

P O R T F O L I O

Selected Work
2026

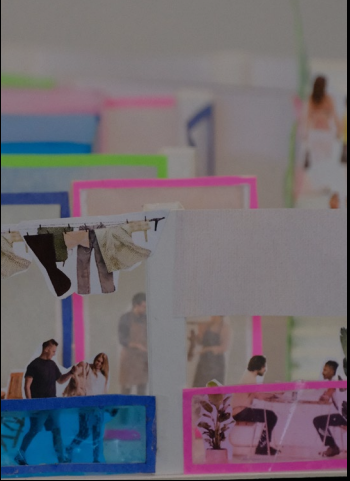
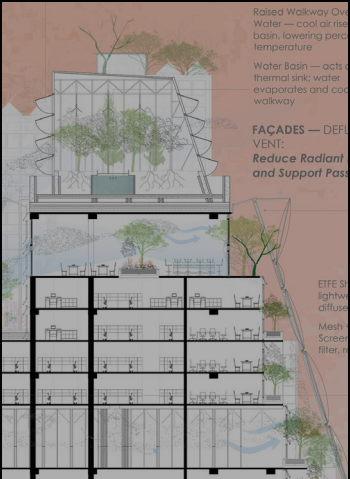
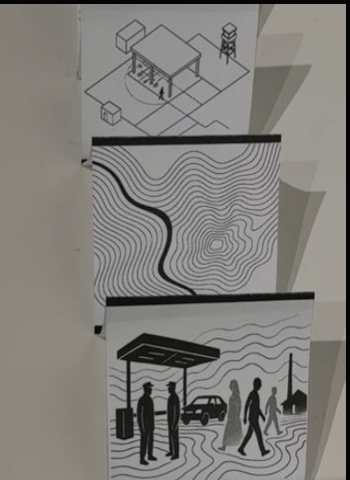
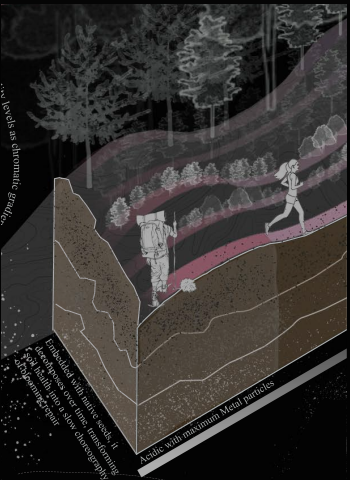


Akshara Vinayagam

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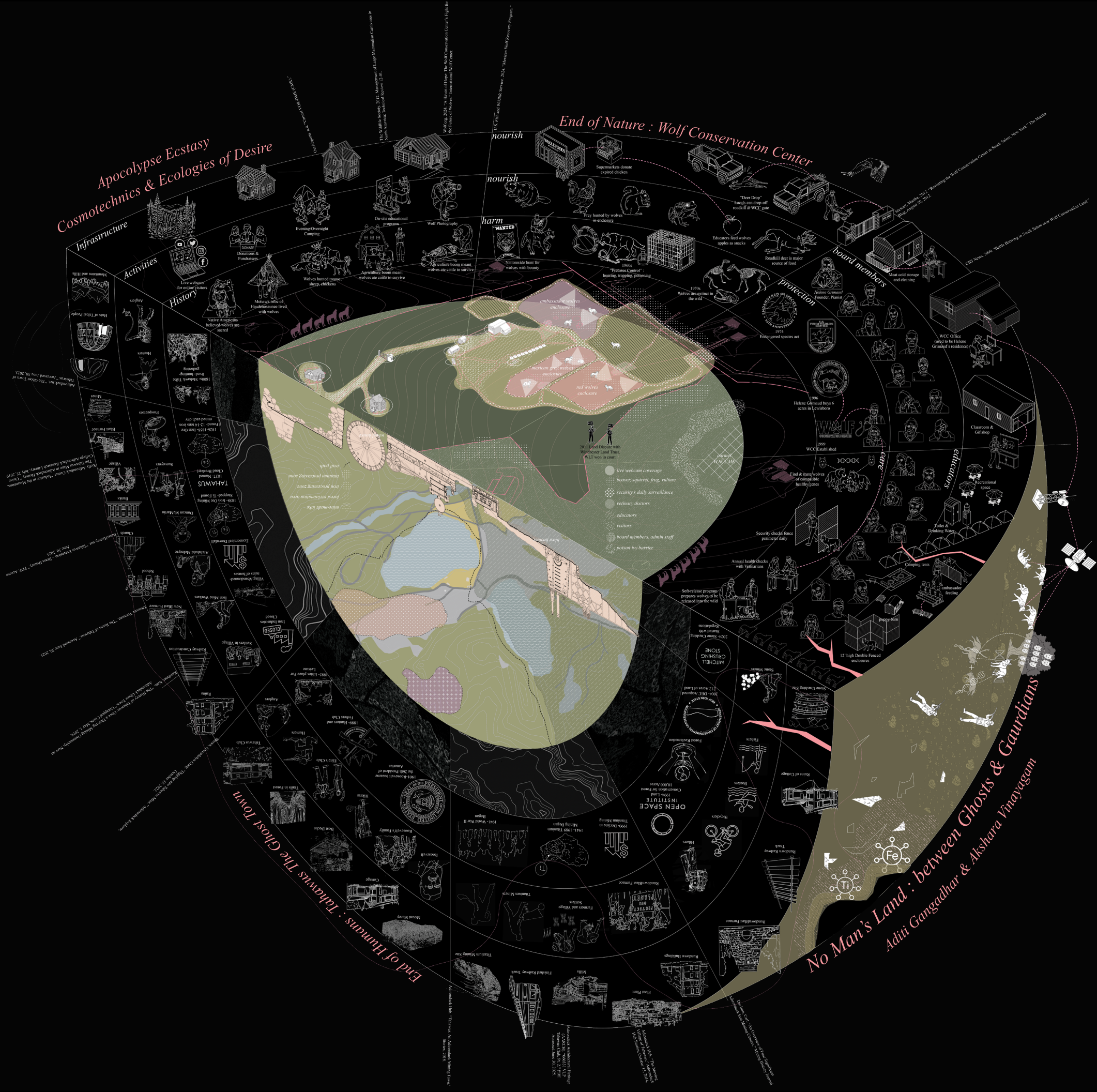


01/ NO MAN'S LAND

GSAPP AAD Summer 2025 | Group Work

This group-produced cosmogram maps Tahawus as a contested landscape shaped by extraction, abandonment, and ecological recovery, juxtaposed with the Wolf Conservation Center as a site of protection and multispecies care. The drawing constructs a layered narrative of human, animal, and environmental systems, tracing histories of labor, industry, and displacement alongside cycles of regeneration.

Organized as a radial field of relationships, the cosmogram situates architecture within broader ecological and political networks, revealing how territory is continuously negotiated between exploitation and conservation. It frames “no man’s land” not as emptiness, but as a dynamic condition where memory, landscape, and non-human actors redefine authorship and occupation.





02/ THE UNBUILT MUSEUM: WHERE ARCHITECTURE DISSOLVES AND THE LAND REMEMBERS

Tahawus, Adirondack Wilderness, NY
AAD Summer 2025 | Studio: Uriel Fogu  | Individual work

The project proposes a distributed, landscape-based museum that reframes architecture as a temporal and ecological system rather than a permanent object. Located in the abandoned mining town of Tahawus, the design engages post-industrial ruins through a network of ephemeral interventions that evolve, decay, and regenerate over time.

