

# LARISSA

# GERGES

## ARCHITECT - BUILT ENVIRONMENT



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Fanar, Mount Lebanon

## PROFILE

Motivated and detail-oriented junior architect, seeking to build my career and develop my current skills in a professional working environment. Having graduated from a top ranked university, I look forward to put my architectural knowledge and competences into practice.

## WORK EXPERIENCE

### ARCHITECT - INTERNSHIP

Bernard Khoury Studio - Beirut, Lebanon JUN - AUG 2020

#### *Achievements/Tasks*

- Analytical research and concept ideas for an architectural competition
- Post production and rendering in photoshop
- 2D/3D drawings

Onirism Studio - Milan, Italy FEB - MAR 2019

#### *Achievements/Tasks*

- Assist in an architectural competition
- 2D Drawings, sections and details in different scales
- Designing layouts

### FREELANCE

Interior design visualization - Beirut, Lebanon JULY 2020

#### *Achievements/Tasks*

- 3D Construction of the interior layout
- Choosing of materials and furnitures
- Rendering final design with 3dMax-corona renderer

Students projects - Beirut, Lebanon SEP 2020

#### *Achievements/Tasks*

- 2D Drawings, sections and details in different scales
- 3D Construction of the designed project
- Post production of render images

## SKILLS & EXPERTISE

AutoCAD	●●●●●	Indesign	●●●●●
3dsMAX	●●●●●	Illustrator	●●●●●
Corona/Vray	●●●●●	Adobe Acrobat	●●●●●
Lumion	●●●●●	Teamplayer	●●●●●
Photoshop	●●●●●	Communication skills	●●●●●

## EDUCATION

### MASTER DEGREE

POLITECNICO DI MILANO -  
Laurea Magistrale in Architecture  
and Built Environment, Interiors.  
ITALY, 2017 - 2019

### BACHELOR DEGREE

HOLY SPIRIT UNIVERSITY KASLIK -  
Bachelor of Science in Architectural  
Studies.  
LEBANON, 2012 - 2017

## CERTIFICATES

### WORKSHOP

HERITAGE WITHOUT FRONTIERS -  
Restoration and valorization training  
on byzantine archeological areas.  
SERBIA, 2019

### SOFTWARE PROFECIENCY

MAACARON COMPUTER TRAINING  
CENTER - Authorized by Autodesk  
3dsMAX 2016 - 3D modelling and  
Vray  
AutoCAD 2016 - 3D intermediate  
AutoCAD to Photoshop CC  
LEBANON, 2015

## LANGUAGES

English

*Full Professional Proficiency*

French

*Professional Working Proficiency*

Arabic

*Native Proficiency*

**Larissa Gerges**

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Architectural Portfolio

CONTENT

ACADEMIC

Urban Acupuncture .....	Urban Sociology Studio Politecnico di Milano Prof . Silja Tillner
Co-Living .....	Construction Design Studio Politecnico di Milano Prof . Andrea Tartaglia
Archipelago .....	Architectural Design Studio Politecnico di Milano Prof . Matteo Poli
Military Museum .....	Architectural Design Studio USEK-Lebanon Prof . Elias Ozko

FREELANCE WORK

Heritage without frontiers .....	Architectural Competition Serbia
Interior visualization .....	Ezzedine Sammoura Studio Lebanon
Interior design - visualization .....	Private residence Lebanon



**Urban Acupuncture**  
**4D GRATOSOGLIO**

Urban sociology design studio

**Gratosoglio | Milan**  
Fall 2019

Nowadays the peripheral neighborhoods of Milan such as Chiesa Rossa and Gratosoglio are facing risk of segregation and social exclusion even though in these two specific neighborhoods many social actors are active.

These two neighborhoods located on the south part of Milan are characterized by a diverse population in terms of age and nationality but also by social barriers. Cultural opportunities exist but are often ignored because of safety fears related to live the outdoor spaces.

Nonetheless the morphology of these two sites shows a unique urban fabric in which we have identified a considerable amount of unused open spaces.

Therefore, we have decided to propose a tool that allows people to become actors in the development of their neighborhoods - based on three levels of intervention that we will be explained throughout this report that can turn some of these particular unused open spaces to special places aimed to provide a place for social interaction.





Problems Analysis

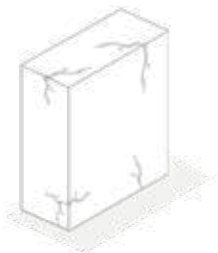
Based on the historical and physical analysis and interviews, we identified some imperative problems that encompasses three main categories.

- 1. The physical aspects of buildings and open spaces
- 2. The second problem is related to physical-social aspects that have a direct relation with safety issues. and deterioration of the spatial conditions.
- 3. The social aspects play a crucial role in these neighborhoods, there is no link between the currently held activities in order to have a coherent relationship between the neighbors.

PHYSICAL DIMENSION



Considerable underused Open Space



Poor Building Maintenance



Lack of Special Places (Monotonous)

PHYSICAL = SOCIAL DIMENSION



People do not Feel Safe

SOCIAL DIMENSION



Demand for Leisure Activities and Social Interactions

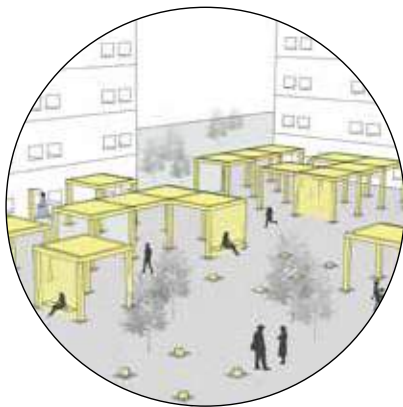


Lack of Coordination of Activities

Planning and strategy

Given this set of issues described above, proposing a minimal, multipliable and scalable program, where physical and social dimensions should have their essential interconnections. For this reason, specific locations were chosen all along the neighborhood, in order to develop the several levels of social interactions between the inhabitants, simultaneously developing the corresponding spaces dedicated to and thus, improving the physical image of the area with the following interventions on :

- 1. The biggest unused open spaces, so that they would become key spots for the whole neighborhood;
- 2. The underused concierge offices to place there a concierge who would be a reference person for the inhabitants of a cluster of buildings;
- 3. The small green areas at the building entrances that would become a sort of playgrounds for the inhabitants of each building.

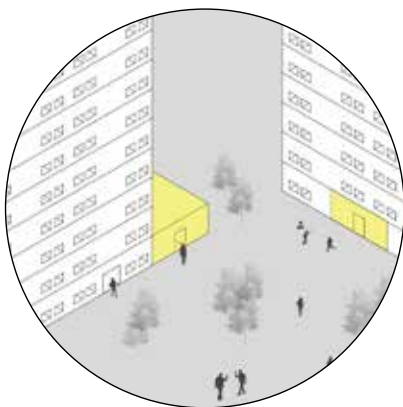


Activities :

- Harvesting vegetations
- Up-cycling furniture,books,etc...
- Exhibition of art works
- Outdoor events



CULTURAL STATION

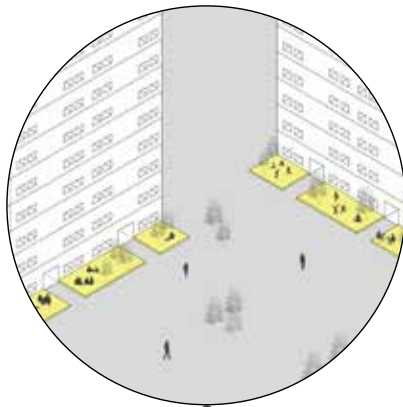


Activities :

- In charge of an office
- Clean the building and surroundings
- Communicate with the inhabitants
- Socialize with the neighborhood



CONCIERGE



Activities :

- Relaxing time
- Mini spots for chilling
- Sports
- Barbecues



PLATFORM

Interventions



Existing situation of Fabio Chiesa Square, 2019

This square is surrounded by a residential tower, a civic office building, a small pavilion for a down syndrome NGO and a three floor mixed used building. It's elevated from the main road and has two pedestrian entrances and one vehicular one that is a reachable to a parking next to the square.

Our goal for implementation of the cultural station inside this square is to reactivate and create outdoor activities, naming this cultural station **“THE SENSORIAL STATION”**. A sensorial garden is added by drawing a new landscape of the square along with painting activities. In addition some platforms were planned to soften the edges of the buildings for all kind of activities not only for the NGO but also for the inhabitants of the tower.



