

# ARCHITECTURAL PORTFOLIO

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Selected works 20'-23'

## SKILLS AND EXPERIENCE

### **Adobe Suite**

(AI, PS, InDesign, XD, Premiere/AE)

### **3D-design software:**

Blender3D, 3ds Max, Maya, Rhino + GH

### **CAD/BIM software:**

Autodesk Revit, Autocad, Fusion 360, SolidWorks

### **Other skills:**

Unreal Engine, Unity, Excel, ML development  
(PyTorch and Tensorflow), C++/C#

### **Experience:**

Commercial archviz rendering, VFX, 3D  
animation, game development (modelling/  
game design/backend).

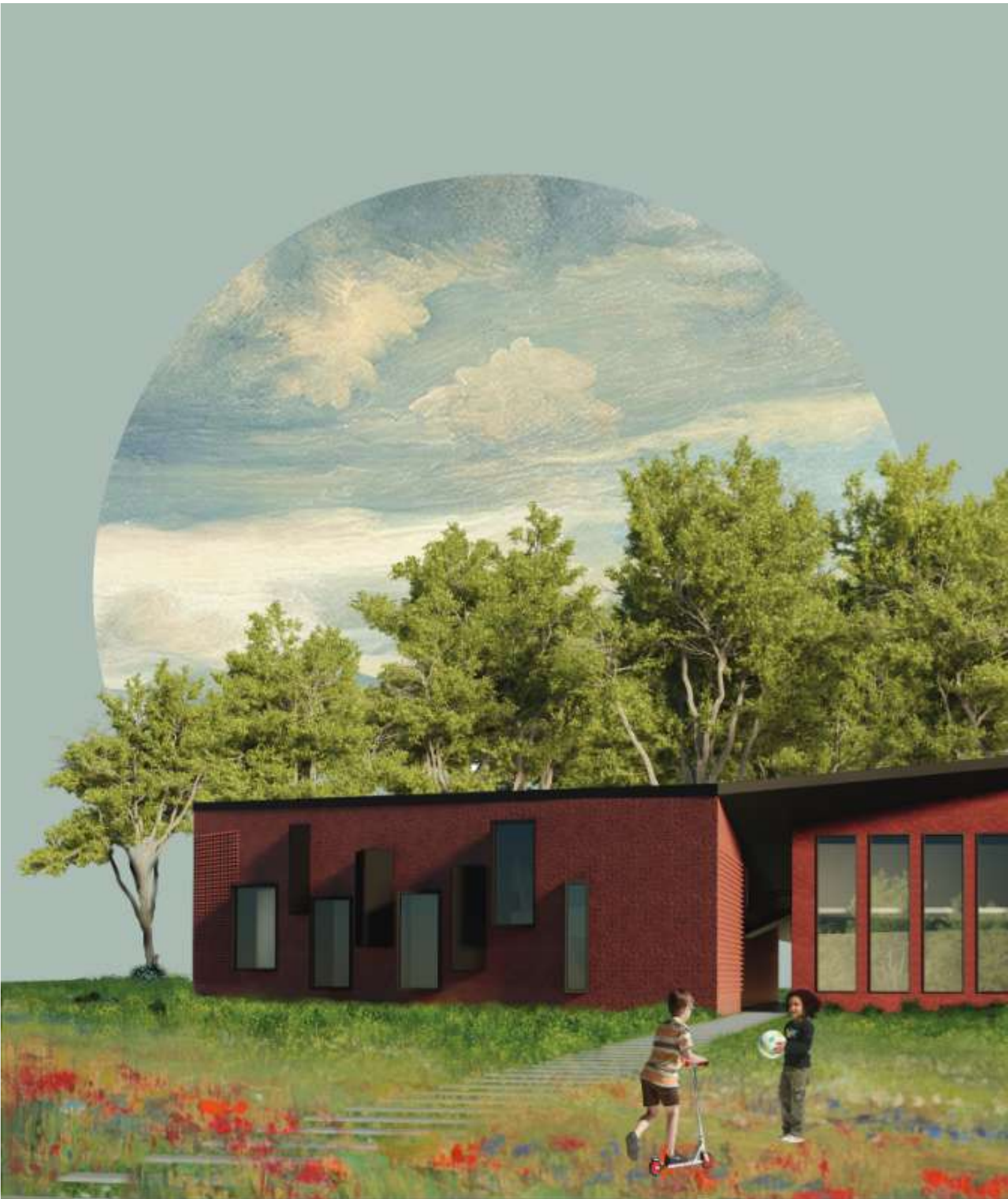
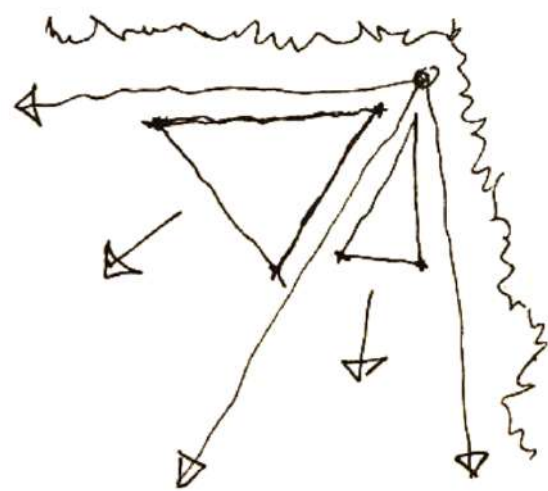
### **Hobbies:**

