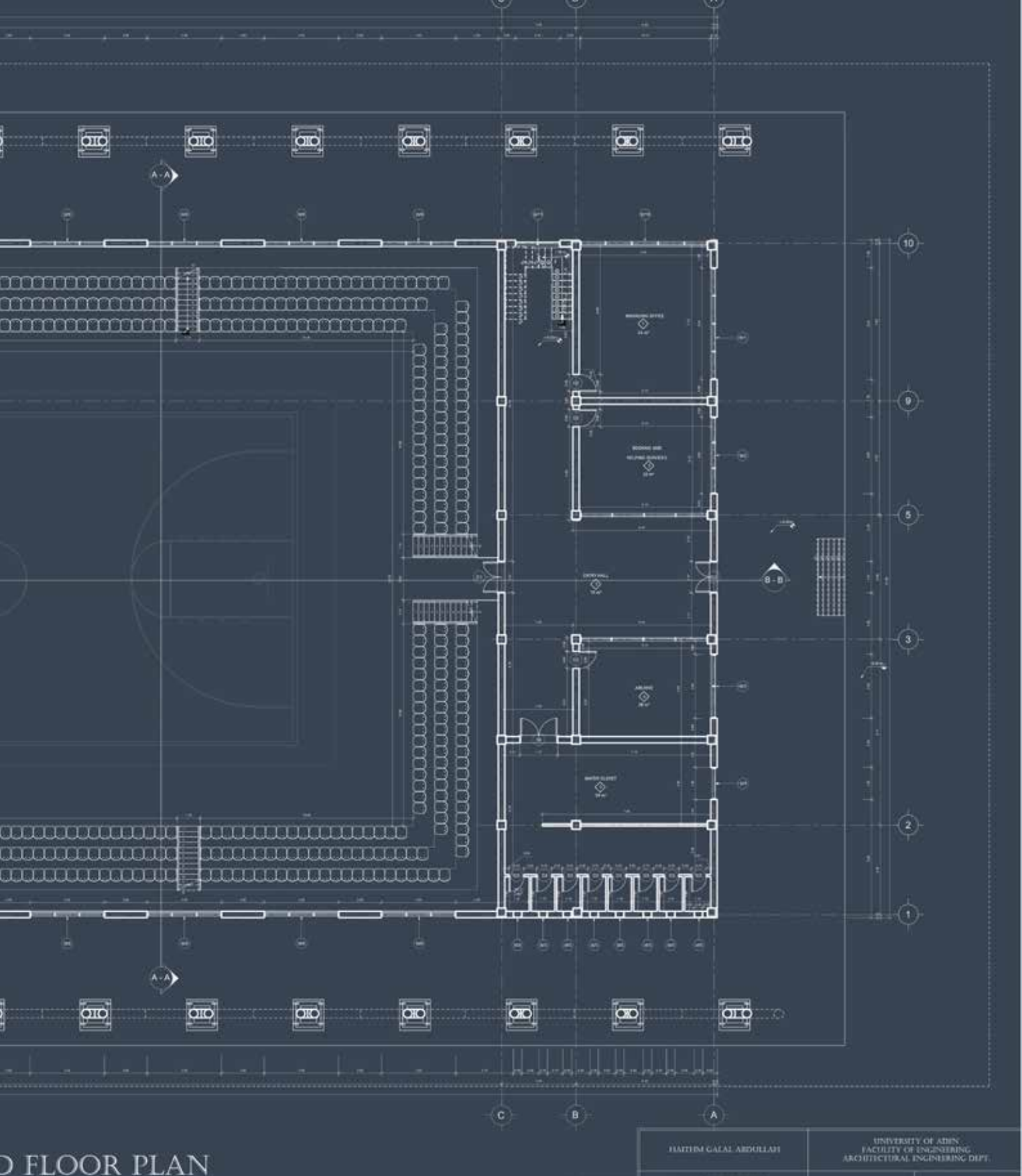
## WORKING DRAWINGS

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DEPT.