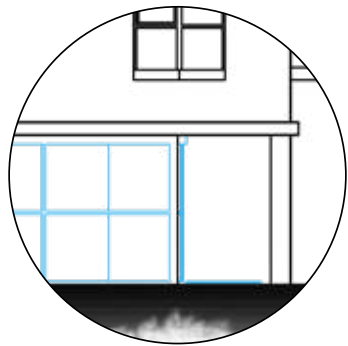
- L'Impronta (NGO)
- 1.Sensory garden
- 2.Painting activities
- 3. Performance area



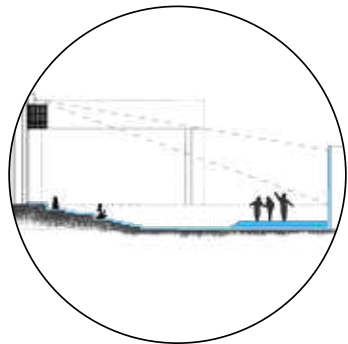
- Task area
- Concierge



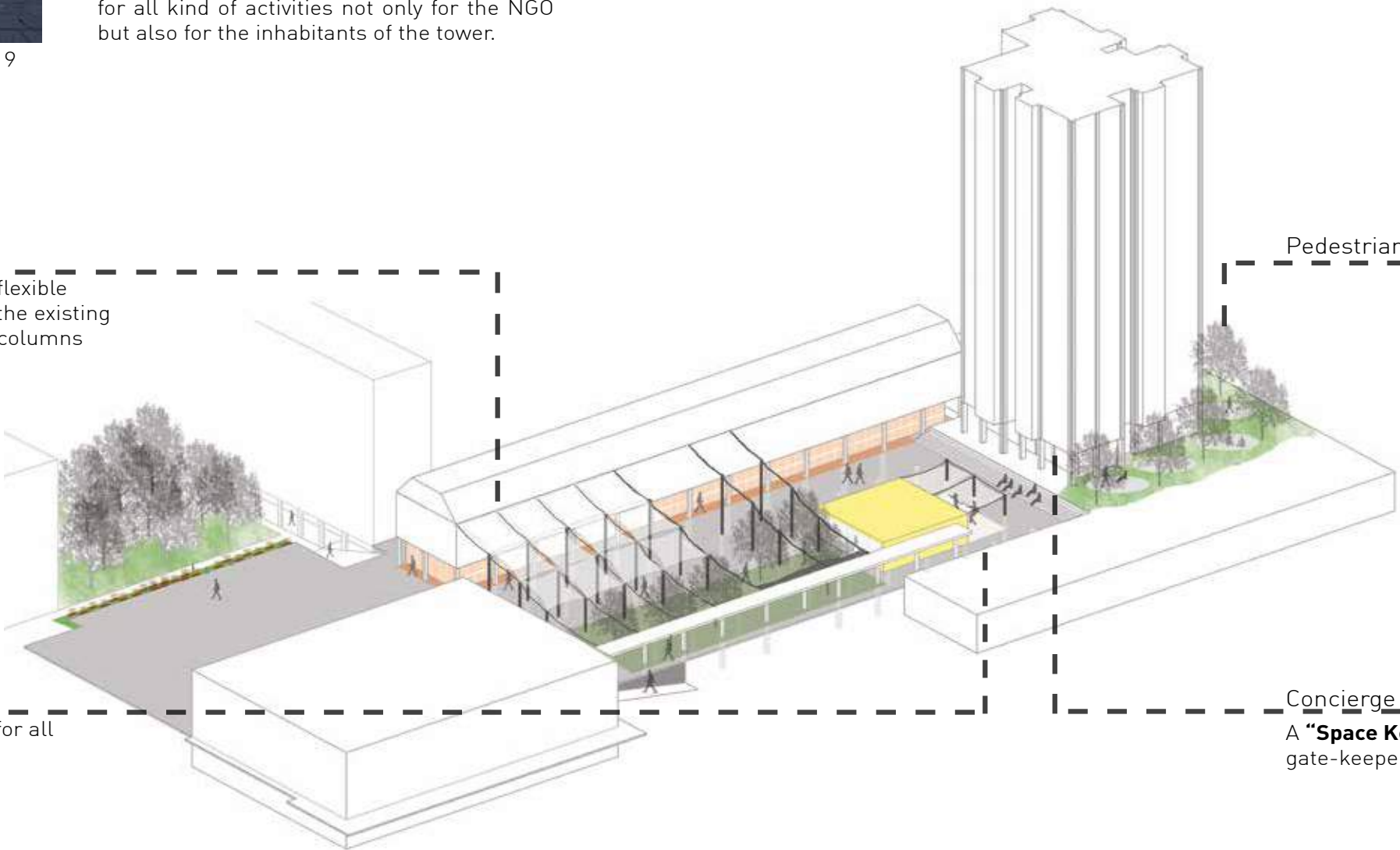
- Decelerate People flow
- 1.Green terraces
- 2.Pedestrian ramp
- 3.Daily activity Platforms



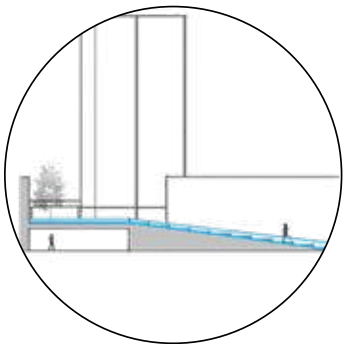
Painting activity  
Fixed Textil on new flexible sturcture following the existing grid of the building columns



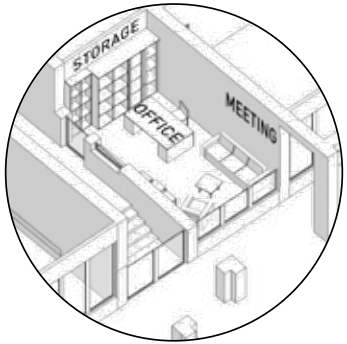
Performance area  
Multiple Platforms for all kinds of activities



Pedestrian ramp



Concierge office  
A **“Space Keeper”** not a gate-keeper





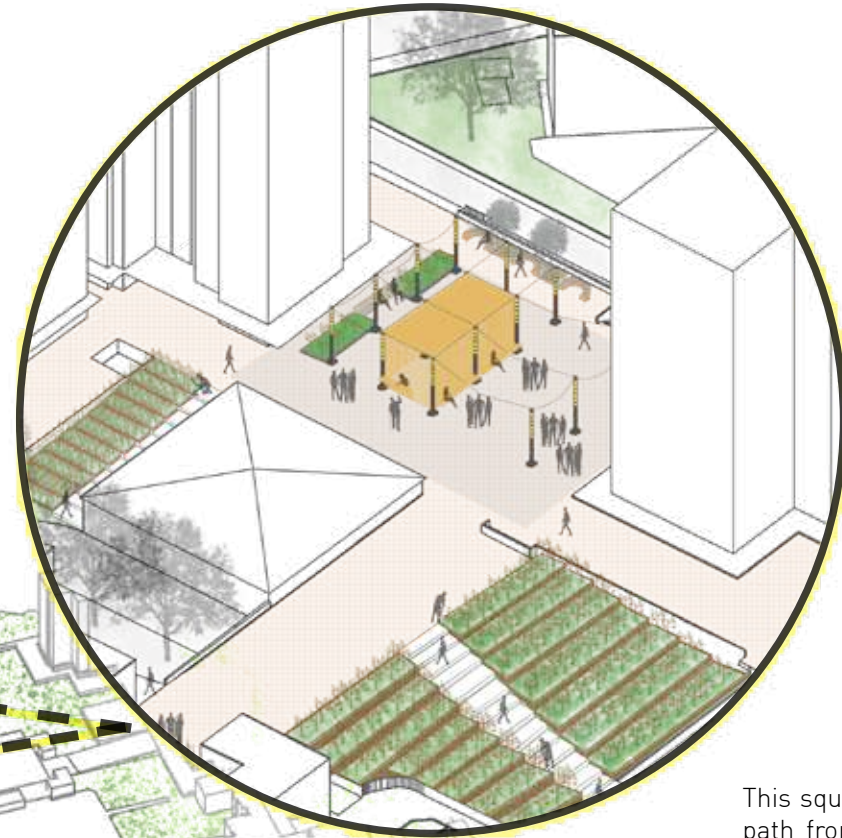
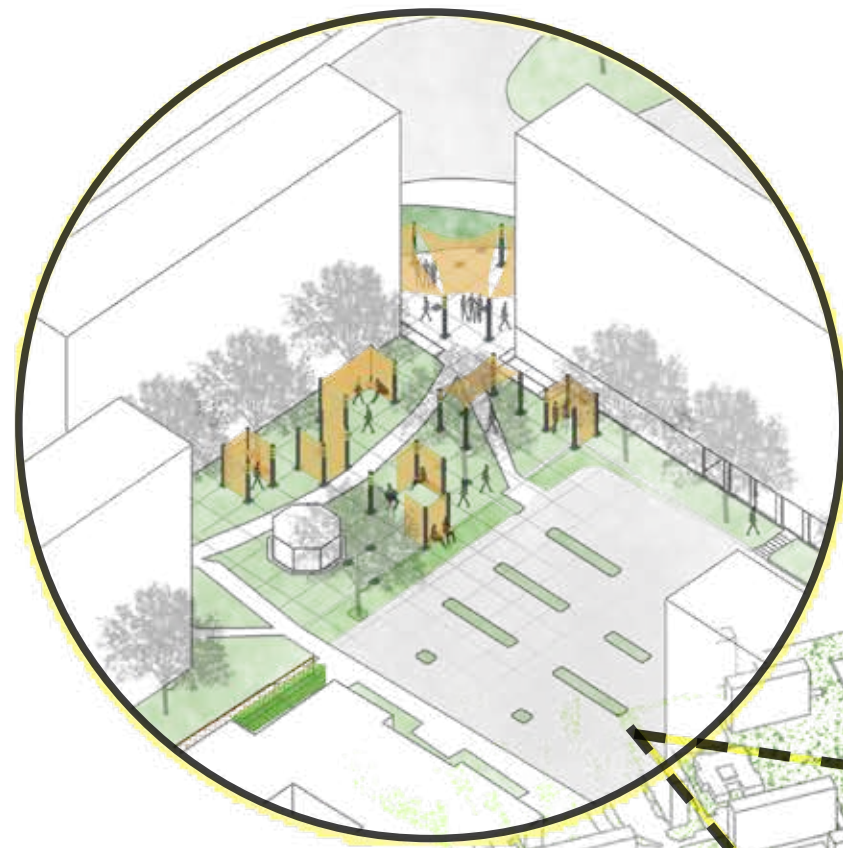
The following open space is located at the backside of cluster buildings and currently used as a parking for the residents. It is surrounded by active ground floors while facing the backside of a kindergarten with a few benches of the corners.

Considering the daily activities taken in the existing surroundings of this type of open space led to proposing a station related to exchange of ideas about arts and crafts along with some exhibitional space:

**“THE ARTS & CRAFTS STATION”**

The design is based on some pop-ups easy to assemble fixed to some movable structure that starts from the corner near the main street and expand through the new landscape of the open space.

As for the platforms multiple activities would attract more users resulting to more social interactions and therefore enhancing the cohesion between outdoor and indoor.