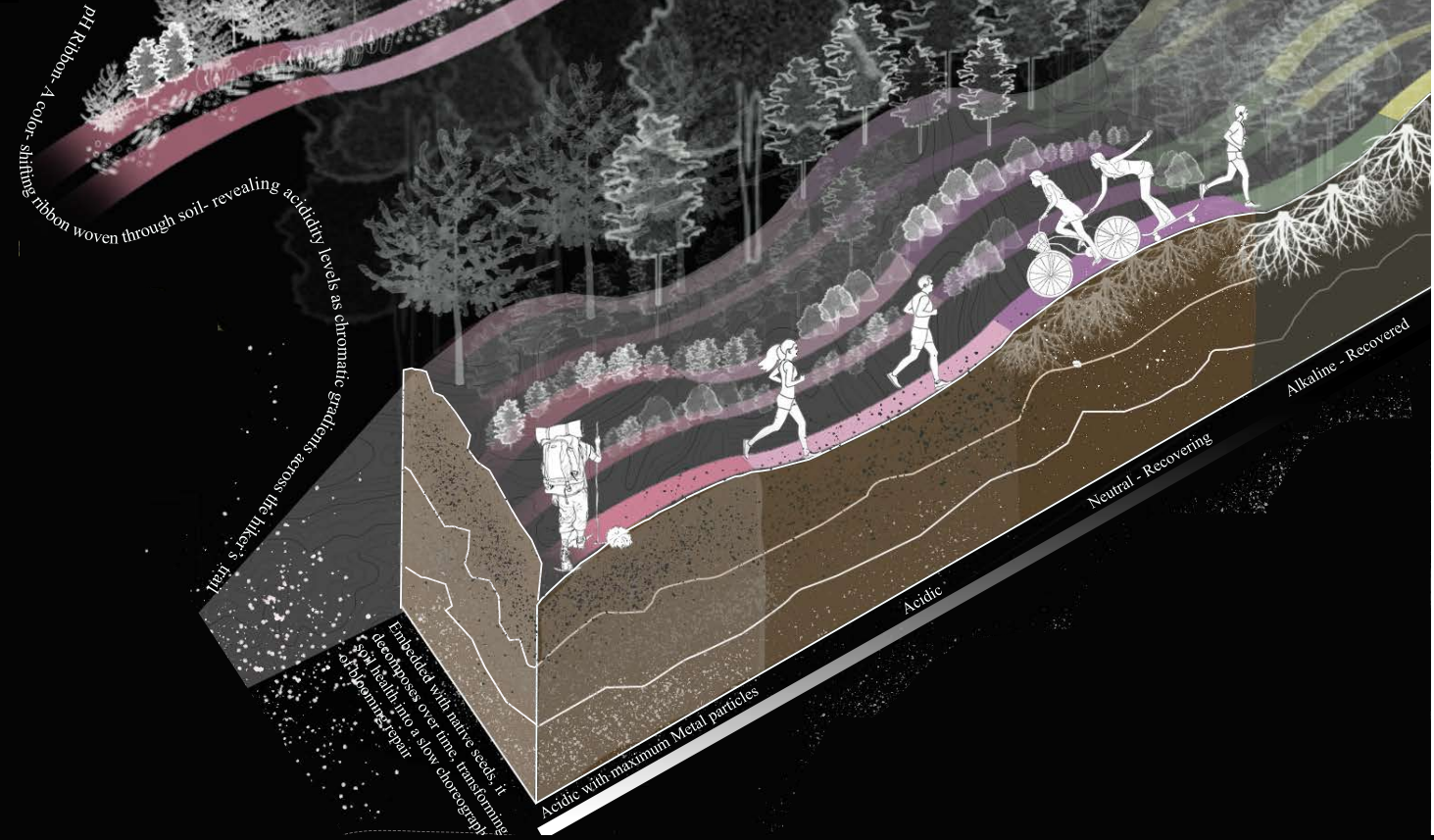
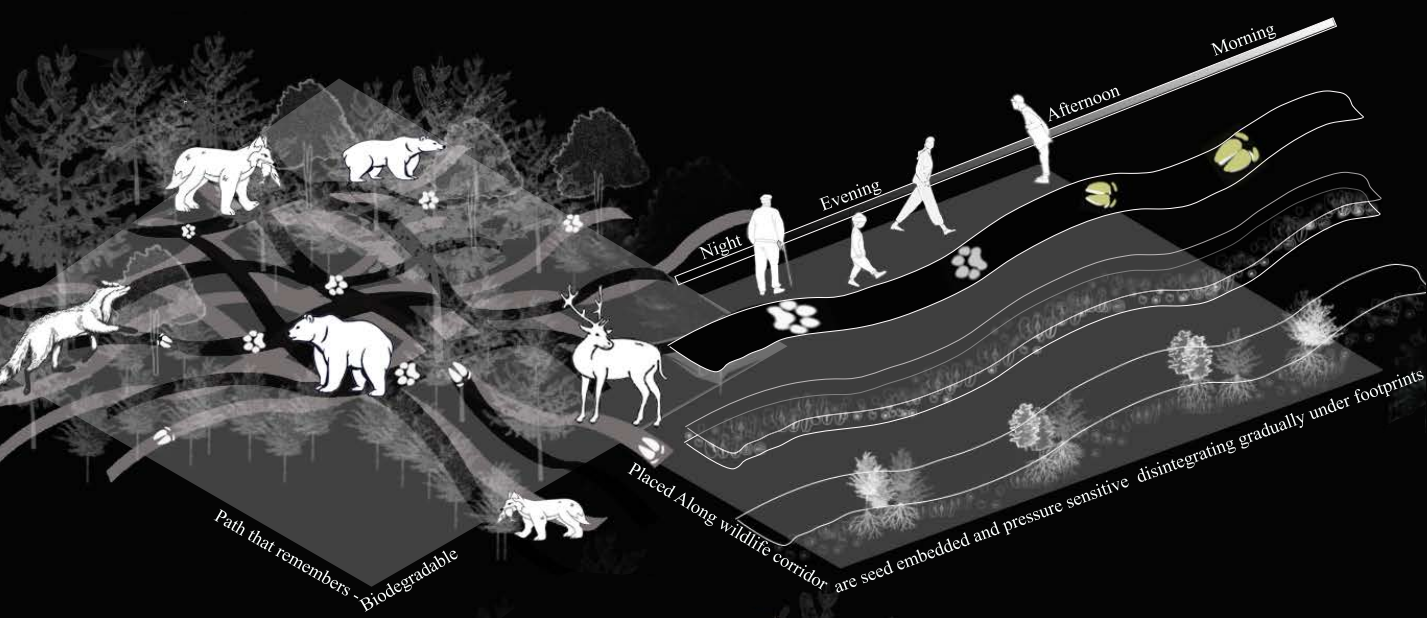
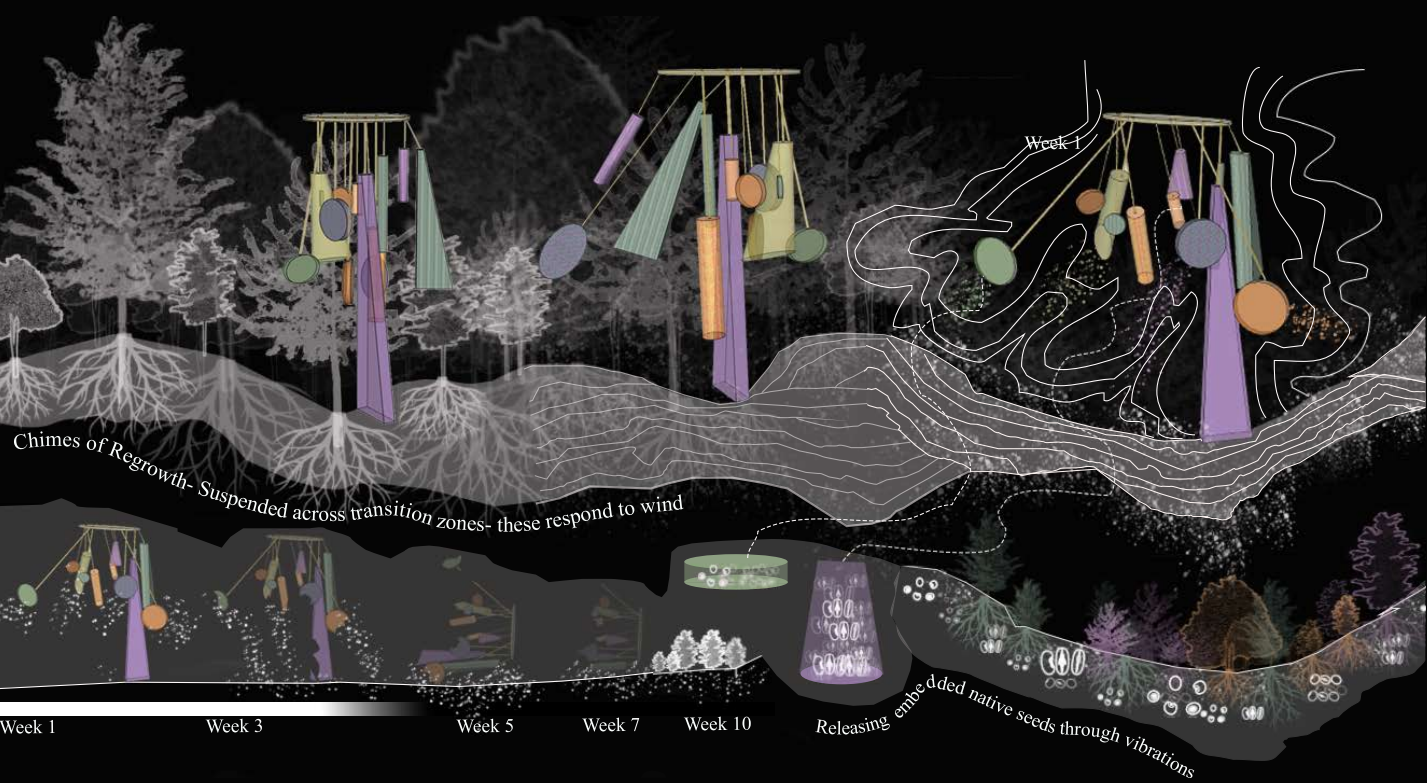
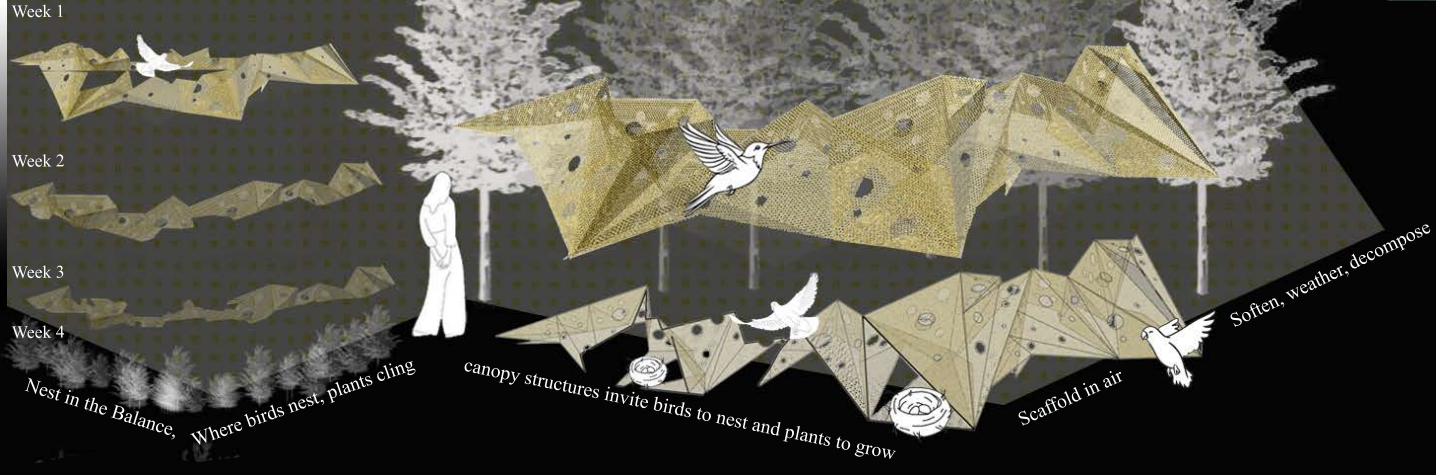
Instead of a singular building, the project develops site-specific installations that respond to soil, water, vegetation, and wildlife systems, transforming the landscape into a living archive of environmental and cultural memory.

Design Approach

Developed a network of 10 site-responsive interventions across trails, ruins, and ecological zones
Designed material systems that decay, grow, and transform over time (bio-materials, responsive surfaces)
Explored multi-species interactions, integrating wildlife, vegetation, and environmental processes into design
Investigated non-permanent architecture as a strategy for preservation and storytelling

Key Elements

pH-responsive installations mapping soil contamination
Water filtration structures supporting aquatic ecosystems
Bird habitats integrated into regenerating forest canopies
Wind-driven systems enabling seed dispersal and landscape regeneration
Interactive ground surfaces responding to human and animal movement



03/ ARGUMENTS

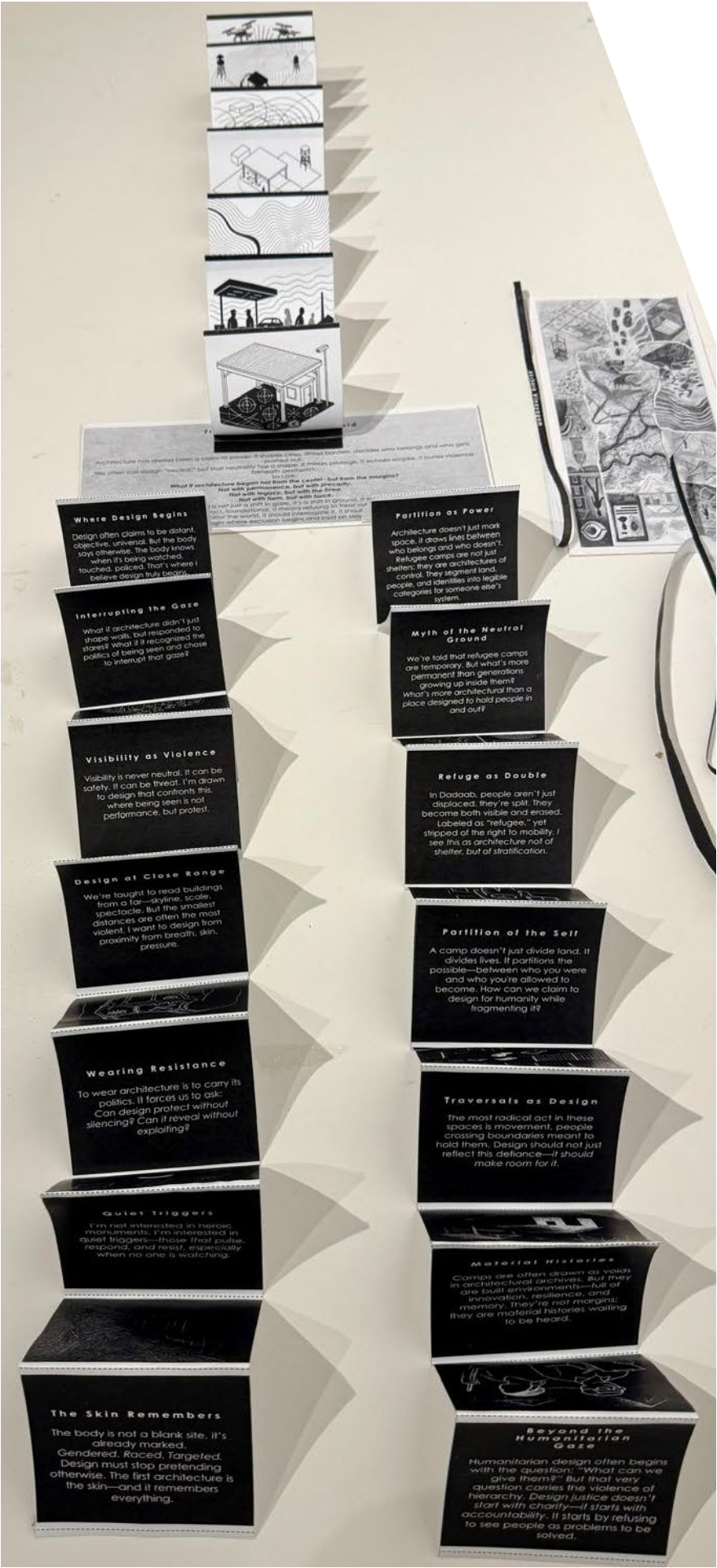
GSAPP Seminar | Research Zine | Individual Project

Investigates architecture through the lens of overlooked voices, invisible labor, and everyday spatial experiences, questioning dominant systems of authorship and representation. The project uses fragmented narratives and layered visual storytelling to propose architecture as a collective, political, and socially responsive practice.

