



**Architectural Design Portfolio**  
**Bill Yau**

✉ billbillyau@gmail.com  
in www.linkedin.com/in/bill-yau-1b0978127  
☎ +44 7384645055  
🌐 billyau7.wixsite.com/bydesign

Seeking Architectural Assistant/Internship placement. Graduating from Master Architecture in Oxford Brookes University with animator, multi-media and architectural designer back-ground.Skilled in 2D&3D design tools, Modeling, Video & Motion Graphic Design. From Ancient Greek arkhitéktōn, “architect” meaning chief builder (principal craftsman). It’s not just for design building, Architecture as a memory device of human civilization, I believe architecture is the ultimate form of design, the training of architect make them be able to response to various problem with different design solutions, which can help to create a better memory for community.

Education	Work Experience
	<b>Graphic Designer, University of Oxford   Sep 2018 - Oct 2018</b> Presentation graphic design & consultancy for department of social policy & intervention
	<b>Architectural Internship, HPA, HK   Jun 2018 - Aug 2018</b> Preparing tender documentation & construction drawings, assist & design with AutoCAD & Rhino. Involve in Interior Designing & material selection for projects, regular design consultant meeting and presentation with client.
<b>MArchD Applied Design in Architecture,</b> Oxford Brookes University , Oxford UK 2017-2019	<b>Architectural Assistant, HPA, HK   July 2016 - Aug 2017</b> Preparing tender documentation & construction drawings, assist & design with Auto-CAD & Rhino. Facade design, Master planning option & material selection for projects. regular design consultant meeting and presentation with client and Architectural Services Department(HK) .
<b>Bachelor of Science in Architectural Studies,</b> City University of Hong Kong , Hong Kong 2014-2016	<b>Assistant Motion Graphic Designer, New Page Communication Ltd, HK   Sep 2013 - Aug 2014</b> Story board for video filming, post production & VFX, Crew member, animation & motion graphic design
	<b>3D Animator Internship, Animakit Studios   Jun 2012 - Aug 2012</b> 3D Character Modeling & Rigging, Motion Tracking & exhibition technician
<b>Bachelor of Science in Creative Media,</b> City University of Hong Kong , Hong Kong 2010-2013	
<b>Associate of Science in Architectural Studies,</b> City University of Hong Kong , Hong Kong 2008-2010	<b>Scholarships &amp; Awards</b> Integrated Building Project Development Competition - Merit   2016  HKSAR Government Scholarship Fund   2015 - Talent Development Scholarship
<b>Language</b> Cantonese (native) Mandarin (fluent) English (fluent) Hakka (fluent)	

**Interest**  
Graphic design | Modelling | Cinematography | Animation |  
Amateur photography | Travelling | Reading | Hiking | Rugby |  
Taekwondo  
  
References upon request



<b>Extra - Curricular</b> Oxford Architecture Society (OxArch) Graphic Design   2018-2019	Artist of SIG show case(Animation) City University of Hong Kong  2013	Opening Animator of SIG show case City University of Hong Kong   2011, 2012
Producer & Chairman of Annual Graduation showcase City University of Hong Kong   2016	Poster Design, 40+4 exhibition City University of Hong Kong   2013	Artist of SIG show case(Game) City University of Hong Kong   2011
CLOUD Pavilion(Installation) School of Creative Media, City University of HK University of Saint Joseph, Macau   2016	Artist of SIG show case(Animation) City University of Hong Kong   2012	Senior School Team Councilor(RUGBY) City University of Hong Kong  2009-2013
Artist of SIG show case(Installation) City University of Hong Kong  2013	Art Director of SIG show case City University of Hong Kong   2012	Rugby Men School Team City University of Hong Kong   2008-2013, 2014-2016



| *Logistic of Death & Memory* |



| *Research Study - San Cataldo Cemetery* |



| *Alboraya Bathhouse & Brewery* |



| *The Cave Studio* |



| *VegeTower* |



| *Professional & Others* |

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## *Logistic of Death & Memory*

2019 | *MArchD Year2*

| *Supervisor: Ms Charlotte Grace, Ms Maria Alexandrescu* |

| *Site Location: Anaklia, Georgia* |

| *Project Nature: Cemetery & Crematorium for Georgian* |

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*Soviet Montage Theory*  
*Collision of shots to evoke emotions*



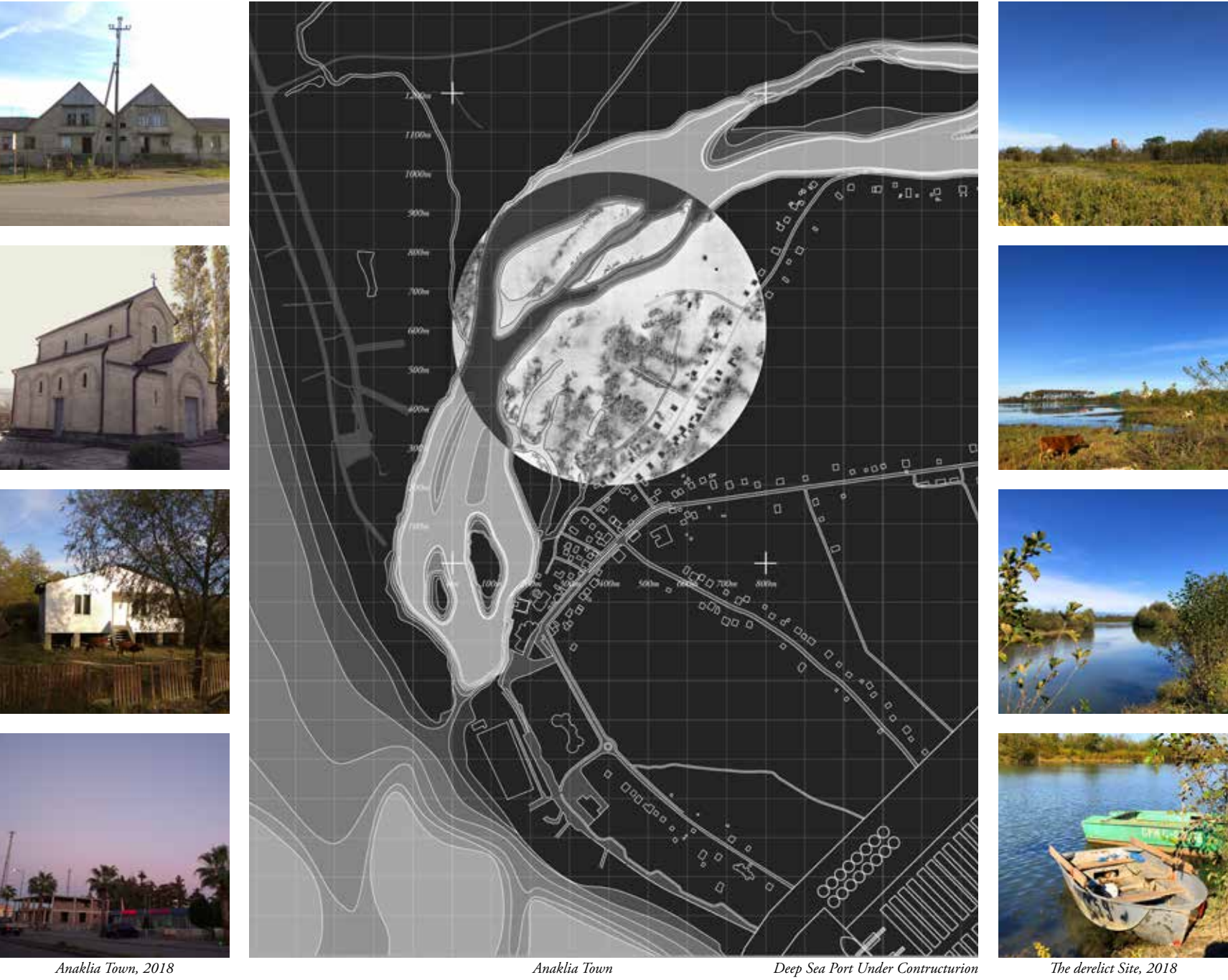
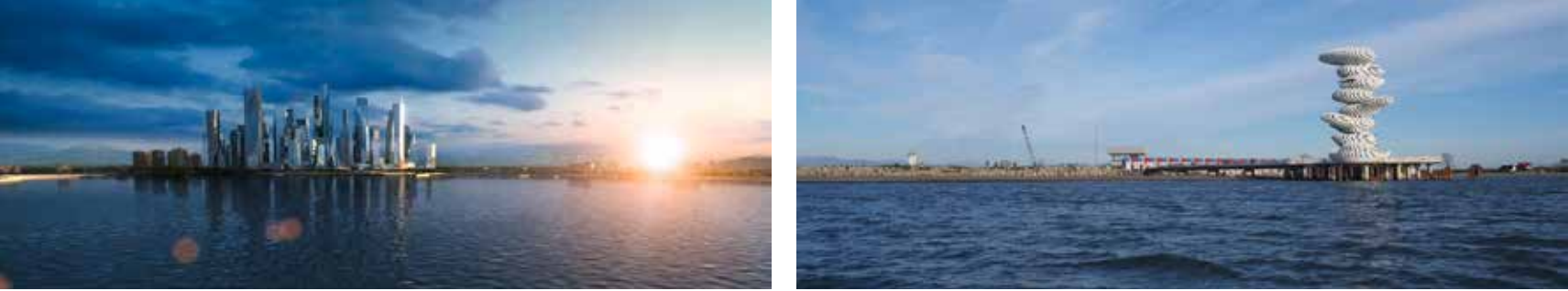
*Kuleshov effect: mental phenomenon by which viewers derive more meaning from the interaction of two sequential shots than from a single shot in isolation.*



*Battleship Potemkin, Sergei M. Eisenstein, 1925*

*These are simply two separate images, juxtaposed: there is a narrative link (the mother is pointing out the flag to the child), but the meaning of these two shots—the emotion their juxtapositioning evokes—is something larger and more abstract than either shot can contain by itself.*

*Deep Sea Port Development*  
*Georgia*



*Anaklia Deep Sea Port Under Construction*



“We want to be cremated in Georgia”



Mukhatgverdi Cemetery for Heroes, Tbilisi, Parliament of Georgia, 2014

Anniversary on Russia-Georgia War in 2008, commemorated the heroes deceased in this war in the Mukhatgverdi Cemetery.

The Eastern Orthodox Church, officially the Orthodox Catholic Church, is the second-largest Christian church, with approximately 200–260 million baptised members. It operates as a communion of autocephalous churches, each governed by its bishops in local synods, although roughly half of Eastern Orthodox Christians live in Russia.

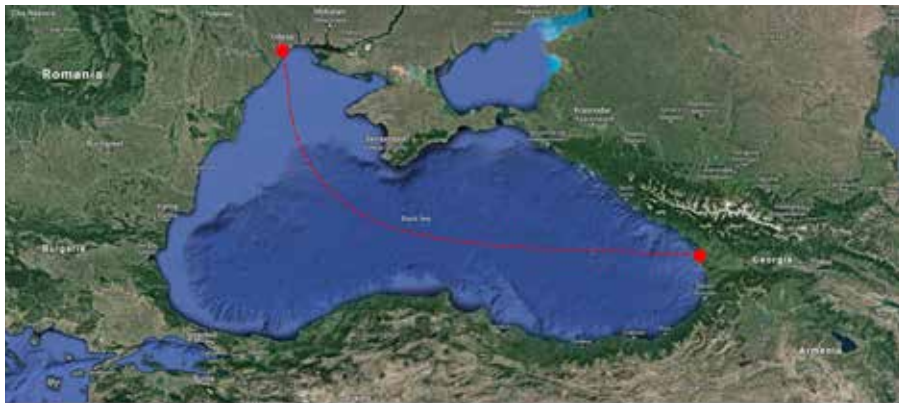
As one of the oldest religious institutions in the world, the Eastern Orthodox Church has played a prominent role in the history and culture of Eastern and Southeastern Europe, the Caucasus, and the Near East.

Orthodox is the main religion of Georgia, Orthodox Church, the stated faith of most Georgians, plays a key role in Georgia funeral tradition.



Abandoned Crematorium Mukhatgverdi Cemetery, Tbilisi, The Calvert Journal, 2008

There are no existing crematorium in the country right now. But in Mukhatgverdi Cemetery, there is an abandoned crematorium constructed in 1970 on the order of the Tbilisi city government in the Mukhatgverdi Cemetery. But later was againsted by the Orthodox Church. Although the Bible does not specifically forbid cremation, Orthodox Christians believe that burning a body contradicts Christianity's message of resurrection after death. The Church only has rituals for burials, it leads to the abandoned of the crematorium.



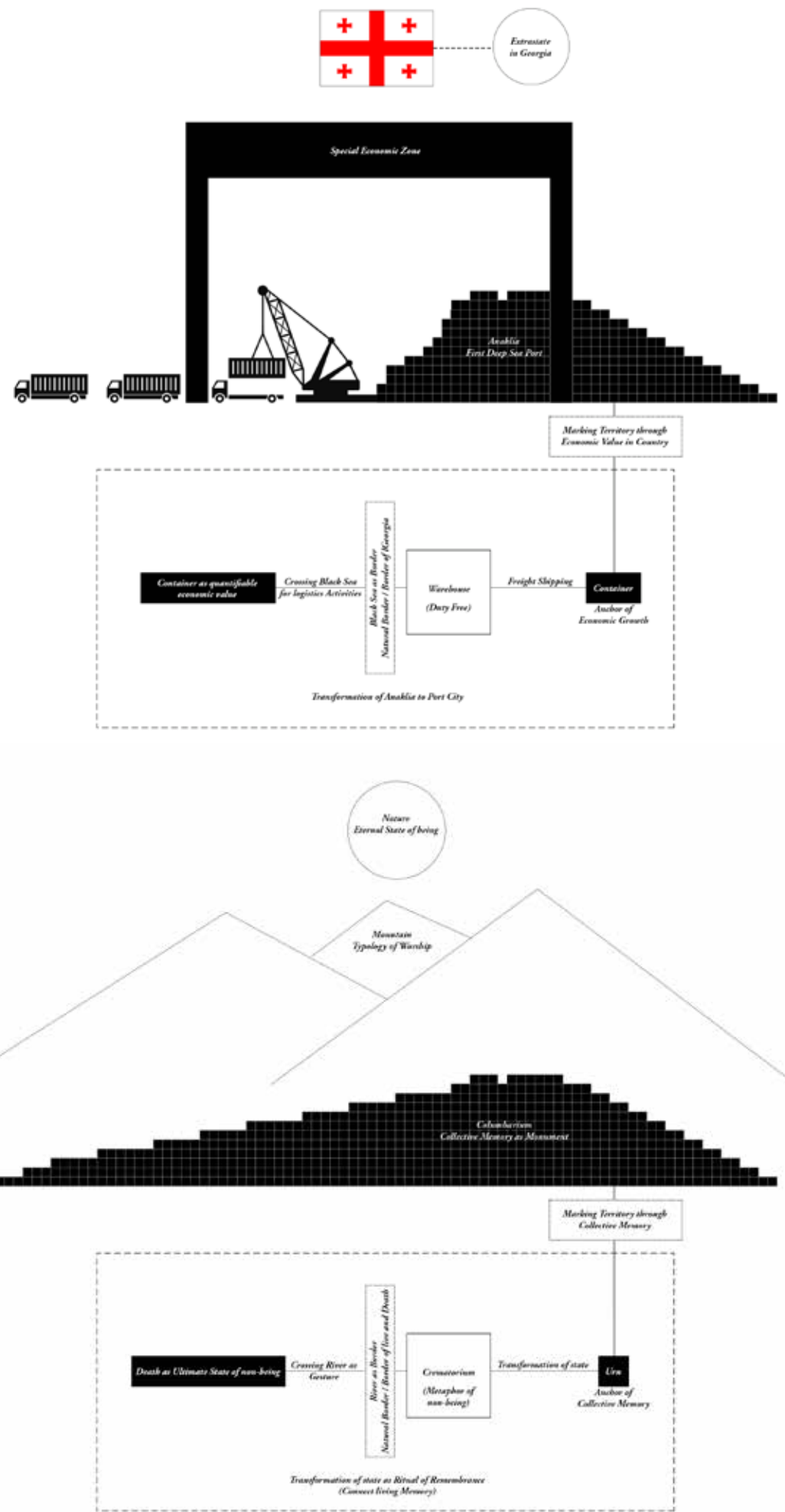
Georgia to Odessa, across the Black Sea

In other country with Orthodox Church as their main religion such as Russia and Greece, cremation services is very common as a choice in burial services as it's cheap in price.

Those Georgians who do opt for cremation reportedly tend to send family members' bodies to Ukraine, where a crematorium exists in the Black Sea port city of Odessa. The cost for such a procedure motivates many. A few years ago, the fixed cost of cremating a body in Odessa was 840 hryvnia, or about \$32.14, according to one Ukrainian report.

By comparison, traditional burial services (a grave plot, grave digging, coffin, and mortuary refrigeration) cost in Tbilisi, on average, 1,500 laris, or about \$630.20, depending on location. Prices at private cemeteries can be more than double that.

First Deep Sea Port / First Crematorium  
Anaklia, Georgia



The Master planning of the site was based on the path that pass through the layers in Anaklia – from the port – city – river, framing the melancholy scenery and by the gesture of crossing the river to get to the crematorium to create a ritual of remembrance as collective memory. Moreover, using the logistic infrastructure provided by the port development, contradicting the sacred space with the industrial and logistical spaces to evoke fascination of Anaklia's future with the port development. By the transformation from death to collective memory, mark a columbarium as an unchanged territory and monument on the river island.



*Border of Life & Death*  
*Crossing River as Ritual*



Enguri River, Anaklia, 2018



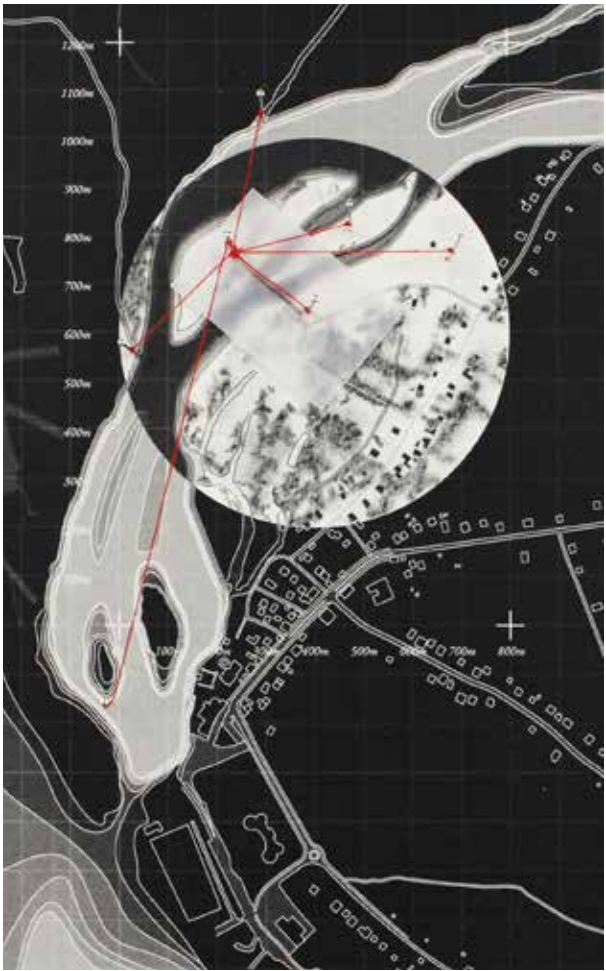
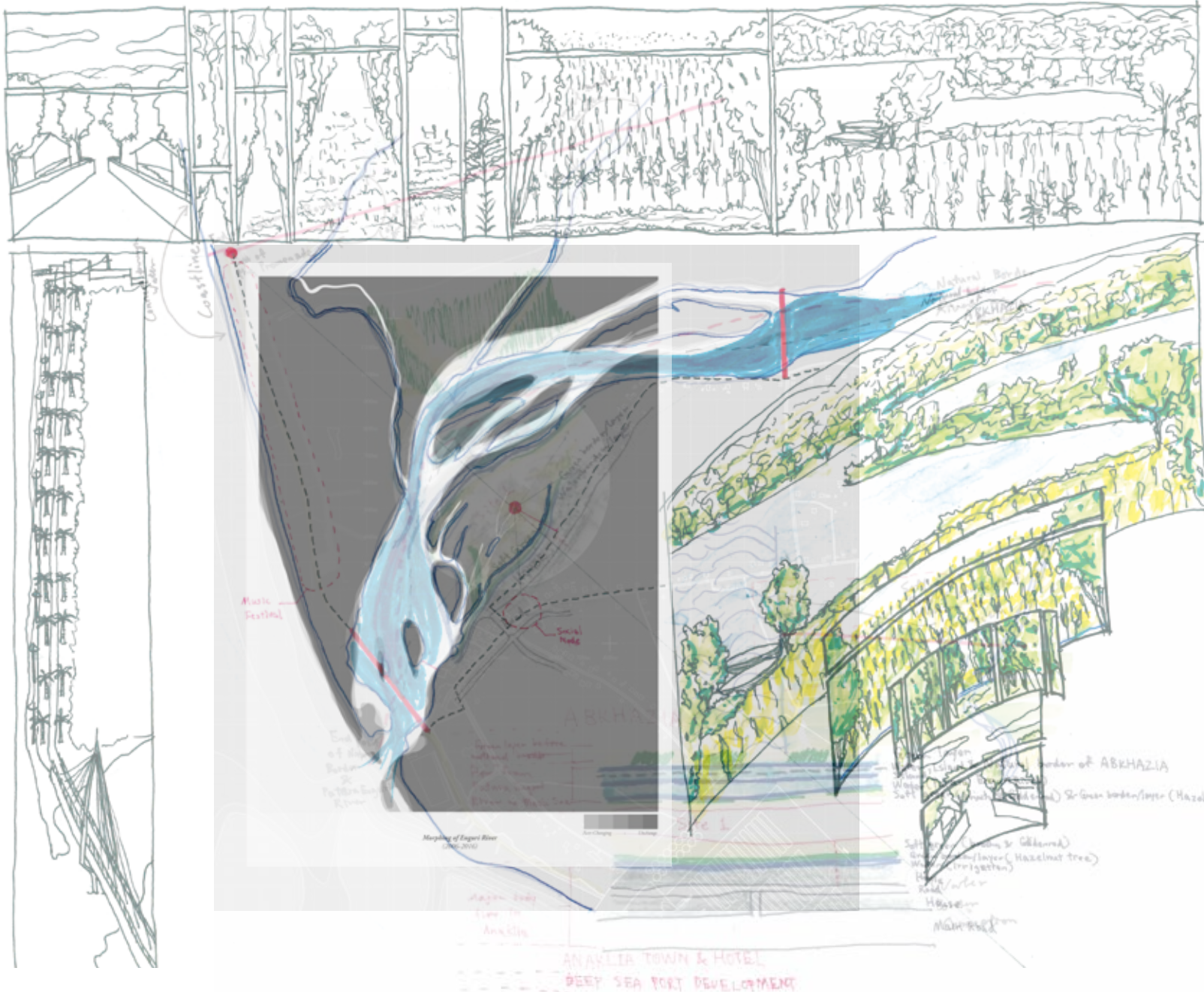
Charon, The Ferryman of Hell, Gustave Doré, 1861