The triangle unused open space is formed due to the 45° morphology pattern of two perpendicular buildings, which is also repeated along via Costantino Baroni. While visiting this side of the neighborhood, a lot of old utilities and furniture were found trashed at the sidewalks.

Therefore, creating a suitable upcycling station as a park yard sale space will help people collect their old materials instead of trashing them or it can also profit those in need for books or other kind of material, naming it: **“THE RE-USE STATION”**.

The design process used here consists in following the grid of the surrounded existing buildings extended to the open space and inserting some flexible structure that can be used also for lighting the area. When the event sales take place we can cover the space with lightweight textile.

This square is frequently used as a crossing path from one street to another; and what people see is closed stores, an elderly center with dark windows as well as two NGOs with only indoor activities. Also there is a lack of greenery and lighting in this space.

Most users of the square are immigrants and elderly living in the 4 towers surrounding the square.

Therefore, a recreational area is planned for the students, the elderly and the residents, by designing urban orchards that improve the local environment and strengthen bonds within the community.

Moreover, they can be used also as an educational element where one can learn how to grow and harvest their own food.

**“AGRICULTURE STATION”**, the design will be based on grid extruded from the existing pilotis of the underground parking to locate the urban orchards and to hide the ventilation grids. Some pillars will be fixated for lighting and covering when needed.





## Co-Living Co-Working complex

Construction design studio

### Lago Isarco | Milan

Spring 2018

The plot of intervention is located in via Serio, in the southeast area of Milan, near many points of interest in the city such as the former railway station of Porta Romana, buildings of major cultural and technological importance and the agricultural park of south Milan.

This area is going through many transformations, which are slowly incrementing the process of architectural and economical requalification of the district.

In the analysis phase while approaching the concept, we defined not only the main elements of urban reuse and requalification but also some negative features of the suburb, such as the lack of green public areas nearby and the absence of spaces for relax and socialization, even bars or libraries.

The most common visitors of the area are workers, as we have been able to position many offices during our visit, and researchers or students directed to either the Foundations or the research centers, who unluckily run away of Serio area when the working day is over.

The aim of our proposal is to implement and improve the quality of the area, not only for people who are residents, but also for workers, students who passes daily through the site.

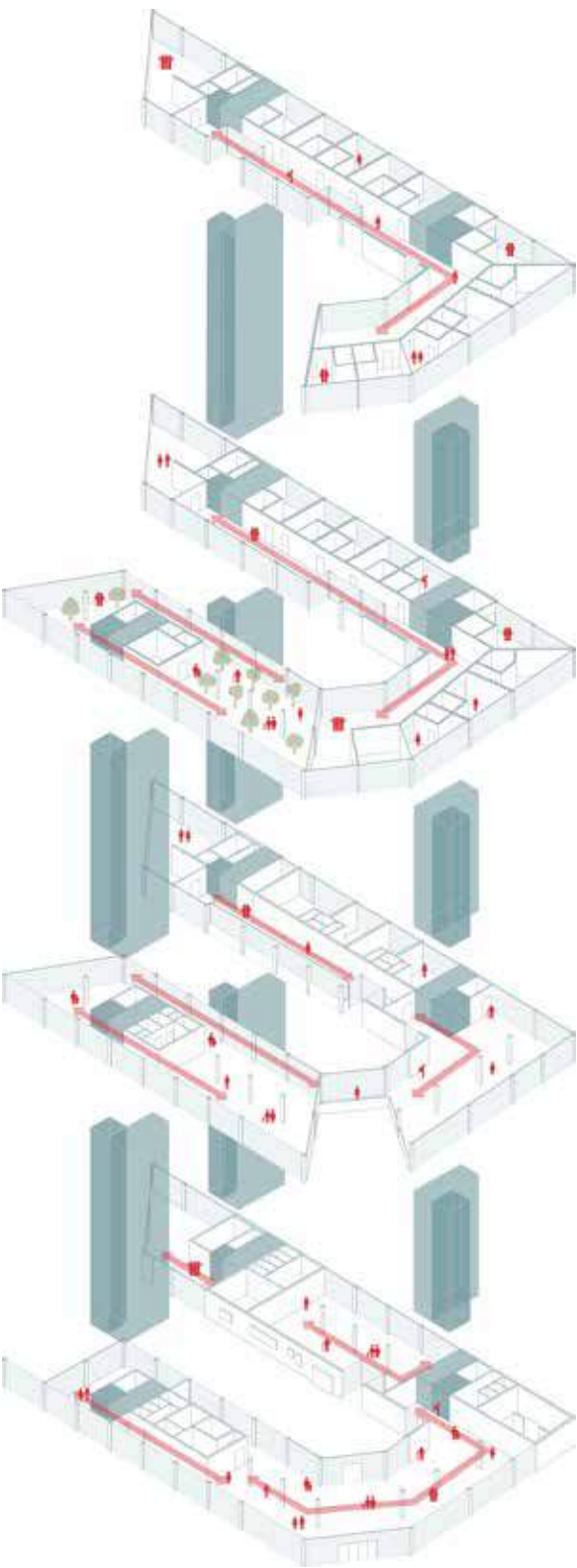
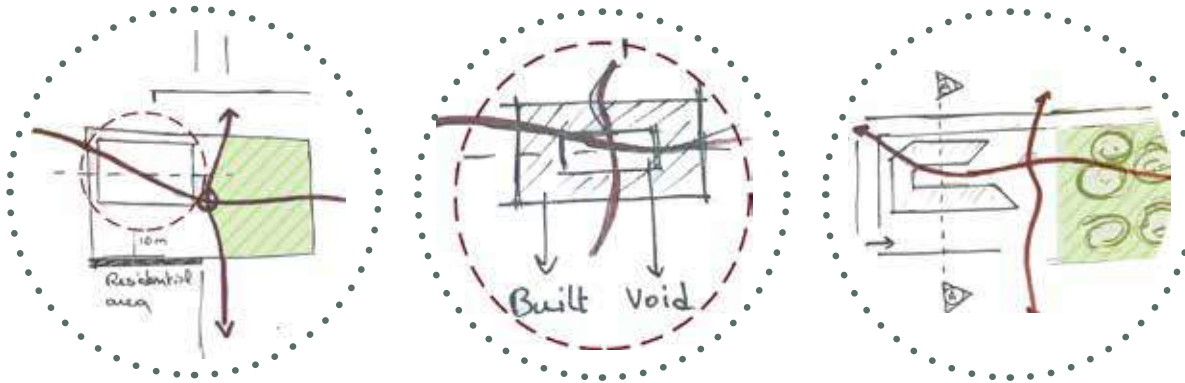


Concept

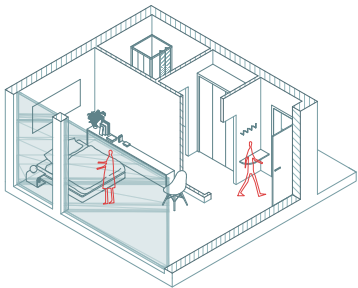
The idea of co-living, is a way of living focused on a genuine sense of community that enables sustainable lifestyles through sharing and efficient use of resources and space.

Kitchens, living rooms, and garden roof are all available for the community use as well as social livable aisles, located outside of the bedrooms, where residents can welcome their friends. The space of the co-working, on the first floor, will be rented by workers for reunion meeting or for single use, and the private co-living will host different kind of users from a single young student to a family.

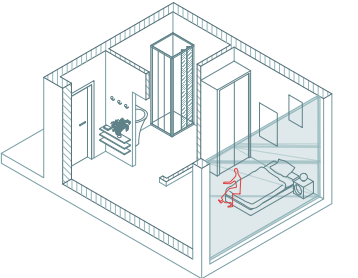
The intention is to realize and create an almost autonomous building, efficient and innovative from the energetic point of view.