Through an experimental multi-strip booklet format, the zine explores how materiality, sequencing, and unfolding can embody interconnected perspectives and alternative ways of seeing.

Output

Research Zine • Visual Narratives • Editorial Design • Speculative Argumentation



04/ THE CLIMATE LOOP - CLIMATE-RESPONSIVE URBAN RETROFIT

AAD Fall Studio | GSAPP | Studio: Sebastian Adamo | Group Work

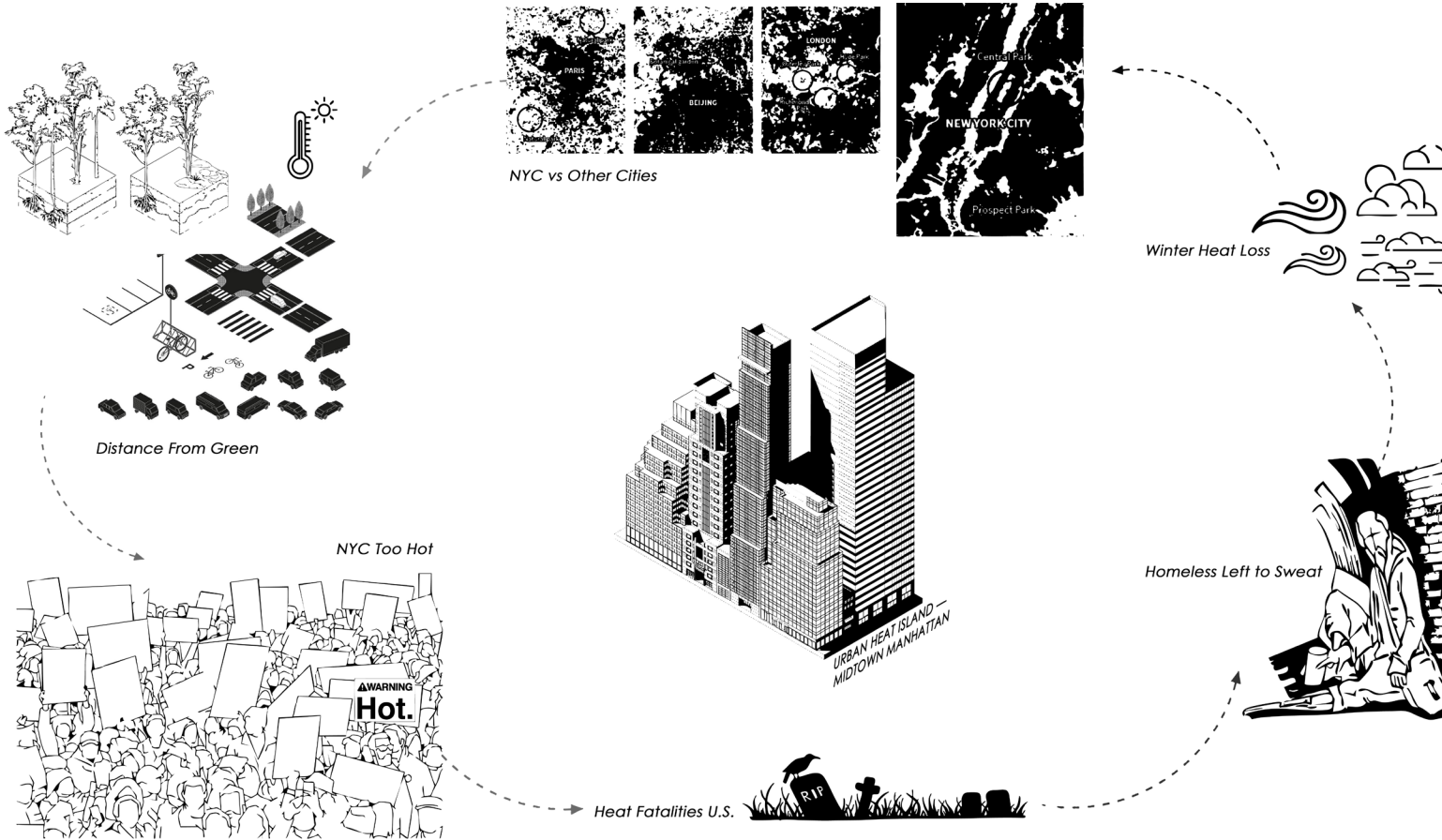
Reimagines a mono-functional Midtown Manhattan block as a climate-responsive urban commons, addressing urban heat island conditions through adaptive reuse of existing architecture. The project proposes a continuous system of interventions across rooftops, façades, vacant floors, and ground-level public spaces to improve thermal comfort and public life.

Instead of new construction, the design develops a layered environmental system that absorbs, circulates, and redistributes heat and air across seasons, transforming underutilized spaces into active climate infrastructure.

- Design Approach
- Developed a looped environmental system integrating rooftops, mid-level floors, façades, and POPS
 - Transformed mechanical roofs into water-retentive cooling landscapes
 - Adapted vacant floors into ventilation and social commons
 - Designed façades as adaptive climate skins responding to seasonal conditions
 - Activated ground-level spaces as public thermal environments

Output

Sectional Drawings • Environmental Diagrams • Spatial Strategies • Rendered Views





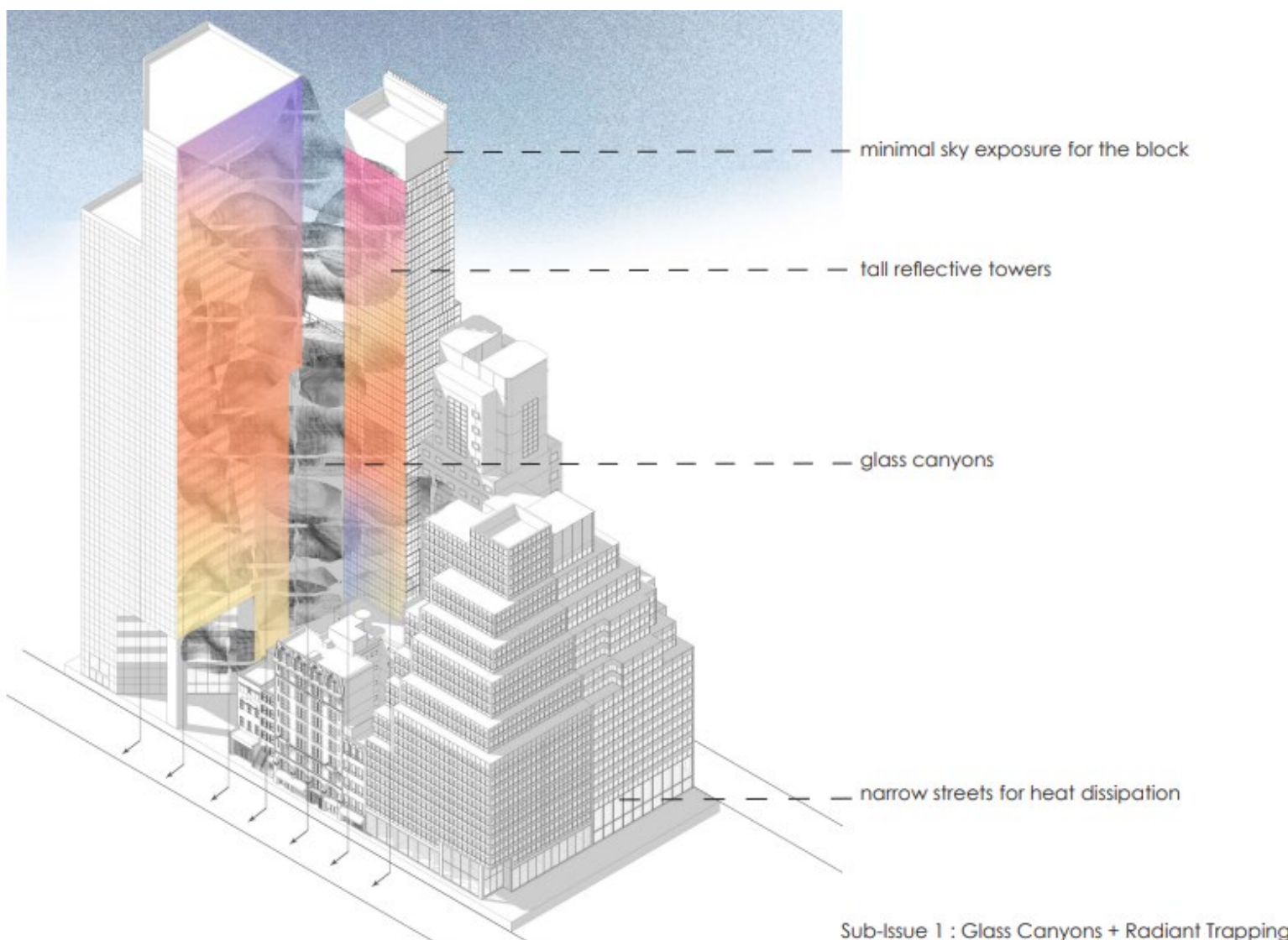
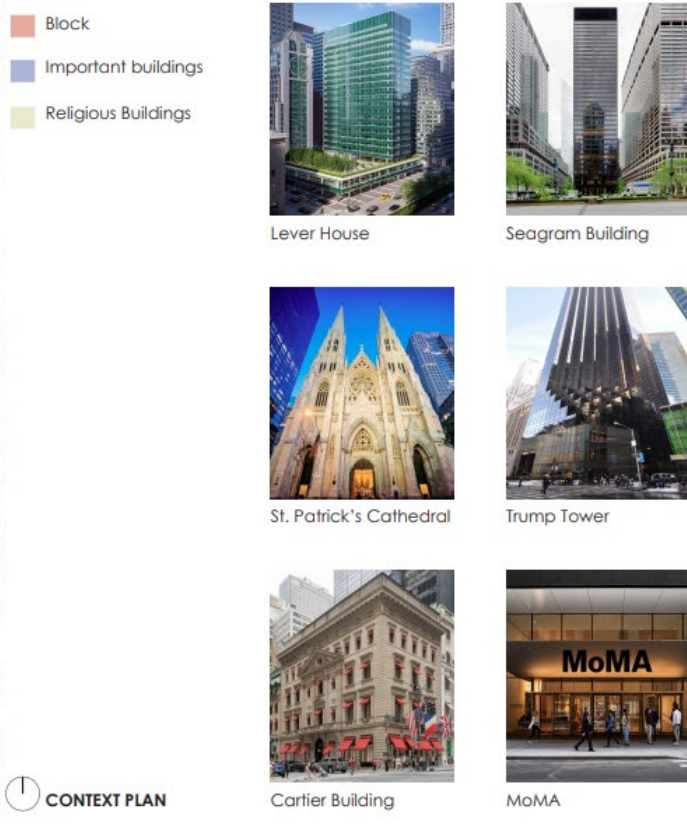
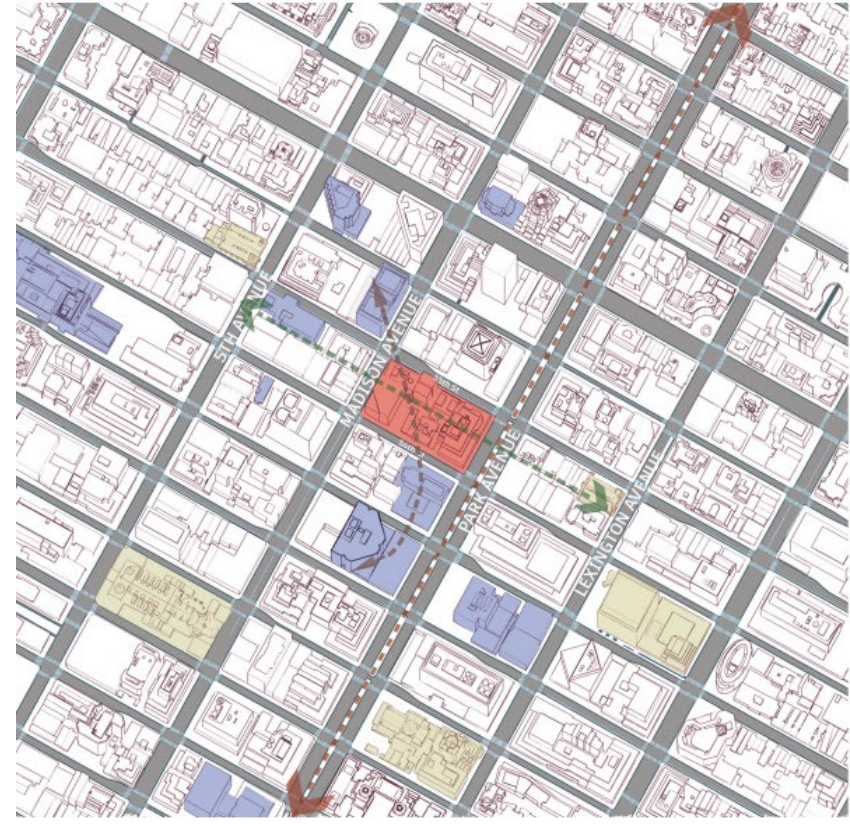
1800s — Residential Grid
This block began as a quiet row of brownstones along Park Avenue's rail line.