Programming, game development  
(landscape design), electronics

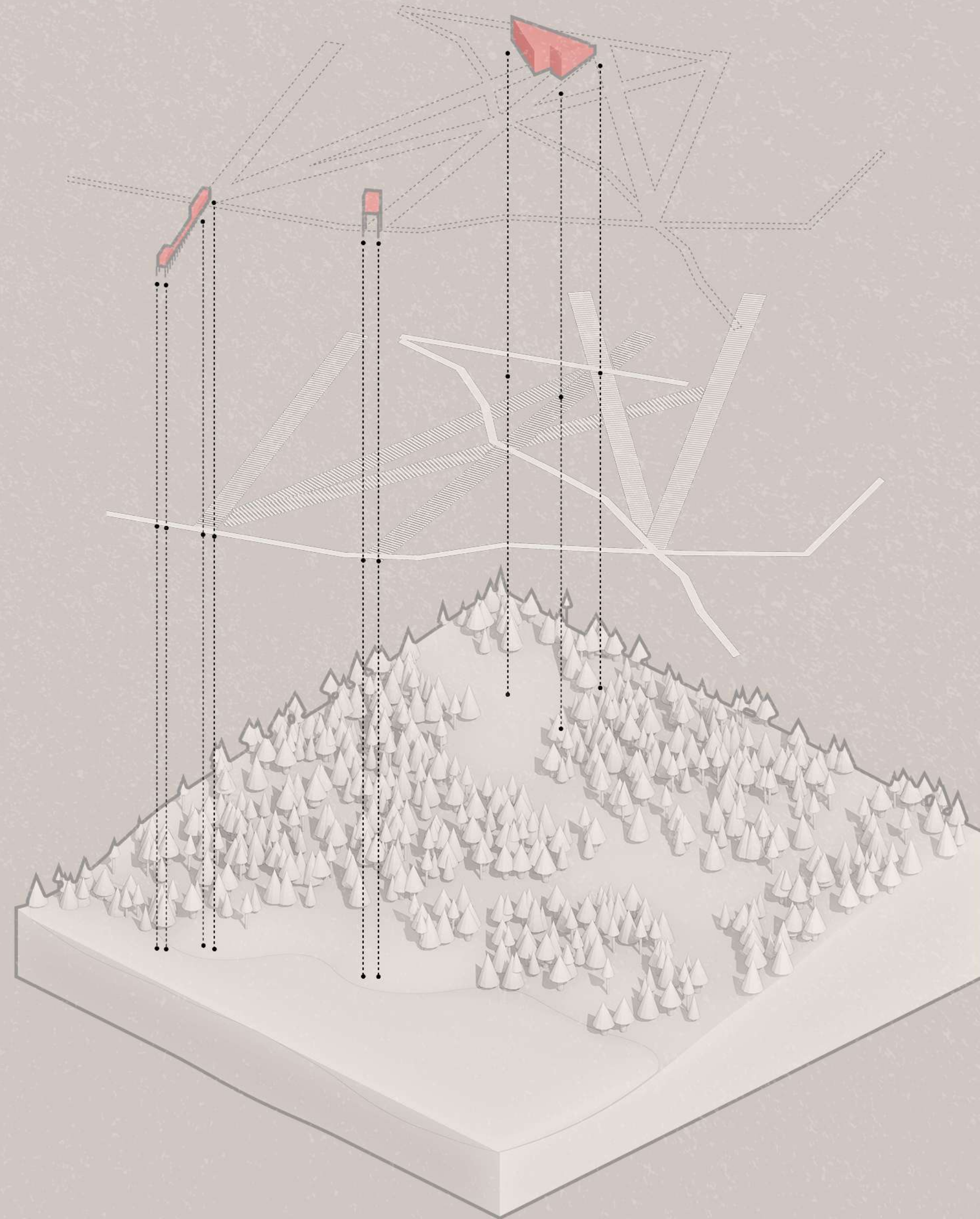
# TABLE OF CONTENTS

|  |       |
|--|-------|
| Creating an exhibition Centre in Zalesie Górne | 4-8   |
| Middle school in Warsaw                        | 9-12  |
| Single-Family housing in Boernerowo            | 13-17 |
| Other noteworthy projects                      | 18-23 |