[Charon. - Poem by Robert Crawford ]

Who goes across those waters  
On which the Moon ne'er shone,  
With the passenger he came for  
As in a dream moved on?  
Cypress and yews o'ershadow  
The verge on either side,  
Within whose boughs for ever  
The winds of woe abide.  
And all the air is haunted  
With a wail that seems to flow  
From the living lips of Sorrow  
As the ages come and go.  
The boatman, dumb and hoary,  
Pulls with a steady pull,

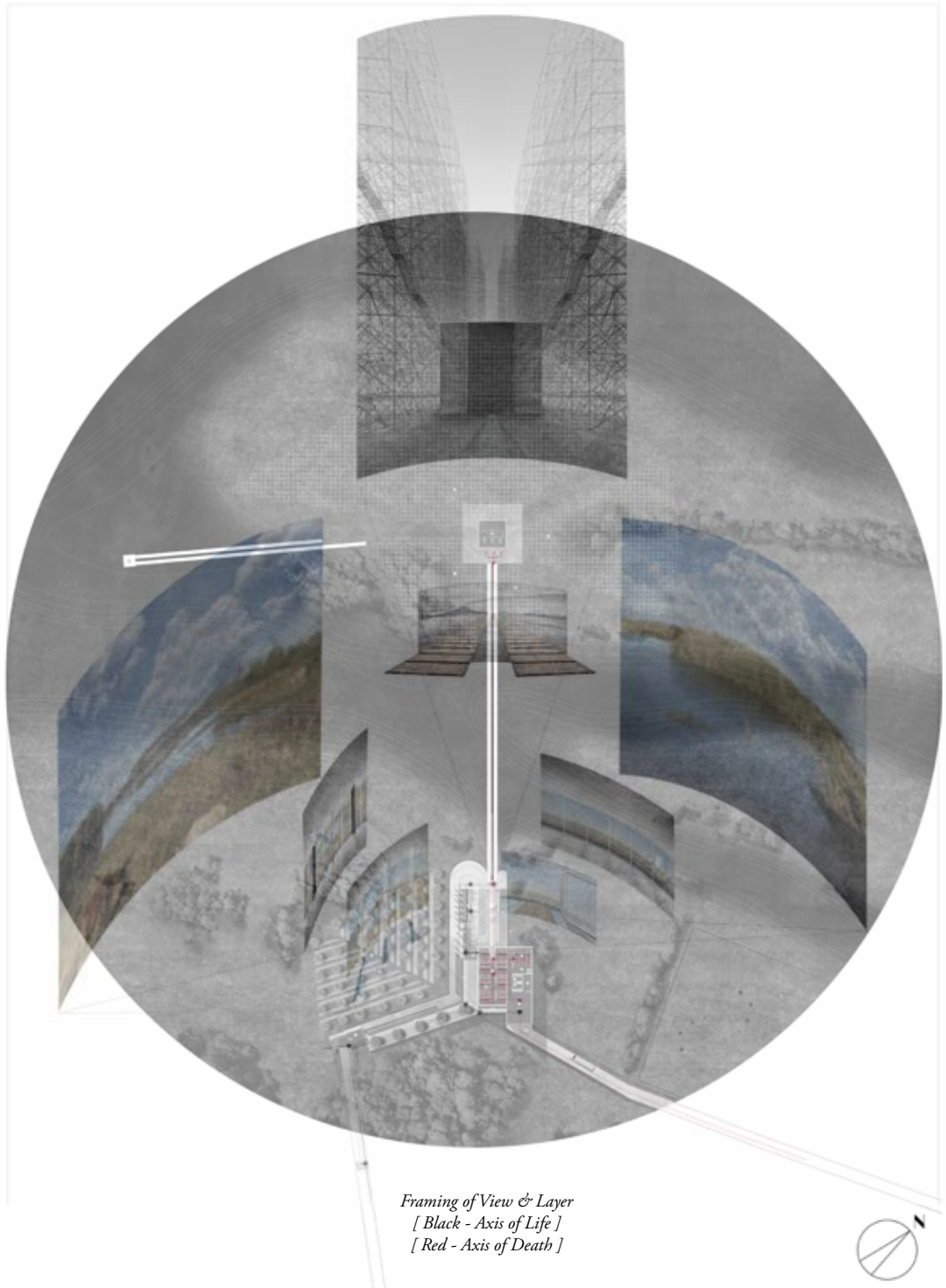
And the dead man seems to listen  
To voices beautiful.  
And it may be the weird River  
Has sights we cannot see,  
And the far shore burns its signals  
Of eerie mystery. And Charon knows each signal  
—  
Above the River's rim  
The spectral lights that glimmer  
Are pilot-stars for him. Ay me!  
he knows the water  
As few, few boatmen know; 'Tis not the first he's taking  
Down where we all must go!

*Site Mapping*





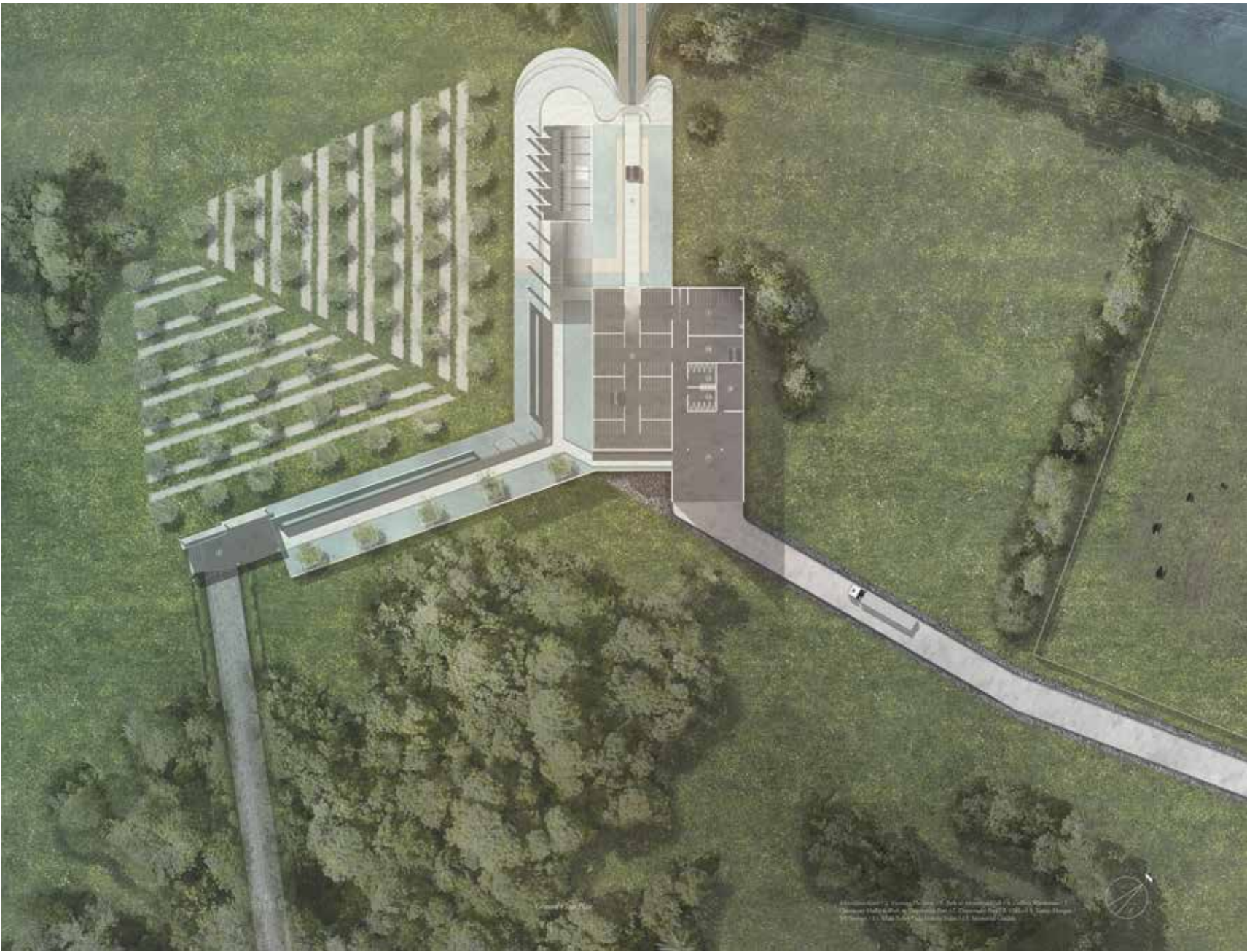
Axis & View Mapping



1. Entrance Gate / 2. Viewing Platform / 3. Path to Memorial Hall / 4. Coffins Warehouse / 5. Ceremony Hall / 6. Path to Departures Port / 7. Departures Port / 8. Office / 9. Temp. Morgue / 10. Storage / 11. Male Toilet / 12. Female Toilet / 13. Mountain of Memory / 14. Columbarium / 15. Committal Chamber / 16. Viewing Harbour / 17. Memorial Garden



The Promenade



[ Layer on Path ] Nature - Nature



[ Layers on Path ] Manmade - Nature



[ Change of Structures along the Path ] Port - Border



[ Change in Buildings along the Path ] Town



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*FrontStage*



*[ Axis of Life ]  
Framing of Melancholic Scenery*

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*BackStage*



*[ Axis of Death ]  
Logistic and back stage of the crematorium.*



*These two paths meet in the middle of the journey, but the visitor will not be able to realize that they are walking alongside with the coffin's warehouse until they are close enough to it.*

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*Ceremony hall*  
*Feast for the living and ceremony of death*



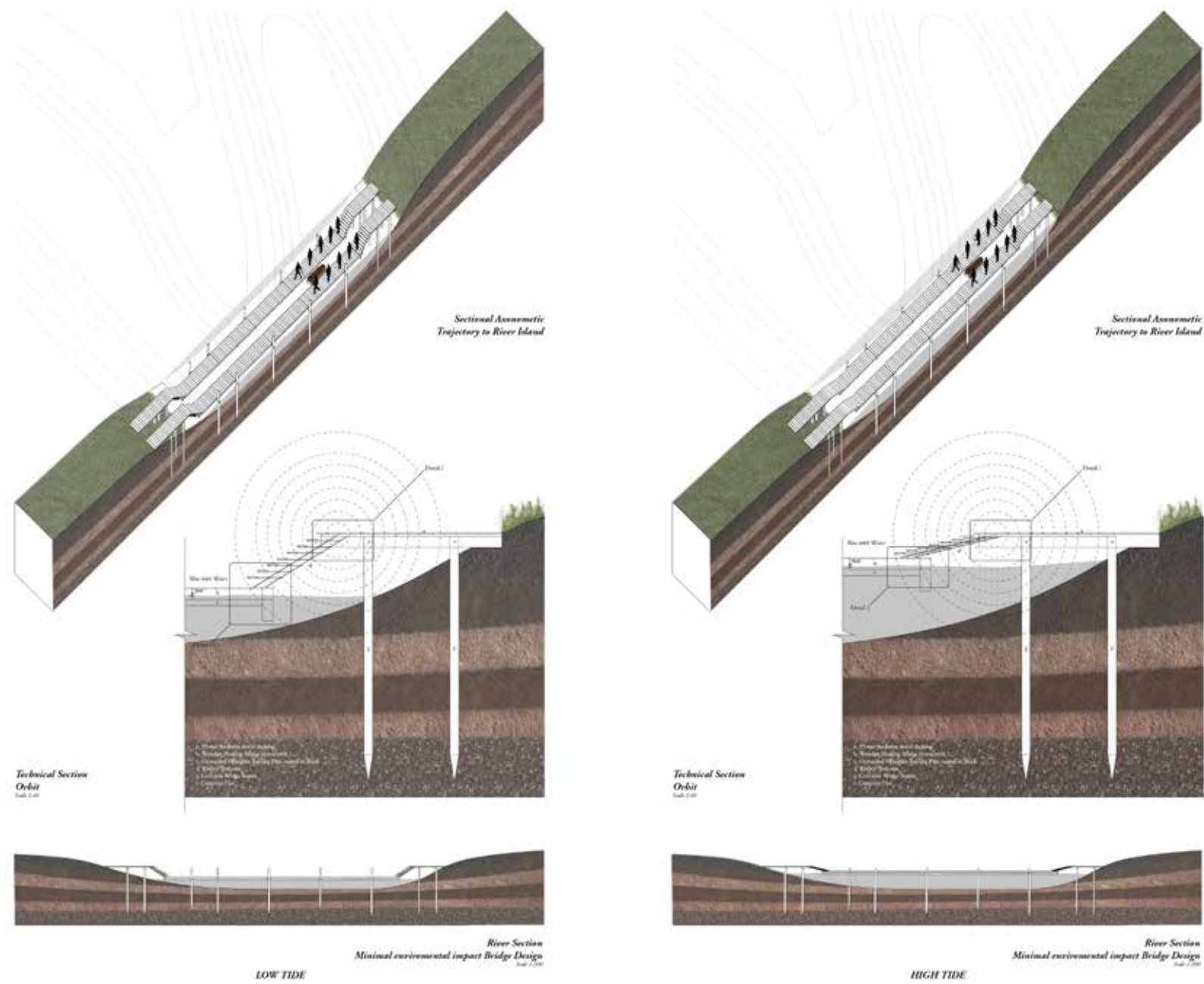
*Ritual*



*[ Ritual of remembrance - The bridge as Promenade of life & death ]*  
*Connection between the mainland & the crematorium on river island*



*Rise & Fall with water*  
Reflecting the change of water level.

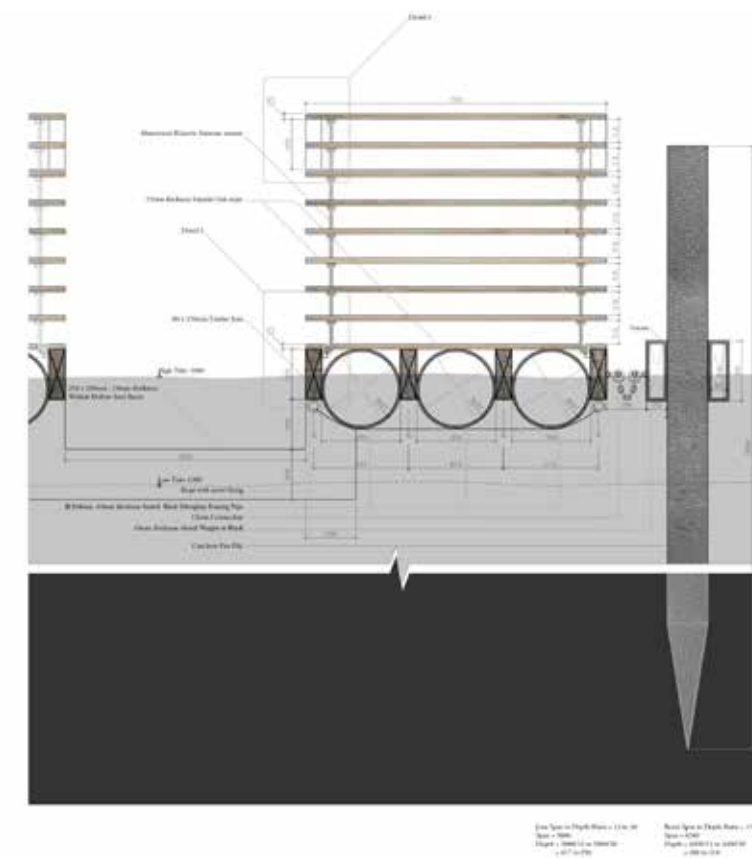


[ Technology - Crossing Enguri River ]  
Minimize the environmental impact, react to the change of the Enguri River.



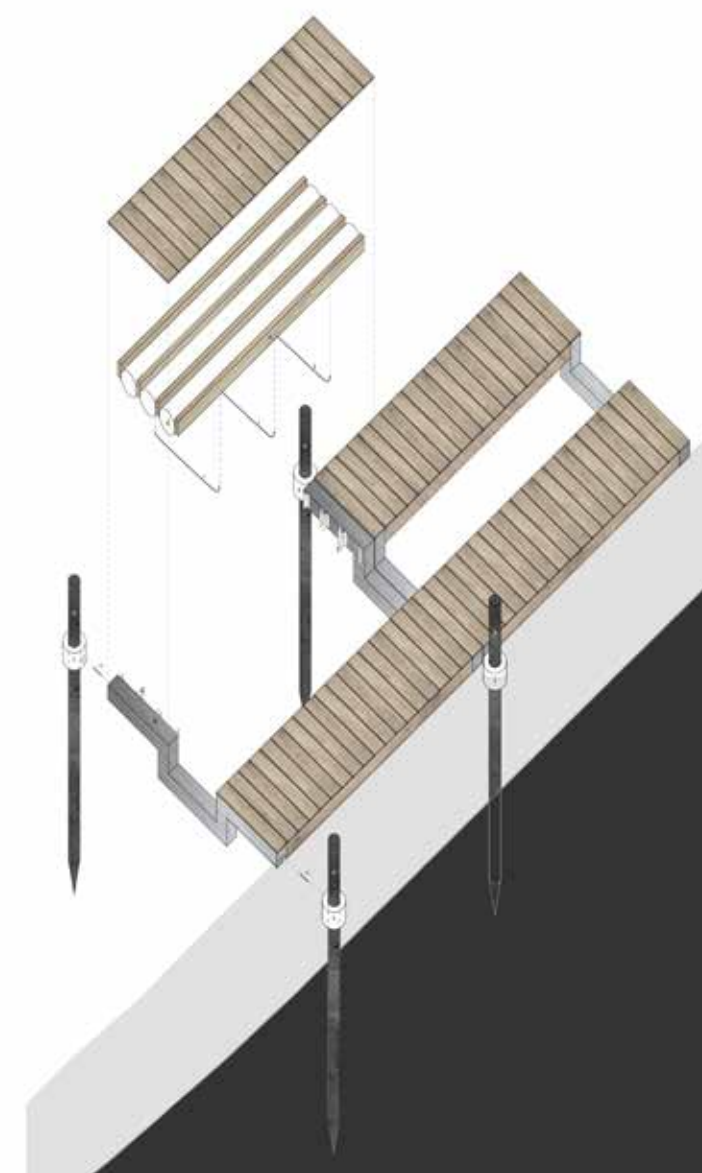
[ Ritual of remembrance - The bridge as Promenade of life & death ]  
Connection between the mainland & the crematorium on river island

*Rise & Fall with water*  
Reflecting the change of water level.