1910s–40s — Commercial Rise
Grand Central's completion turned this block into a business corridor.

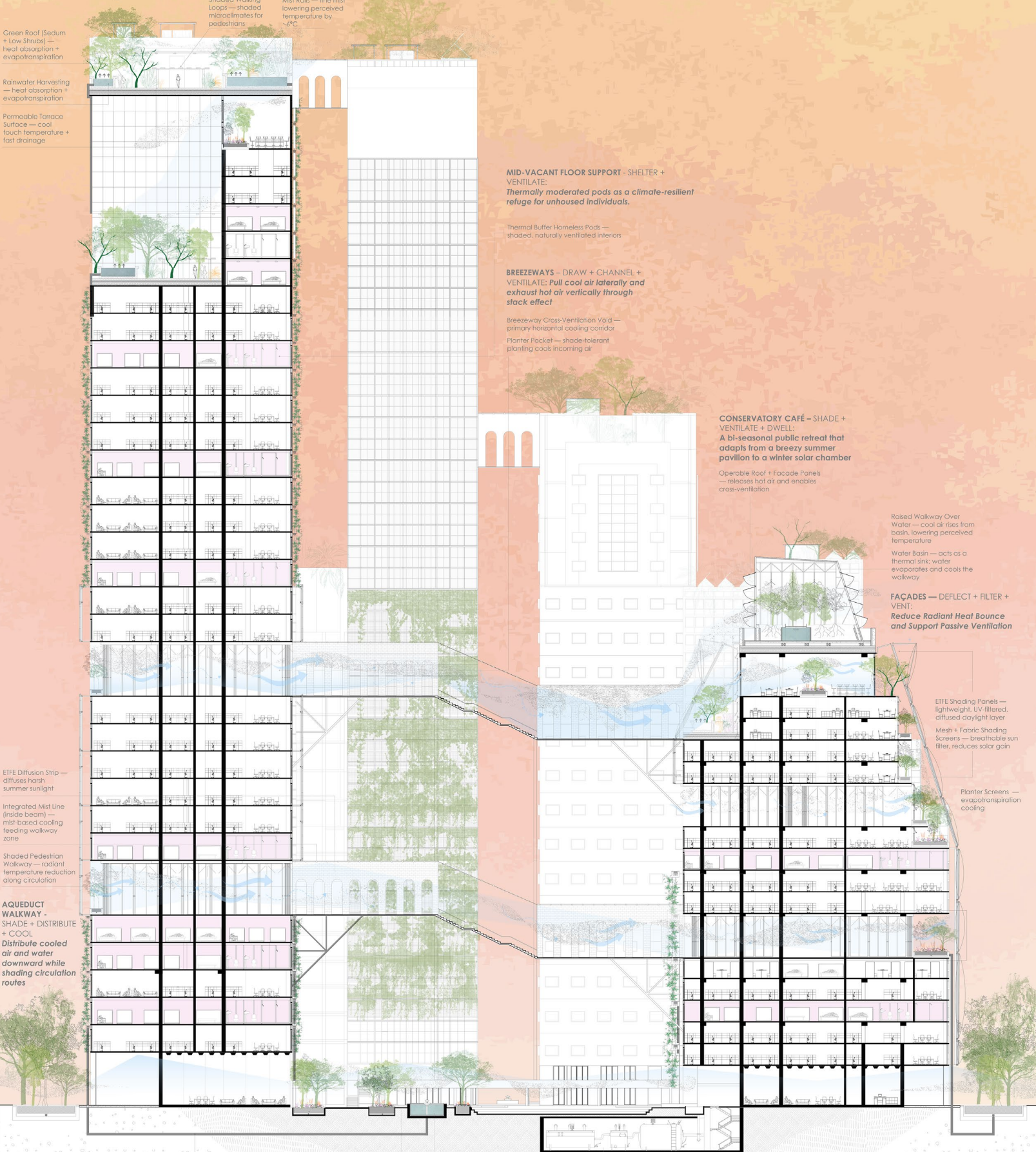
1950s–70s — Modernist Core
Lever House and Seagram reshaped it into the heart of corporate modernism.

1980s–90s — Corporate Halo
550 Madison and Citigroup framed this block within postmodern Midtown.

2000s–Now — Layered Present
A human-scaled fragment in a skyline of glass and reinvention.

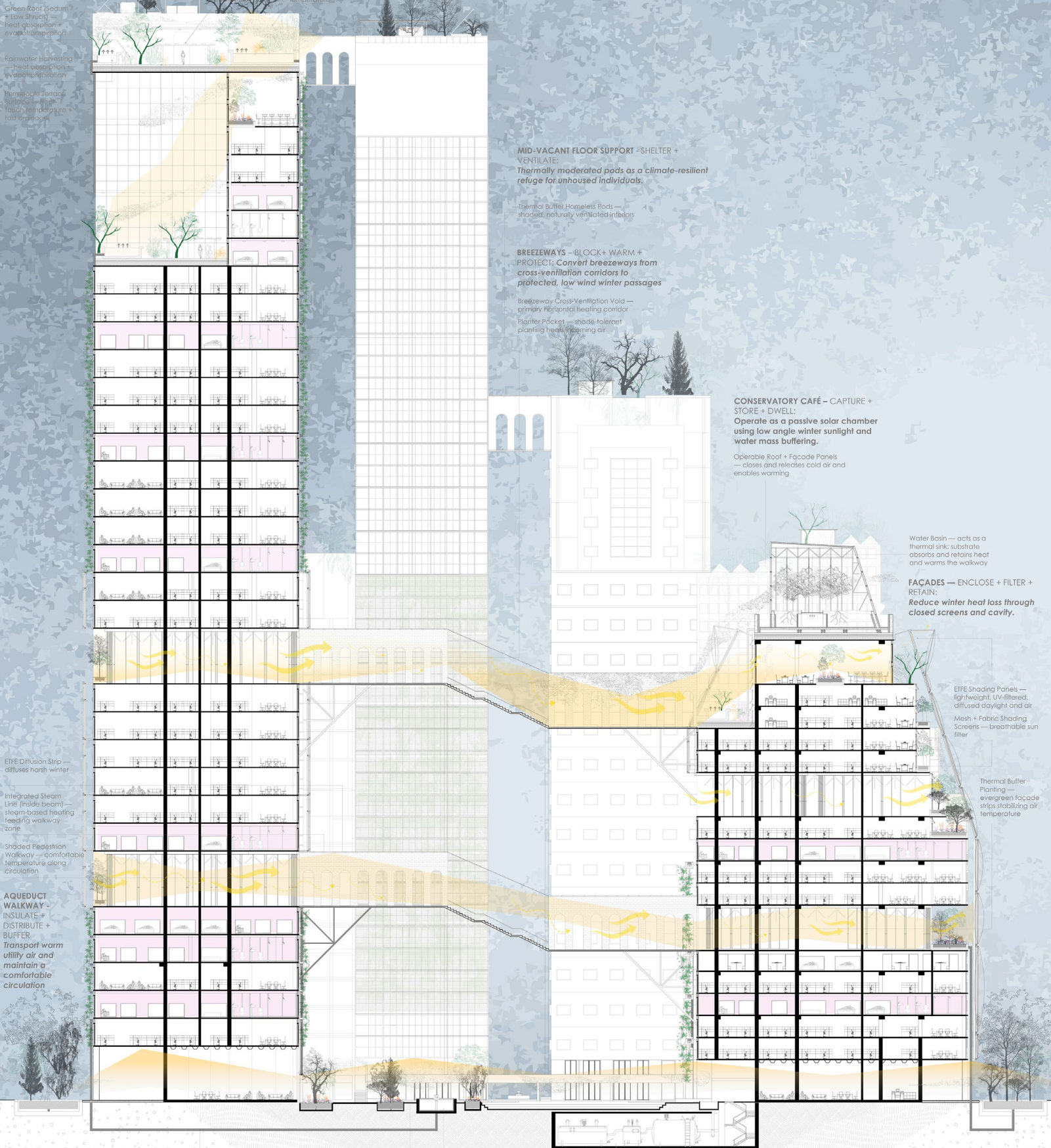


ROOFTOPS - ABSORB + SHADE + COOL:
Absorb Solar Radiation and Convert
into Evaporative Cooling



POPS — EVAPORATE + COOL + SHADE:
Using Water, Permeability, and Shade to Cool
and add life to the Pedestrian Realm

ROOFTOPS - CAPTURE + BUFFER + WARM:
Capture low angle winter sun and
stabilise rooftop temperature through
solar gain



POPS — FILTER + MELT + CONDITION:
Maintain winter accessibility and provide
softened micro-climates at ground level

