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UCLA Health - Neuropsychiatric Hospital

UCLA Health neuropsychiatric hospital project located at 5900 W. Olympic Boulevard near San Vicente Boulevard in Los Angeles. with 175,000 SF is a Five-story Behavioral Health building. Comprehensive behavioral health care services for adult, geriatric, pediatric, and adolescent patients, as well as a dedicated area for crisis stabilization services. planned for 119 inpatient acute care psychiatric beds. in this Design build project, I was Architectural, Interiors Technical and AE team coordinator in DD, CDs, HCAI permitting CA phases
Software: Revit, Revizto, Procore

HOK



LAVC - AB2

Los Angeles Valley College Academic building 2, located in Valley Glen California with 57,800 GSF is a two-story academic building including classrooms and laboratory spaces for 5 departments. I've been a job Captain and designer in DD to CD and DSA permitting phases. Project was involved with build LACCD management as owners PM in collaboration with NAC. Software: Revit, Rhino, Grasshopper, Illustrator, InDesign and BBS

NAC



LEVEL 1 VIEWS



LEVEL 2 VIEWS



ACADEMIC BUILDING 2



ACADEMIC BUILDING 2



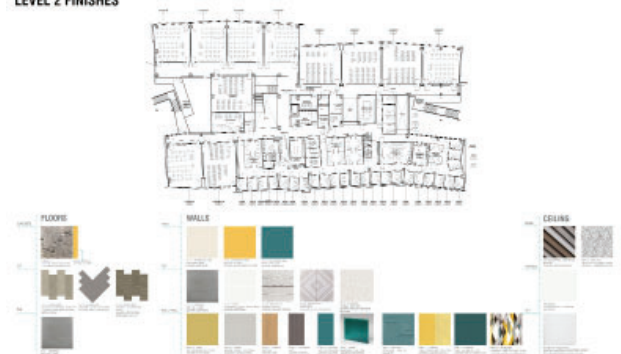
LEVEL 1 FINISHES



ACADEMIC BUILDING 2



LEVEL 2 FINISHES



ACADEMIC BUILDING 2



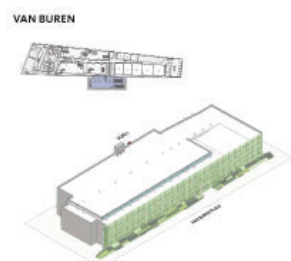
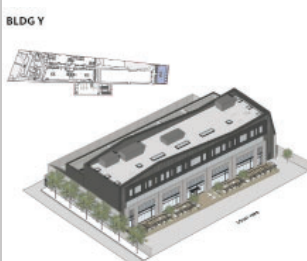
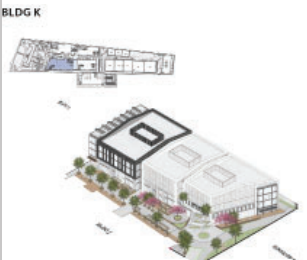
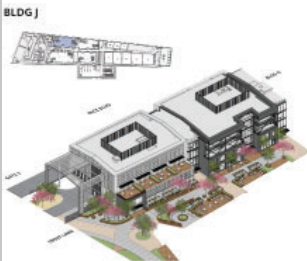


The Culver Studios

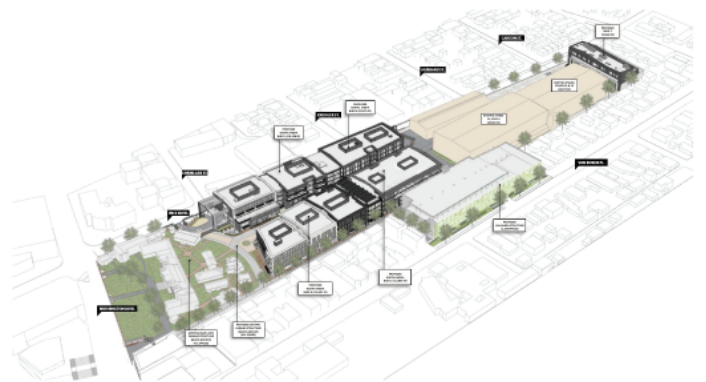
Culver studios was a master plan development of 681,000 GSF. Including multiple record studios to office spaces and parkings. I was evolved in the project from SD to CD phase on this project which is currently under construction. Project got assigned to Amazon as tenant which we did interiors for their scope as will.