Technical Section  
Landing - Steps - Floating Platform

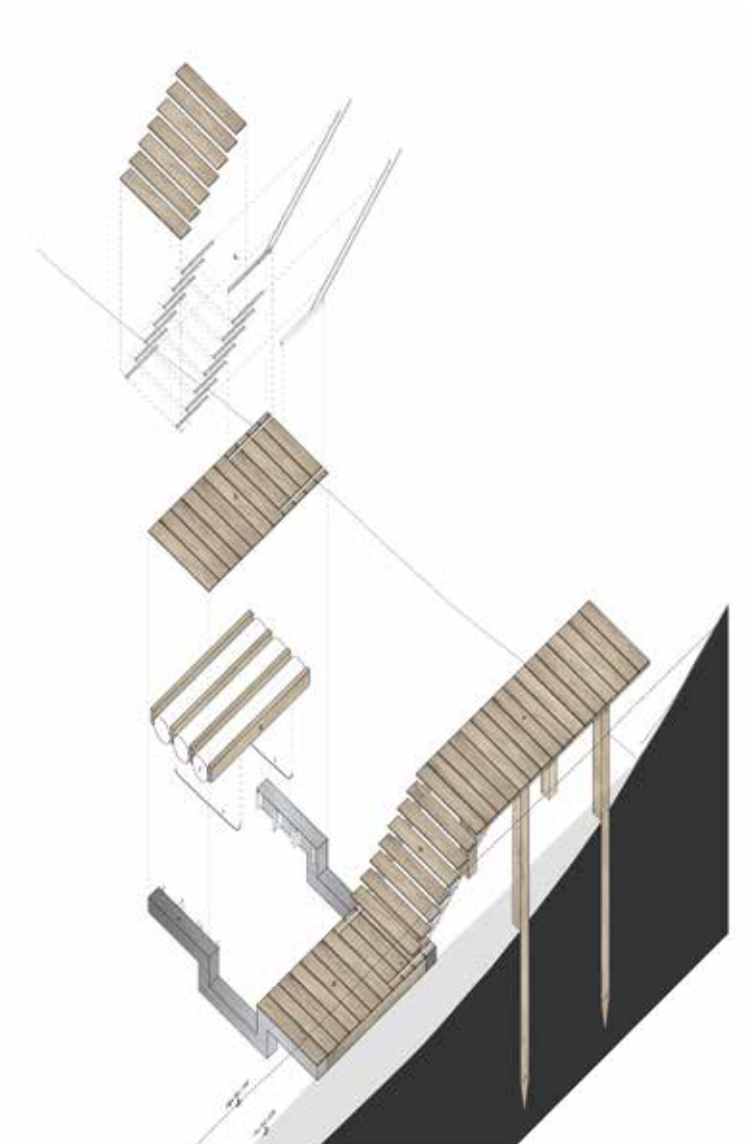
CONNECTION DETAIL



Connection of Floating Platform Unit

1. Cast Iron Base Plate  
2. Steel Plate, 10mm Thick, Welded to the Base Plate  
3. Steel Plate, 10mm Thick, Welded to the Base Plate  
4. Steel Plate, 10mm Thick, Welded to the Base Plate  
5. Steel Plate, 10mm Thick, Welded to the Base Plate  
6. Steel Plate, 10mm Thick, Welded to the Base Plate  
7. Steel Plate, 10mm Thick, Welded to the Base Plate  
8. Steel Plate, 10mm Thick, Welded to the Base Plate  
9. Steel Plate, 10mm Thick, Welded to the Base Plate  
10. Steel Plate, 10mm Thick, Welded to the Base Plate

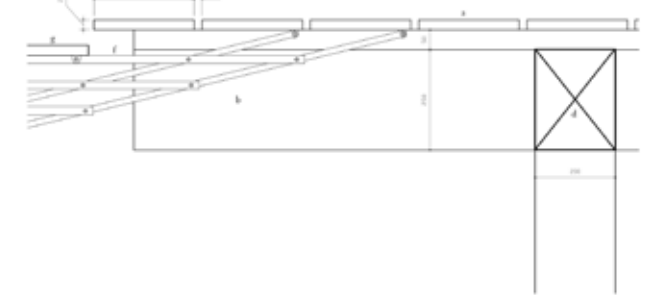
EXPLODED AXONOMETRIC



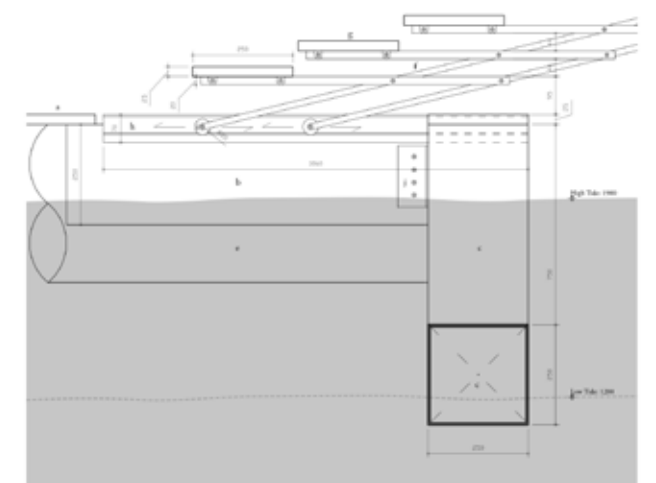
Connection of Kinetic Stair to landing

1. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
2. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
3. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
4. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
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9. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
10. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate

EXPLODED AXONOMETRIC



Detail 1, Section  
Kinetic Stair Connection Detail



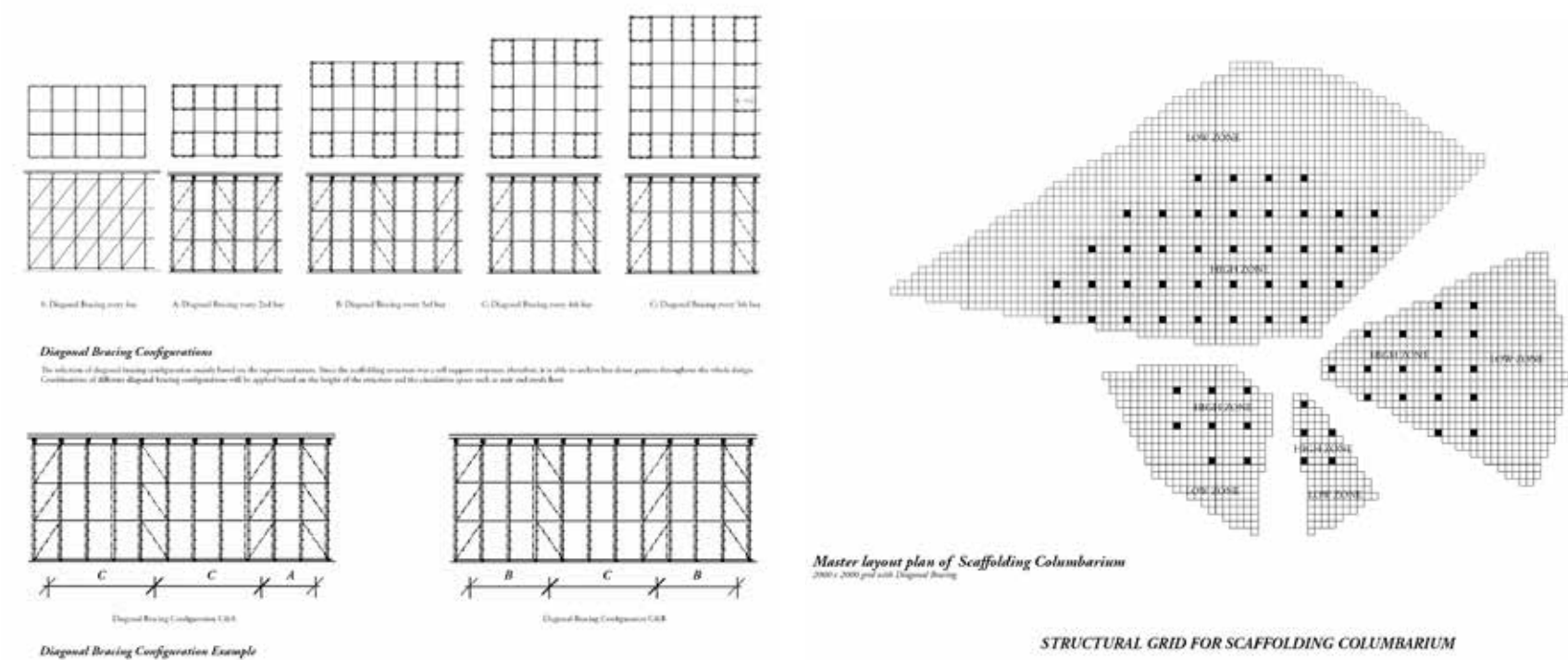
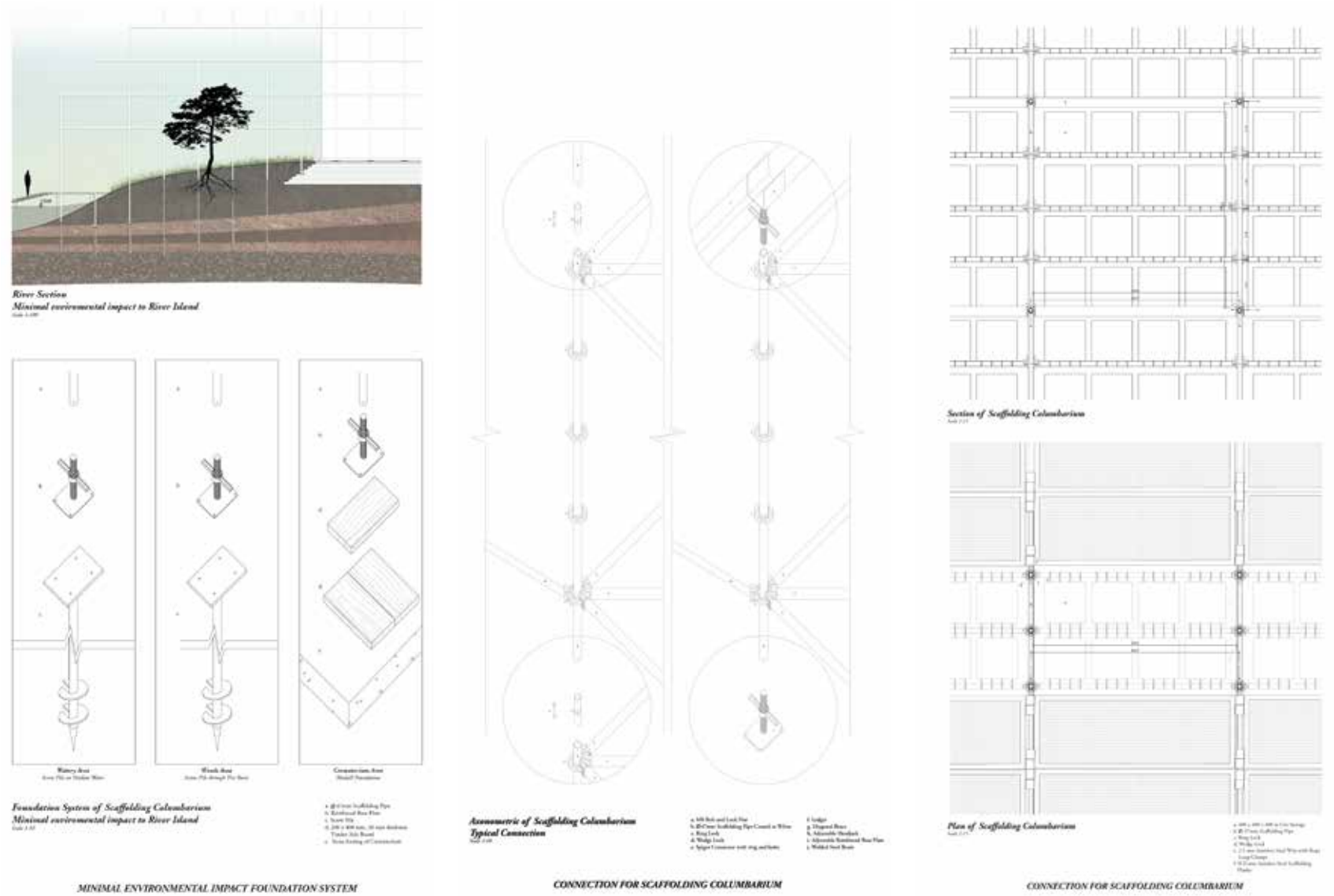
Detail 2, Section  
Kinetic Stair Connection Detail

1. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
2. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
3. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
4. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
5. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
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7. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate  
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10. Kinetic Stair Landing, 10mm Thick, Welded to the Base Plate

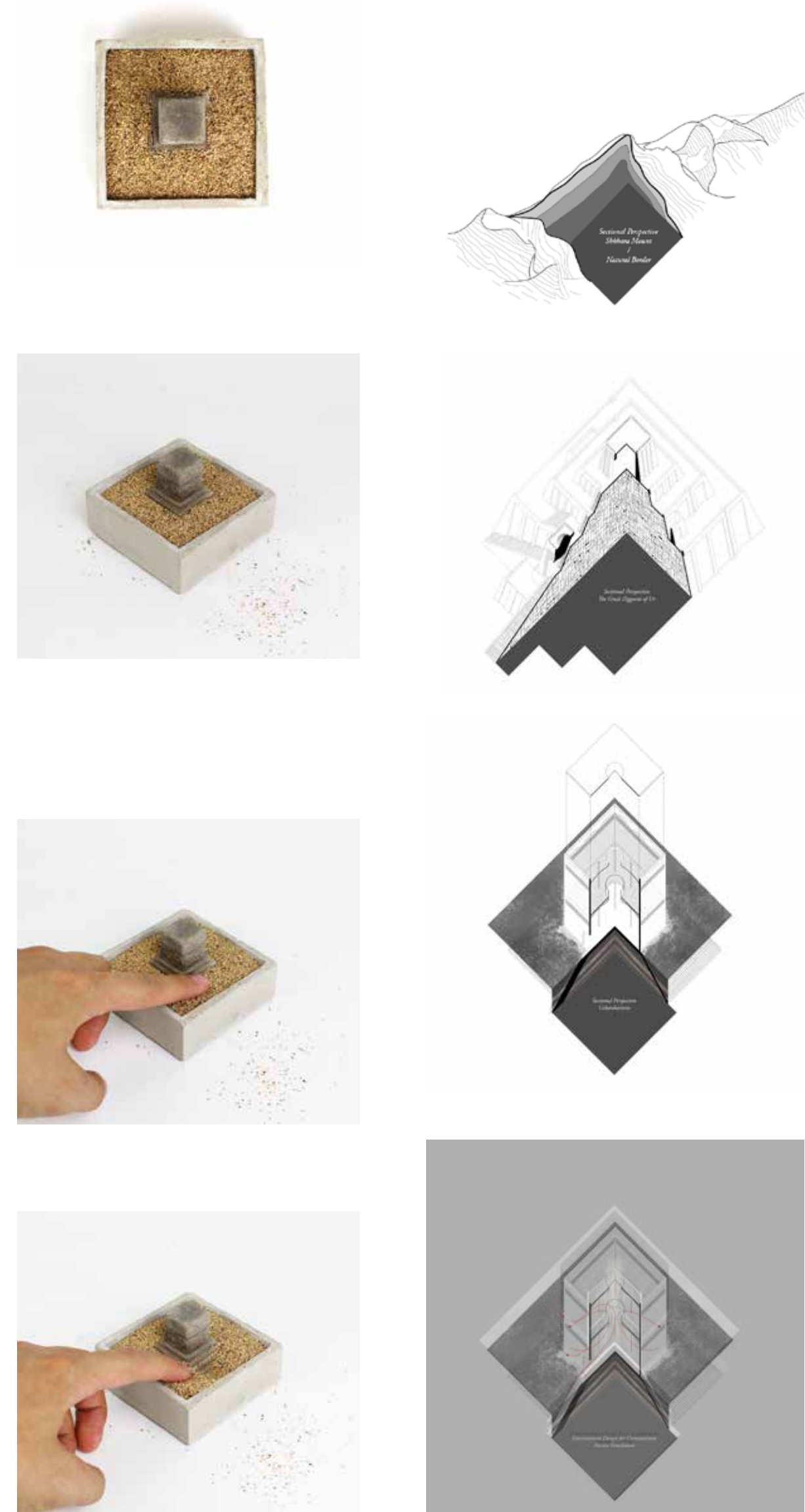
KINETIC STAIR CONNECTION DETAIL



*Footing systems applied on different area on the island to minimize the impact for the existing environment.*



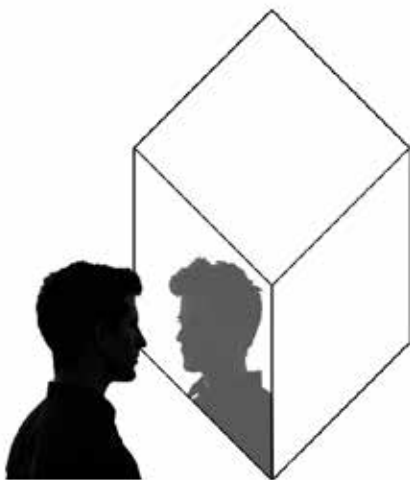
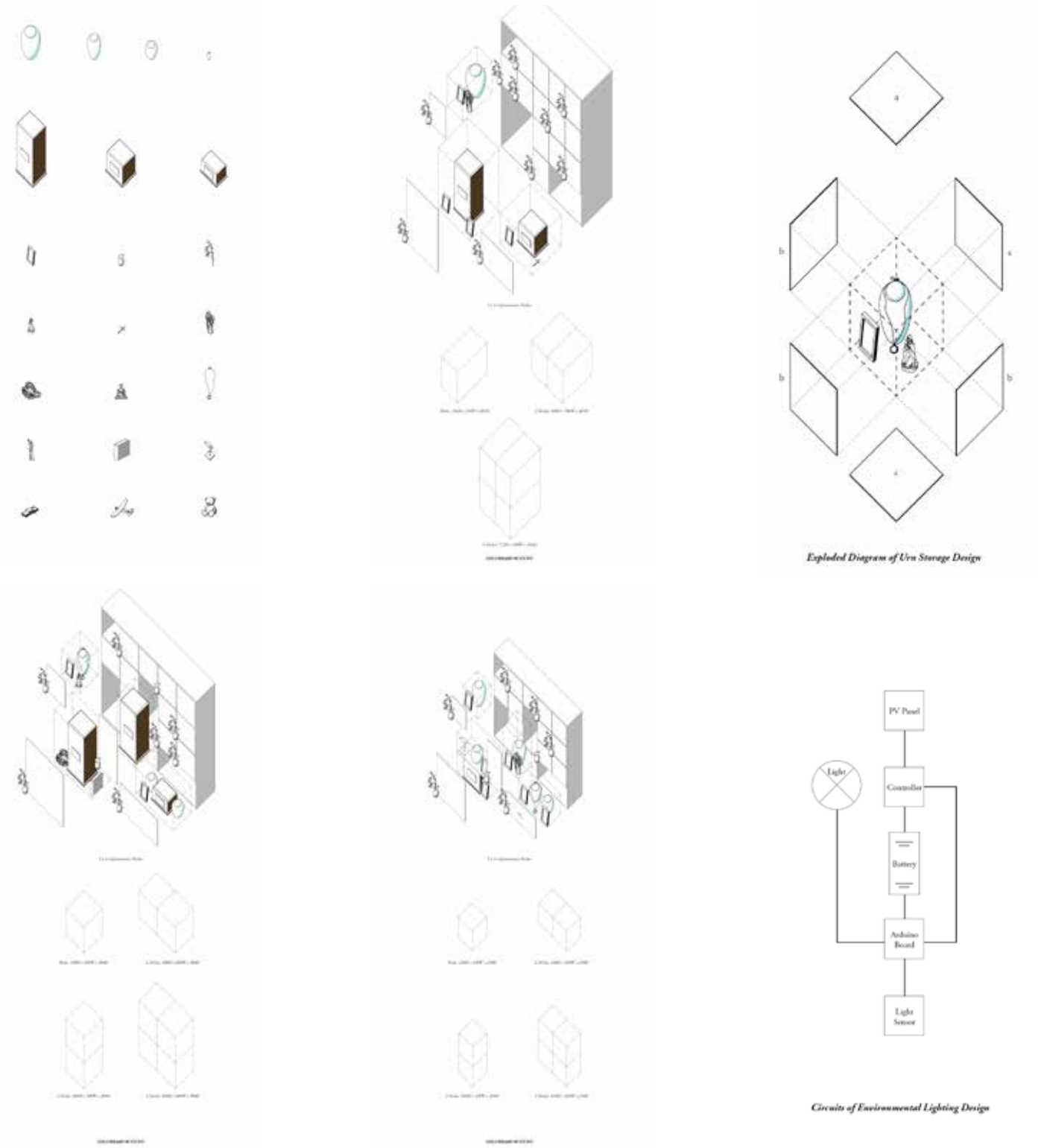
*Mountain & Worship*



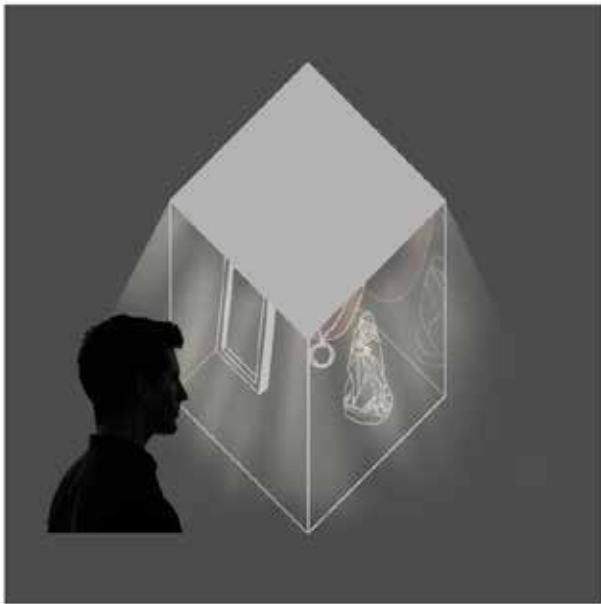
*Highest point in the nature for worship, a stair-like foundation structure will be hidden under the earth, and it will be reveal when the river line changes.*



Urns Storage



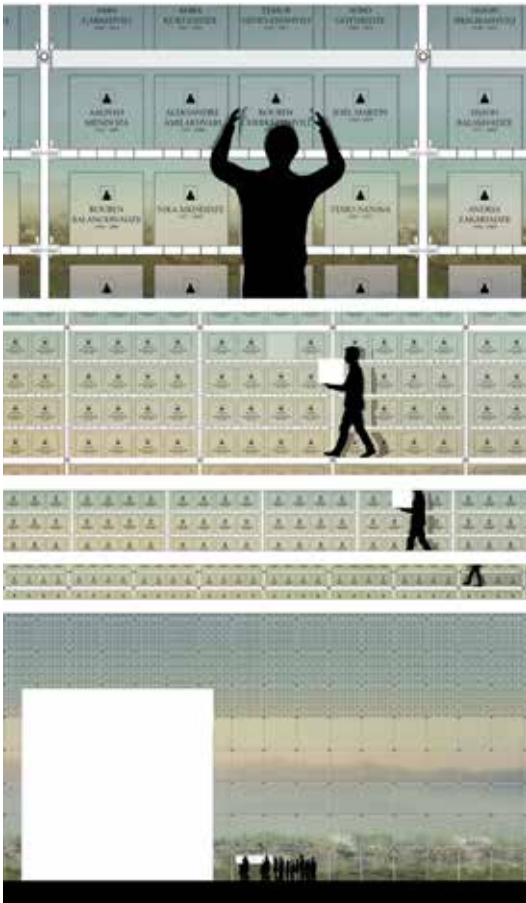
Day



Night

- a. PV panel with lighting panel
- b. Single sided Mirror
- c. Double sided Mirror