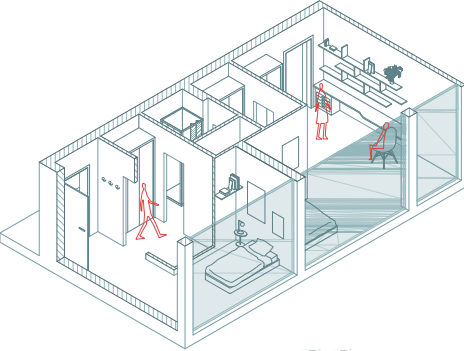
Flow of people Vertical circulation



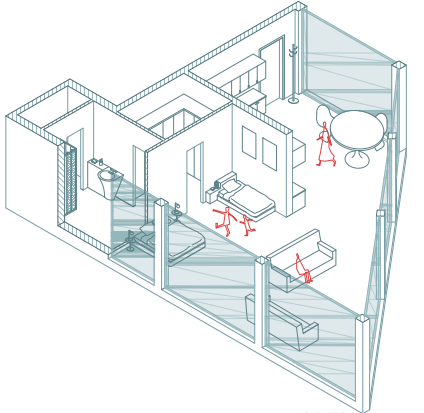
Single unit - 30 m²



Single unit - 21 m²

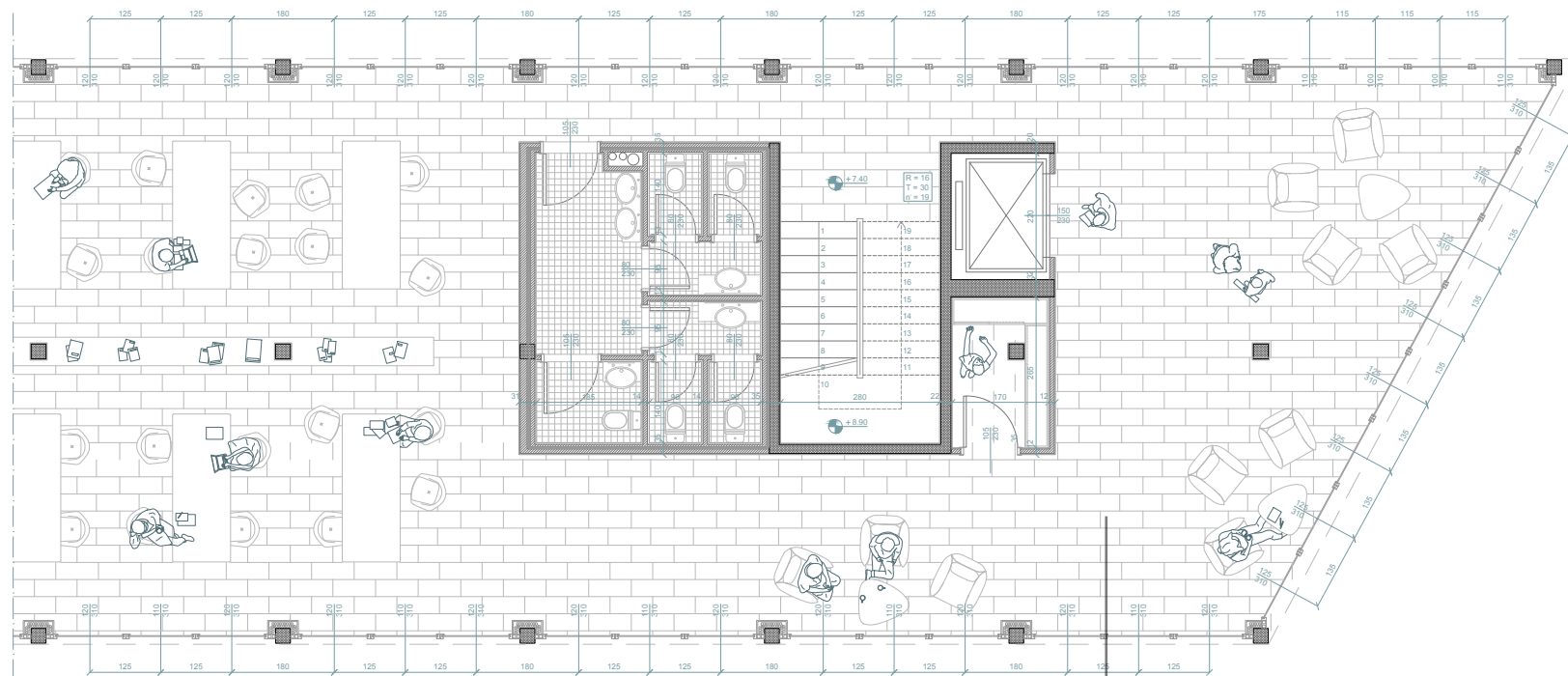


Double unit - 52 m²

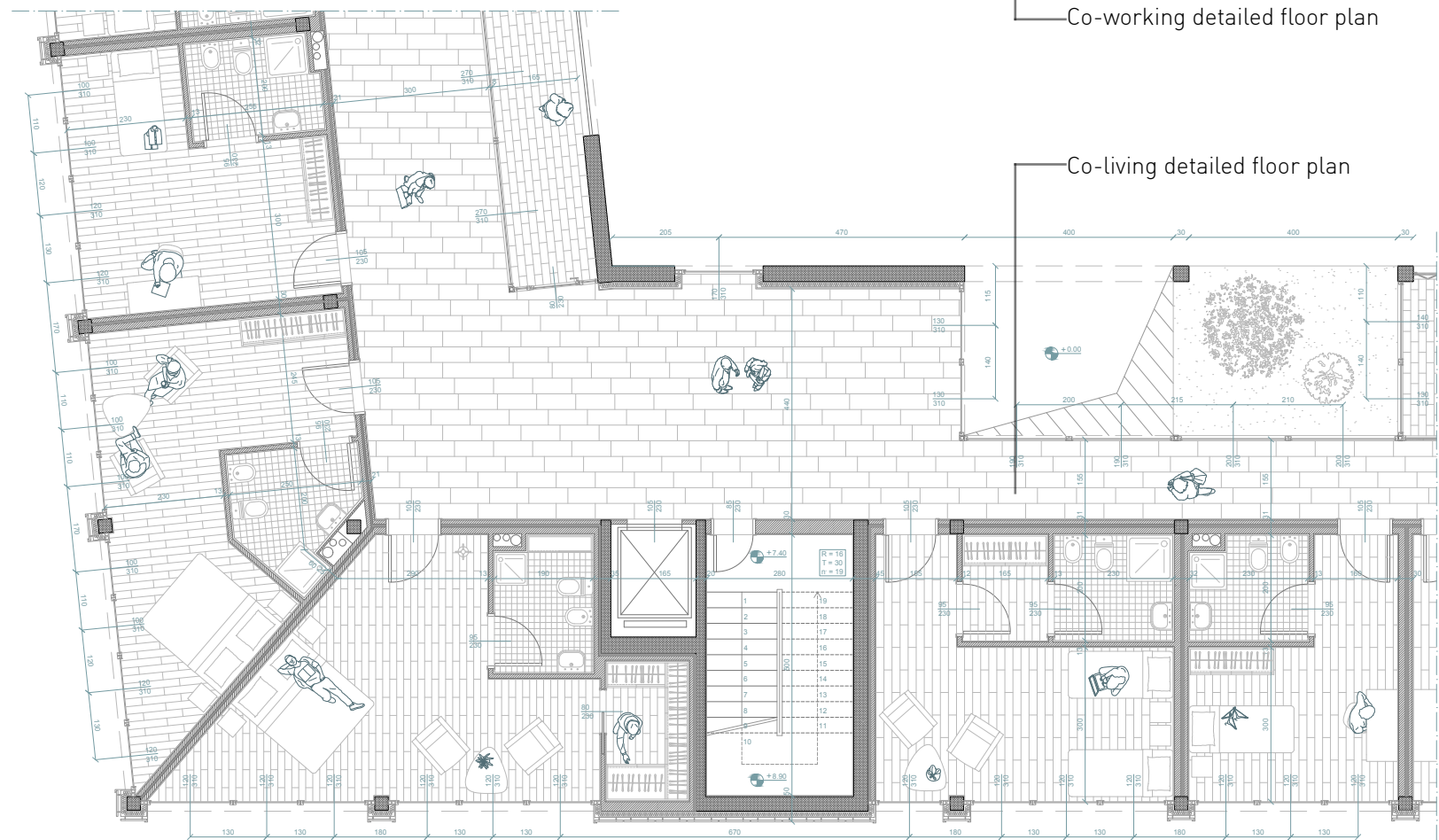


Family unit - 90 m²

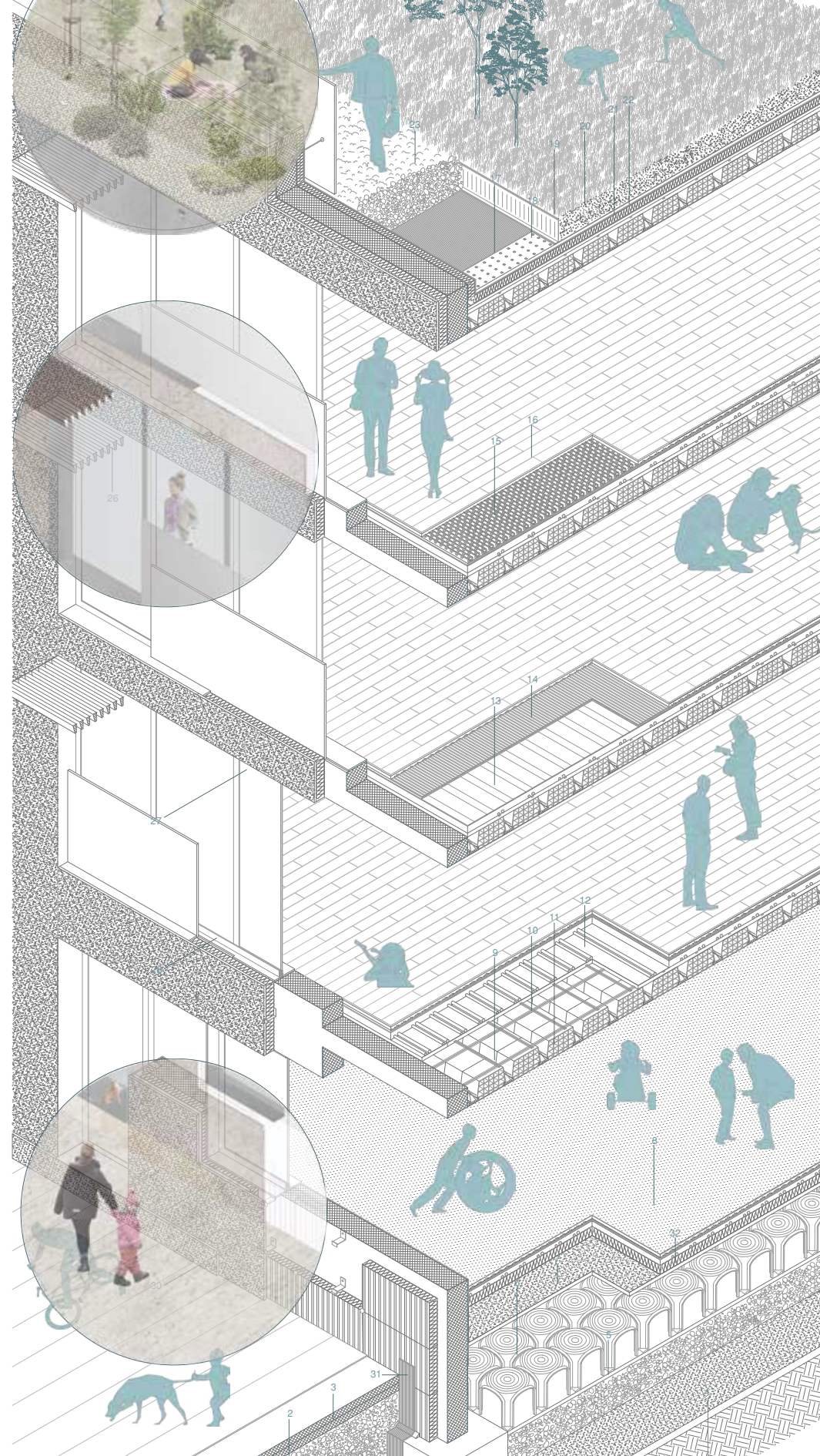




Co-working detailed floor plan



Co-living detailed floor plan



## Construction details

- 1- Lean concrete screed th.100 mm
- 2- Gravel th.900 mm
- 3- Lean concrete screed th.200 mm
- 4- Resistant soil
- 5- Lean concrete screed th.50 mm
- 6- Ventilated crawl th.400 mm
- 7- Concrete screed th.50 mm
- 8- Vinyl floor Pavinil BF70 chips th.2 mm
- 9- Hollow brick Fornaci Briziarelli Marsciano h.250 mm
- 10- Welded steel mesh 450x450 mm grid
- 11- Steel joint h.127 mm
- 12- Implants screed th.90 mm
- 13- Separation layer th.0,3 mm
- 14- Insulation layer Aecosilent over th.25 mm
- 15- Heating system Rossato th.40 mm
- 16- Finishing layer Ontano deck th.20 mm
- 17- Filtering layer MediFilter MF 1 Harpo th.1 mm
- 18- Drainage system MediDrain MD 40 th.40 mm
- 19- Drainage L-shaped steel profile h.300 mm
- 20- Soil SEIC for intensive green th.300 mm
- 21- Insulation layer th.100 mm
- 22- Separation layer waterproof and rootproof membrane Haroplan ZDUV protecting felt Medipro MPHS total th.1 mm
- 23- Gravel th.300 mm
- 24- Metal flashing
- 25- Parapet th.50 mm
- 26- Sunshading system Tamilux
- 27- Steel window frame Schuco Ass 70 FD
- 28- Insulation layer Rockwool 1200x600 mm panel th.120 mm
- 29- Grey granite stone tiles-cudding Beltrami th.30 mm
- 30- Travertine stone tiles-cudding th.30 mm
- 31- Waterproof membrane th.0,3 mm
- 32- Insulation layer th.120 mm







## ARCHIPELAGO RESIDENTIAL COMPLEX

Architectural design studio

### Cascina Merlata | Milan

Fall 2018