# ZALESIE GORNE







level 3  
infrastructure

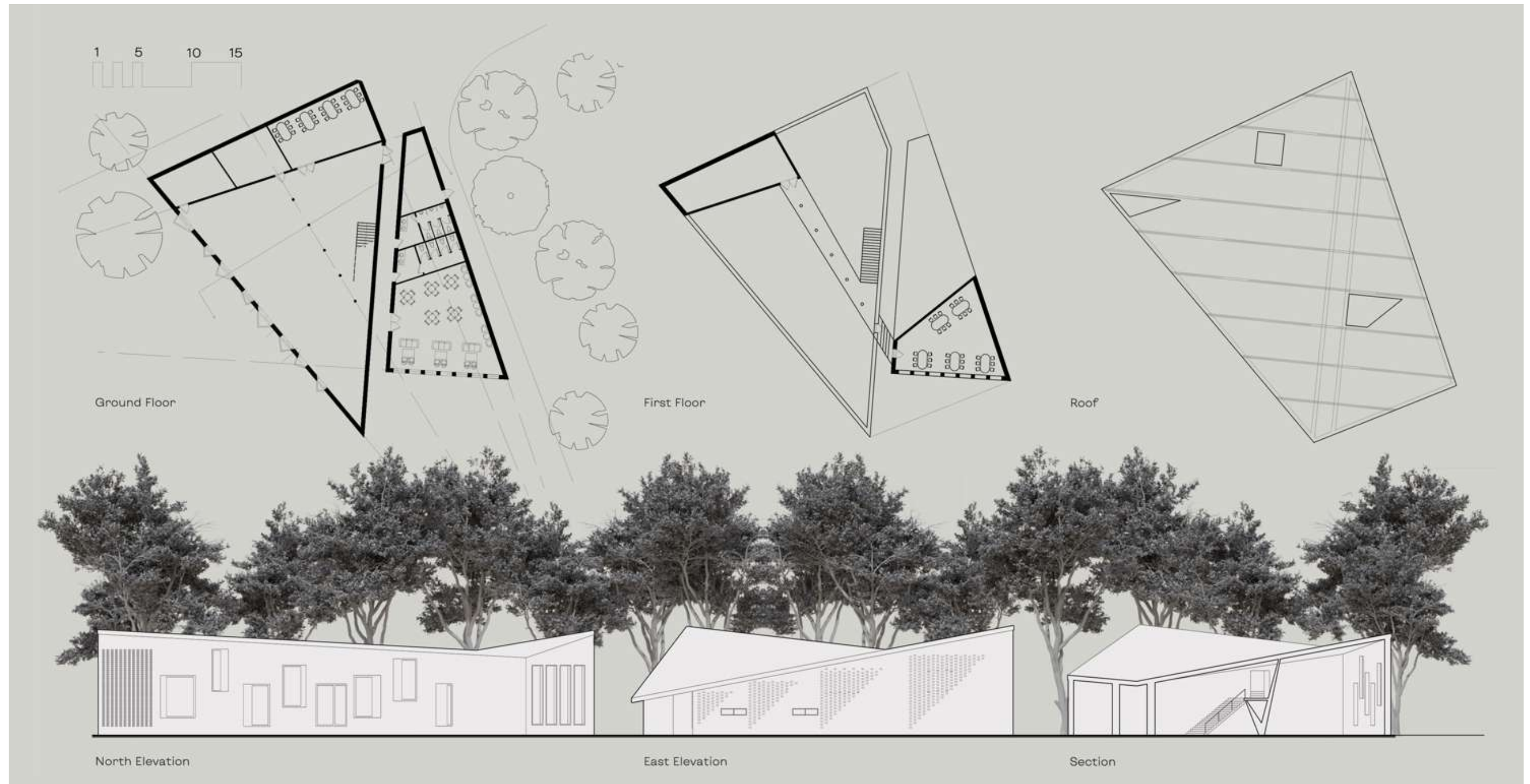
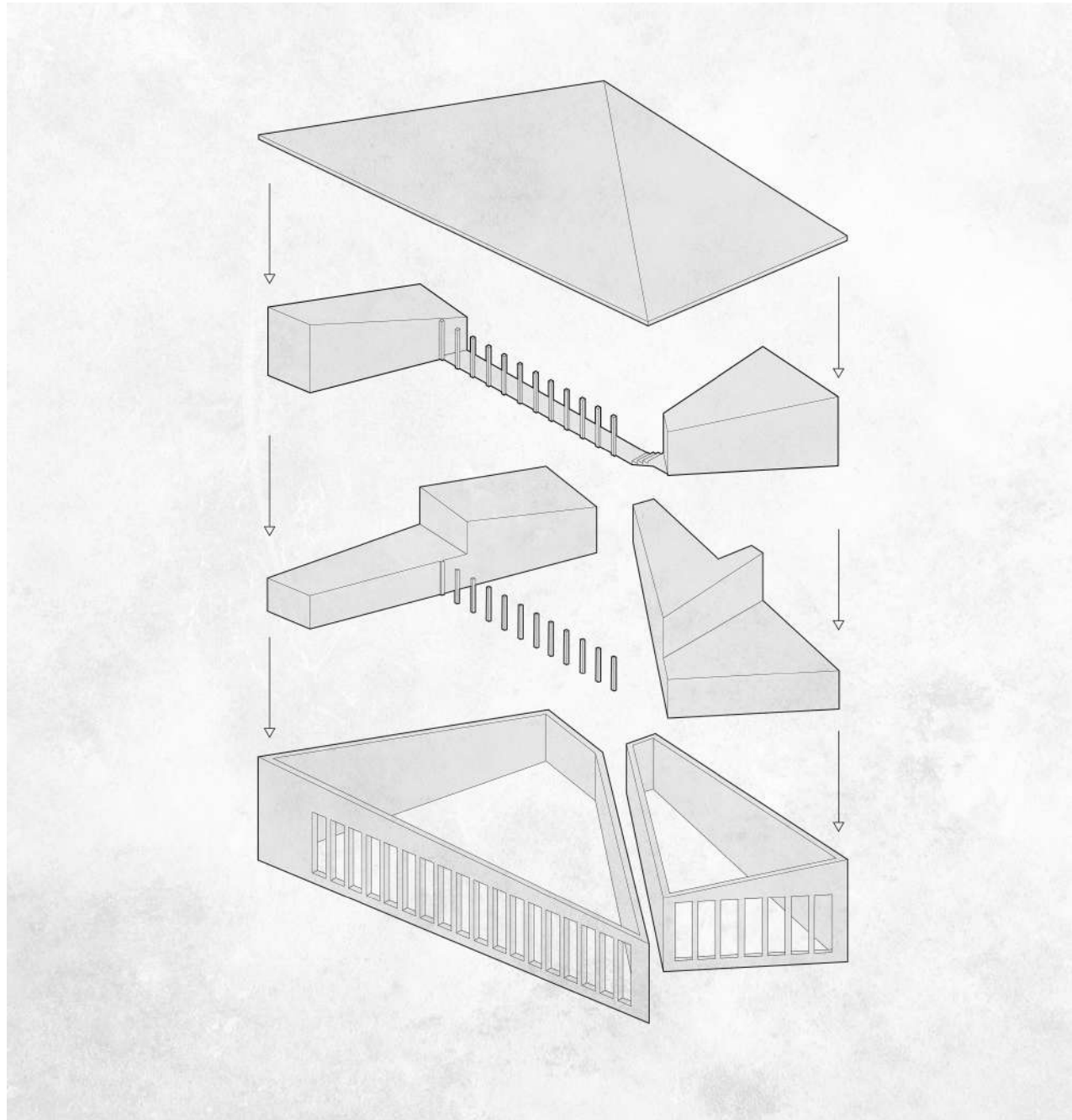
level 2  
dialog between  
existing and new roads

level 1  
relations between human  
activity and the terrain

Examining the project location has led to the quite interesting observation about the connections that have been made between the most important natural centers of the space.