Ritual of remembrance



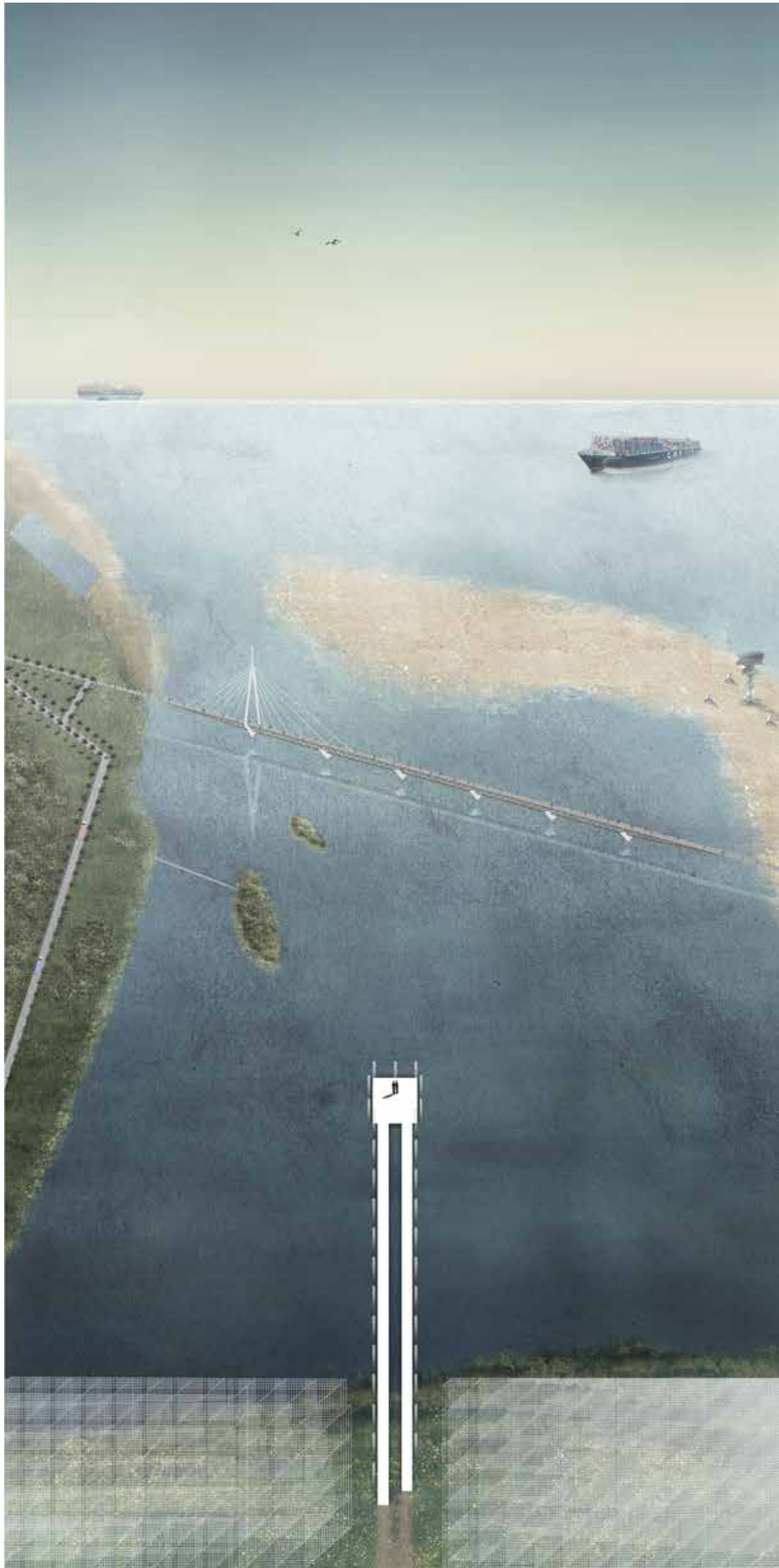
Sequence that transform individual memory into collective memory



Experience towards the columbarium



*End of Promenade*



*The Pier*  
*Overlook the melancholic scenery of Black Sea with existing promenade's bridge & the cargo ship moving towards the deep sea port*

*On the way back*

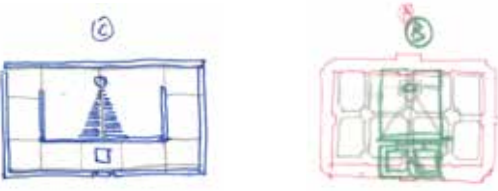
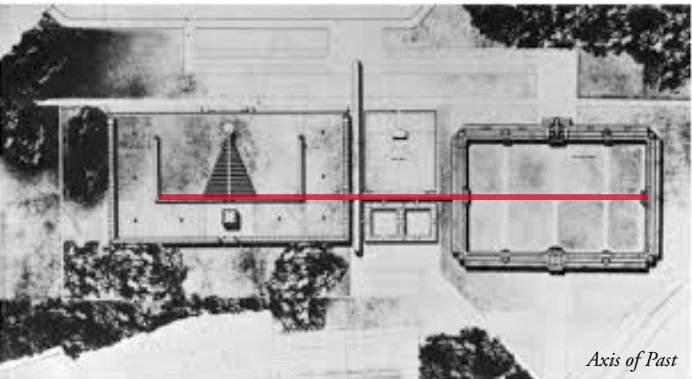
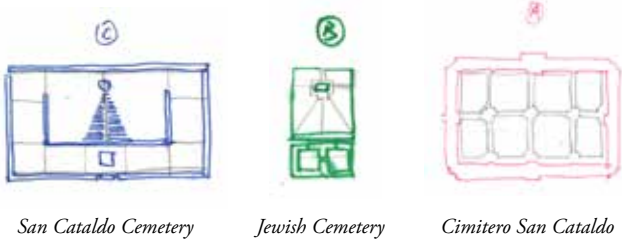
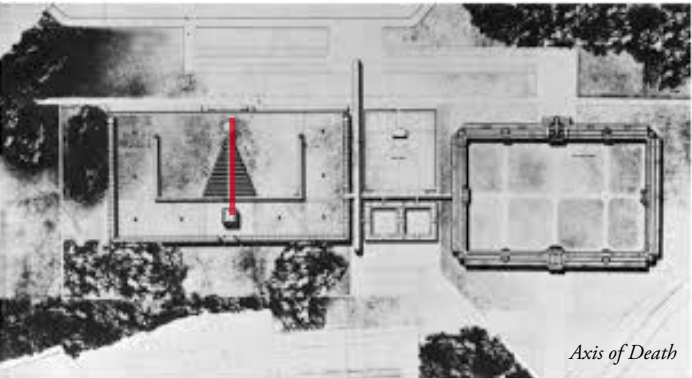


*Scenery that mixes sacred space, industrial port and undeveloped nature in Anaklia*



*Research Study*  
*San Cataldo Cemetery*  
*1971, Aldo Rossi*

| Supervisor: Ms Charlotte Grace, Ms Maria Alexandrescu |  
| Site Location: Modena, Itlay |



San Cataldo Cemetery Plan, Aldo Rossi, 1971-1976

Master Plan of the San Cataldo Cemetery based on the past

The cemetery has no roof, floors, windows or doors; instead it is only a shell with openings. Some of the openings are for light, others for views, access, and even containment of cremated bodies. Many do not hold this building in high esteem, as they find it depressing or ugly.

But Rossi has found a way to make architecture metaphysical; the visitor is inevitably confronted with the thought of death, "The Axis of Death" and "The Axis of Past", where truths are constant and irrevocable.



Model to study the incomplete part of San Caralado Cemetery, 2018  
White / Built  
Black / Unbuild





San Cataldo Cemetery drawing, Aldo Rossi, 1972



Piazza d'Italia, Giorgio de Chirico, 1913



Warehouse in Amazon fulfillment center, Irvine



Morgue in USA, John Moore, 2016

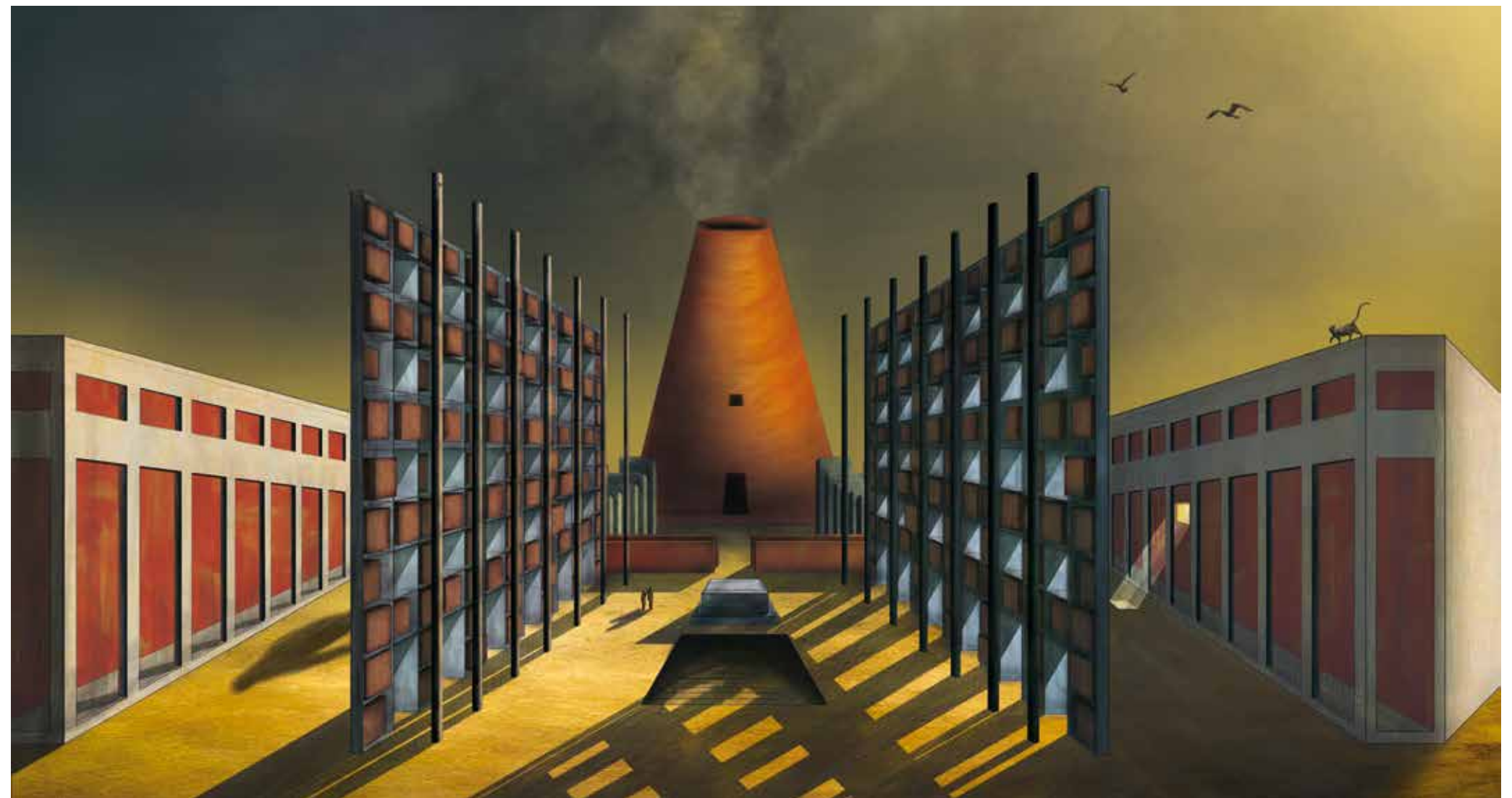


Warehouse in special economic zones frame the view of abandoned massive housing, Tbilisi, 2018

*In case to present the built and unbuild scenery of the project at the same time. It requires a manipulation of the space, layer, path and view in the function of time, a metaphysical level of representation.*

*Using painting as a study method, follow the metaphysical painter Giorgio de Chirico (10/7/1888 - 20/11/1978), an Italian artist and writer which profoundly influenced the surrealists. There is a rumour that Rossi's architectural drawing in relation to De Chirico's paintings and De Chirico's influence on Rossi's concept of design in order to evaluate the value of metaphysical expression in architectural presentation and on contemporary trends in architectural thinking.*

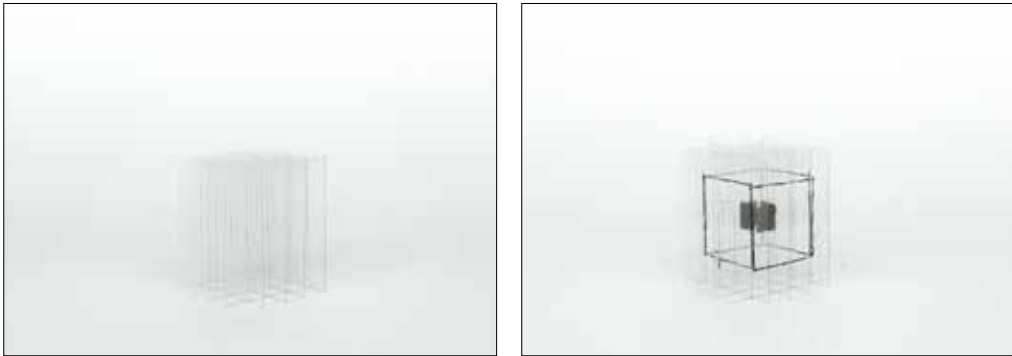
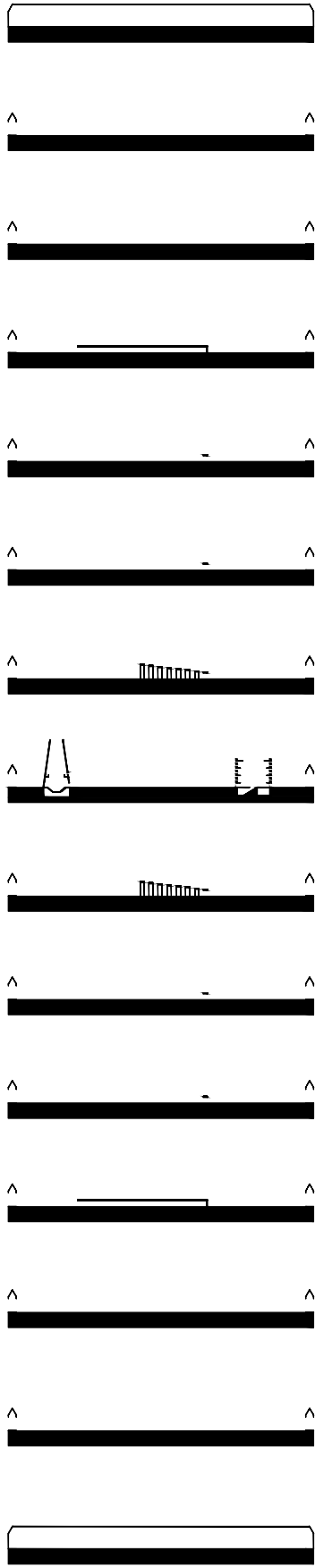
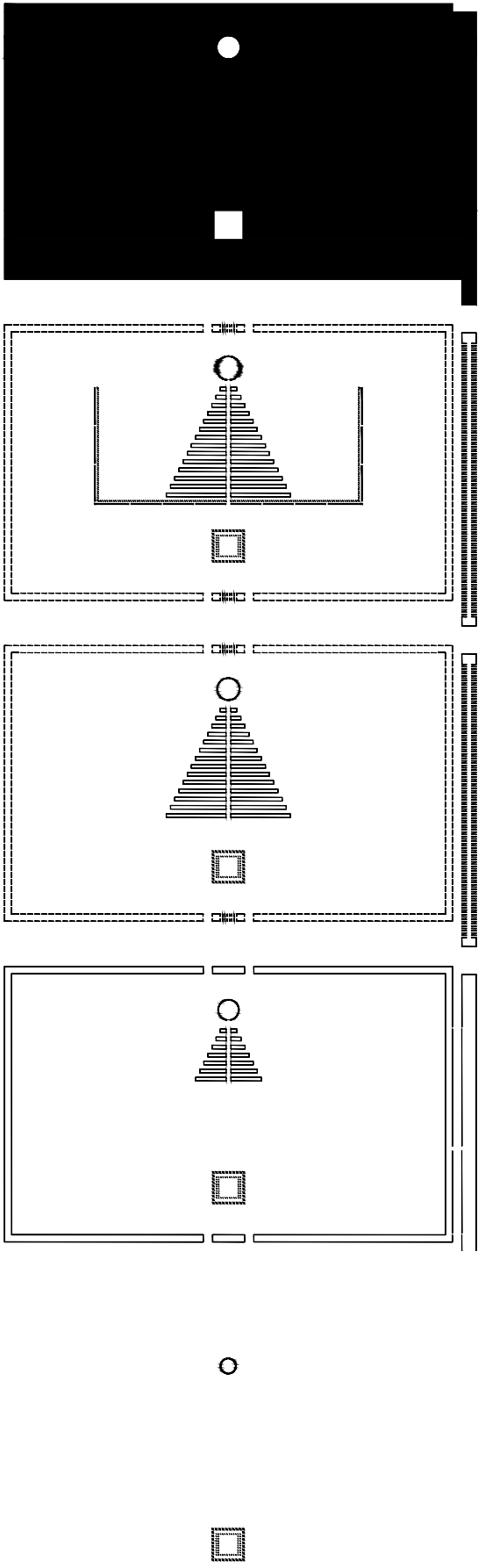
*After studying the drawing and metaphysical concept, an Unseen drawing that comply the drawing style of both Aldo Rossi & Chirico was drawn.*



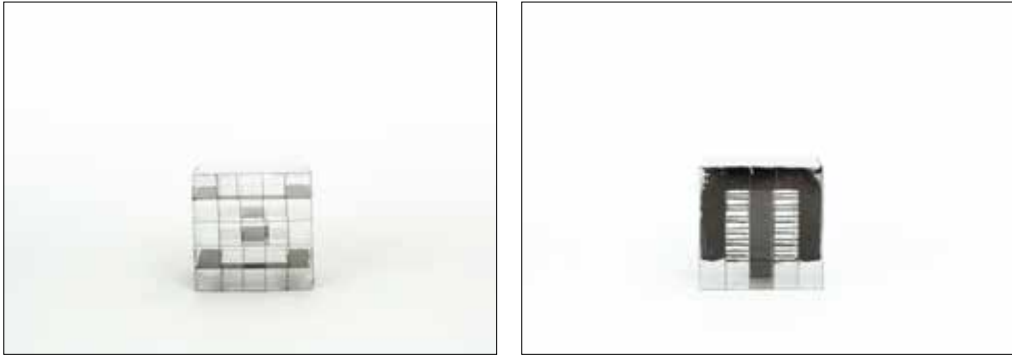
Unseen View

*Reversed the built and unbuild elements, create illusion and reimagine the spatial volume and relationship through painting*

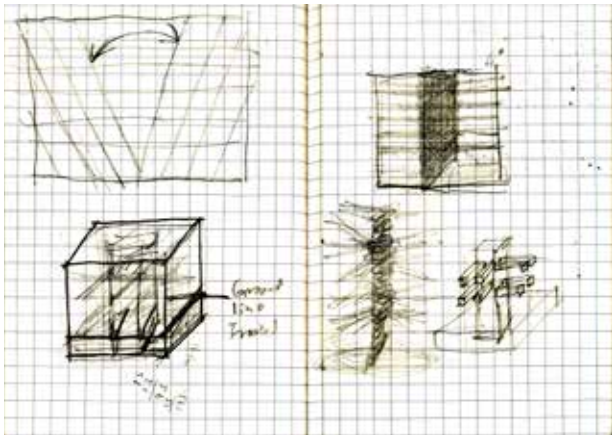




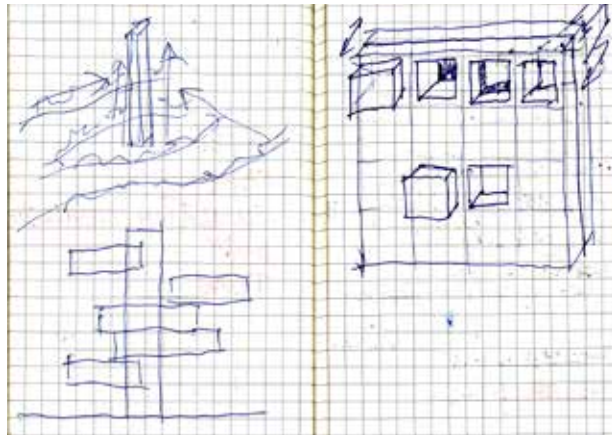
Study model of exploring space through Slicing