Cascina Merlata is a neighborhood in the northwestern part of Milan, on the border with the Gallarate district and the towns of Pero and Rho also next to Expo 2015 exhibition.

The name of the district originates from the ancient Merlata Woods and the Merlata torrent.

In 2008 Cascina Merlata SpA held competitions for the drafting of the urban area, the project consists of different plots dedicated to different construction.

The following project focuses on the non build area of Cascina Merlata the East side, composed of mix-use buildings designed based on the archipelago concept.

The archipelago concept is based on connecting islands, the site works as an island in underdeveloped area.

Therefore the three plots will be connected as three self-sufficient islands.

The existing low slope at the site starting from the northern side of the plot going down to the southern point formed different levels of buildings with different levels of public spaces integrating with the residential spaces.





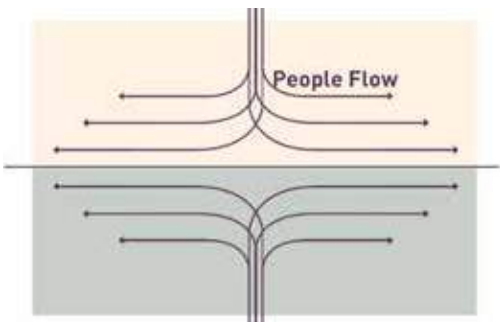
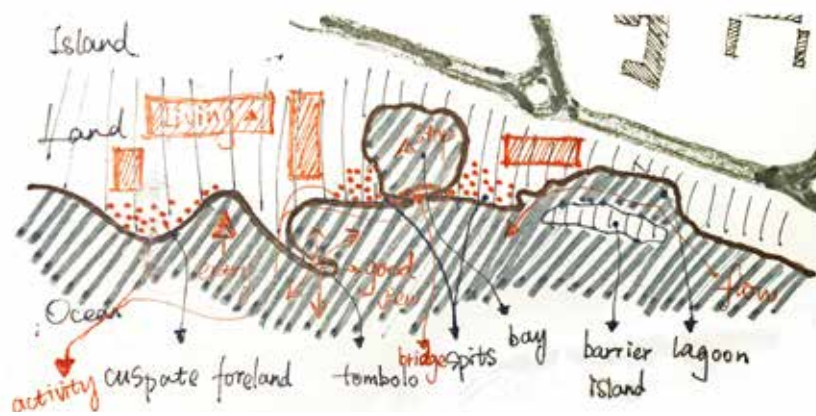
Masterplan design concept

Since the plots seems as archipelago islands, the masterplan proposal was based on integrating the same connection an island has with its surroundings.

Therefore, the ocean in real island plays as a park and the land plays as the plot.  
A suspended pedestrian platform is proposed to connect all the plots and under it open space and public functions are located.

At the top of this platform resides the residential towers.  
Freeing the site from vehicular access.

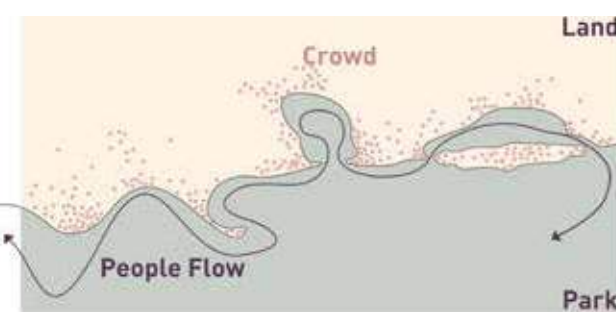
The flow of people will no longer be stircly horizontal, it will intersect between the fuctions using the platform.



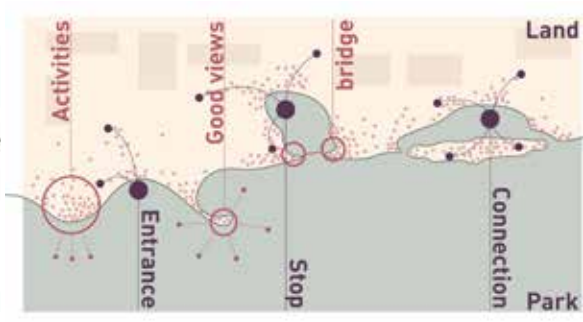
Normal relationship between park and island