Softwares: Rhino, Photoshop, Grasshopper, Revit and BBS

Gensler



AERIAL VIEW TOWARDS SOUTHEAST



MASTER PLAN

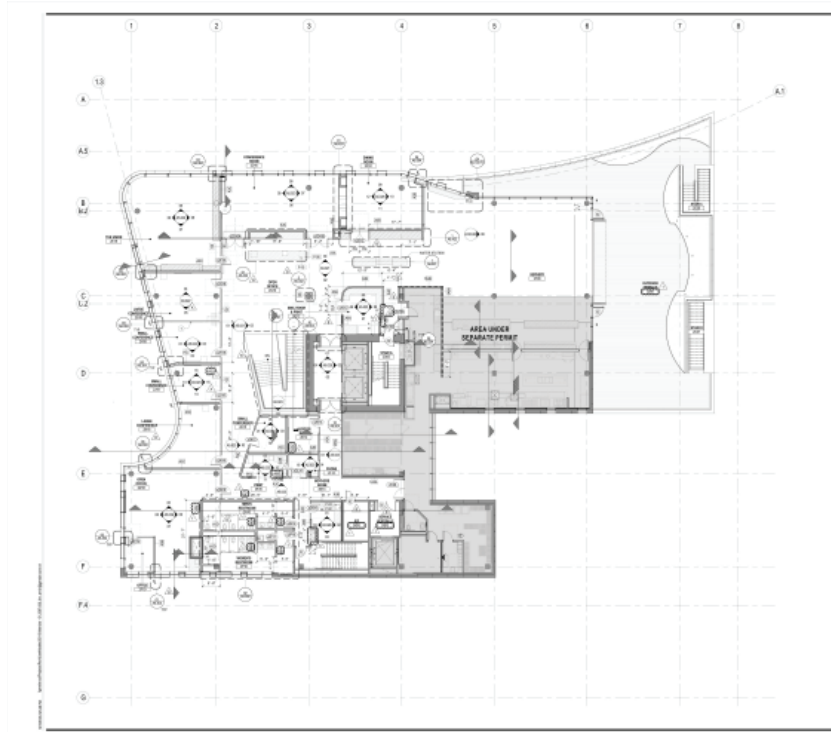
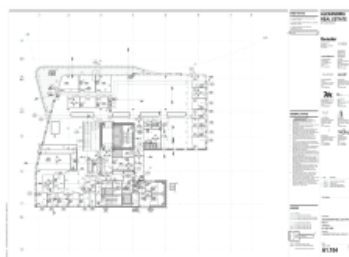
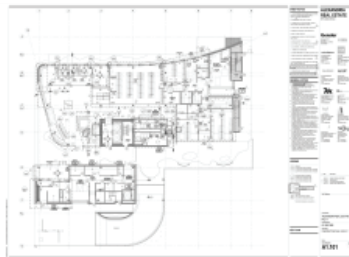


Alexandria HQ

Alexandria Real Estate Equities, Inc. is developing their headquarters in downtown Pasadena. The 5-story, 78,000 square foot office building contains ground floor launch labs emphasizing Alexandria's market focus. I was part of the team for CA phase of this project coordinating TI and Core and shell with Interiors as well as FF&E.

Software: Rhino, Photoshop, Revit

Gensler



SHEET NOTES

ALEXANDRIA REAL ESTATE
300 South Main

Gensler

GLJM&C ARUP

GENERAL NOTES

LEGEND

PROJECT: ALEXANDRIA REAL ESTATE
NO.: HQ TI
DATE: 01.28.17
SCALE: CONSTRUCTION PLAN LEVEL 0

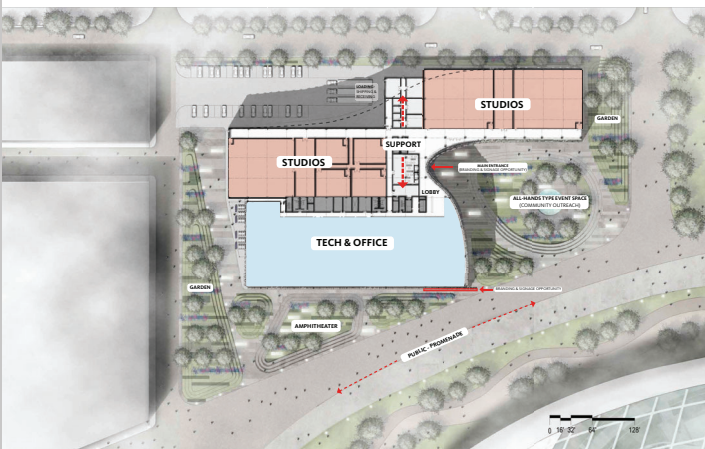
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Annex