Study model of exploring space through Slicing & Compressing

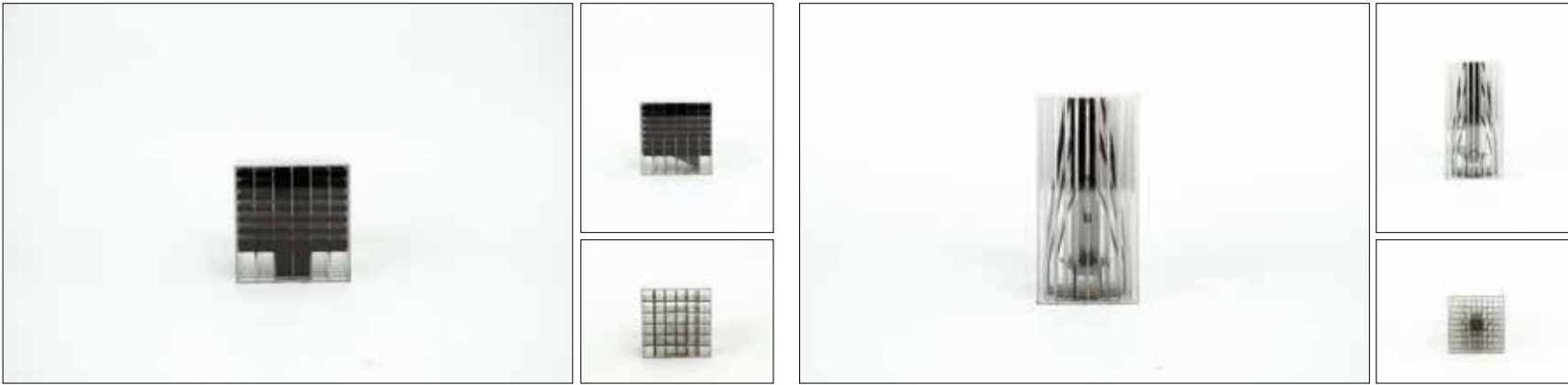
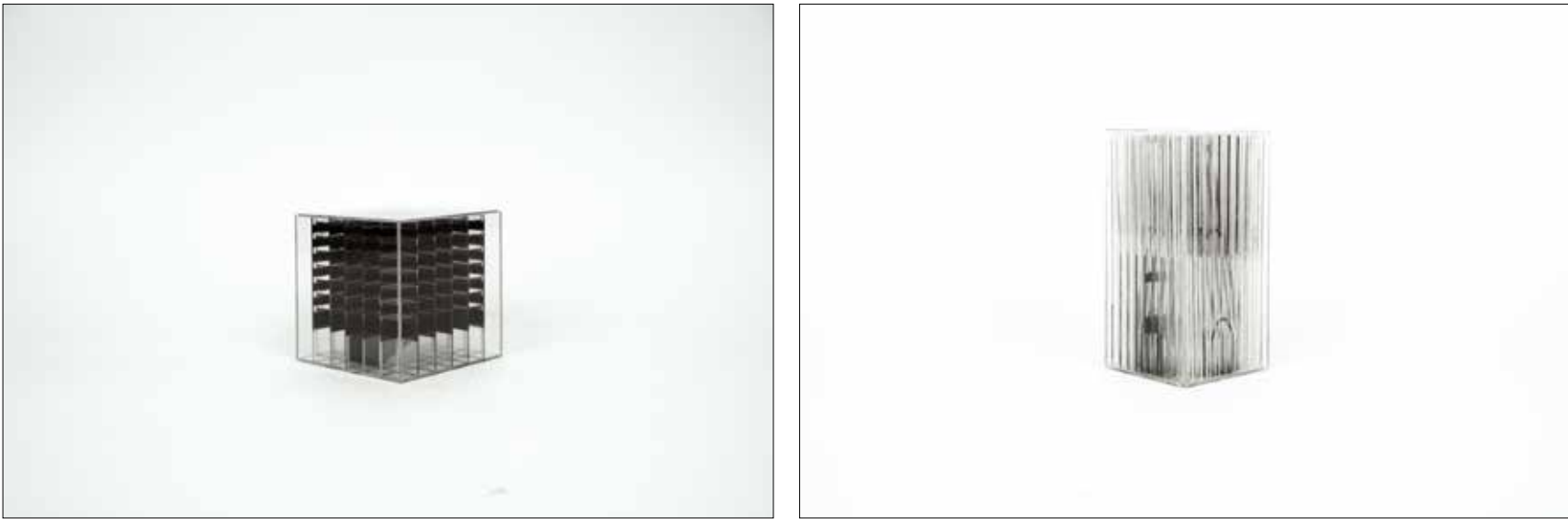


Design Sketches for Projective View Model



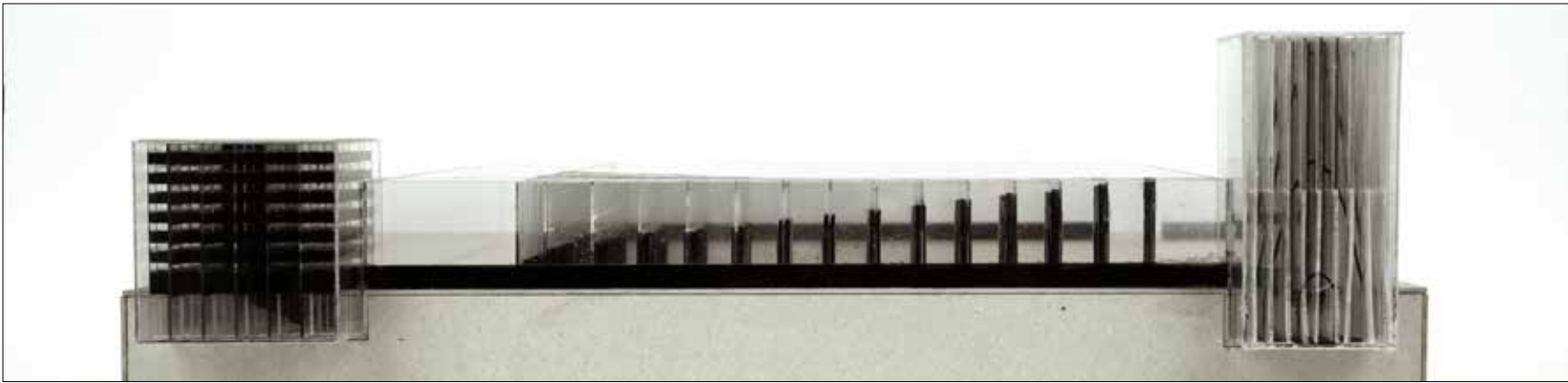
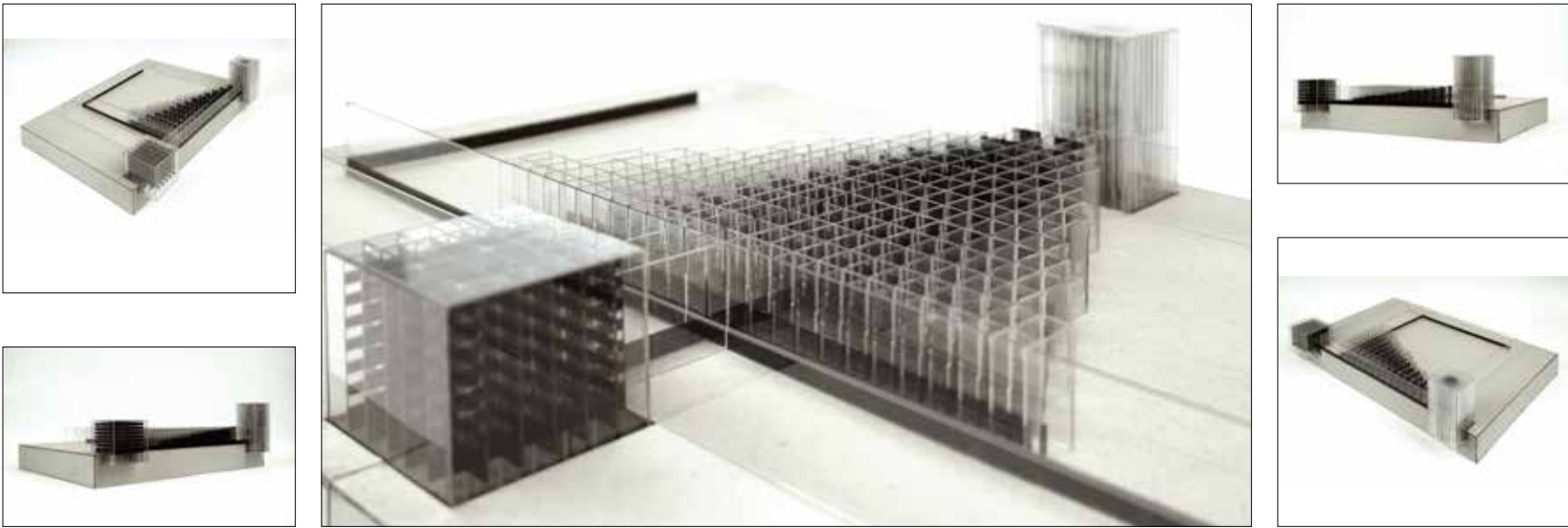
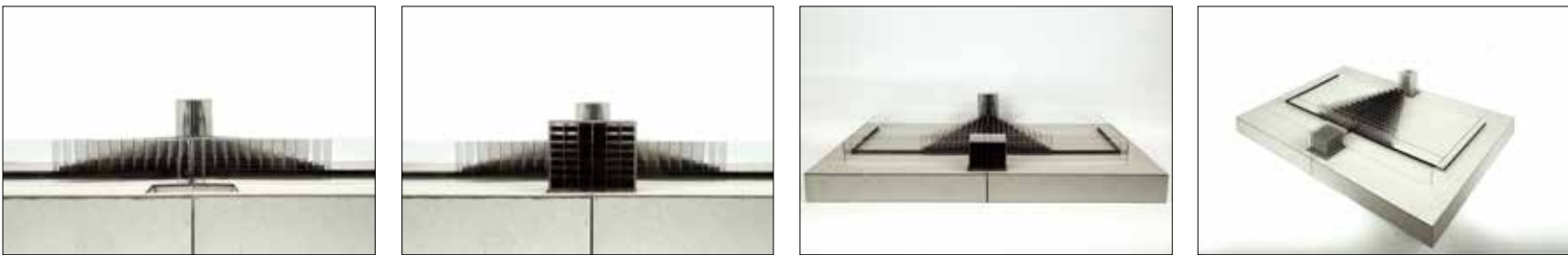
Final Study model for Projective View Model

Diagram, 2018  
Slicing through the space and architecture as a study, to observe the change in the form and volume in relation to the Axis of Death in San Cataldo Cemetery imagining as it's complete.



Projective View  
Built Monumental Element in San Cataldo Cemetery.

Projective View  
Unbuild Monumental Element in San Cataldo Cemetery.



Model of slicing through the space of San Cataldo Cemetery as a study



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***Alboraya Bathhouse & Brewery***

*2018 | MArchD Year 1*

*| Supervisor: Dr Julia Wedel, Mr Sam Woodbridge, Mr Matt Gaskin |*

*| Site Location: Alboraya, Valencia, Spain |*

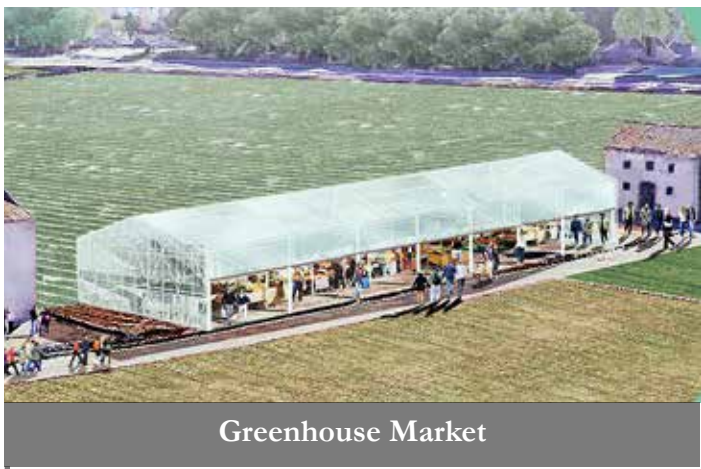
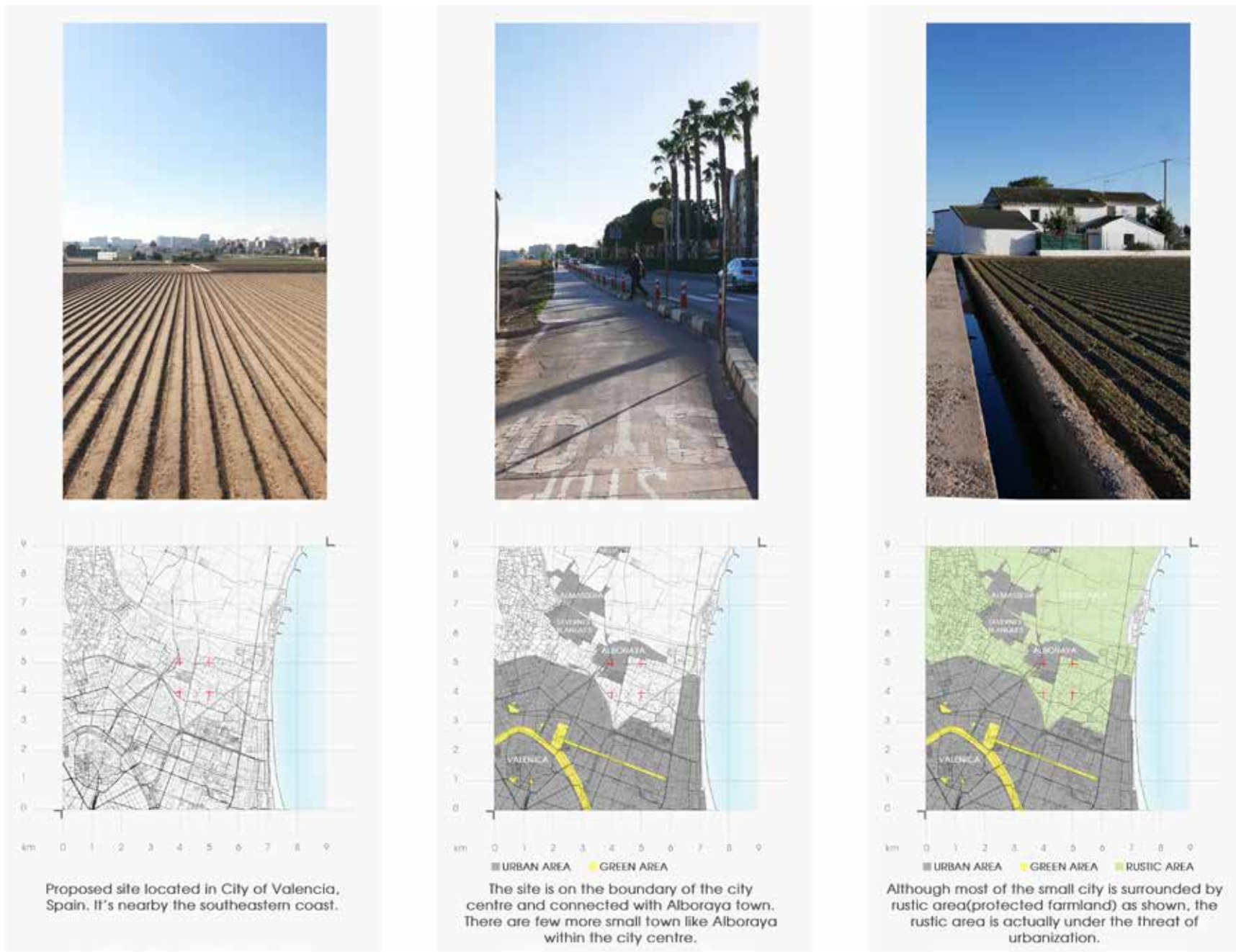
*| Project Nature: Community Hub for Locals & Tourist |*

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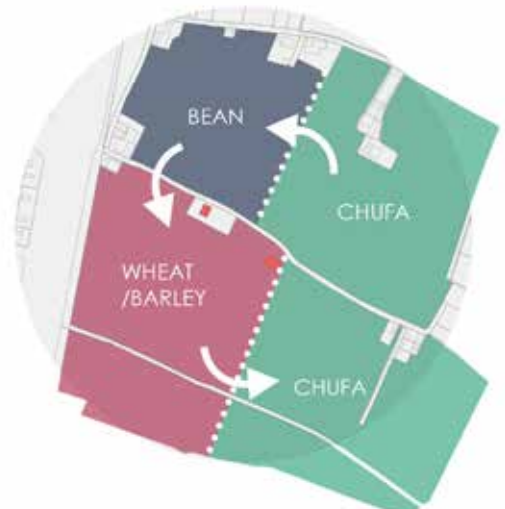
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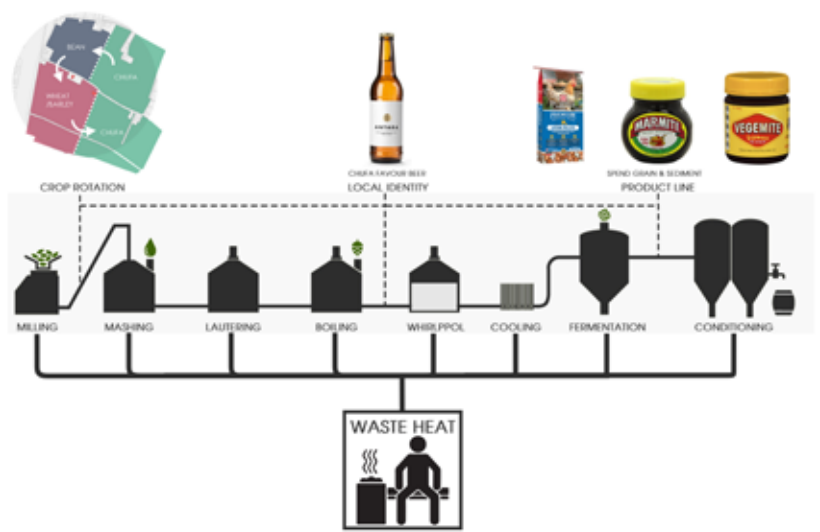
Site Background