05/ UNIVERSAL OBJECTS & THE FORGOTTEN HAND

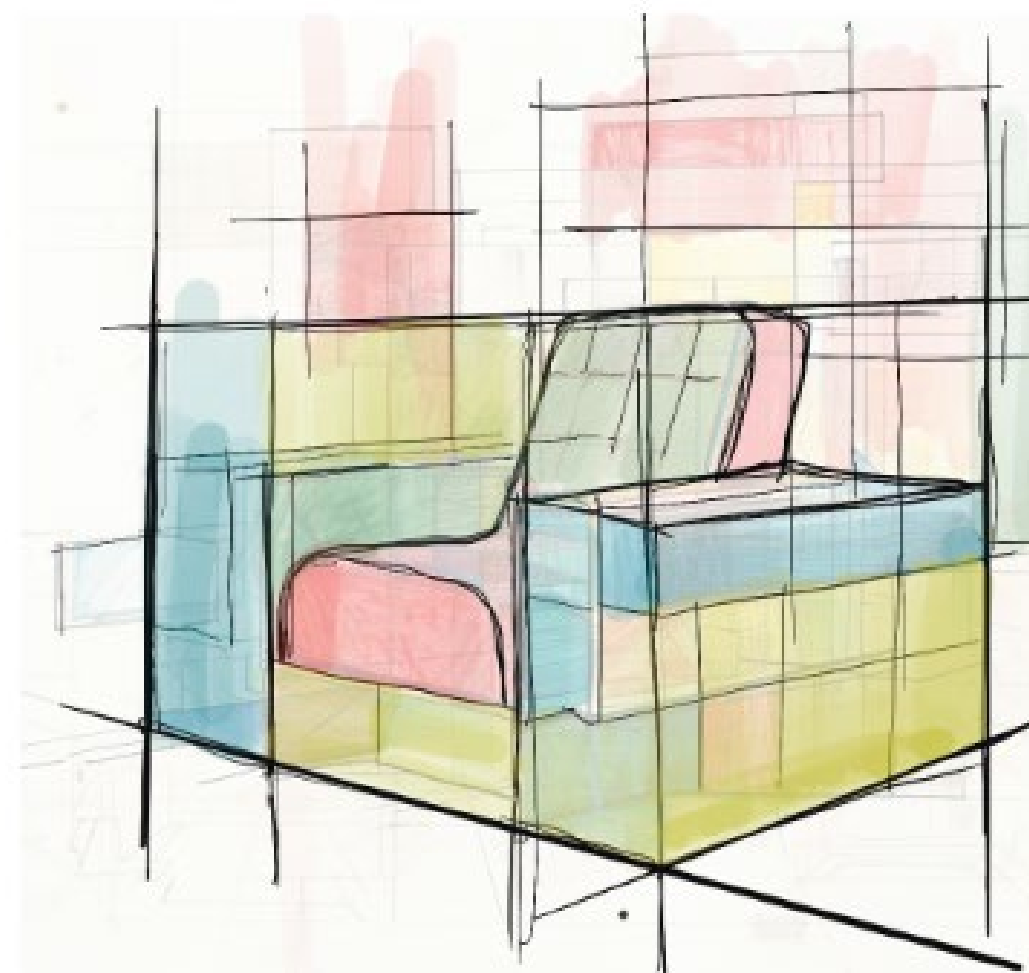
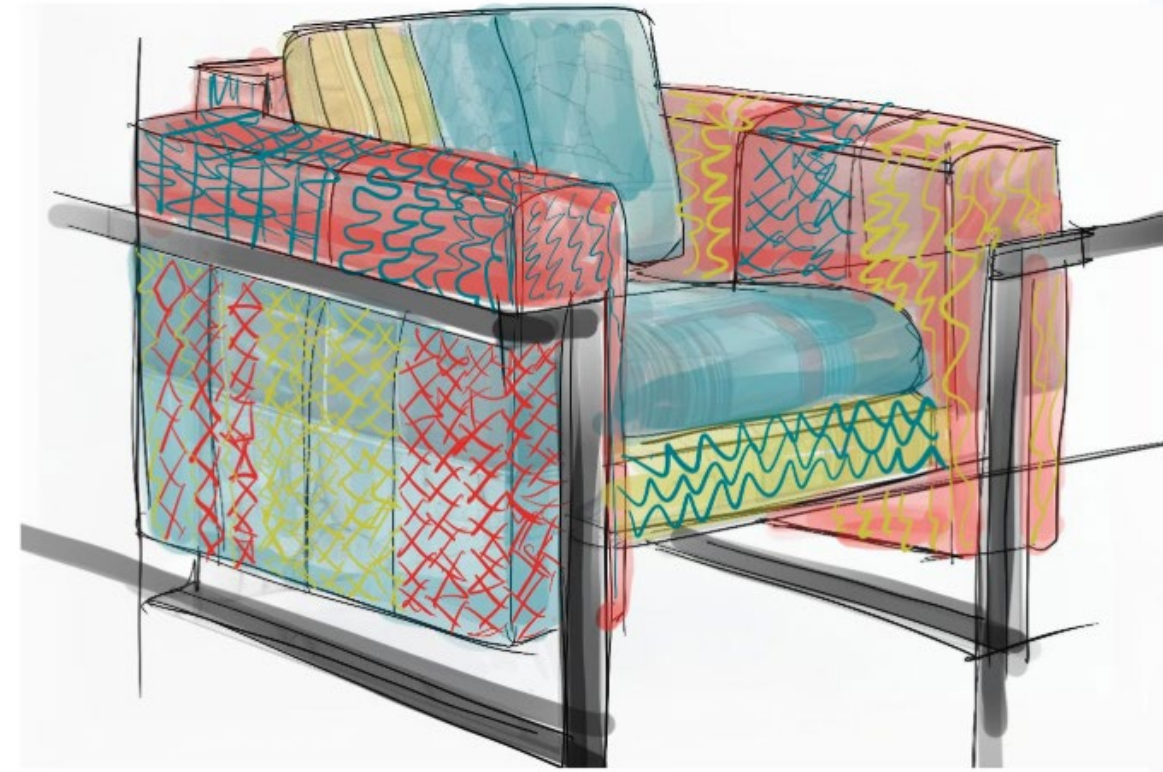
Arch Apropos | AAD Summer 2025
Studio: Steven Holl + Dimitra Tsachrelia

Revisits the tension in Le Corbusier’s work between early vernacular ornament and later universal design systems. The project reinterprets the LC furniture series through surface-based interventions, introducing hand-drawn patterns and material textures derived from his early sketches.

Design Approach
Translated nature-derived geometries into textile and surface systems
Applied interventions to LC2, LC4, and Chandigarh Chair without altering structural form
Explored relationships between industrial production and handcrafted expression

Output
Furniture reinterpretations • Pattern studies • Physical/digital models • Renderings







06/ SENSORY NAVIGATION PARK - ADA-INCLUSIVE DESIGN

Invisibilities | GSAPP Elective | Collaborative Project (Team of 2)

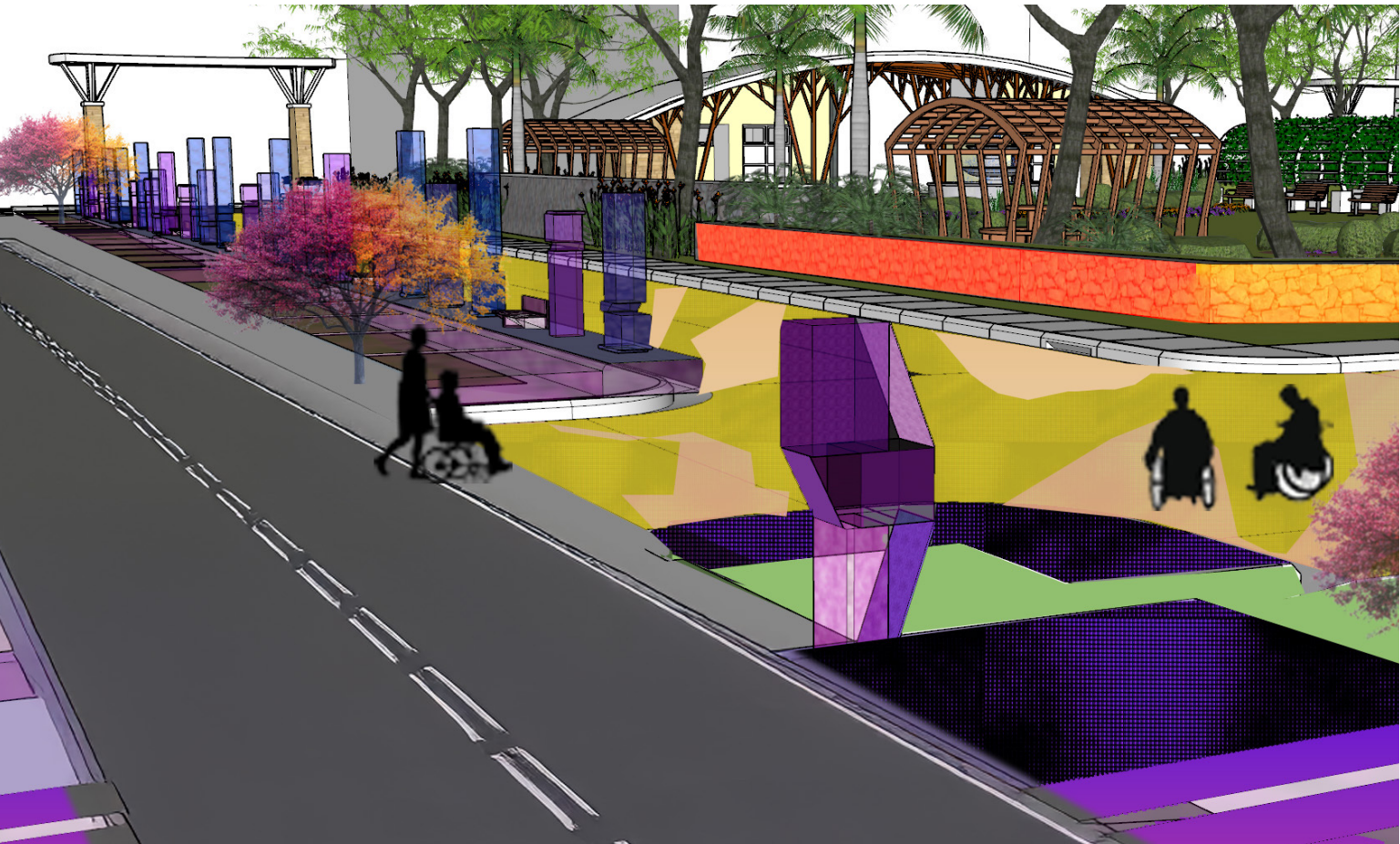
Designs an inclusive public park guided by ADA accessibility principles, rethinking spatial navigation through light, texture, and sensory experience. The project explores how architecture can support intuitive movement for users with diverse physical abilities.

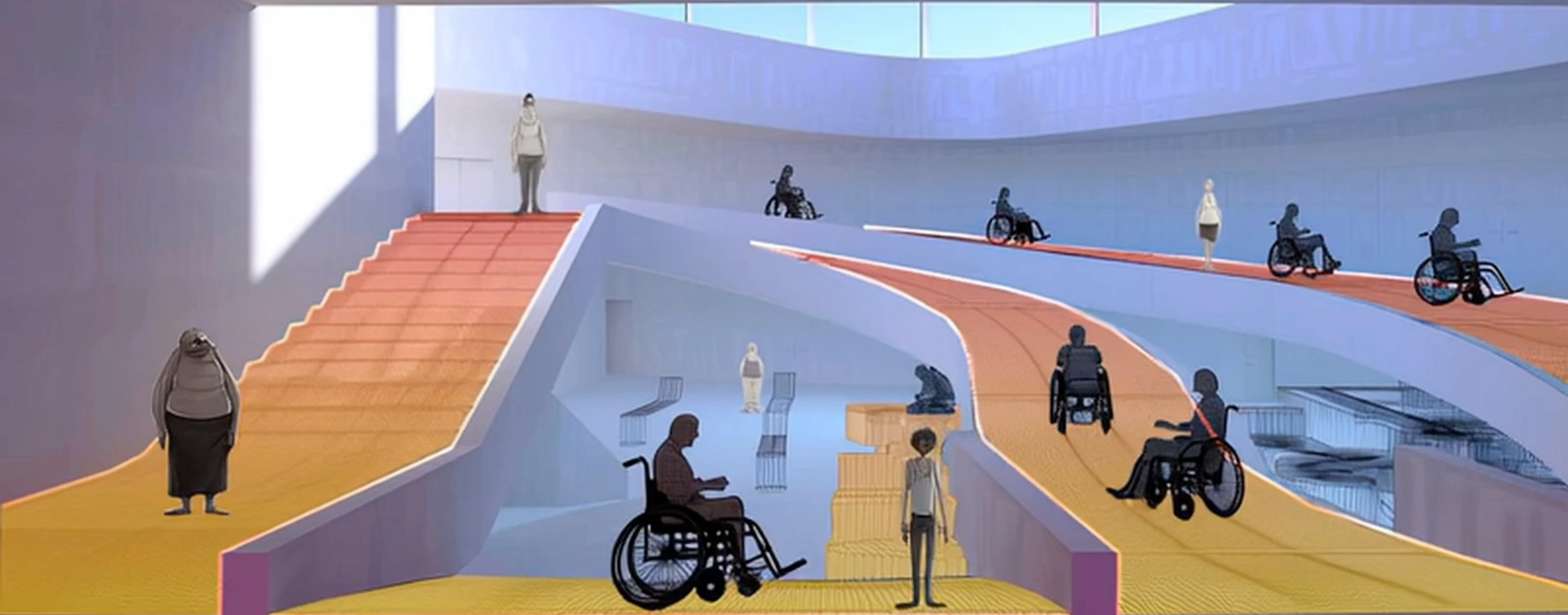
The design integrates continuous ramps, tactile surfaces, and visual cues, creating a barrier-free circulation system. Light and material variation are used to define pathways, enhance orientation, and shape spatial experience.