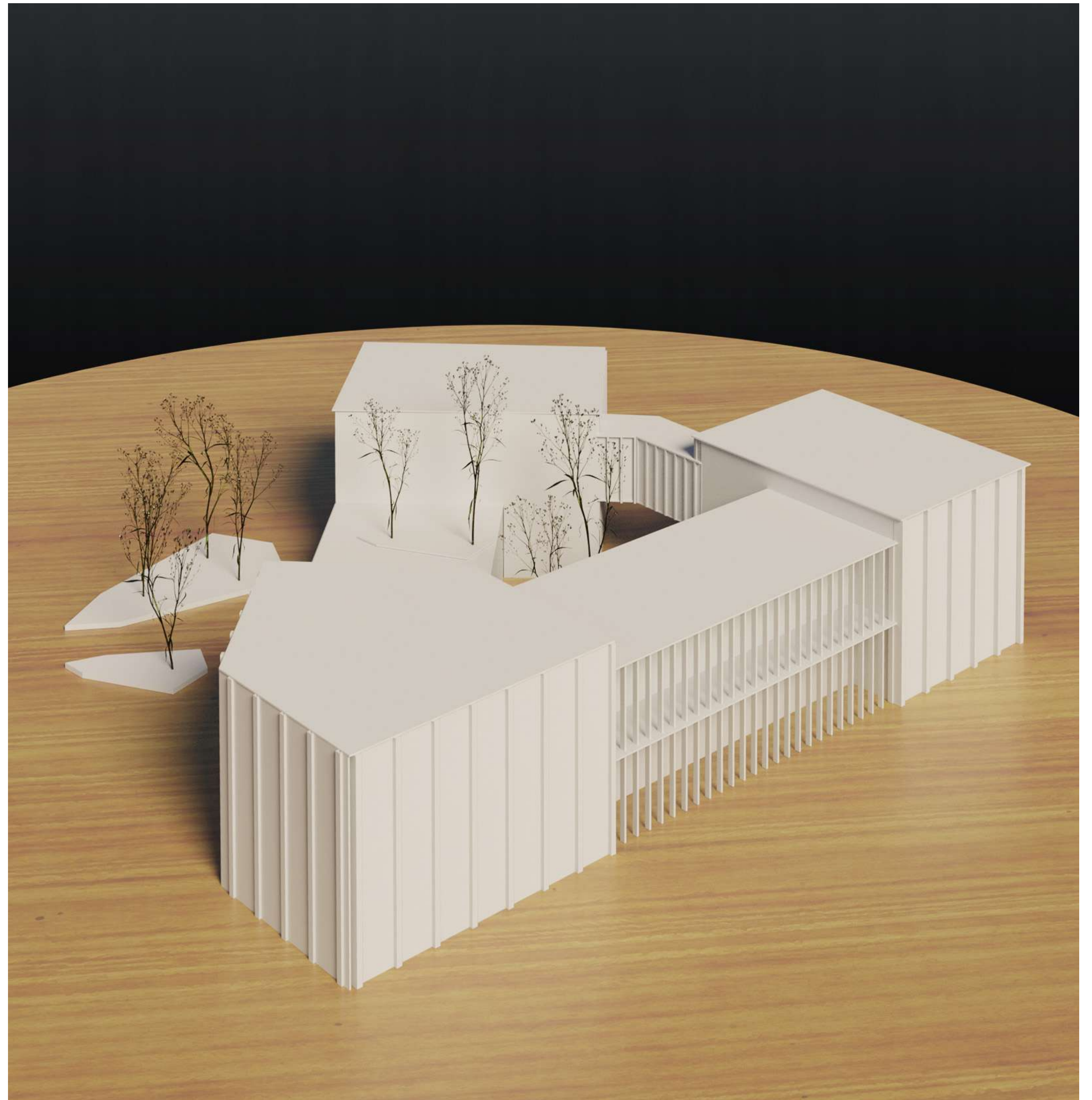
What followed out of this observation was the enhancement of the existing communication system with new, more expressive passways and the visitor centre being designed in the very beginning of the system.