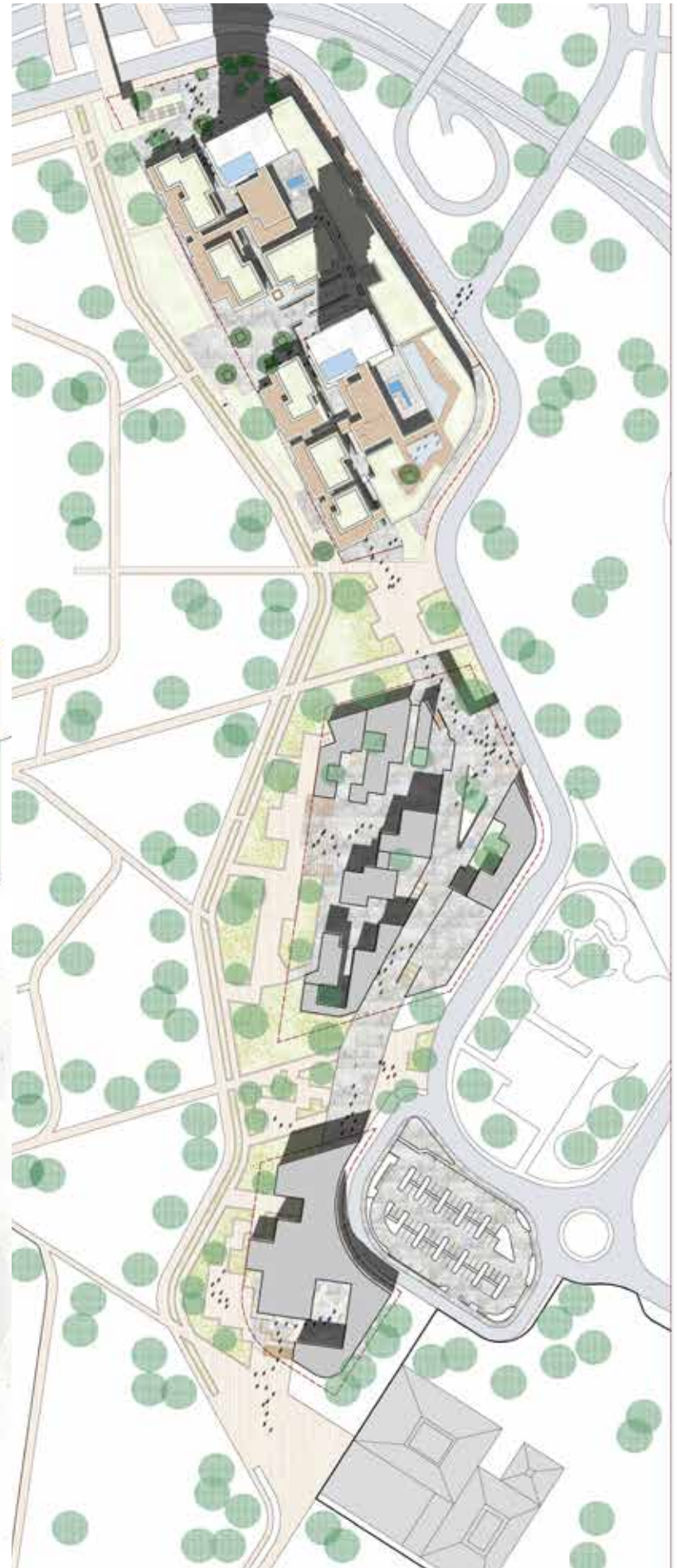
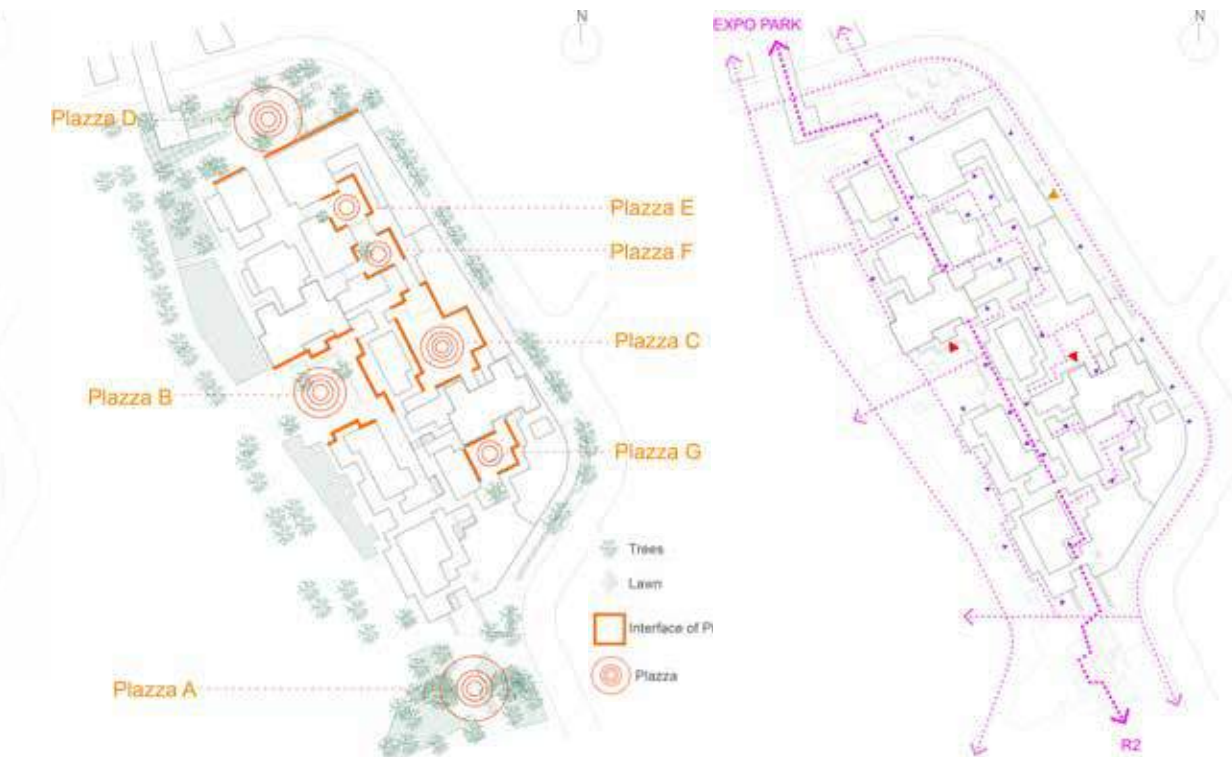
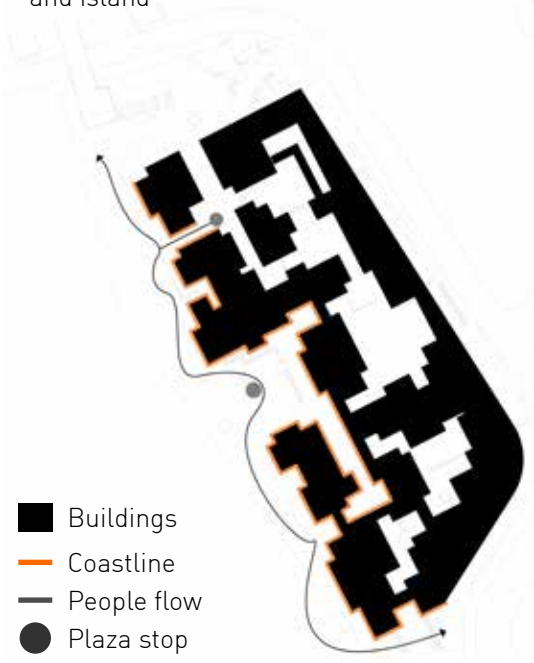
Existing features of the coastline



New and rich curvilinear



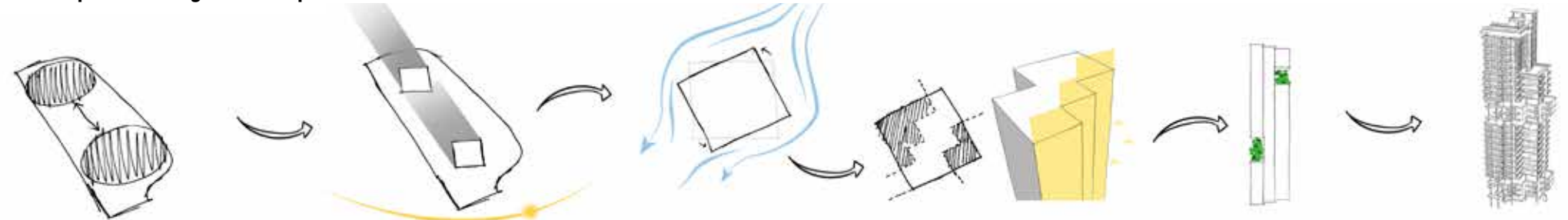
New relationship between park and land







## Masterplan design concept



Two towers placed to each side of the site, in order to receive equal sun and wind

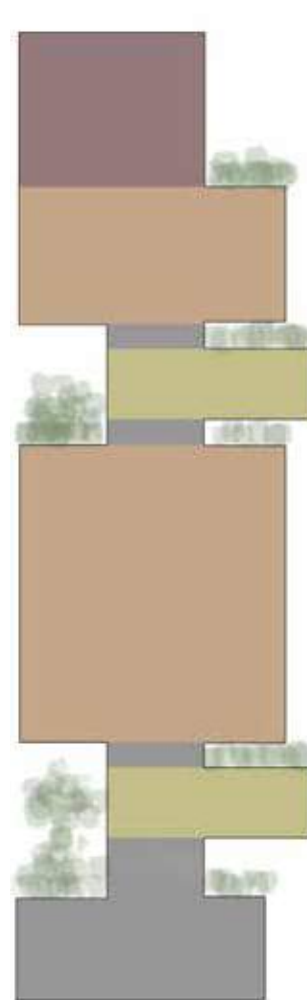
The towers were rotated to avoid as much as possible overshadowing the other

The following orientation allows north-eastern wind to pass through

A rectangular block was subtracted on the east and west sides, to heat the internal spaces

Introduction of different typologies of apartments created greenery voids in the facades

The final composition of each tower is balanced between open spaces, built spaces, greenery



- First Typology
- Studio
- Second Typology



Studio floor plan



First typology floor plan



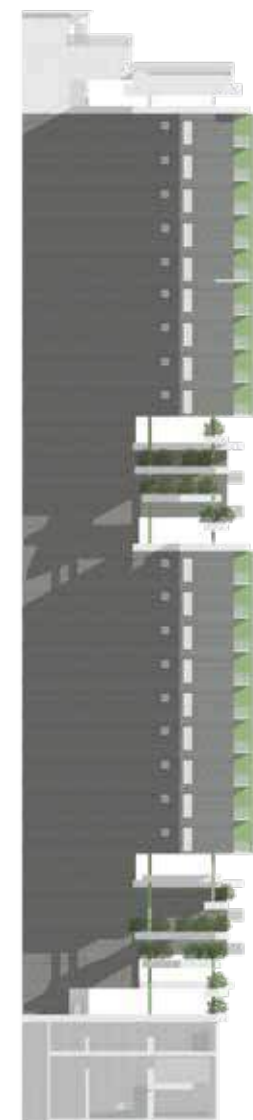
Second typology floor plan



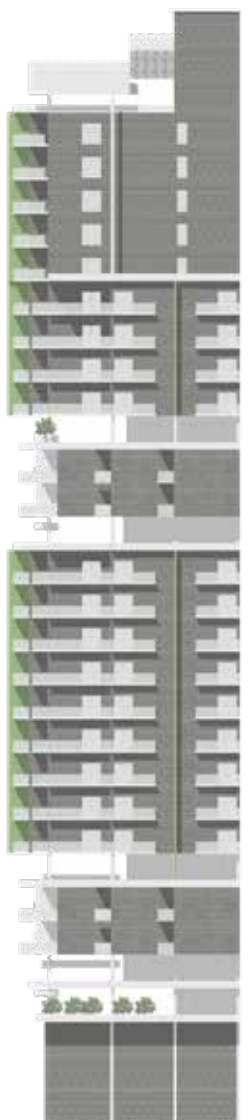
South Elevation



North Elevation



West Elevation



East Elevation



# MILITARY MUSEUM HISTORY AND CULTURAL

Design studio

**Yarzeh | Lebanon**

Spring 2016

The Military Museum is dedicated to the General “Fouad Chehab”, it highlights his history in the Lebanese Army and showcase many warfares and tools as testimonies of the army’s history.