Design Approach
Applied ADA standards to develop accessible circulation systems
Used light, color, and texture as tools for wayfinding and spatial guidance
Designed continuous ramp networks for seamless multi-level accessibility
Explored sensory-based strategies to enhance inclusivity and perception

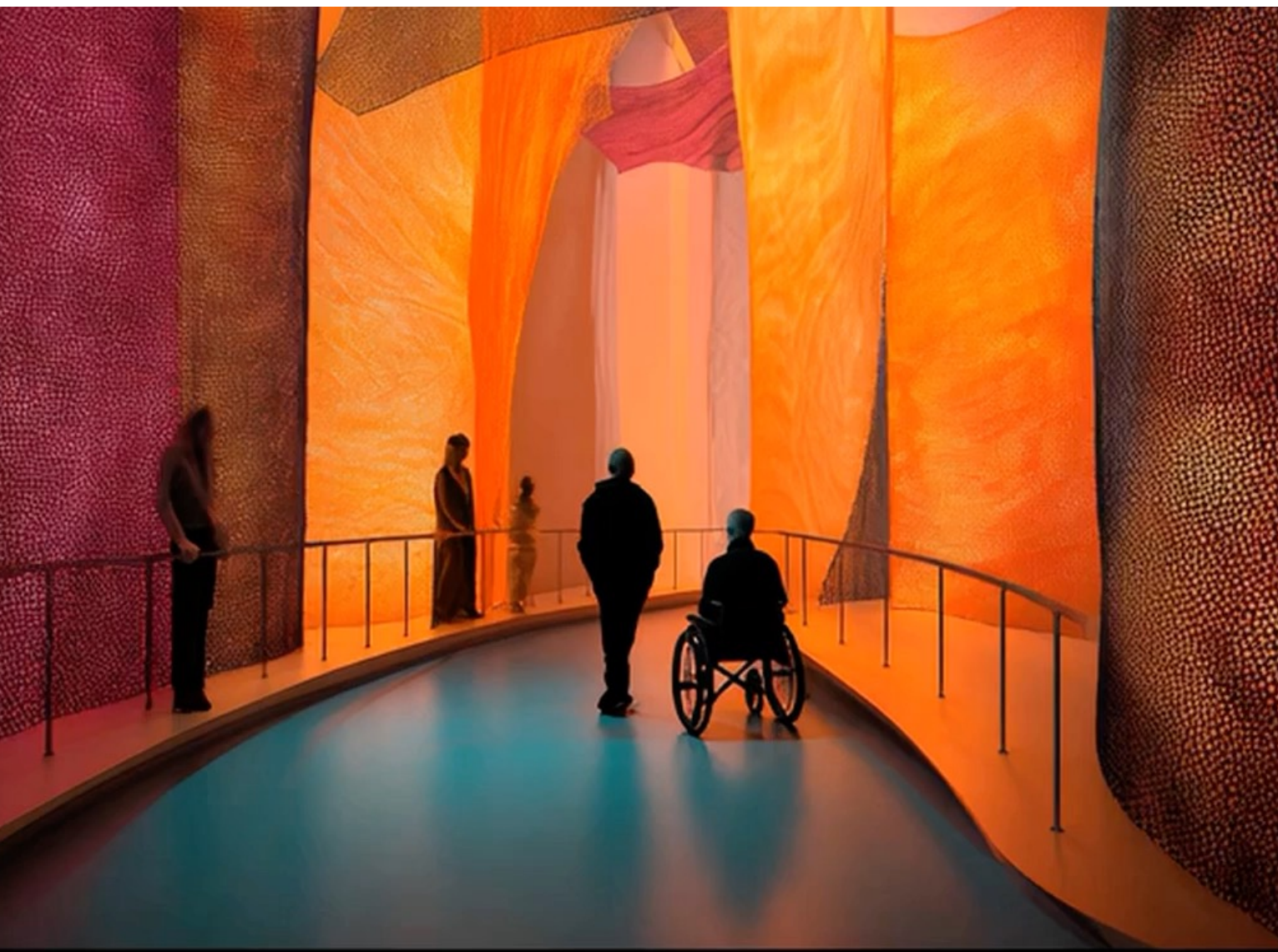
Output

Site Design • Spatial Visualizations • Circulation Studies • Rendered Views





Use Light to throw on the circulation



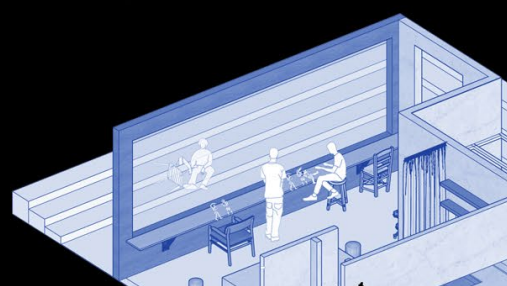


07/ WEDNESDAY TALKS

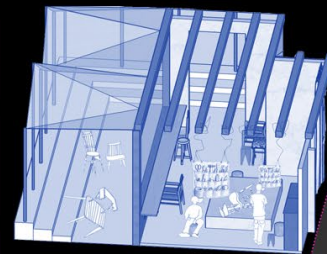
GSAPP Lecture Series | Interpretive Drawing Study | Individual Project

Developed a series of analytical drawings interpreting themes, spatial ideas, and narratives from guest lectures at GSAPP. The project translates spoken discourse into visual form, using drawing as a tool for reflection, abstraction, and architectural interpretation.





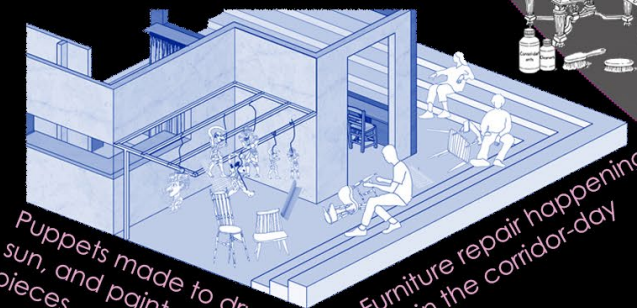
Workspace behind the puppetry screen-daylight for craft making



Tools suspended on the timber frame, and pulled out for furniture repair



Entrance space acts as a buffer to arrange furniture



Puppets made to dry in sun, and painted
Furniture repair happening out in the corridor-day

Shadow puppetry process

Karagiozis puppetry

Domestic Theater of Repair

Furniture repair

Akshara Vinayagam

Furniture repair process



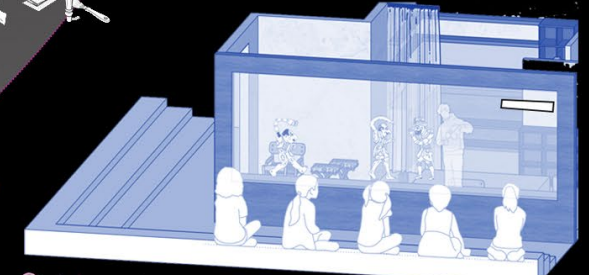
Overall craft and household happening hand in hand in the day elevated plinth used for furniture repair



Elevated plinth converted to sleeping space, post work in the night



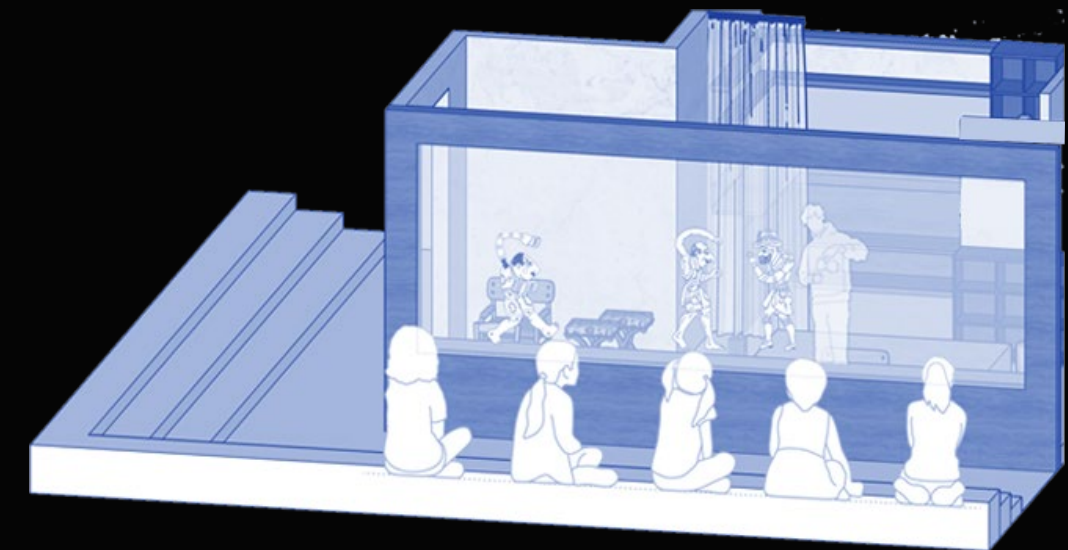
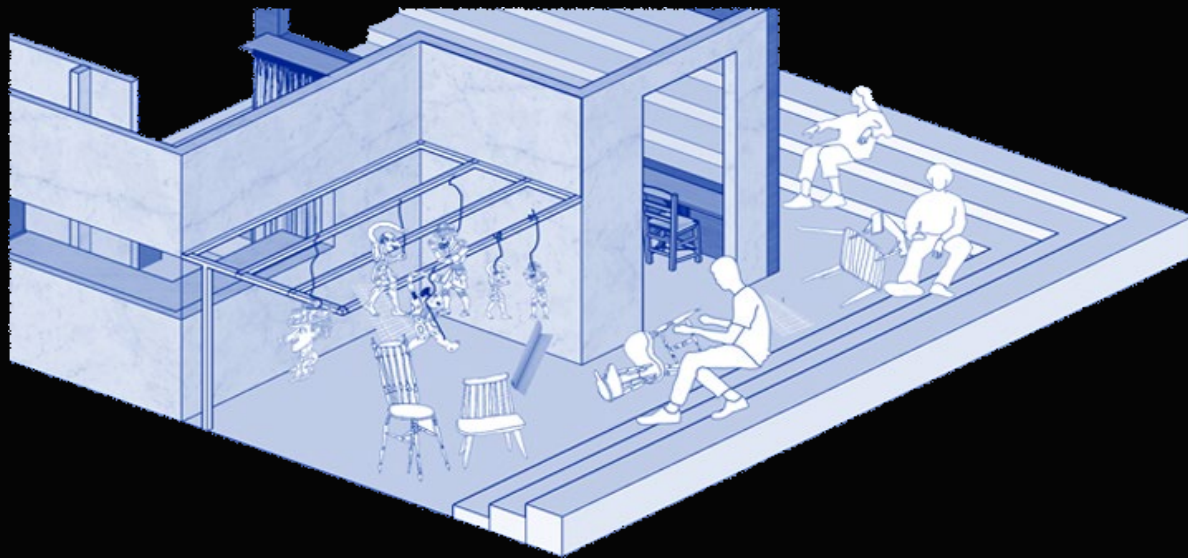
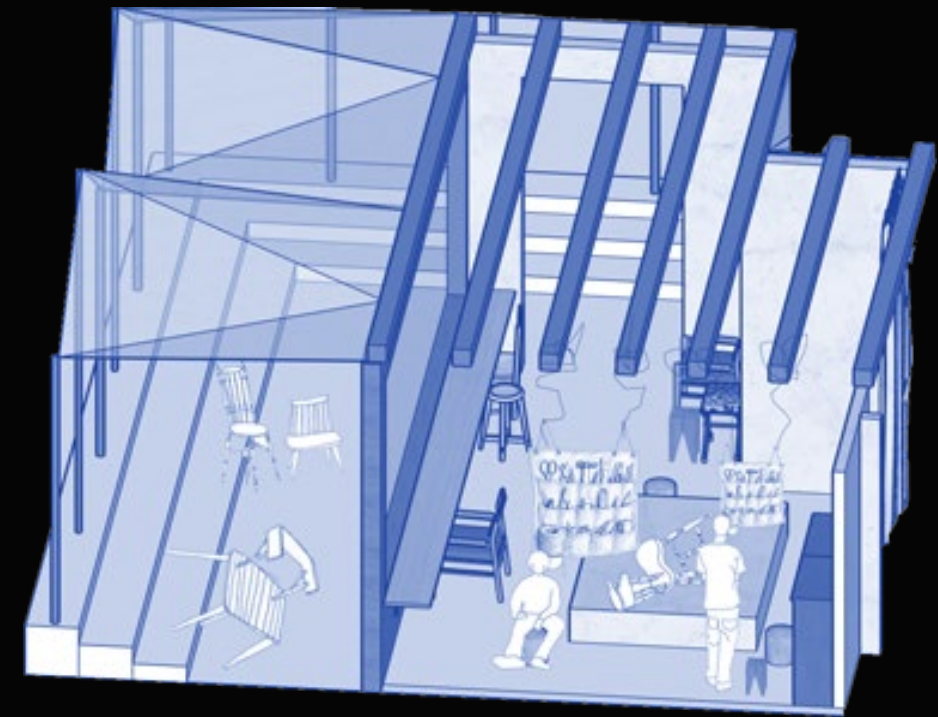
Kitchen area, separated with curtain for privacy and to separate from dust