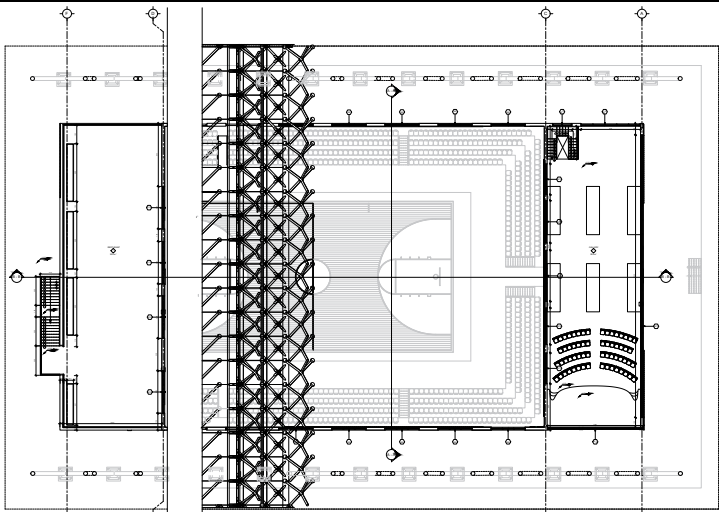
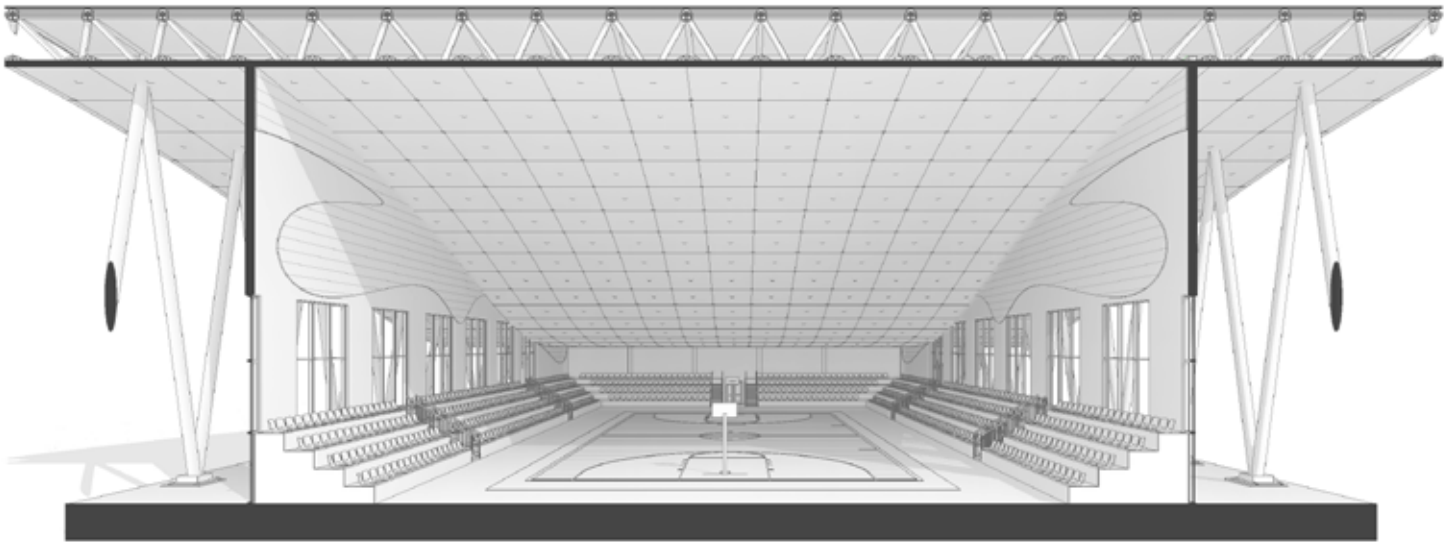
TYPE: ACADEMIC

PROGRAMS:  
REVIT 2020 / AUTOCAD 2020

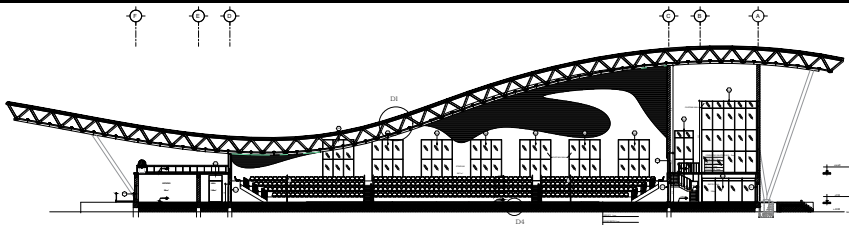




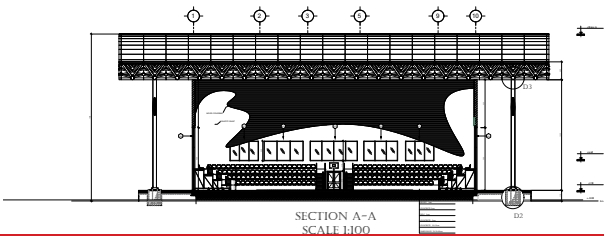
A glimpse of some of my personal projects that I did shop drawings to.