Design competition for a national brand (client name is confidential). I was a part of the design group to fit the program and suggest architectural massing solutions to address clients need. I was the designer to building parametric skin. Presented VR view along with our renderings and we won the competition.

Softwares: Rhino, Grasshopper, Illustrator, Photoshop

Gensler





Sunset Gateway

Gehry Partners

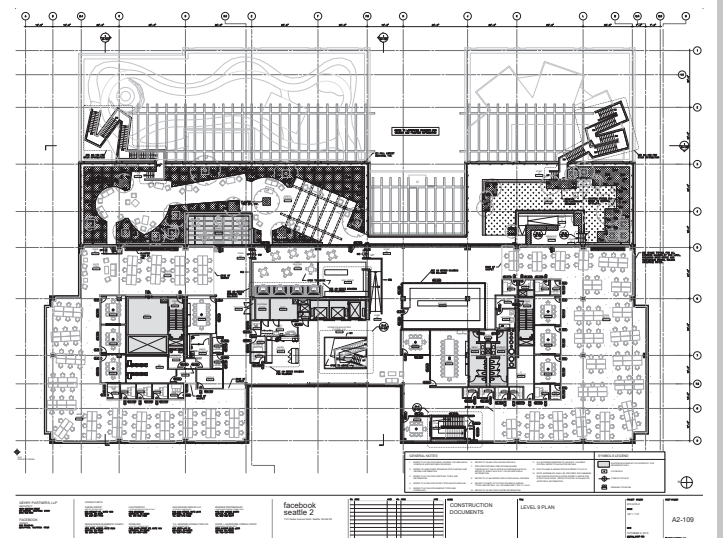
Sunset Gateway is a mixed used project in Sunset Blvd. In this project I was responsible for many exciting concept and schematic design tasks such as: Model making and fabrication in different scales, Graphics, Drawing and 3D modeling. The project got selected to be in Display in LACMA as one of Frank Gehry's feature designs.



Facebook

Gehry Partners

Facebook Seattle is one of the facebook offices is a built TI designed by GP .I was a Project Designer during project SD to CD Phases.

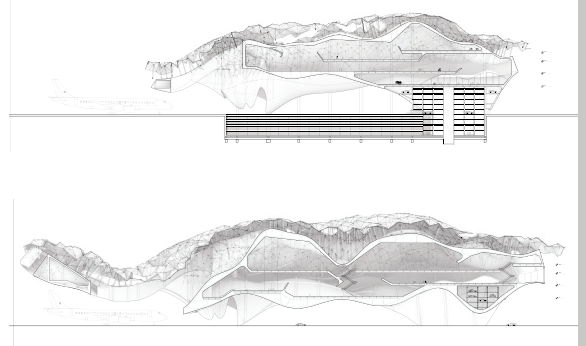
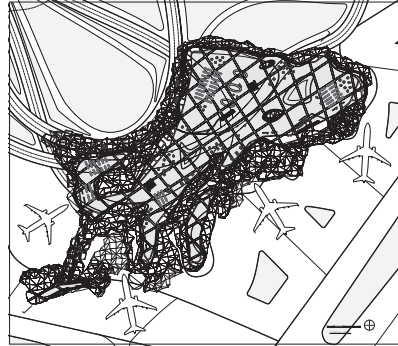
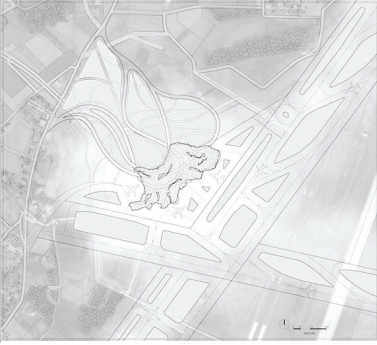


Airport

Instructed by Reiser+Umemoto_Sci Arc_Fa13

Sci-Arc

Designing a point to point airport which time and speed was one of the most important design factors became super interesting in this studio. We took an airport out of its conventional form to a new level of representation and design and lift up the mass so it take its visitors off the ground at their check in/out points. Double skin envelope had been designed by different mediums such as: Grasshopper, CAD, Rhino and Illustrator. The physical Model had been fabricated with vacuum forming to achieve structural vision and laser cutting secondary skin to create the digital fabrication. Collaboration with Leyla Behbahani.