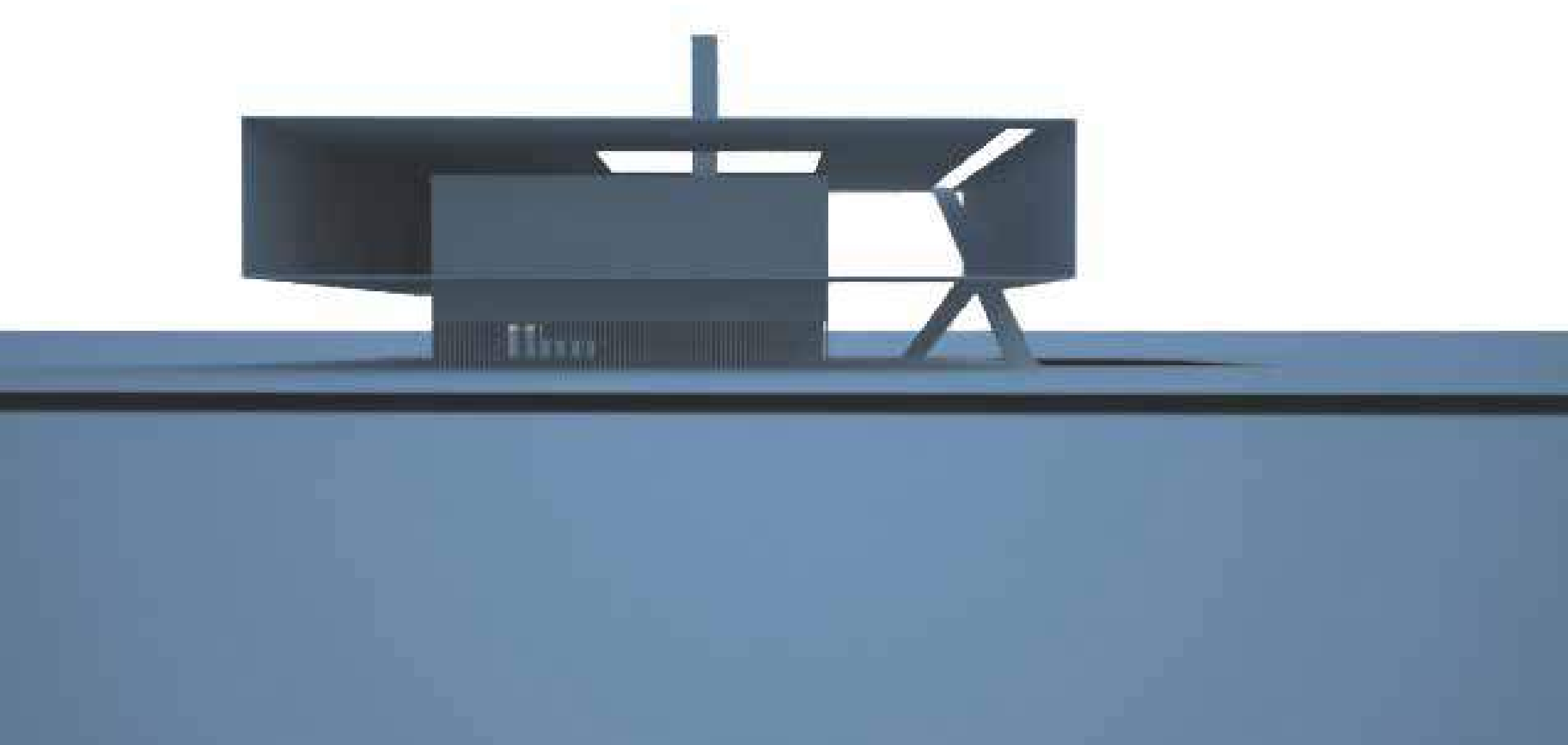
Furthermore inside the musuem there is space dedicated for the memorial of the country’s Martyrs.

The concept is based on a void in the center of a perfect cube, this cube it widens proportionally to the void in each floor and it elevates from the ground floor in each level.

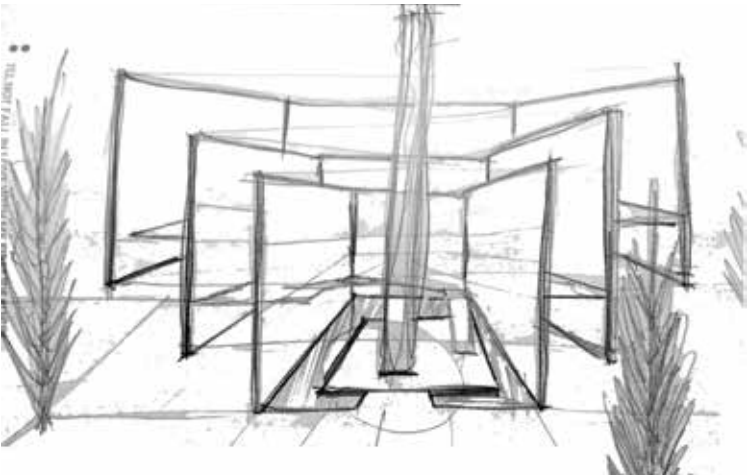
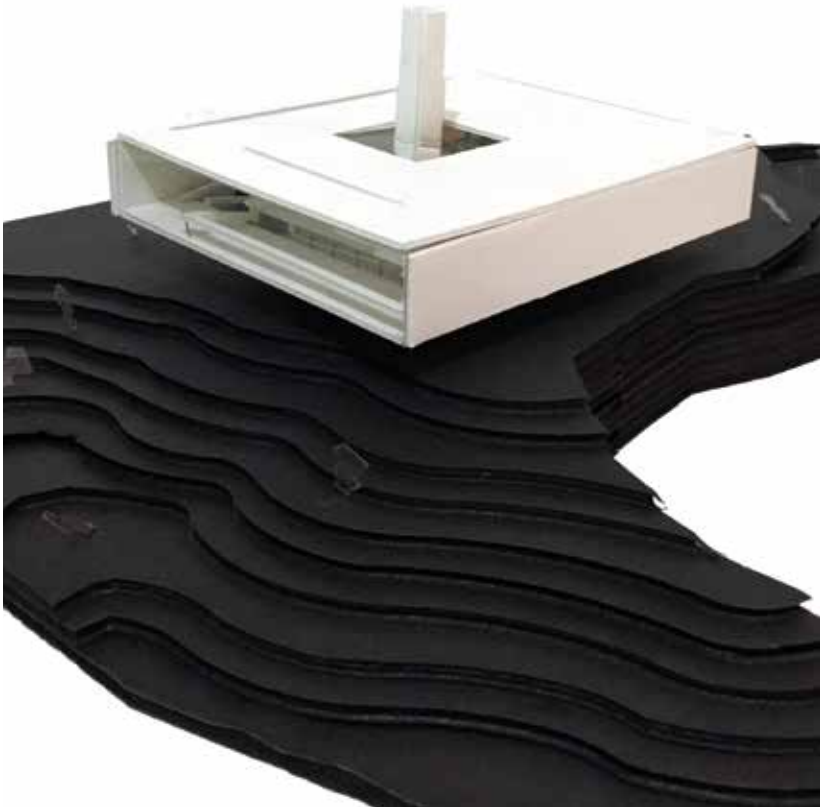
The trajectory of this musuem is between the walls of these cubes using a low ramp that starts from the ground floor and turns around the void and reach the top floor.

The symmetrical work of concrete walls and the clean geometry combined with the use of natural light invites a contemplative attitude in order to not have an architecture that becomes the real work of art concealing what is inside.

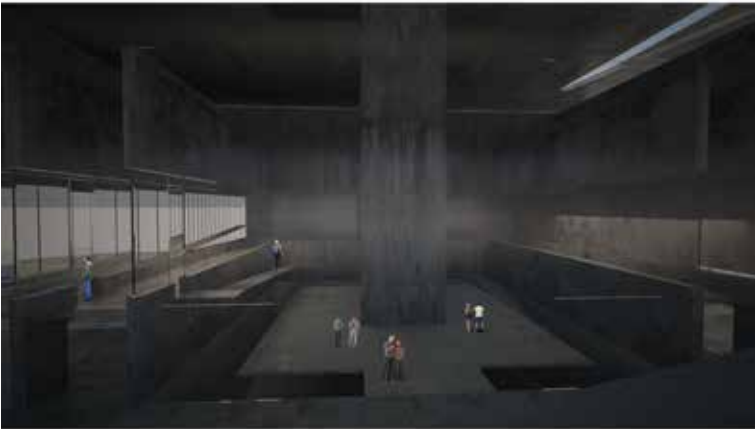
Therefore, the building has become an emblem of tranquility in the architecture due to its location in the grounds, a quality enhanced by the carefully planned symmetrical views overlooking the monument of the martyrs which is shaped by a vertical element at the center designed to express an underlying feeling of spiritism.