# FUSION OF TECHNOLOGY AND SPIRIT

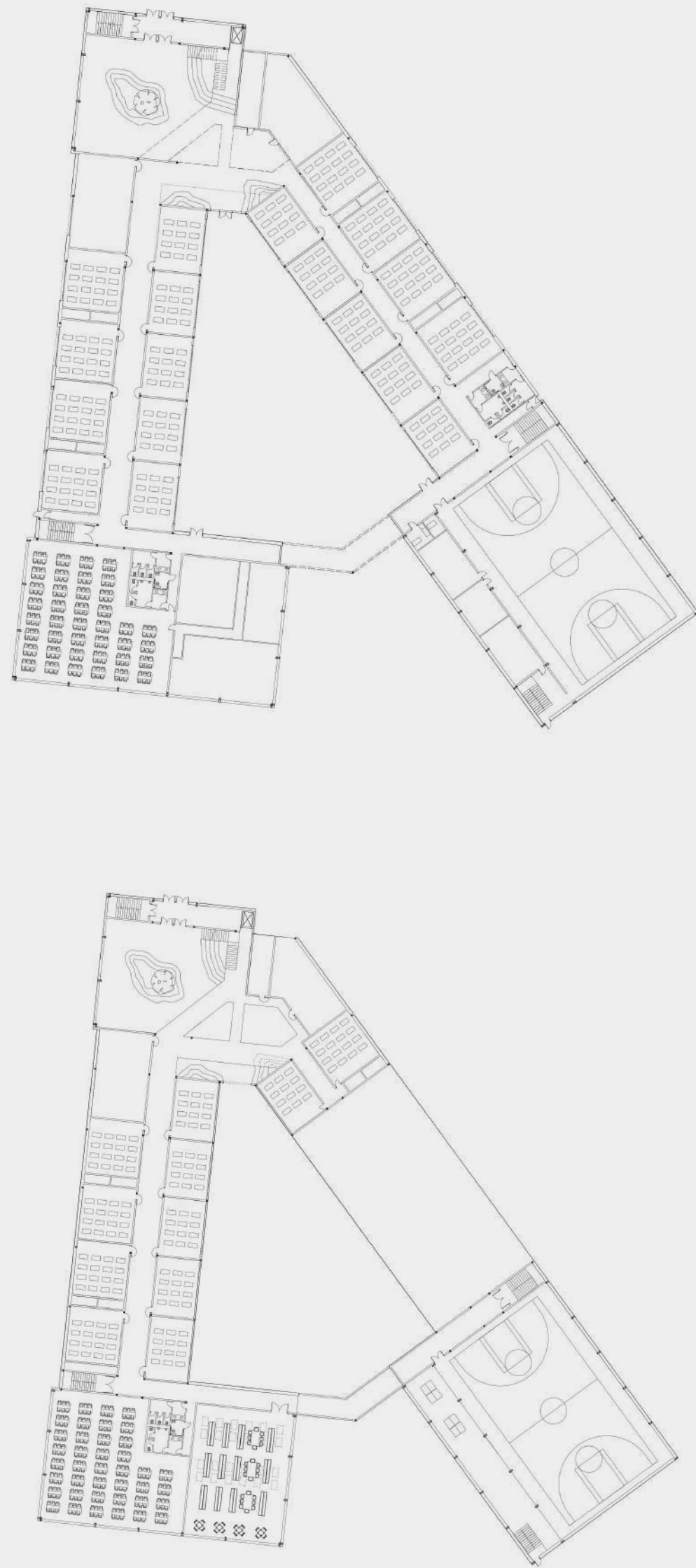






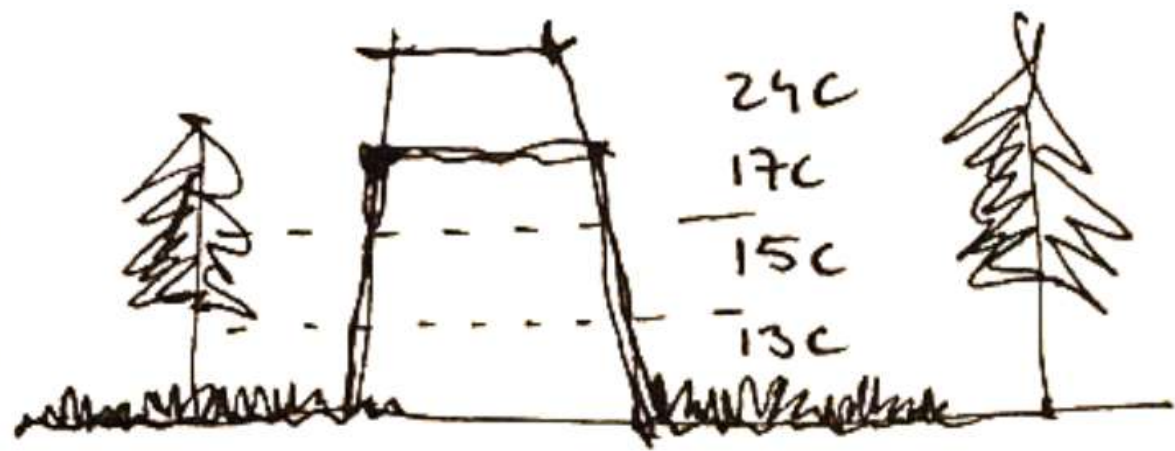
The project goal was to create a school that would feature a strict hierarchy of subjects manifested in the hierarchy of topologies itself. The ground floor would be dedicated to overall subjects that are vital for child education, and thus the architecture there would manifest the inherent joy of being curious - vibrant, always changing and dynamic.

The second floor however was designed to express the value of technology: logical, rational and mature, its message is to introduce to kids such values as rationale, critical thinking and analysis. And prepare them for the responsibilities and hard work of their future career.





# THE AMPLITUDE HOUSE





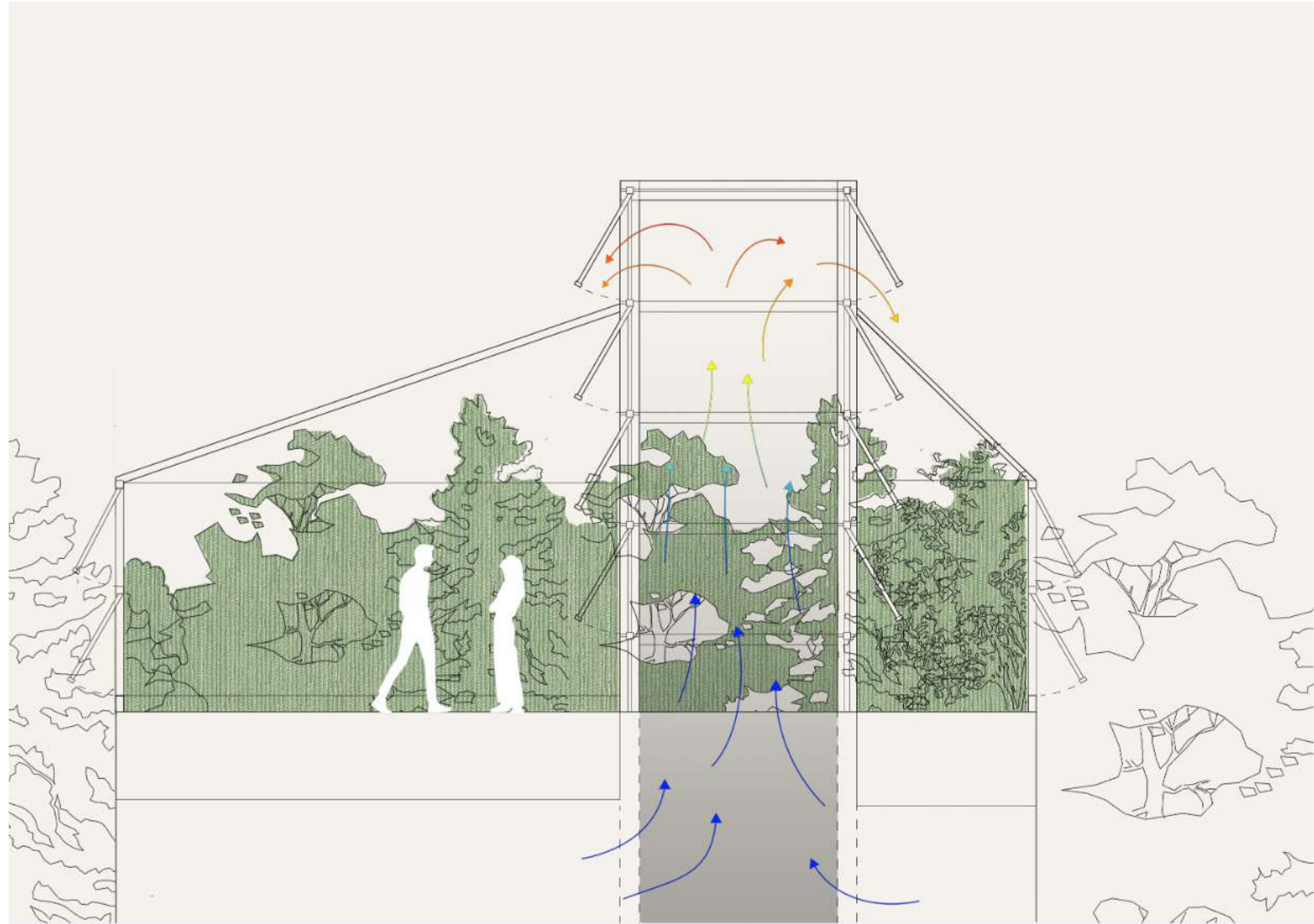
## THE AMPLITUDE HOUSE, BOERNEROWO, WARSAW

The topic of this project is the research on how to create the building which functionally can be independent of the climate and environment it is situated in, yet spiritually belongs to the same category of the building located there, complements the street and also ends the composition on the intersection.