Outdoor steps, converted to seating for puppet performance in the night where children come



ACTIVITIES



08/ DOMESTIC THEATRE OF REPAIR: A MONOCELL PROTOTYPE

Design Studio | Area Athens
Studio: Michael Raftopoulos

Explores a monocell living typology where domestic life, craft production, and performance coexist within a single adaptive spatial system. The project reimagines the house as a compact, multi-functional unit that accommodates puppetry, furniture repair, and everyday living through temporal and programmatic transformations.

Design Approach
Developed a monocell spatial system integrating living, working, and performance functions
Organized zones for craft-making, repair, domestic activities, and puppetry performance

Introduced temporal adaptability, enabling spaces to shift between day and night uses
Designed thresholds and buffers to negotiate public, semi-public, and private conditions

Elevated plinth functioning as workspace (day) and sleeping platform (night)
Puppetry stage embedded within the monocell as a performative core
Outdoor and transitional spaces supporting drying, repair, and informal performances
Modular elements enabling flexibility within a compact spatial footprint
Output

09/ SCREEN OF LIVING - KARAGOZIS AND THE ARCHITECTURE OF THE EVERYDAY

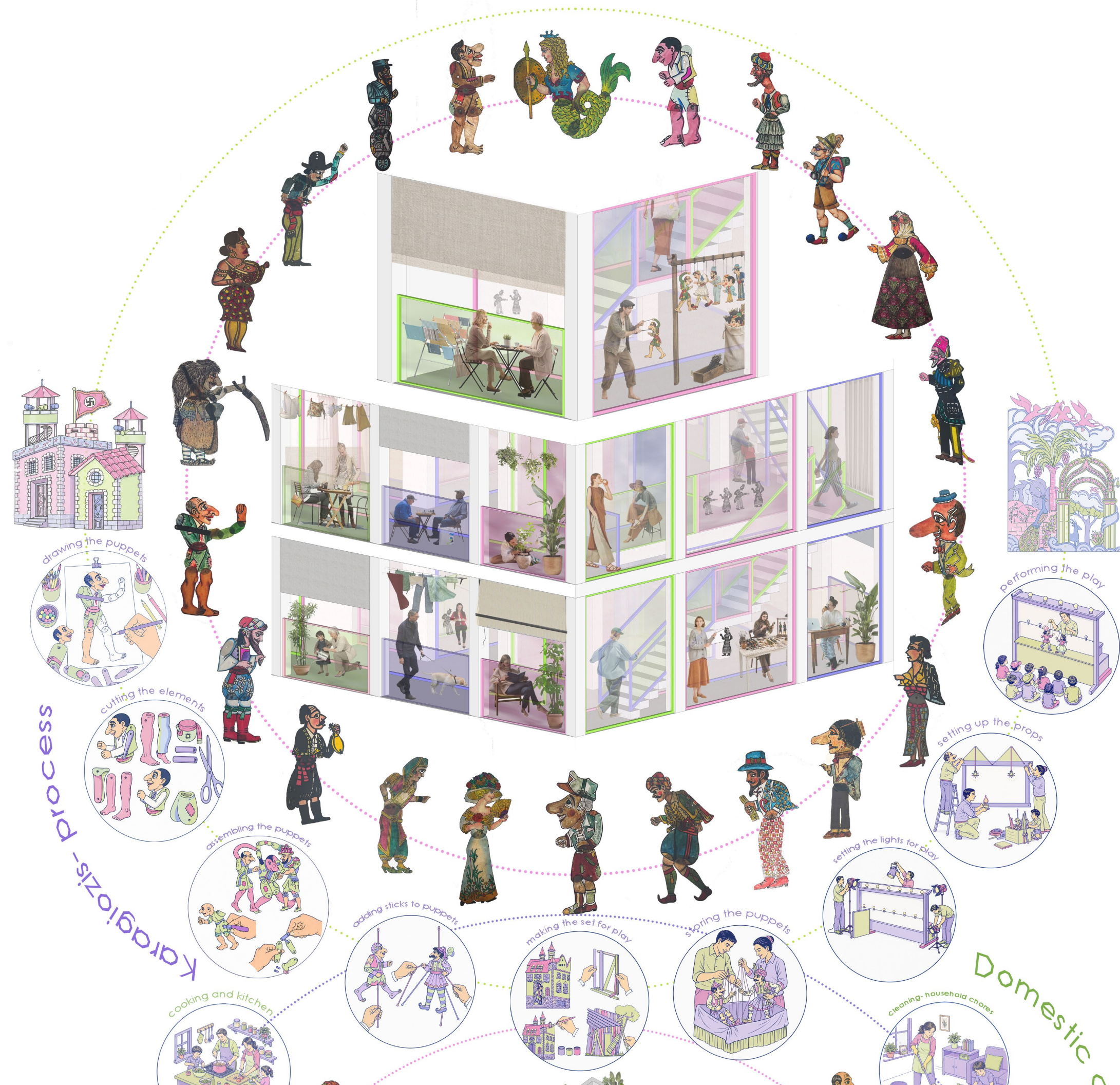
AAD Spring Studio | GSAPP | Studio: Michael Raftopoulos | IndividualWork

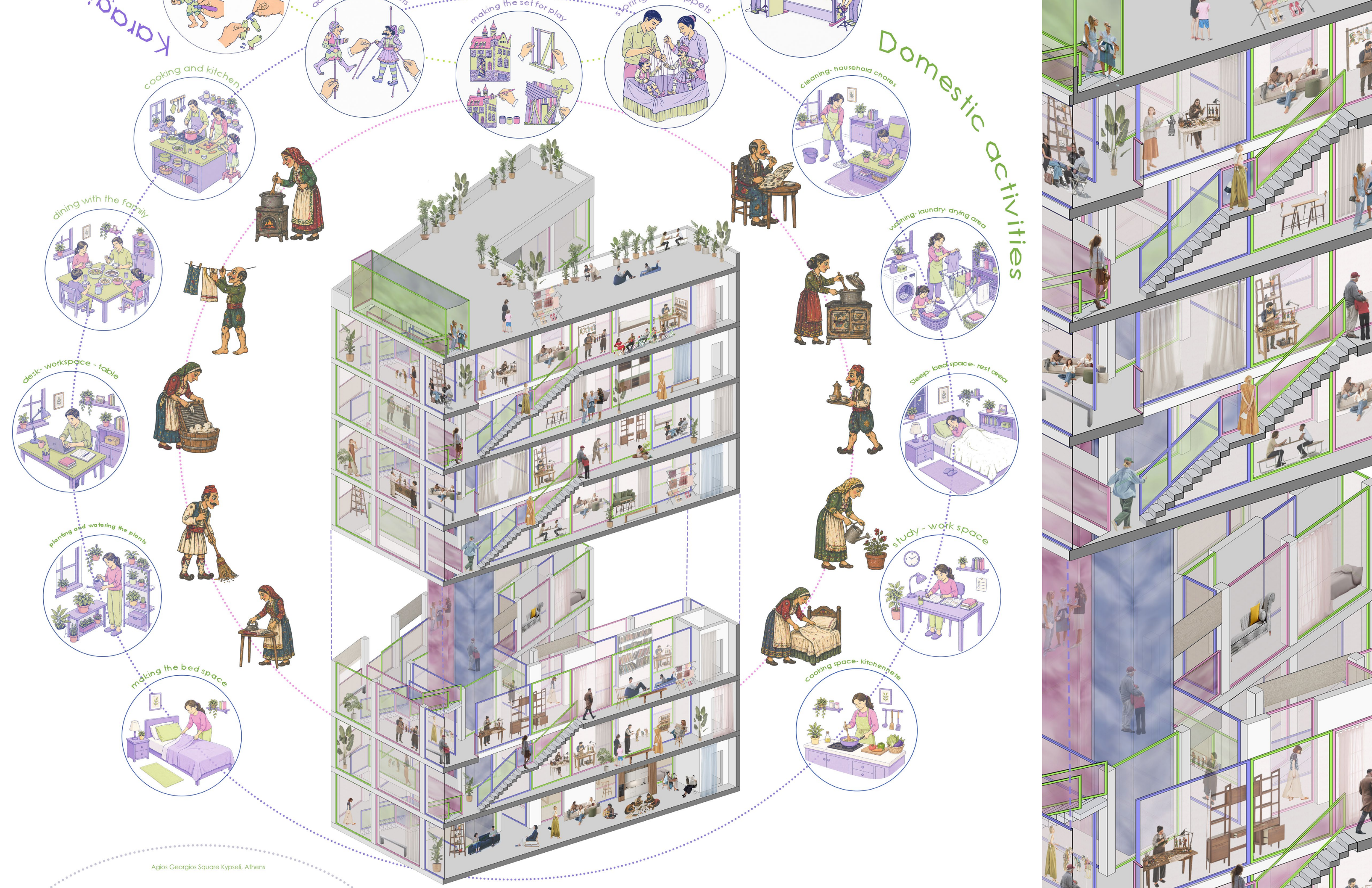
Explores domestic life as a performative and layered spatial experience, inspired by the traditional Karagozis shadow theatre. The project reinterprets everyday routines as acts of visibility, transforming the residential building into a dynamic “screen” where private and public activities continuously interact.

The design investigates how architecture can frame, reveal, and choreograph daily life through sectional relationships, transparency, and movement. Spaces are organized as interconnected domestic stages, where circulation, visual overlap, and shifting thresholds encourage interaction while preserving moments of intimacy.