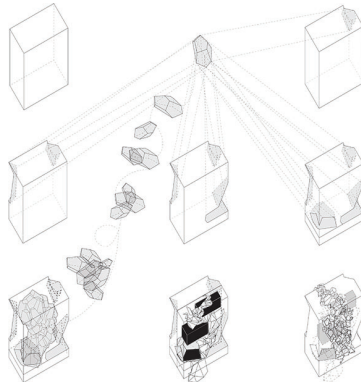


NY Highline

Instructed by Herwig Baumgartner_Fa12

Sci-Arc

NY Highline performing art center, not only is holding two main amphitheatres but also its one outdoor theater, were designed strategically to circulate people in the space vertically and create many different experiences. The exterior crystal articulation was designed by mediums such as: Processing, Grasshopper, CAD and Illustrator. Collaboration with Sofya Lapina.

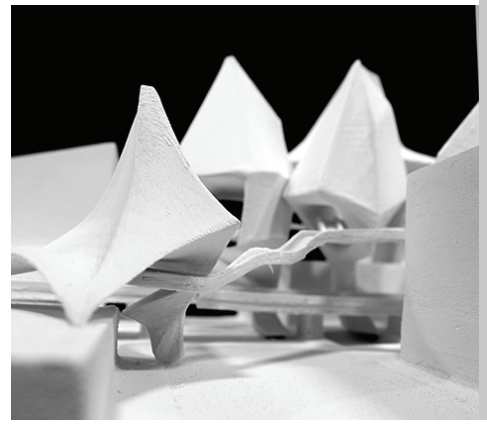
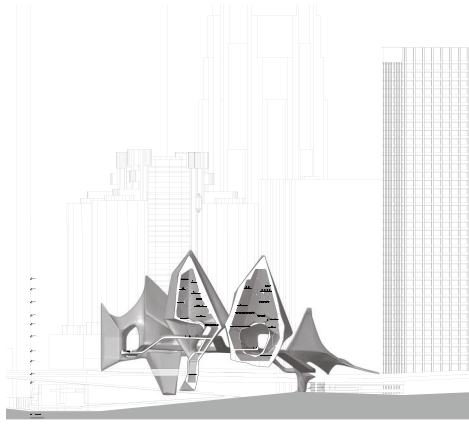
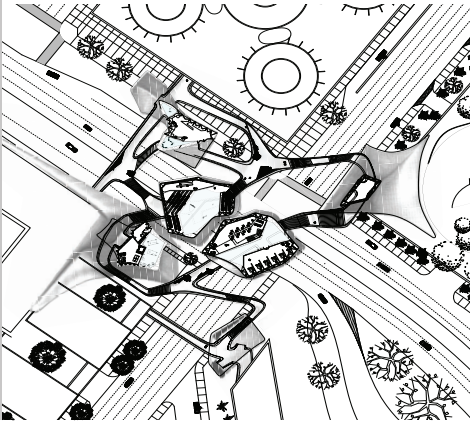


LA Skywalk

Instructed by Tom Wiscomb/ Ming Fong_Sci Arc_Sp14

Sci-Arc

Downtown Los Angeles current skywalk is only being use as part of circulation between towers and in some parts is barley being used. Introducing a new phase to the current skywalk situation had provided a delamination from the city ground level. Providing a secondary ground which is not only offers a connection between major buildings but also a fast and wide range of daily services to its users. LA skywalk is a gateway to the city at a place where you start experiencing all the towers and high-rises. Collaboration with suky Hu, Shuangzhi Shen.



0 | 1 HOUSE

Instructed by Alexis Rochas_Sp12

Sci-Arc

A House designed based on planar surface grid system. House had been designed based on Le Corbusier "Modular" system to introduce openings, volumes and spaces.