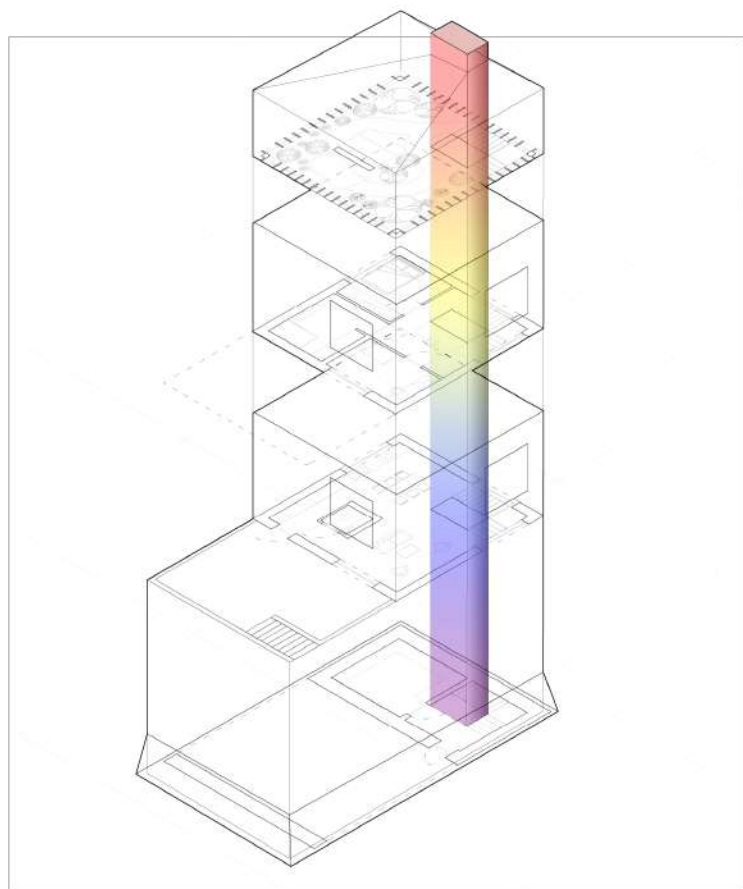
Topology and material vice the building has a lot of common elements with the environment, however the way the building functions and the way it is planned create a hidden environment of its own.

The house works on a principle of convection, pushing hotter and more humid air towards the last floor, creating a gradient of temperatures that can be manipulated to optimize temperatures in both summer and winter.

The House consist of 3 floors and a garage underneath the house, freeing a lot of ground for greenery. The first floor is the most open and inviting, opened with a terrace and leading to the kitchen and main hall. The second floor is dedicated to sleeping commodities and a big bathroom and laundry room. And the last, most private one is a garden on top of the house and a SPA hidden inside it.