Greenhouse Market



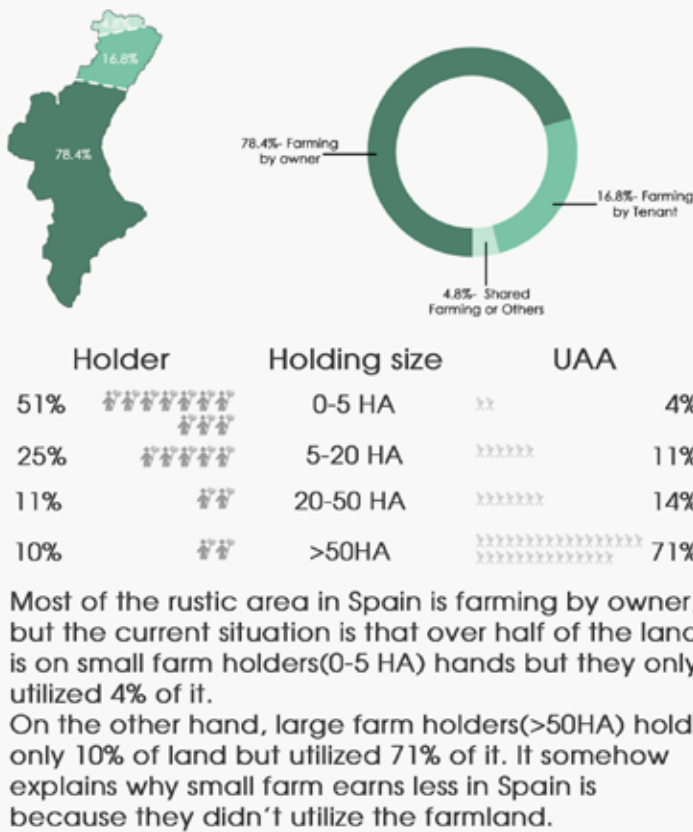
Crops Rotation Farm



Production House



LOW IN UTILIZED AGRICULTURE AREA



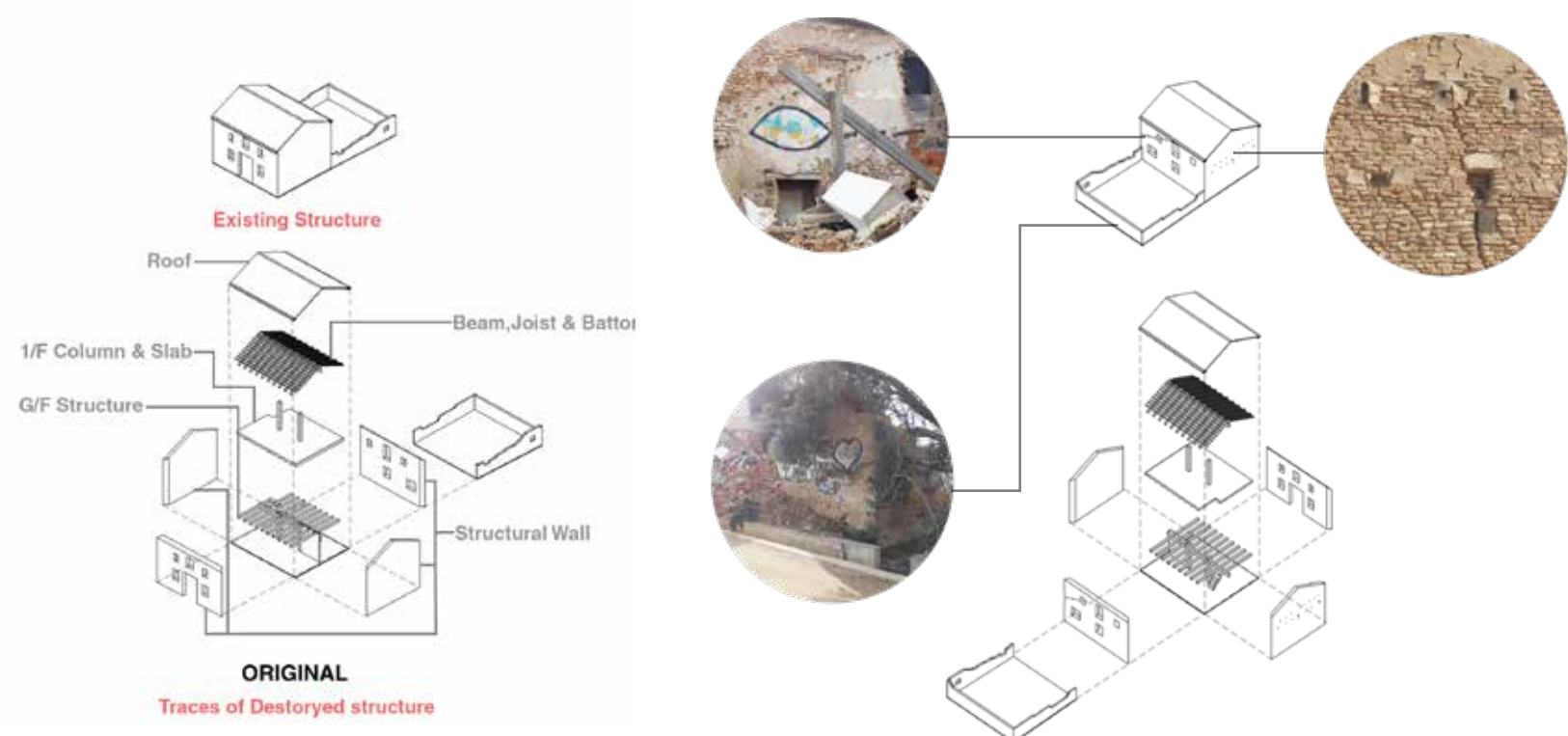
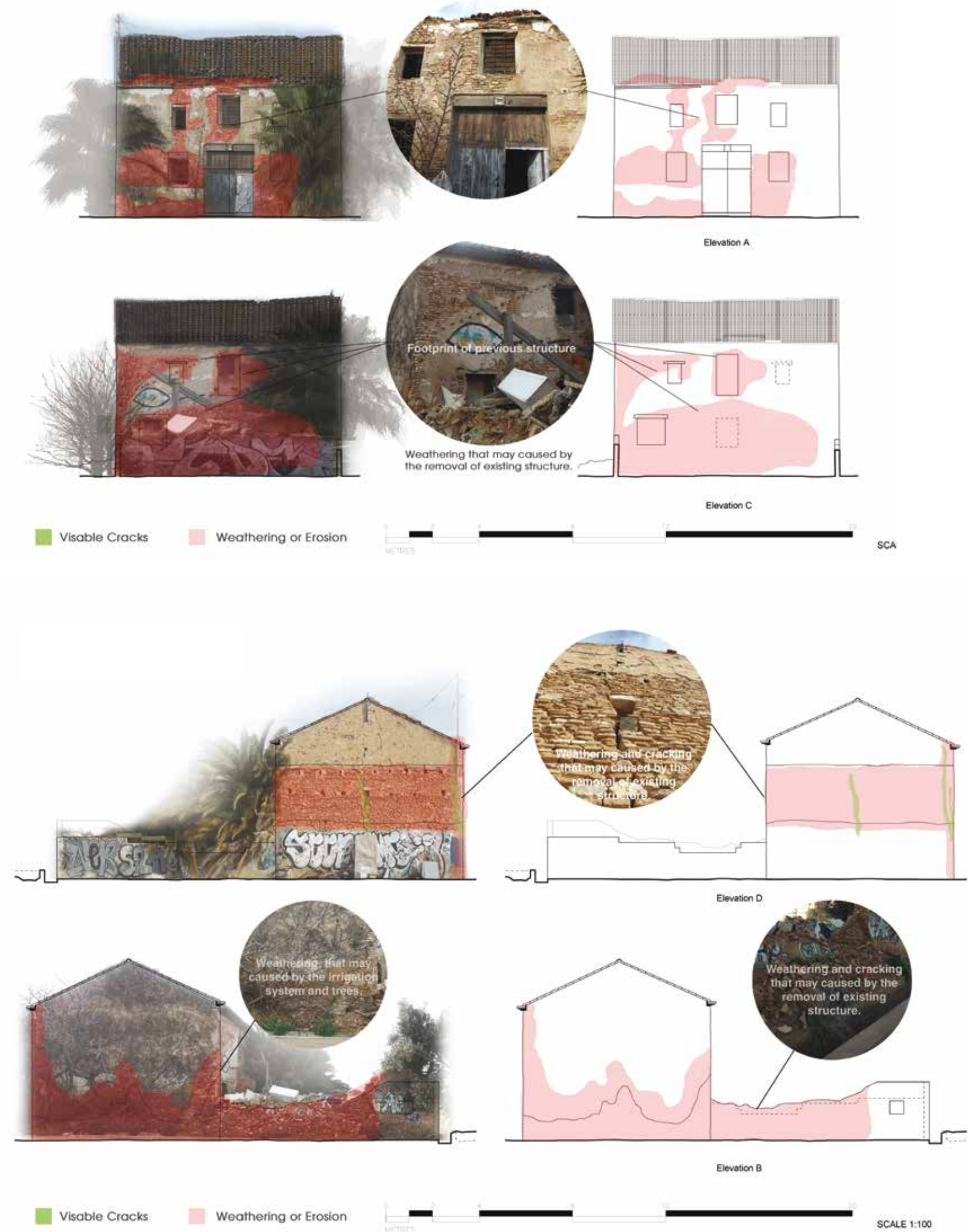
LACK OF SUPPORT TO LOCAL FARMER



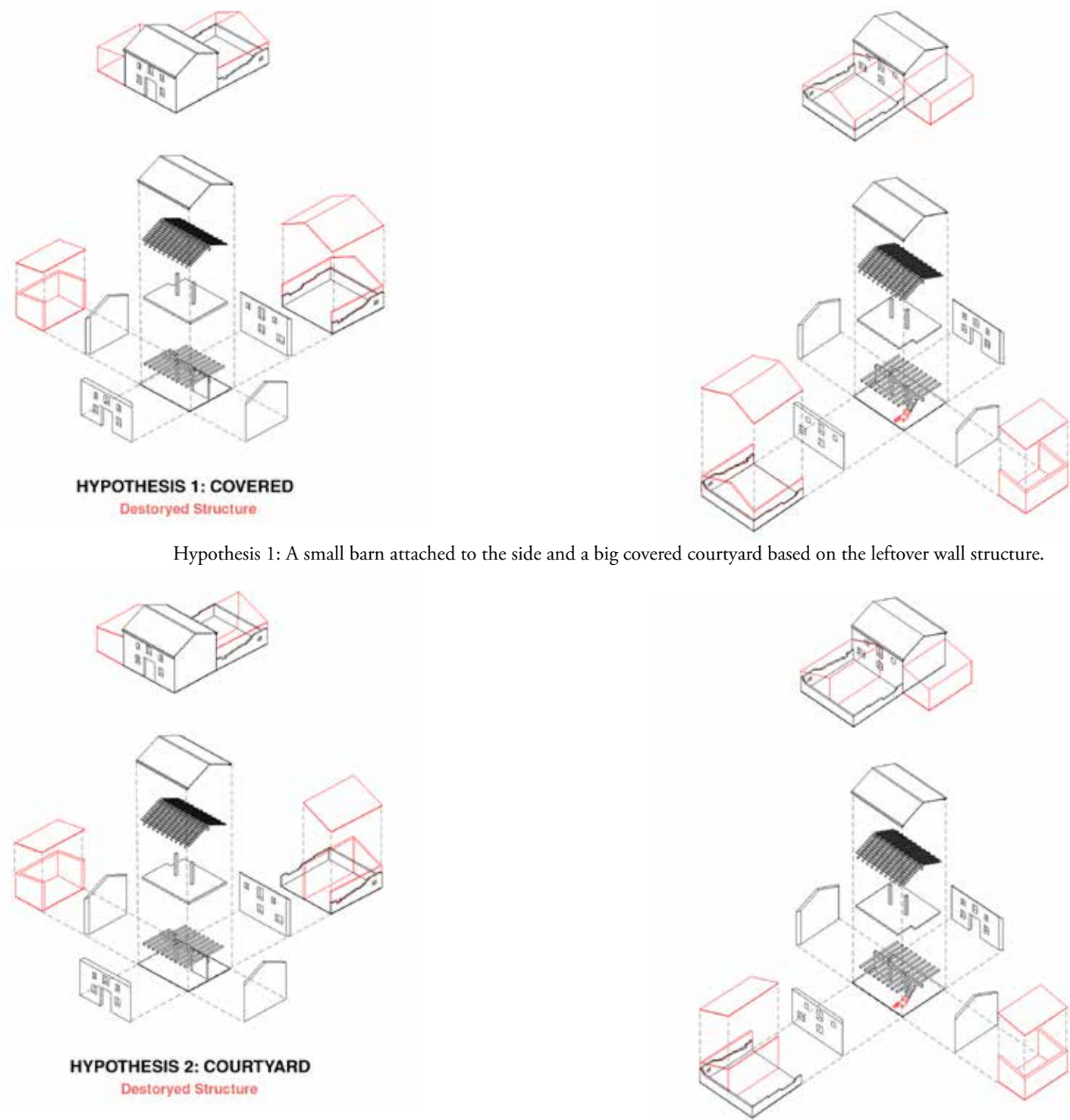


Analysis of Existing Building

Analysis of Existing Building



The historical footprint showing that there is some destroyed structure within the existing structure.

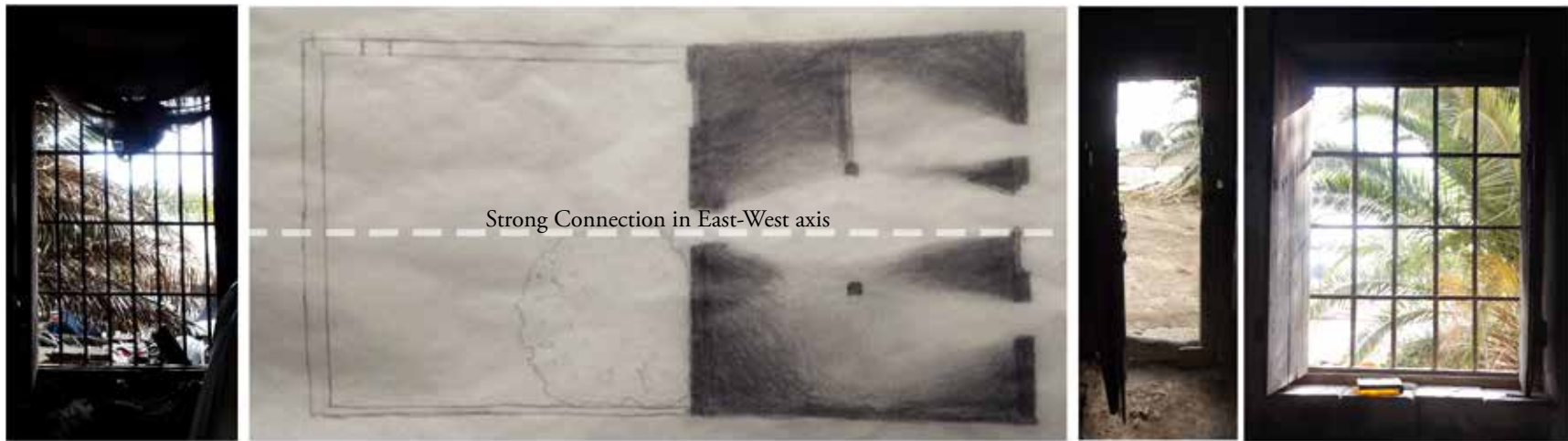


Hypothesis 1: A small barn attached to the side and a big covered courtyard based on the leftover wall structure.

Hypothesis 2: Same as 1 but the courtyard was just half covered based on the Alqueria document. This hypothesis seems more feasible since there is a tree in the opened half courtyard currently.



Light & Space



Light & Spatial relationship in current building

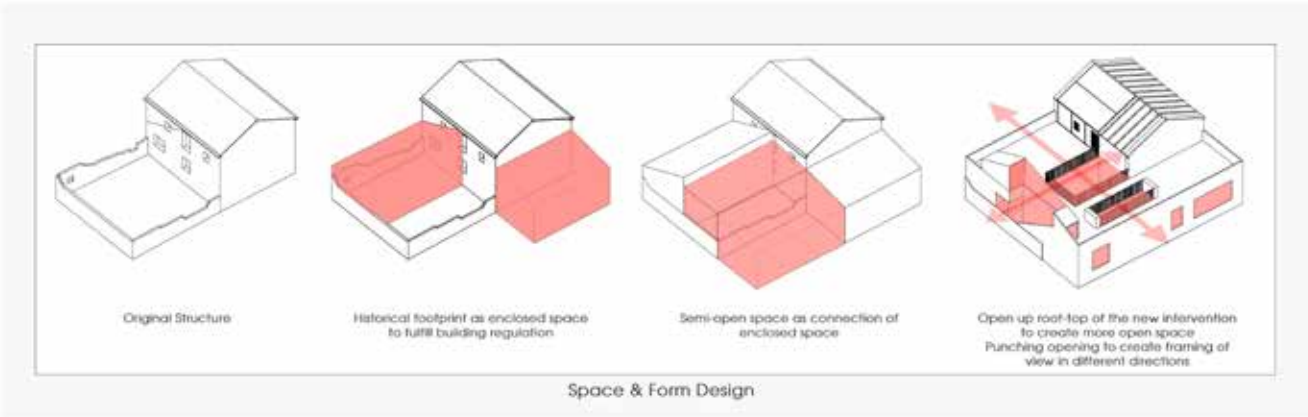
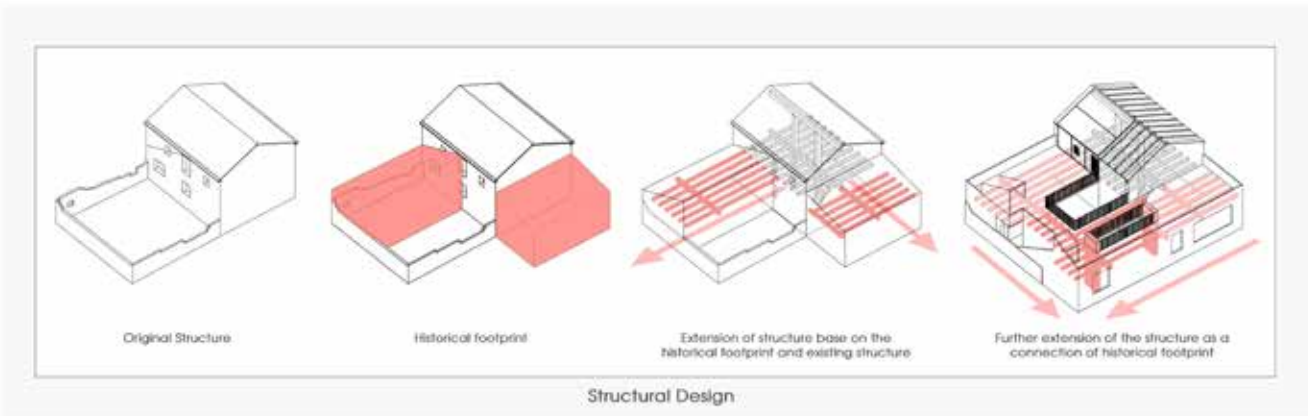
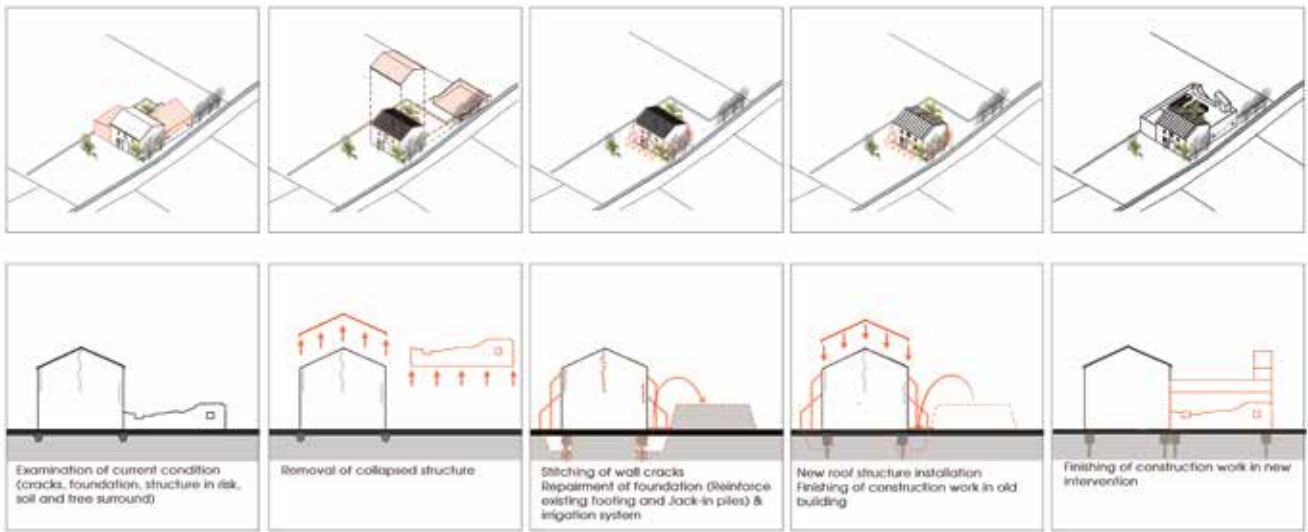
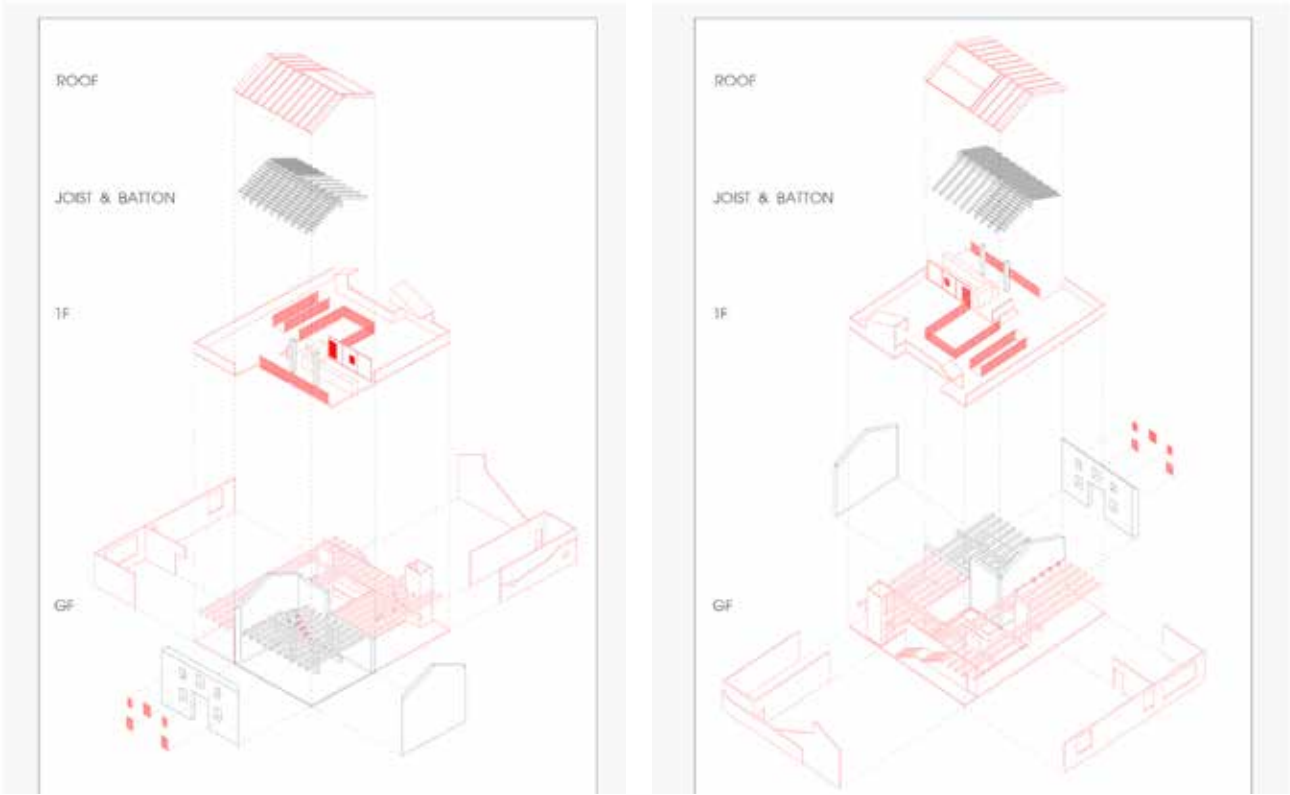


The traditional design of Alqueria creates a limited opening just for introducing nature lighting and ventilation. This lead to a picturesque effect of framing and draw in the exterior rustic area view into the building.

In the above pictures, it shows this framing view opening in Alqueria becomes a strong architectural language.