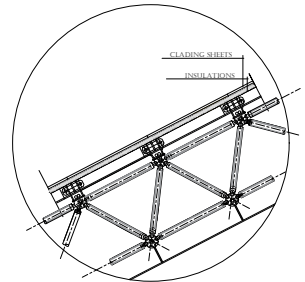
FIRST FLOOR PLAN  
SCALE 1:100



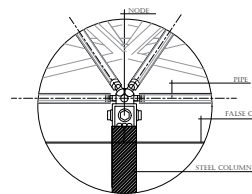
SECTION B-B  
SCALE 1:100



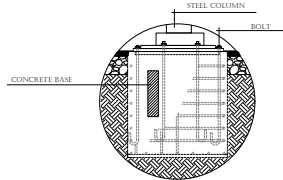
SECTION A-A  
SCALE 1:100



DETAIL 1  
SCALE 1:20

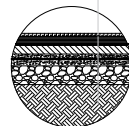


DETAIL 3  
SCALE 1:20



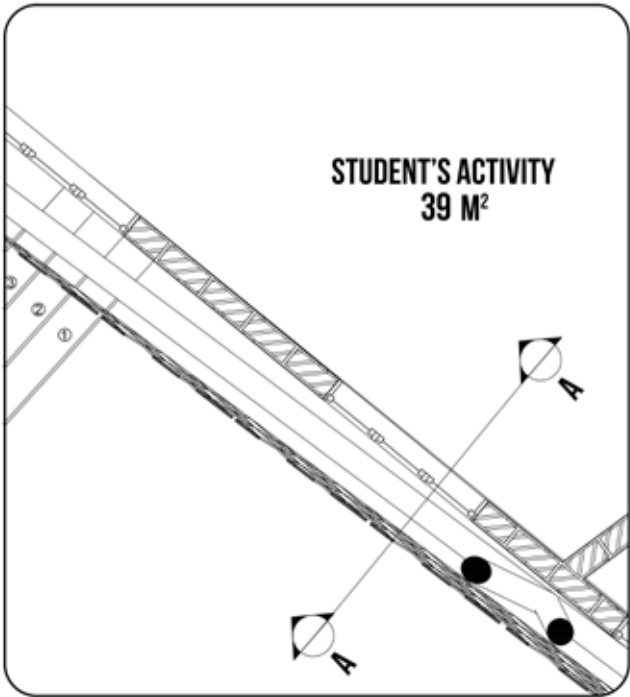
DETAIL 2  
SCALE 1:20

- PERCISION MILLED WOODEN MABLE
- 1 X 6 DIMENSIONAL PINE COVERING
- 1 X 6 DIMENSIONAL PINE COVERING
- 6 MM PERFORMANCE FOAM
- 6MM POLY VAMOR BARRIER
- 8CM REINFORCED CONCRETE FLOORING
- 4CM PLAIN CONCRETE
- 0.2 CM DPC
- 6CM PLAIN CONCRETE
- 30 CM HARGCORE
- COMPACTED SOIL

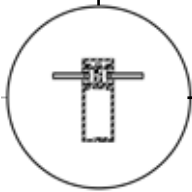
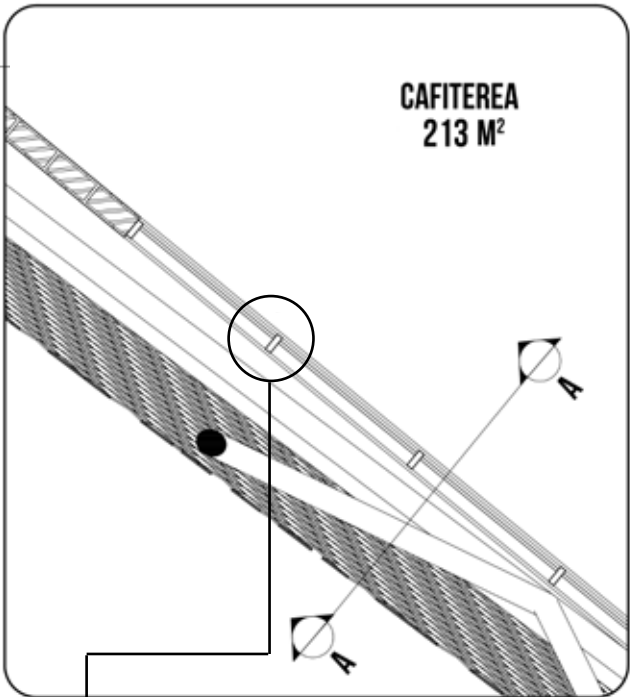