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# OTHER PROJECTS

Hotel Project in Quanzhou

5

Pavilion in Pola Mokotowskie

6-11

Procedural creation of GUS buiding

12-16

Personal projects

17-23



# HOTEL IN GUANGZHOU

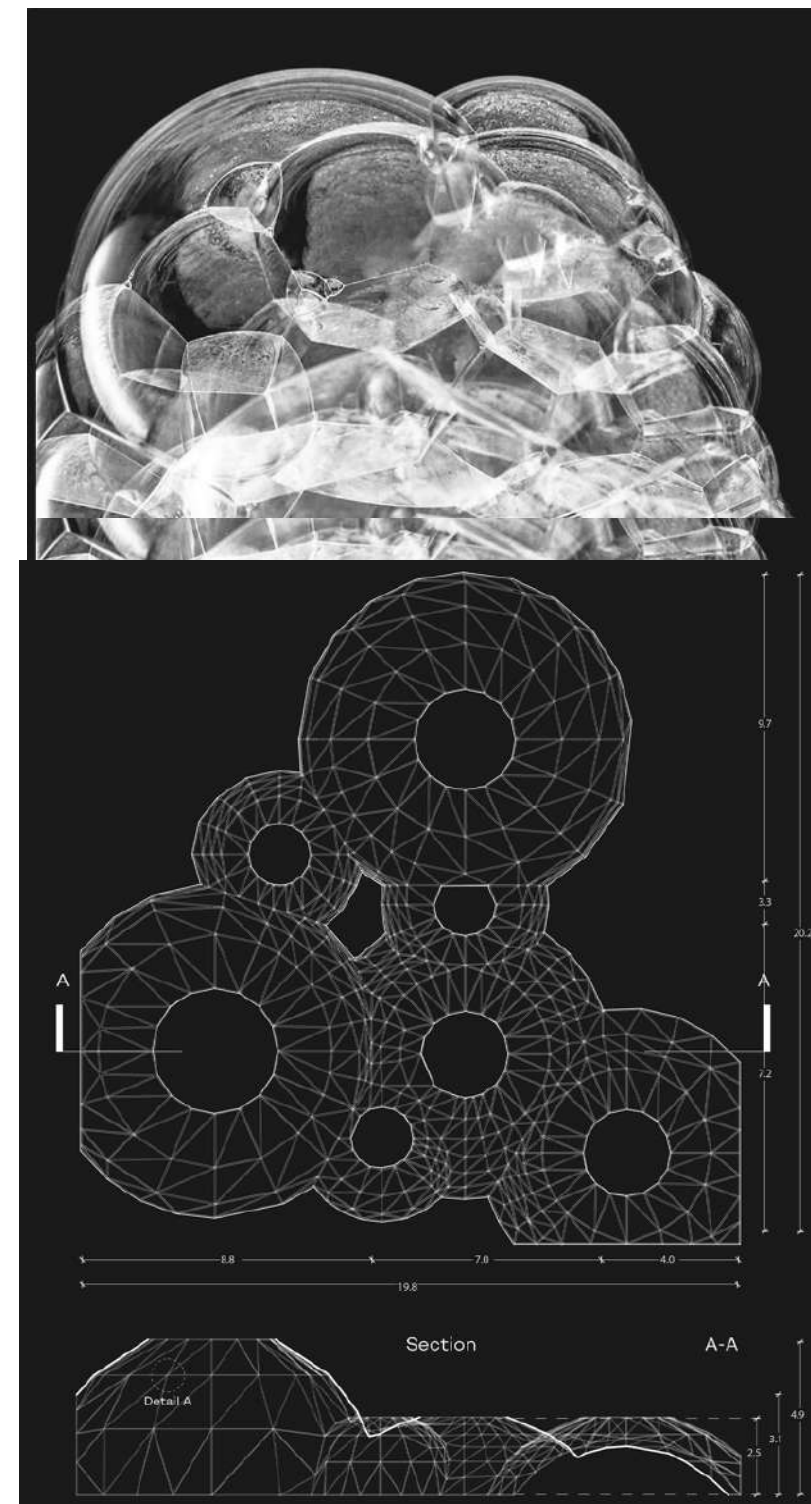


The project aimed to create a network of small hotel rooms in the natural environment nearby 1000-year-old natural lychee trees, and the idea was to create the complex quite literally in nature, by transforming it into the iconic Asia terrace formation.

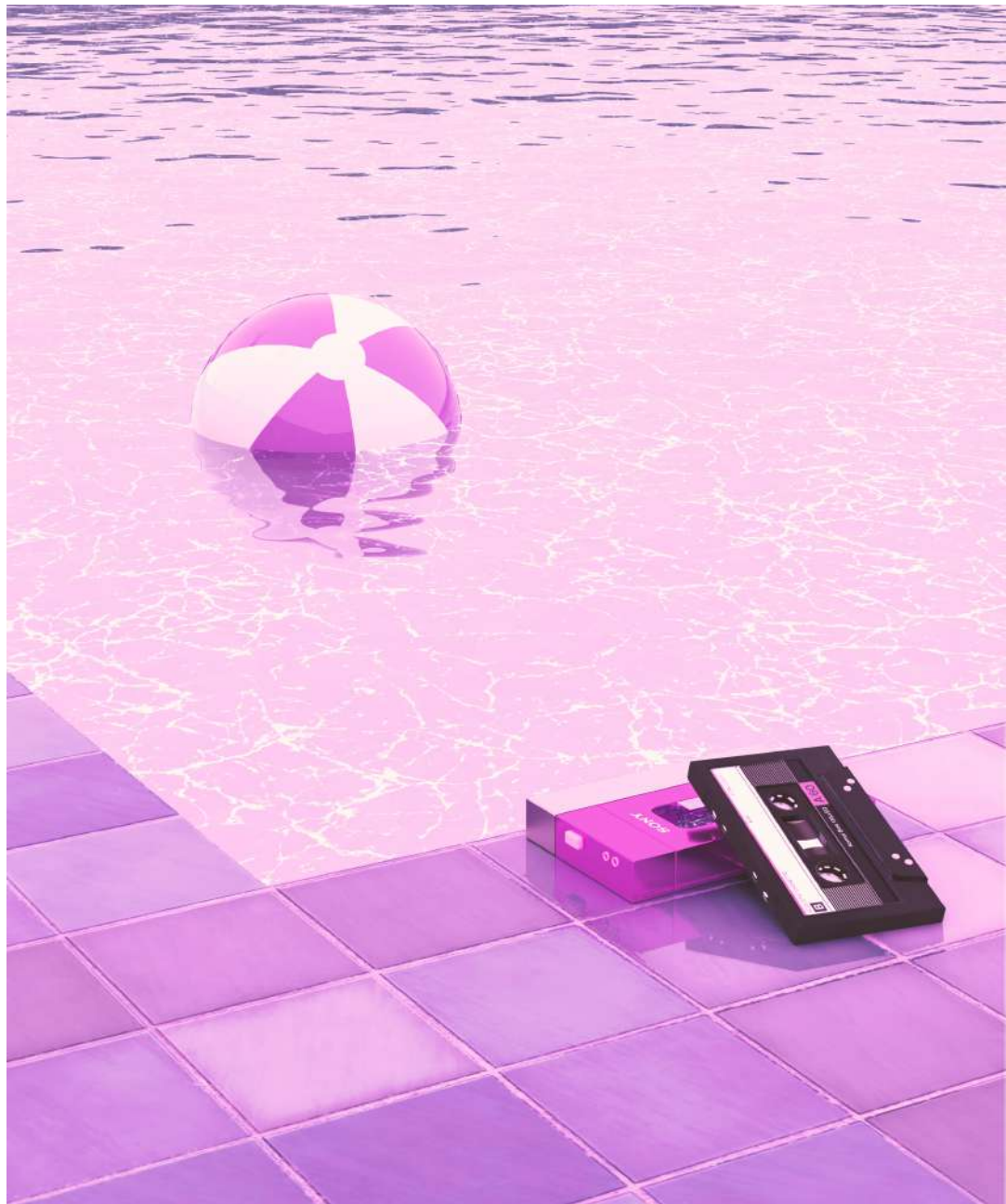


## BUBBLE PAVILION

Structural study of creating the most stable semi-spherical construction with the least material used for the light-weight pavilion in Mokotow field.