Old & New





Plan



Ground Floor Plan



First Floor Plan

Elevation & Section



Elevation A



Elevation B



Elevation C



Elevation D

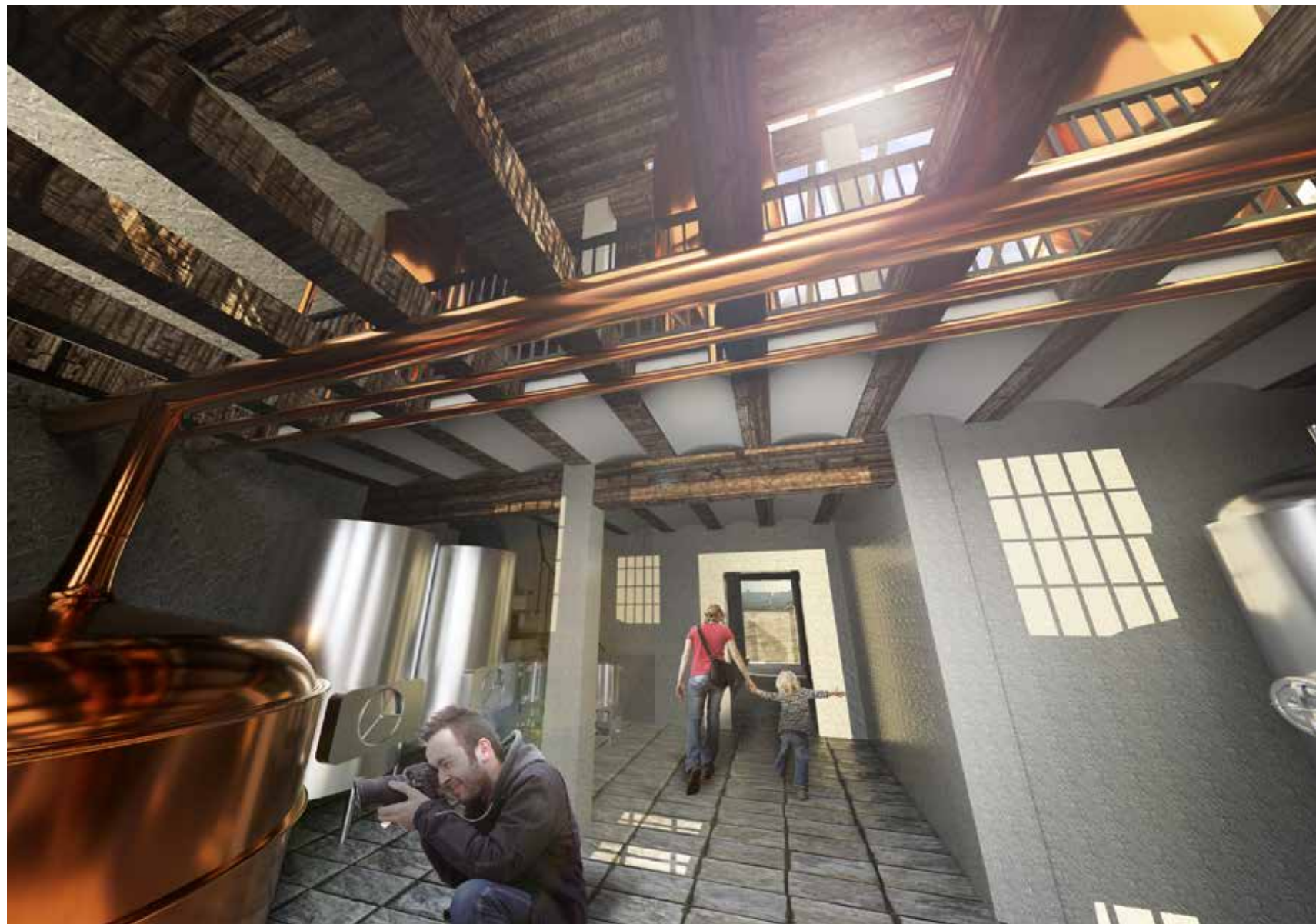


Brewery

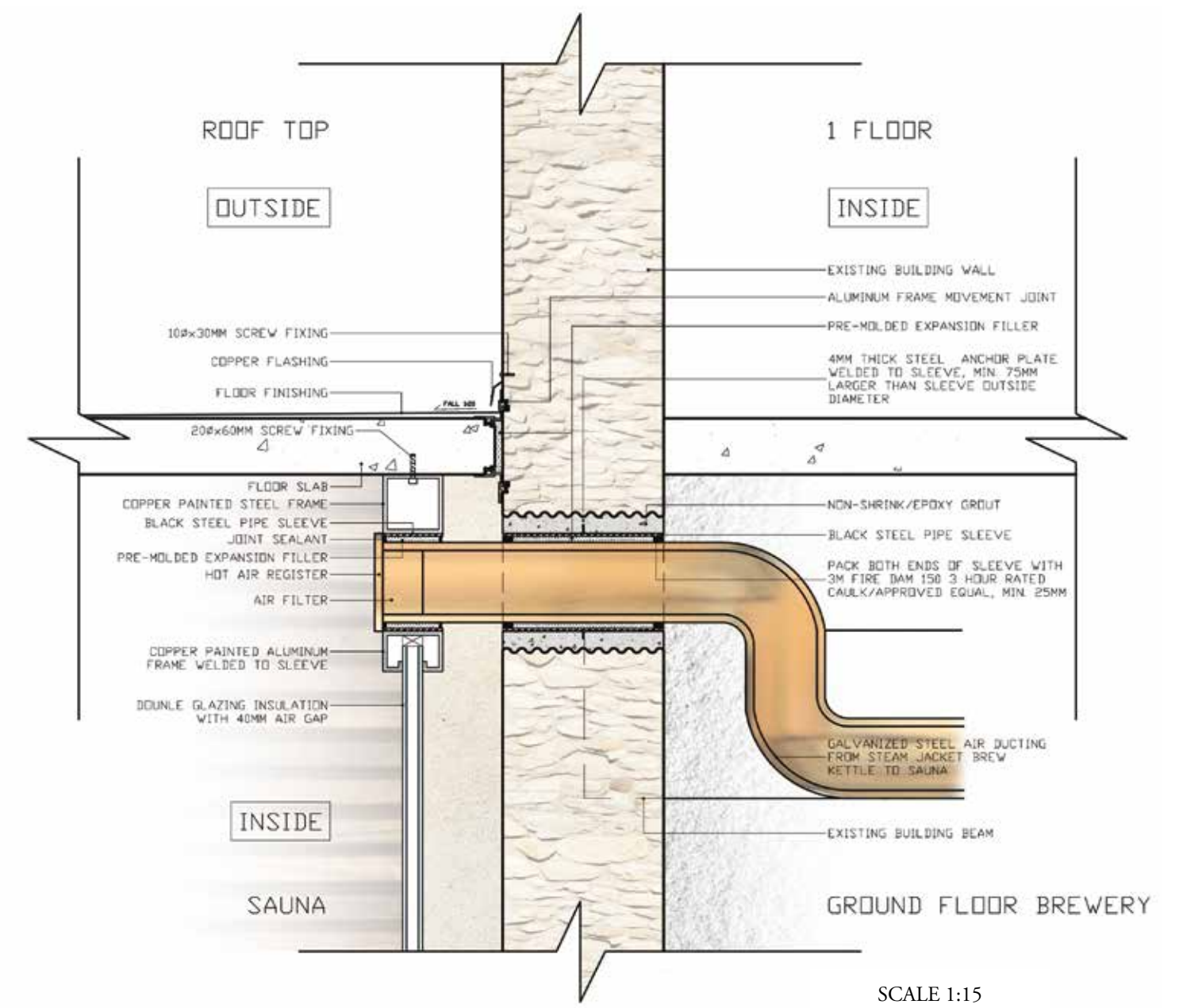
Bathhouse



**Bathhouse Brewery**  
Heat Reuse from Production Process



**Environmental Design**  
Heat Reuse from Production Process





*The Bathhouse*



*Central Cold Bath Area*

*The Bathhouse*



*Corridor View of Junction Space*



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***The Cave Studio***  
2016 | BScAS

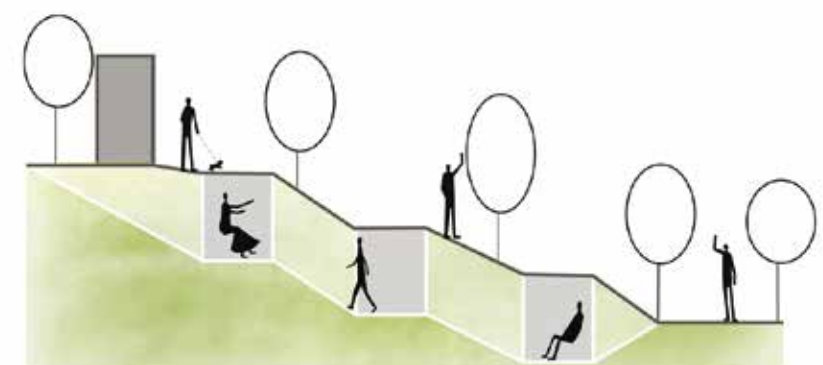
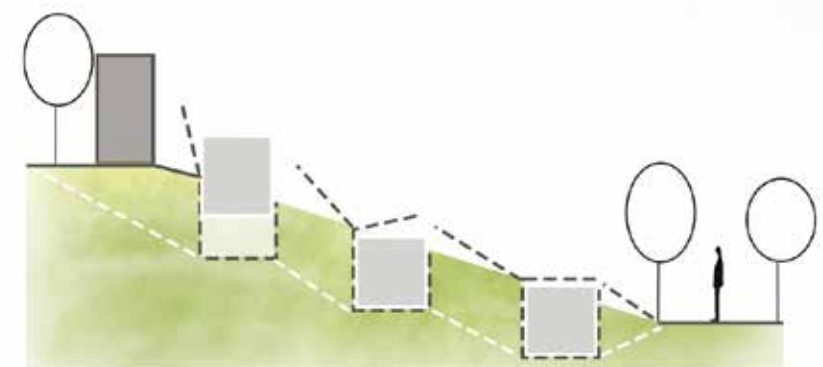
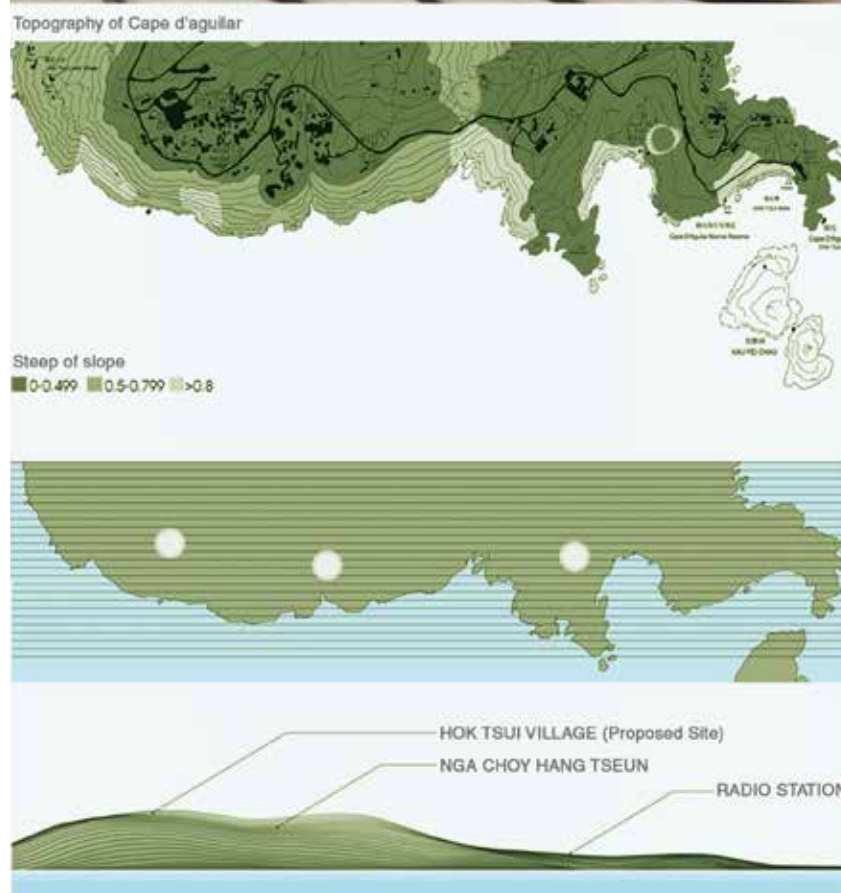
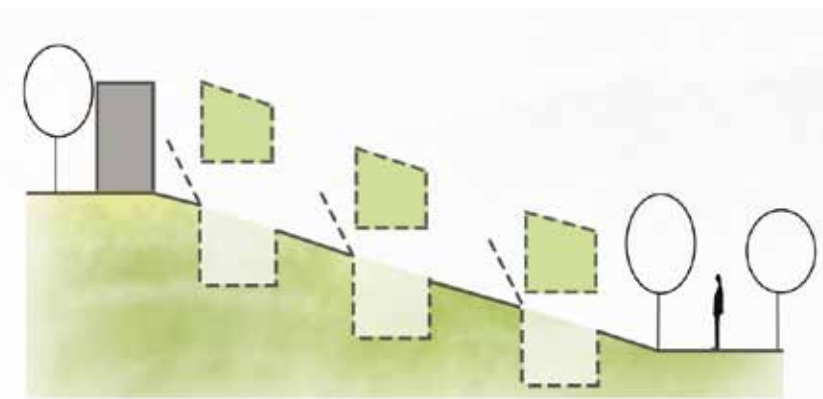
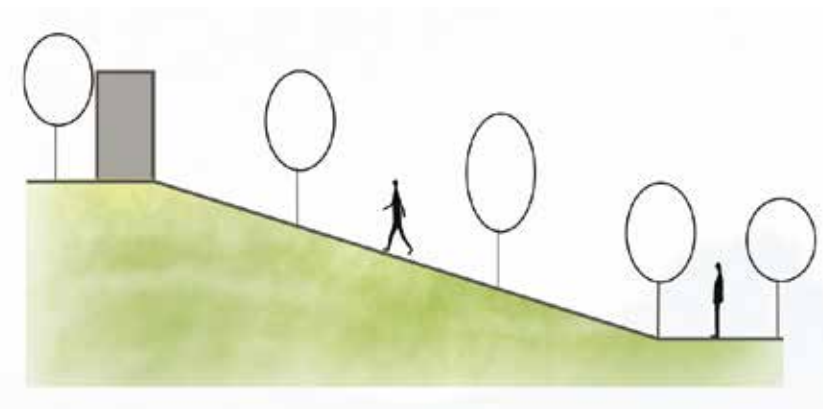
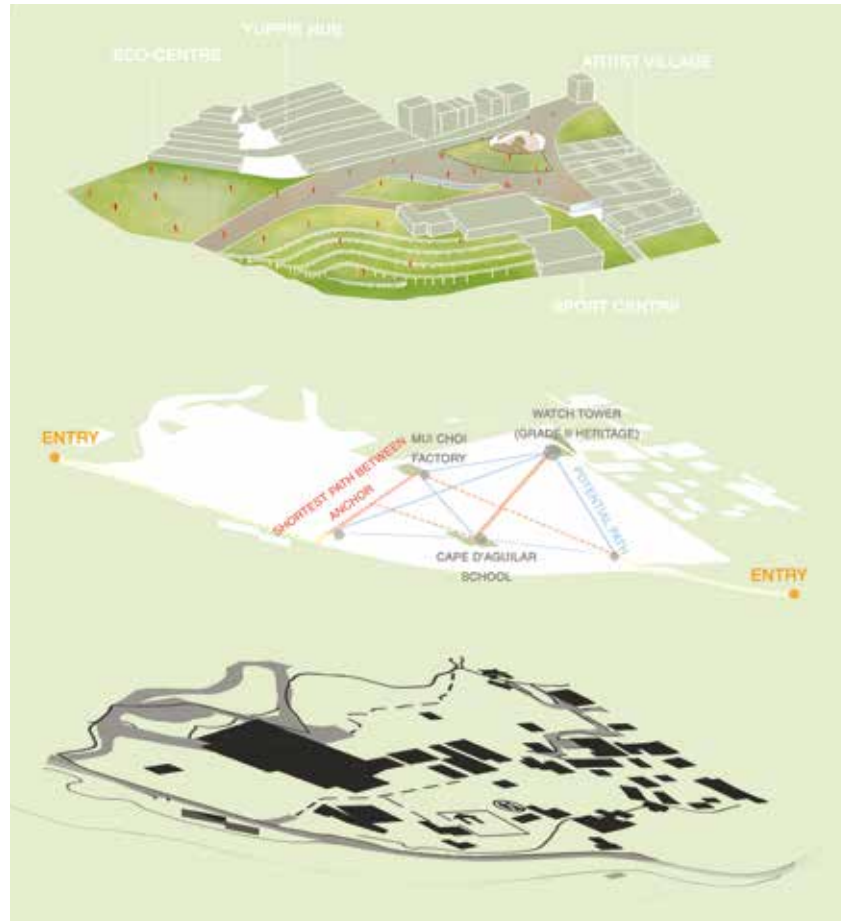
| *Supervisor: Dr Charlie Xue* |  
| *Site Location: Cape d'aguiar, HK* |  
| *Project Nature: Artist Village* |

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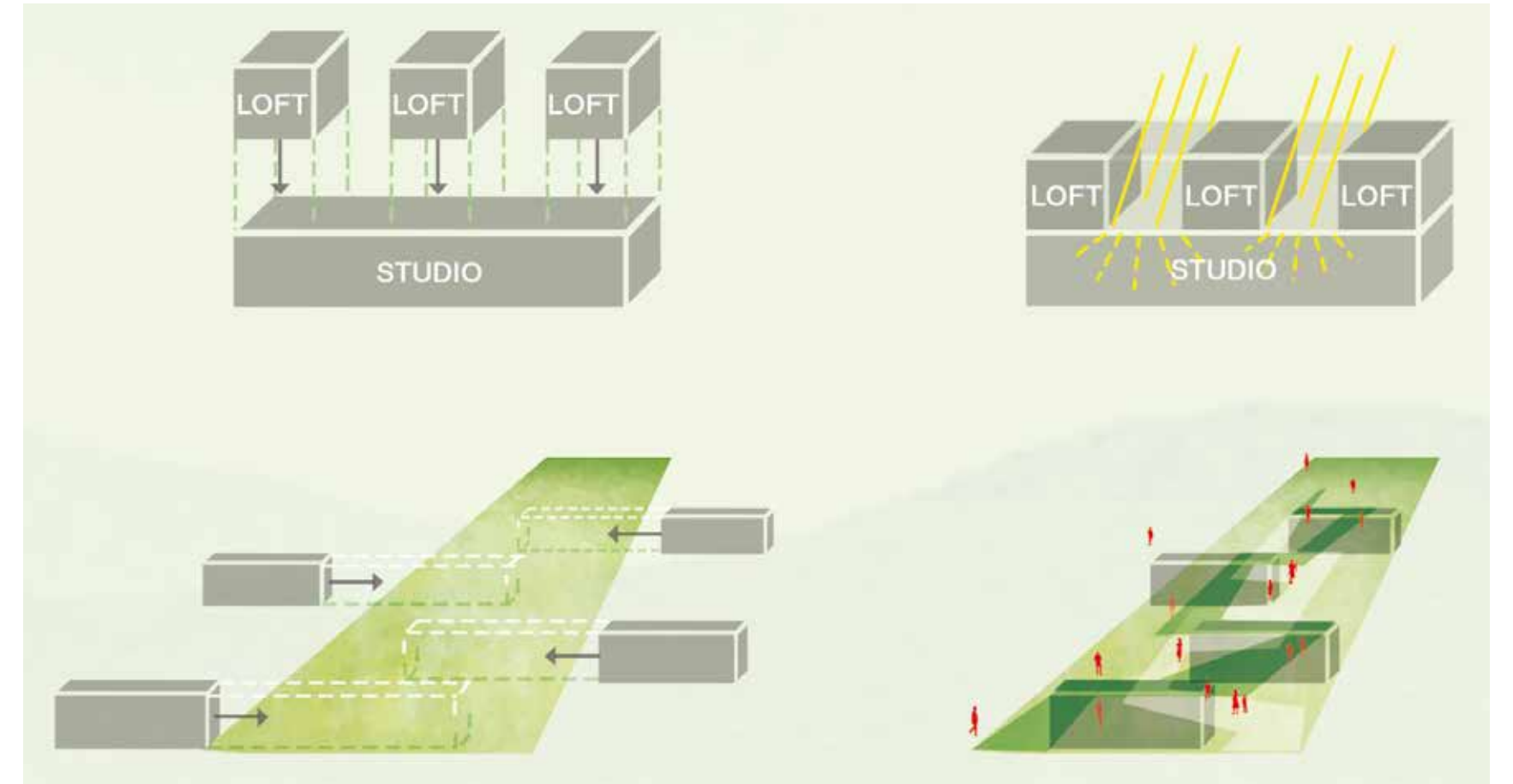


# Master Planning



The Cave Studio is an artist village as part of the master plan development project (Group work) in Cape D'Aguilar(Hok Tsui Village), HK. The masterplan is to encourage much walking and exploration of the site, by submerges and excavates spaces, the design conceives the outer and inside routes around the rooftop level with pockets of voids/courtyards in between. The building design is to integrate and promote the landscape and rural spirit of Cape D'Aguilar by vernacular architectural design.

# Master Planning





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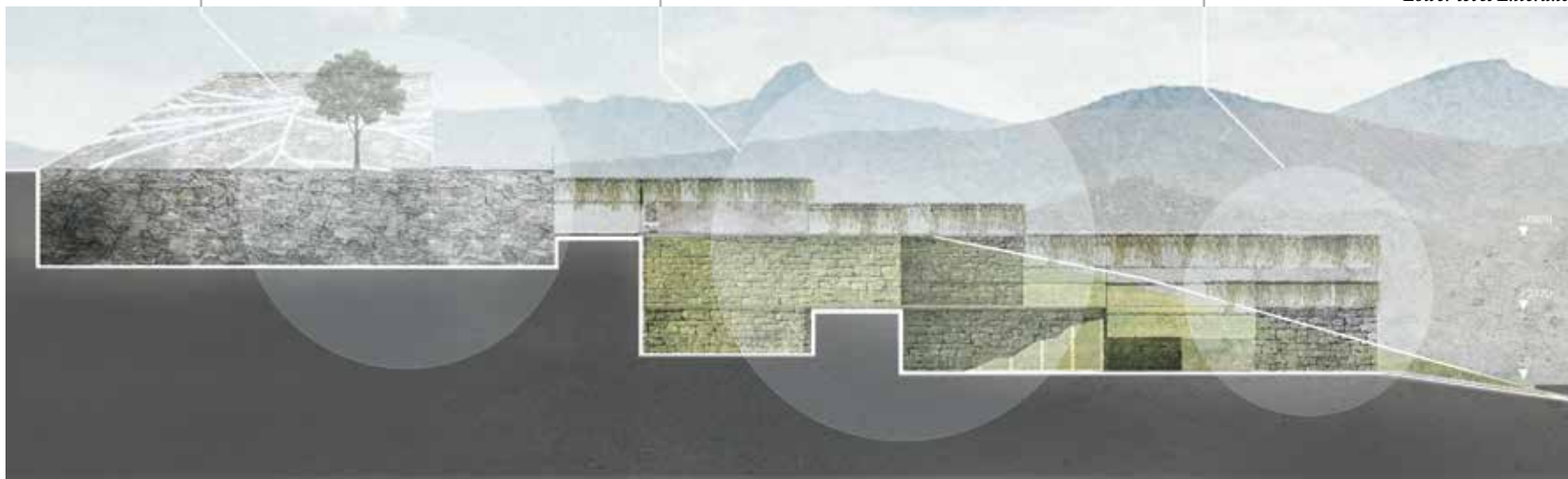
*On the Cave*



*Walk through the Cave*



*Lower level Entrance*



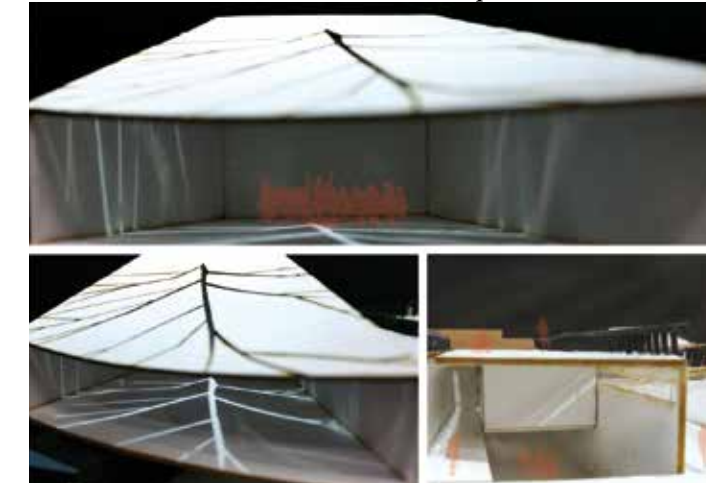
The design of The Cave encourage exploration of the Cape D'Aguilar landscape by connect the outer and inside routes of rooftop level with pockets of voids/courtyards in between.