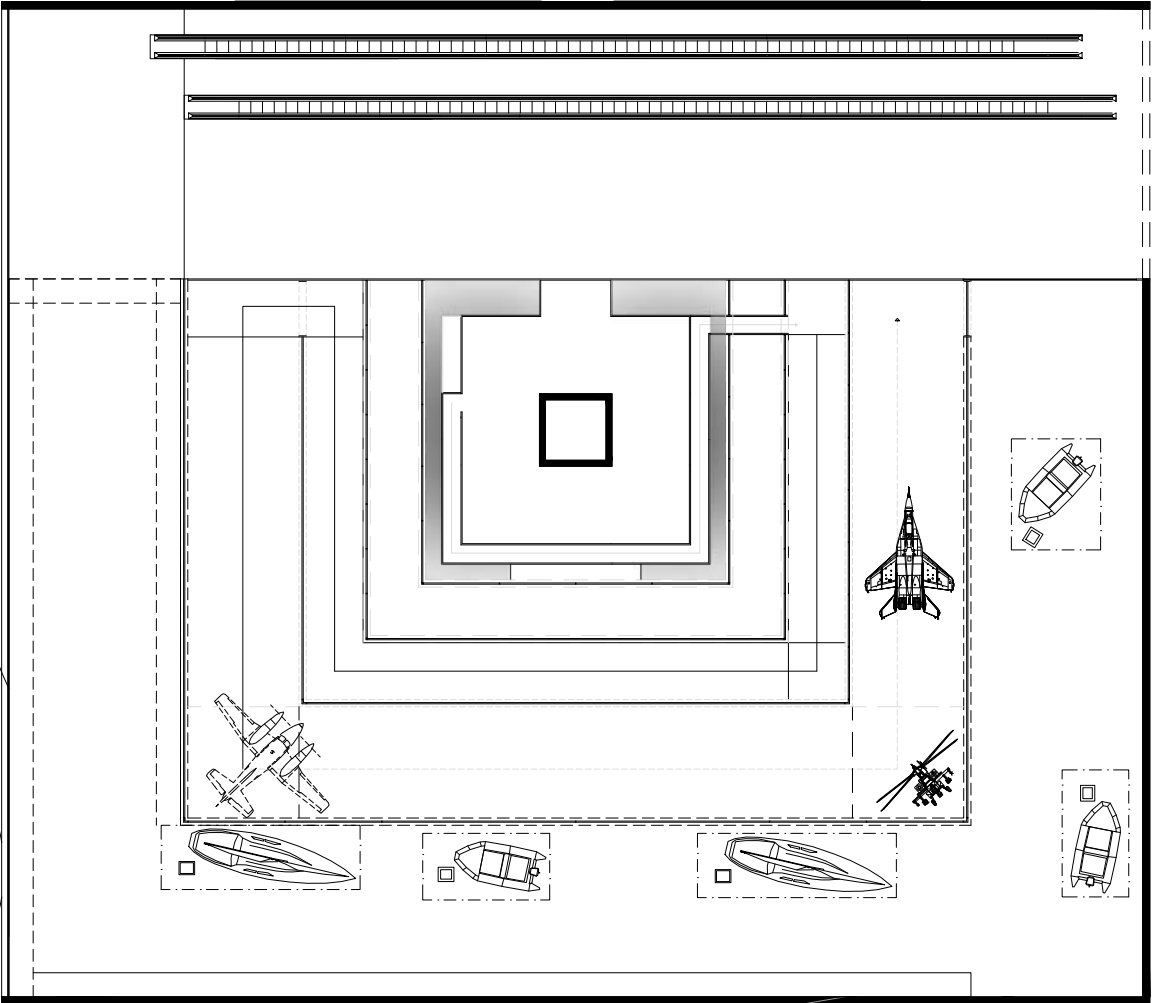
Concept



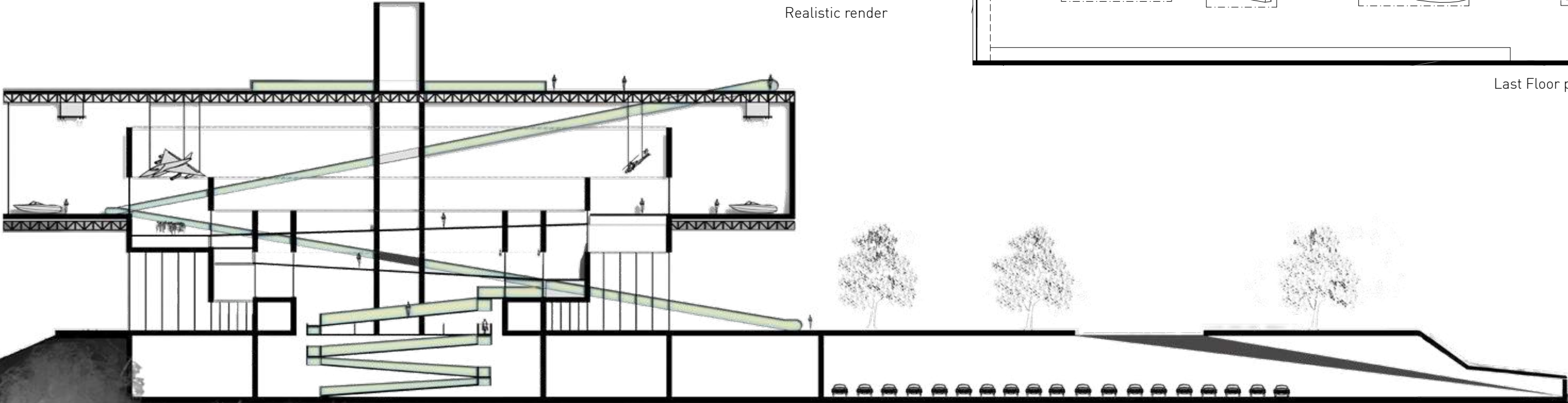
Initial sketch concept



Realistic render



Last Floor plan



Horizontal Section









FREELANCE WORK



# HERITAGE WITHOUT FRONTIERS

Architectural Competition

## Danube River | Serbia

July 2019

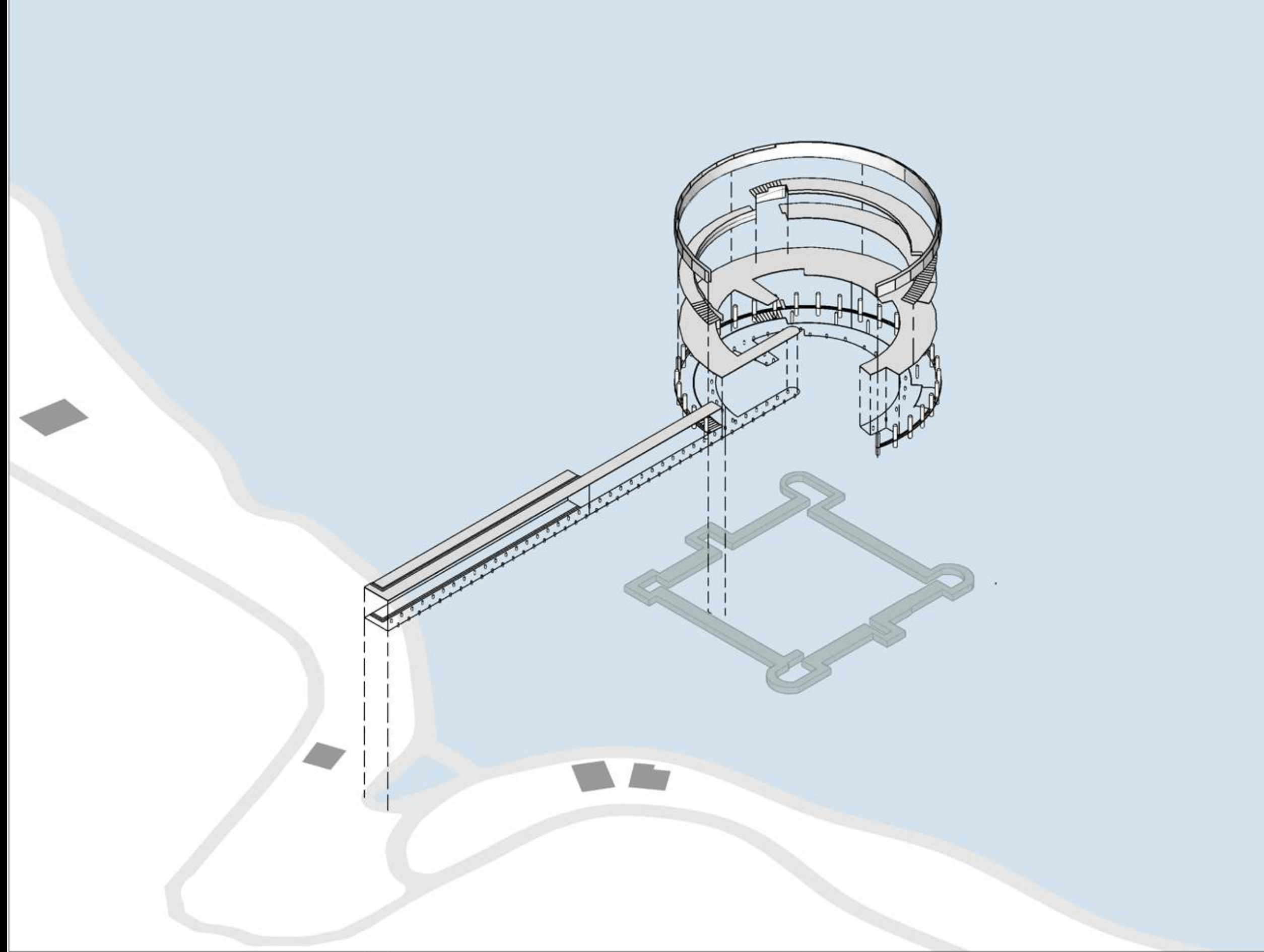
The international comission for the protection of the Danube river (ICPDR) launched a competition to either extract the ancient fortification or highlight it's existence. One of the fortification mentioned is the Campas Ravna, which was drowned when the level of the river water rose.

A proposal was submitted to highlight its existence by building an attraction point on the surface of the water. Following a deep study on the type of the existing water of the river, a new water activity such as diving to visit the archeological site underwater.

The purpose and function of this area is to be an archeological station so people of the field can dive and make some discoveries in that area. This attraction point as well will be for people coming by boat or near-by areas.

They can park the boats or cars and come to the site to relax and have a good time, also they can take some diving lessons and discover the underwater site.

People can come by boat to all the attractions along the Danube river and then pass by the site and discover the stop.









## INTERIOR VISUALIZATION

DEATEC

**Jounieh | Lebanon**

June 2021

The following images are solely rendered following the design of the interior architect in charge.

The construction of the living room and the dining room were built using the software 3DSMAX. As for the final render the corona software a plugin to 3DSMAX was used.

The renders are followed by a post-production using PHOTOSHOP.











## INTERIOR VISUALIZATION

Ezzedine Samoura studio

**Beirut | Lebanon**

August 2020

The following images are solely rendered following the design of the interior architect in charge.

The construction of the two living rooms and the dining room were built using the software 3DSMAX. As for the final render the corona software a plugin to 3DSMAX was used.

The renders are followed by a post-production using PHOTOSHOP.







**INTERIOR DESIGN  
AND VISUALIZATION**

Achitect Larissa G.

**Bsalim | Lebanon**  
January 2021

Entrance design for a private residence, with added seated corner.

Software used for planing details AUTOCAD, followed with a 3d construction using 3DSMAX.

Visualization done with the corona renderer, as well as post-production using PHOTOSHOP.





## **CONTACT**

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**+961 76 640 290**