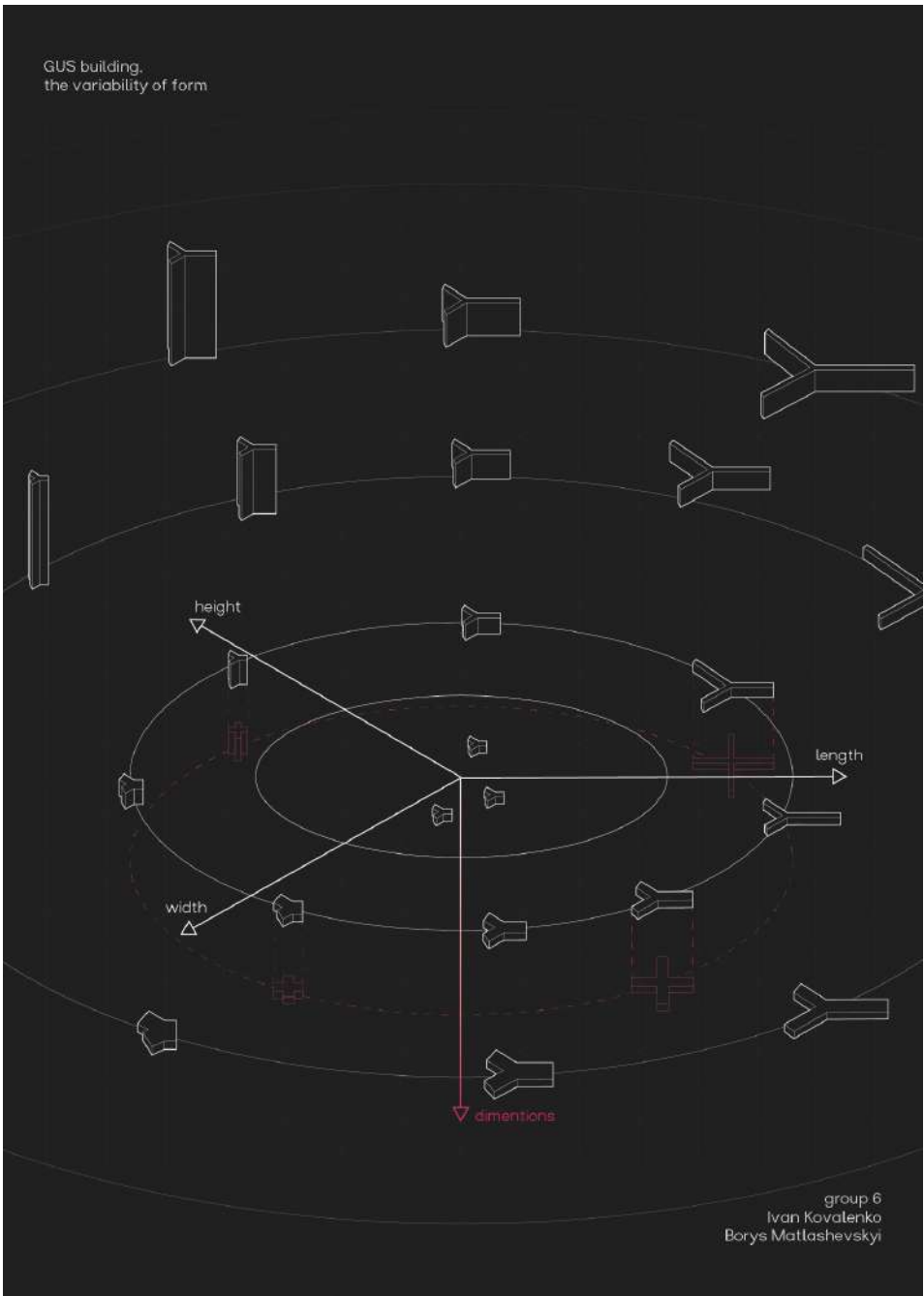


# PERSONAL PROJECTS

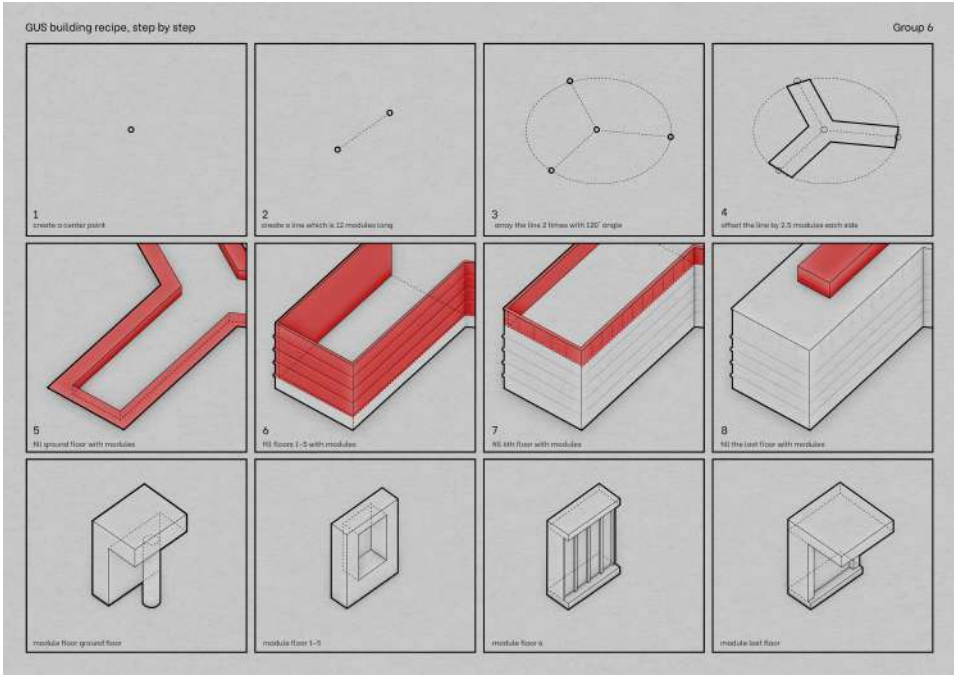
In my works, I examine the possibilities of 3D design to create scenery that serves as a metaphor for human emotions and psychic states. Projecting something that is inside onto something material and visible for me is an interesting way to show the expression of some state as well as imagine how the feelings may look in our world.







During the grasshopper tutorials, the challenge we were presented with was to develop the method of recreating the GUS building in Warsaw and create the design language to explain the procedure of creating the same topology, as well as showcase other methods our system could have used.



# PROCEDURAL EXPLORATION