DETAIL 4  
SCALE 1:20

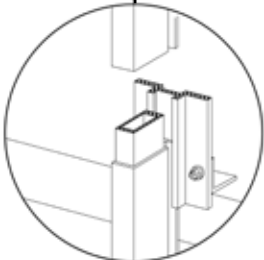
GROUND FLOOR PLAN  
SCALE 1:20



FIRST FLOOR PLAN  
SCALE 1:20

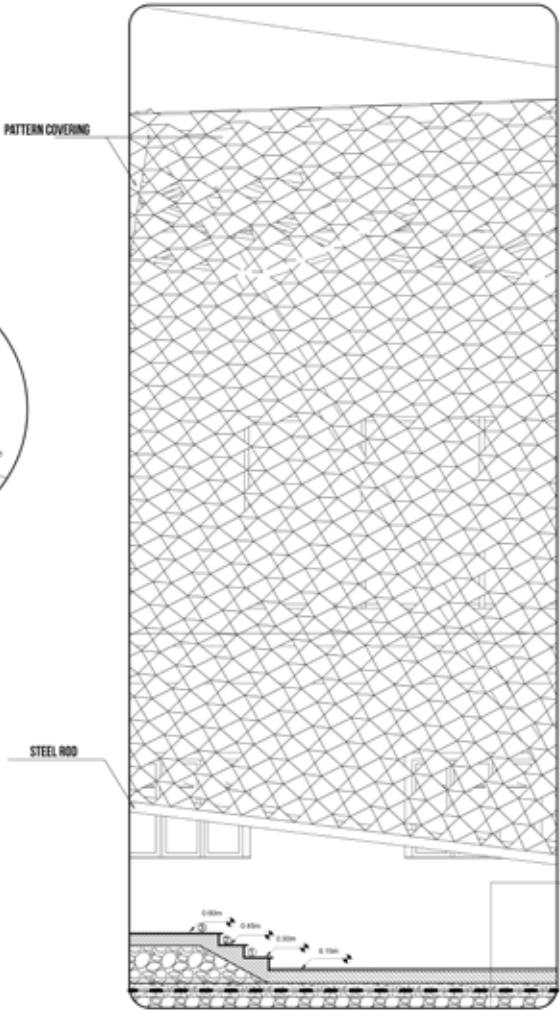


MULLION DETAIL  
SCALE 1:10

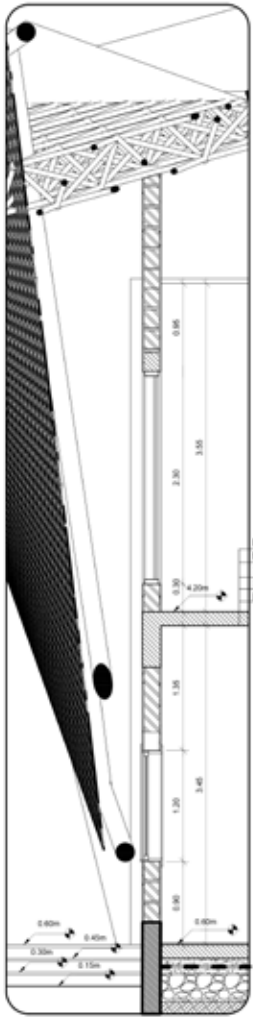


MULLION INSTALLATION  
DETAIL  
SCALE 1:10

ELEVATION  
SCALE 1:20



SECTION A-A  
SCALE 1:20



FINISHING MATERIALS 2CM  
MORTAR 2.5CM  
SAND 3-5CM  
R.C.C 15CM  
PLASTER 2MM

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THANK YOU