Design Approach
Translated principles of shadow theatre into spatial and architectural systems
Used transparency, framing, and layered sections to visualize everyday activities
Designed interconnected circulation paths to create dynamic visual relationships
Explored domestic rituals as spatial performances shaped by movement and light

Output
Sectional Perspectives • Spatial Narratives • Program Diagrams • Model Views





Domestic activities





10/ ARCHITEURE FOR MORE-THAN-HUMANS

GSAPP Elective | Ecological Design Research | Individual Work

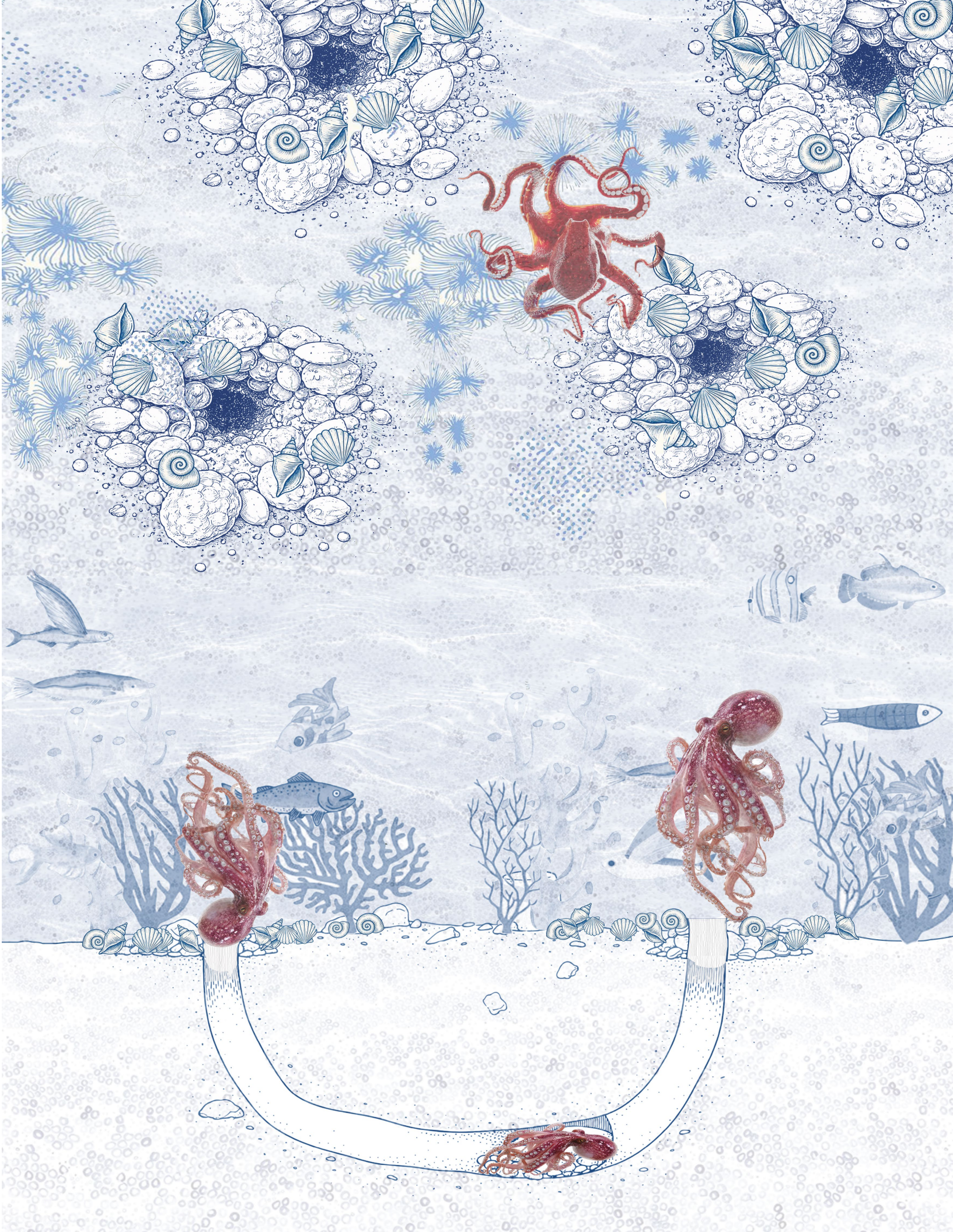
Explores architecture as a mediating interface between human and non-human species, proposing spatial systems that enable coexistence through ecological integration and controlled interaction. The project rethinks architecture as environmental infrastructure, creating habitats that support pollinators, insects, and marine ecologies alongside human occupation.

The design investigates how thresholds, material systems, and spatial boundaries can structure relationships between species through gradients of proximity, visibility, and movement. Spaces are organized as layered ecological environments where porous enclosures, vegetated cores, and fragmented boundaries encourage environmental exchange while maintaining distinct zones of occupation.

Design Approach
Explored ecological systems as generators of architectural form and spatial organization
Used porous materials and fragmented enclosures to mediate environmental exchange
Designed layered thresholds balancing habitation, observation, and coexistence
Investigated biomimicry and habitat-based structures inspired by pollinators and natural ecologies

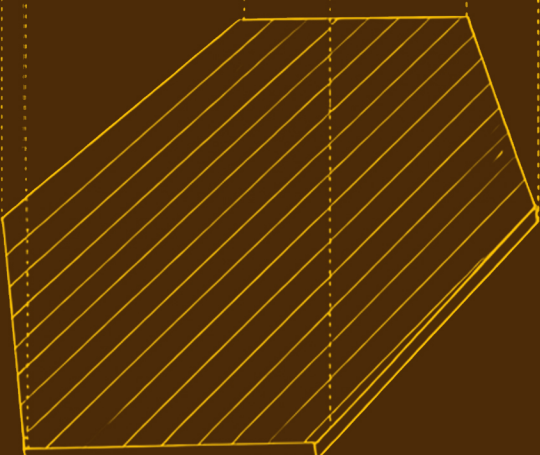
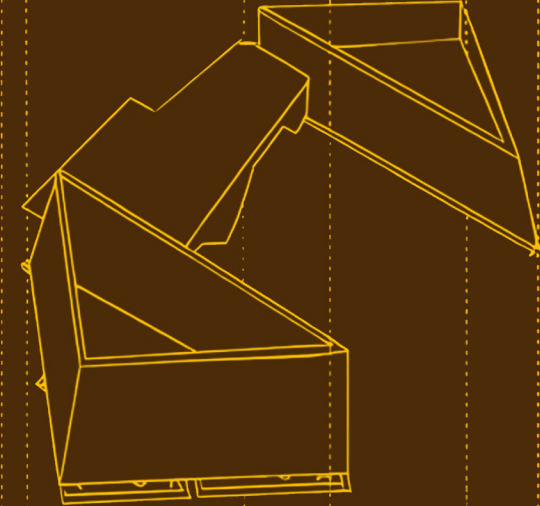
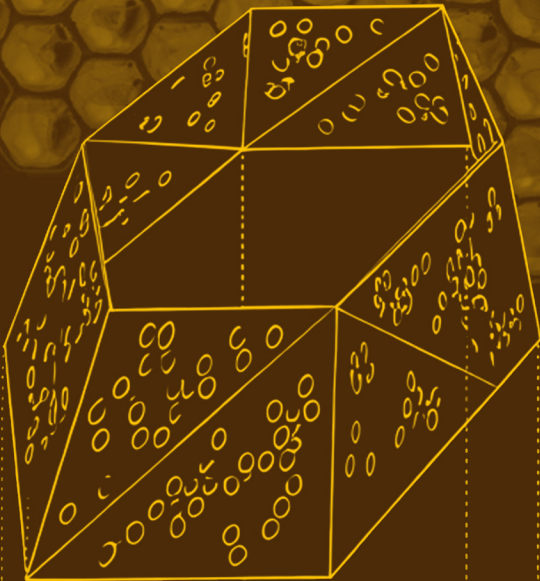
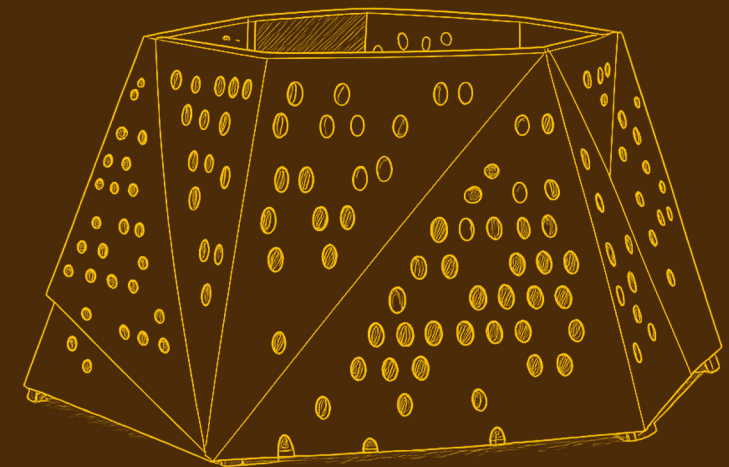
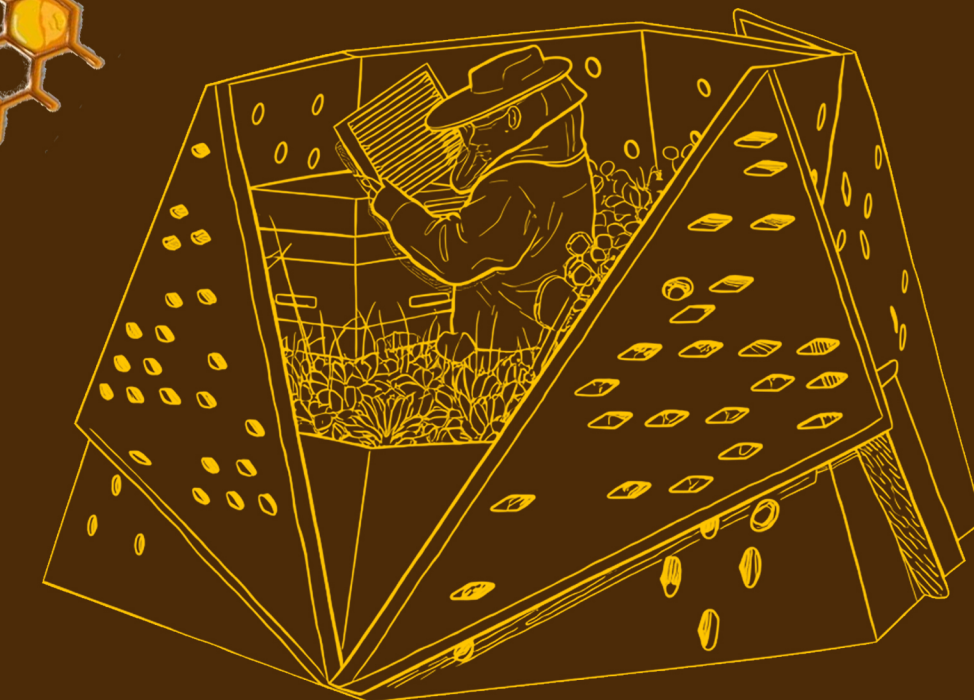
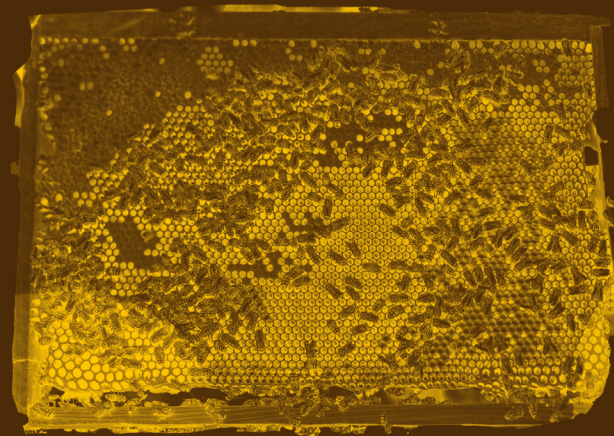
Output

Ecological Models • Spatial Diagrams • Habitat Studies • Material Explorations



Beecode Rooftop Apiary

PwC Building, Barcode
District, Oslo, Norway







MOVING THROUGH

Across
routines,
spaces, and
transitions,
the handbag
moves with
the body—
carrying
tools,
identity, and
continuity.



11/ MULTIMEDIA GRAPHICS

Visual Representation Workshop | Graphic Design Study | Individual Project

Developed a series of experimental posters and graphic compositions exploring visual hierarchy, typography, layering, and narrative communication. The project investigates how graphic design techniques can translate architectural ideas into compelling visual and spatial representations.



when I move.

moves

it



**Never
leave
behind.**

**It
belongs
to the
day.**

Thank you

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