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*In the Cave*



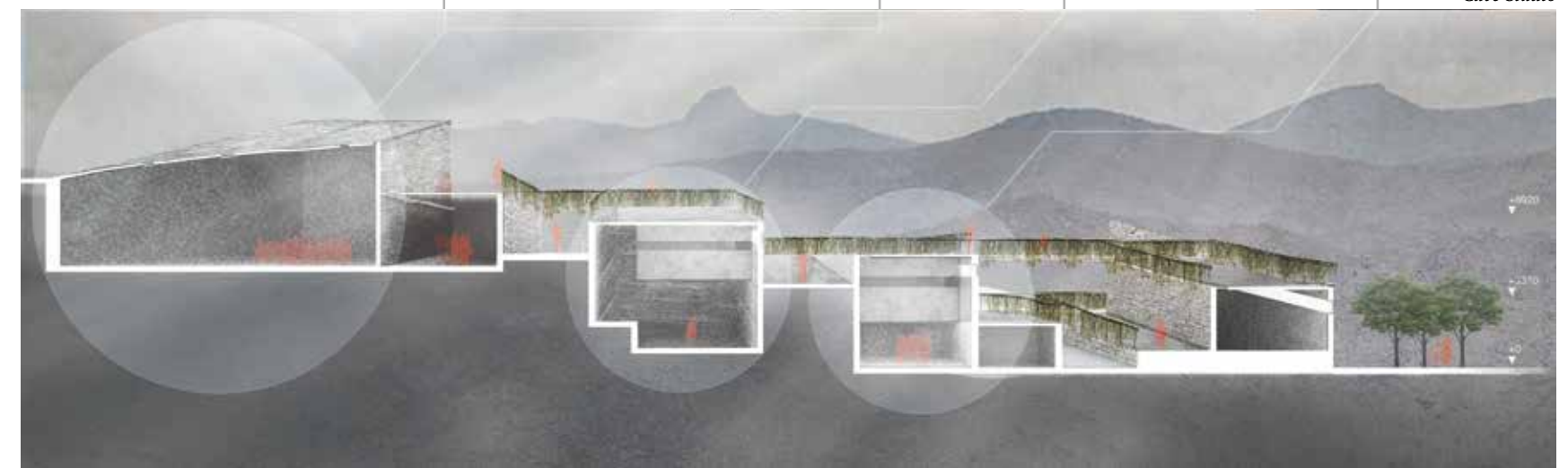
*Multi-Purpose Theatre*



*Loft House*



*Cave Studio*



The lighting design of The Cave is to using cave like lighting strategy to create spatial connection between interior and exterior, above ground and below ground, light as a indication of space.

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*Inside & Outside the Cave*



*Outside the Cave*



*Inside the Cave*

*The Cave Studio*





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***VegeTower***  
2015 | BScAS

| *Supervisor: Dr. John Cheng* |  
| *Site Location: Mong Kong, HK* |  
| *Project Nature: Social Enterprise Vertical Farm* |

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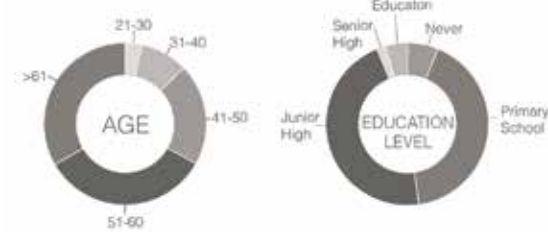
## Site Background

### Homeless born or made?

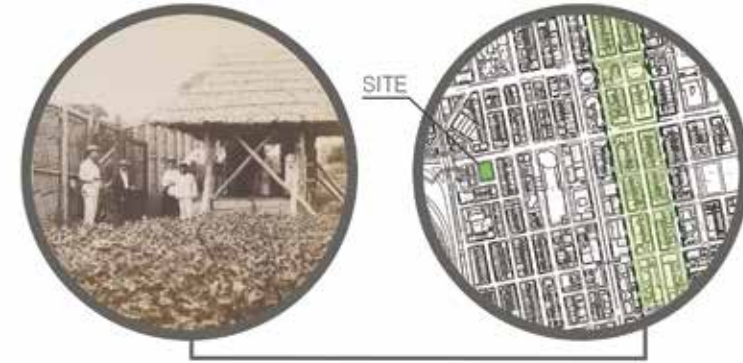
According to Social Welfare Department of HK, HK have over thousand of Homeless ppl in 2015. Is there any way to bring them back to the society?



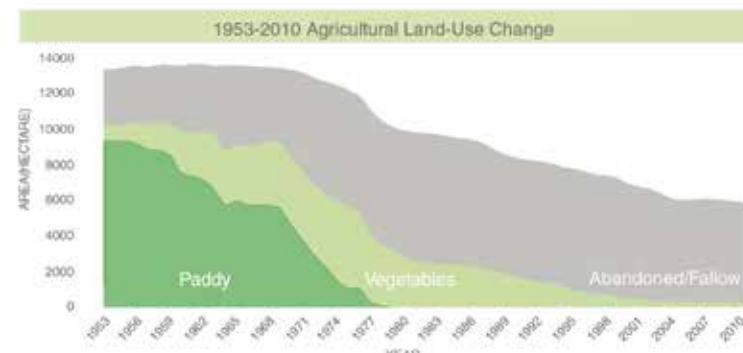
Over half of the Homeless ppl in HK are dwell in Sham Shui Po & Mong Kong District.



Over 40% of Homeless ppl in HK are willing to work but hard to find a job because of their age, education level and no address. Back to the old days, this group of ppl mainly work in factory or farming industry.



MongKok used to be a Hakka settlement, with about 200 villagers according to Bao'an records in 1819. The villager mainly work in agriculture and farming industry during that time.



The numbers of Agricultural land dramatically decreasing since 1953. Nowadays, less than 10% of Agricultural land was use as farming purpose, other 90% are abandoned or owned by developer for applying change of land use. It makes Self-Sufficient farming impossible.

### Initial Concept



City development pattern rule out the Rural area



Vertical City lost the connection to Rural area



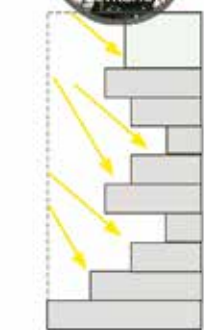
Urban farm as Rural area to re-connect the program in highrise



### Self-Sufficient Ecology



Introducing Farming Space by shifting



Introducing Natural Lighting by shifting



Introducing Self-Sufficient Ecology by homeless

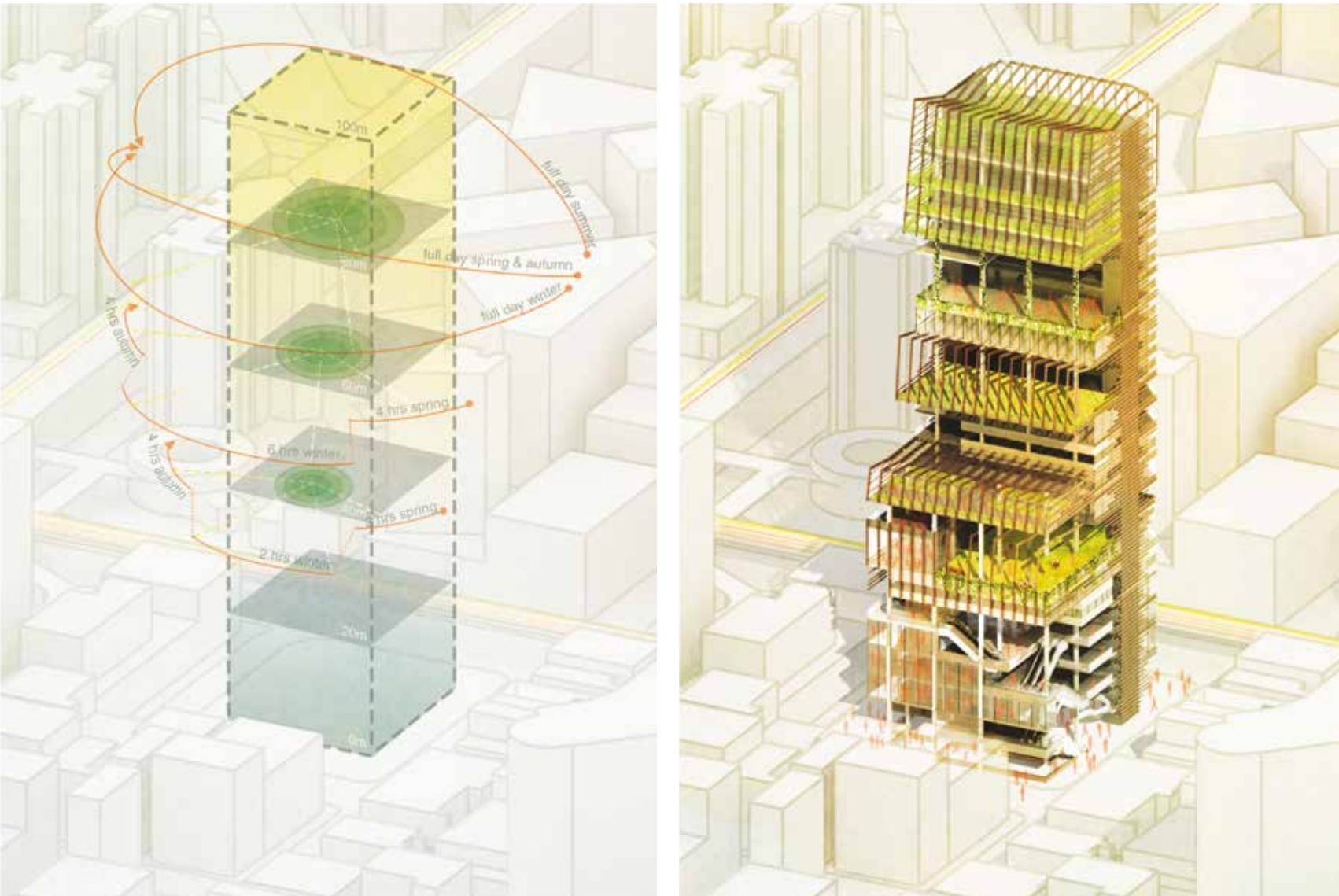
## Biodiversity



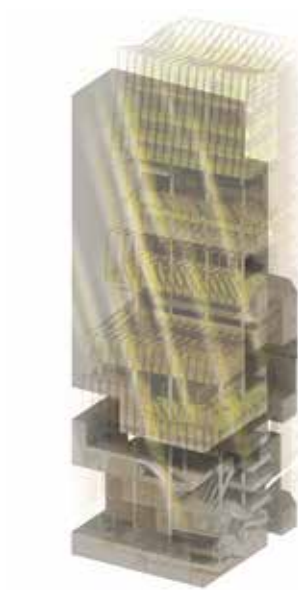
The theme of "Vegetower" is "biodiversity", according to census department stat, the numbers of homeless people in HK gradually increasing every year. But, the fact is most of them are able and willing to work, in "Vegetower", we will provide working opportunity in the farm to the homeless people in HK. To help them re-enter the society.



Programming



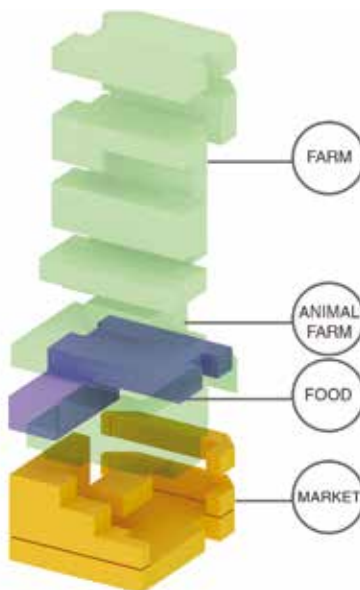
The amount of farming area were based on the sunlight distribution into the building in different levels.



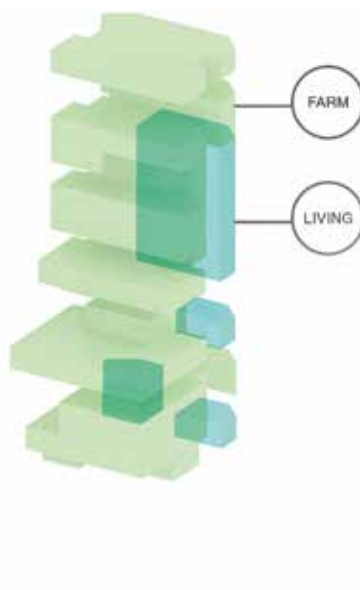
Carve out space base on sunlight distribution



Circulation go through all urban farm and other function

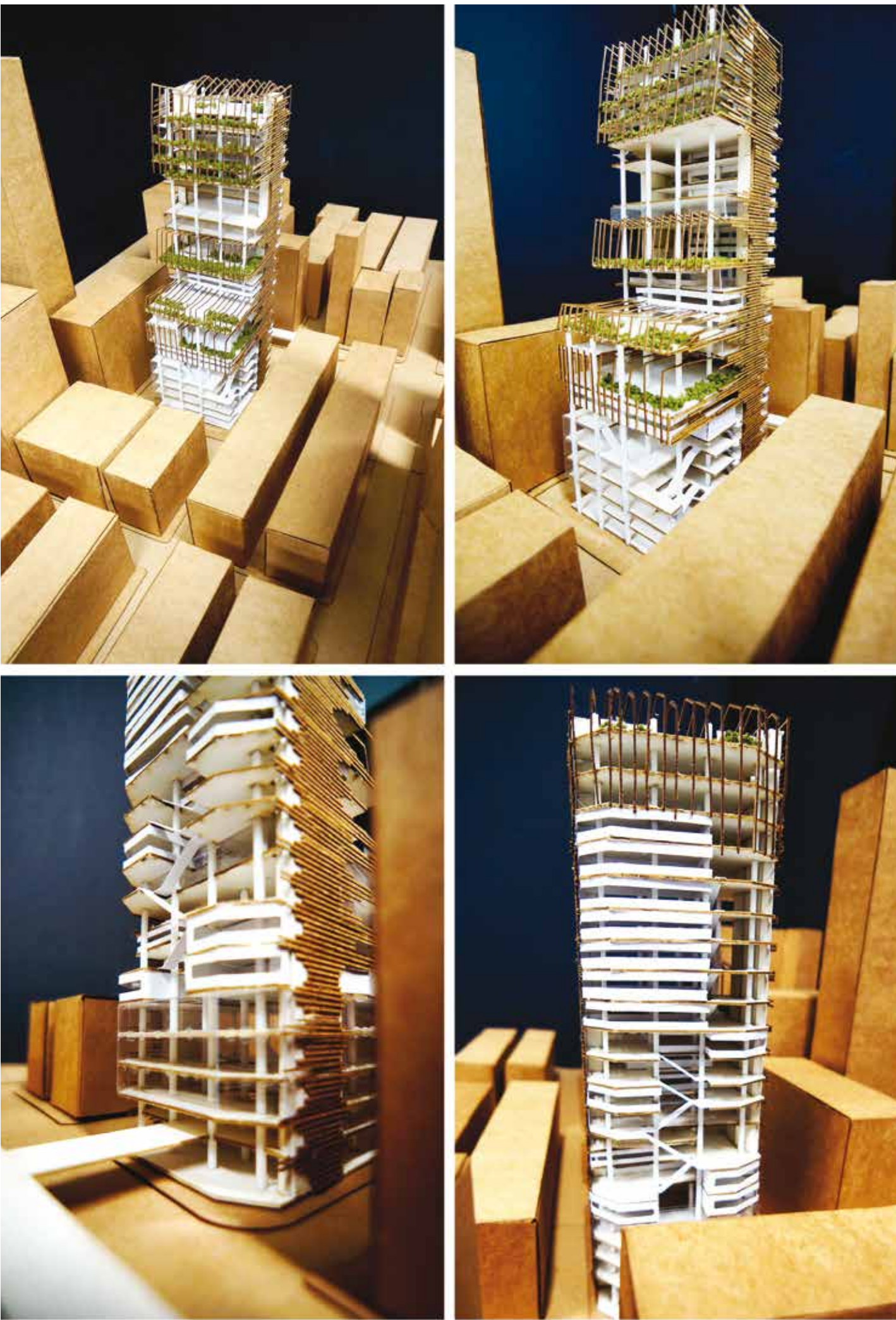


Overlap programme to create interaction of human & animals.

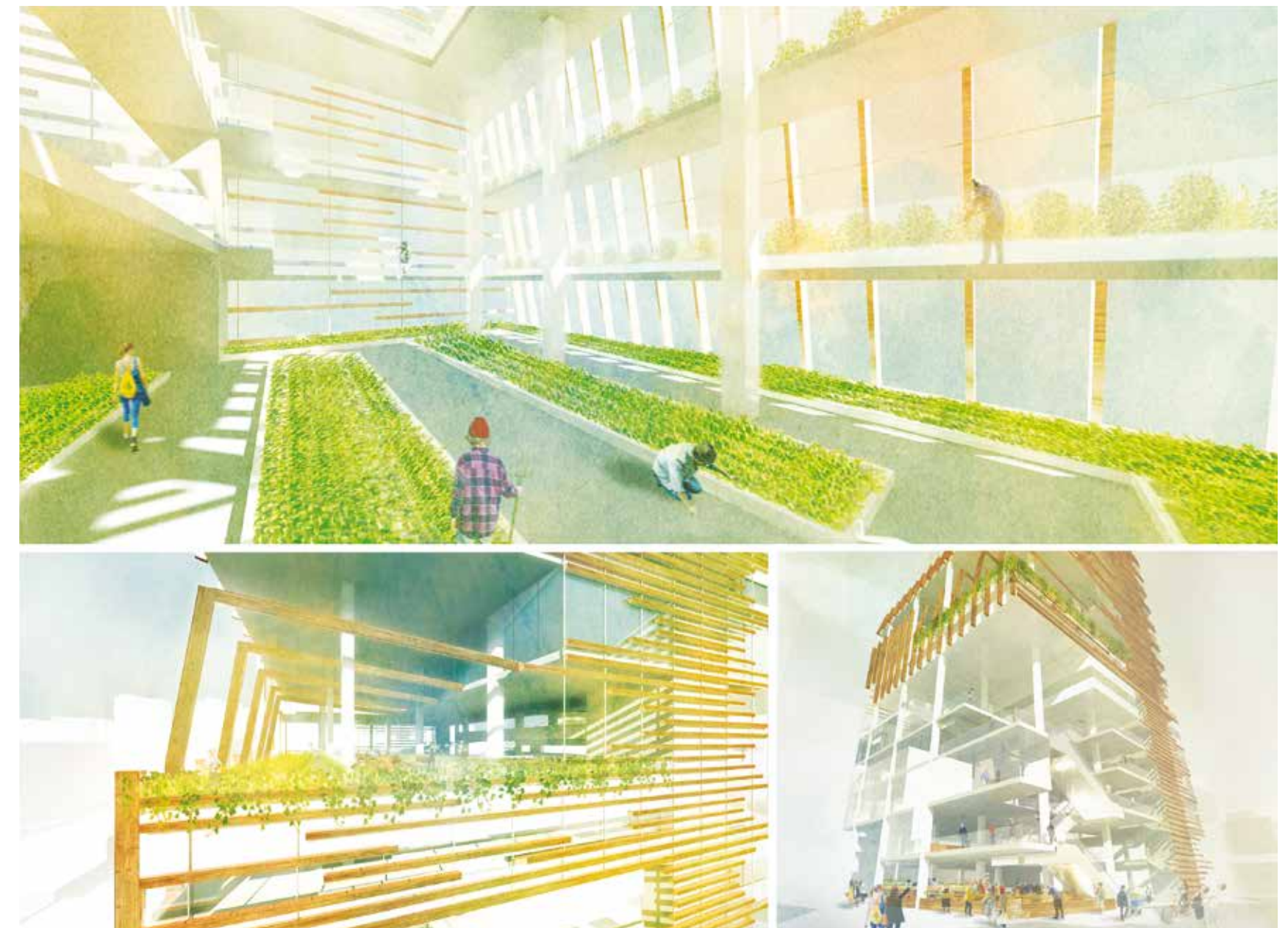
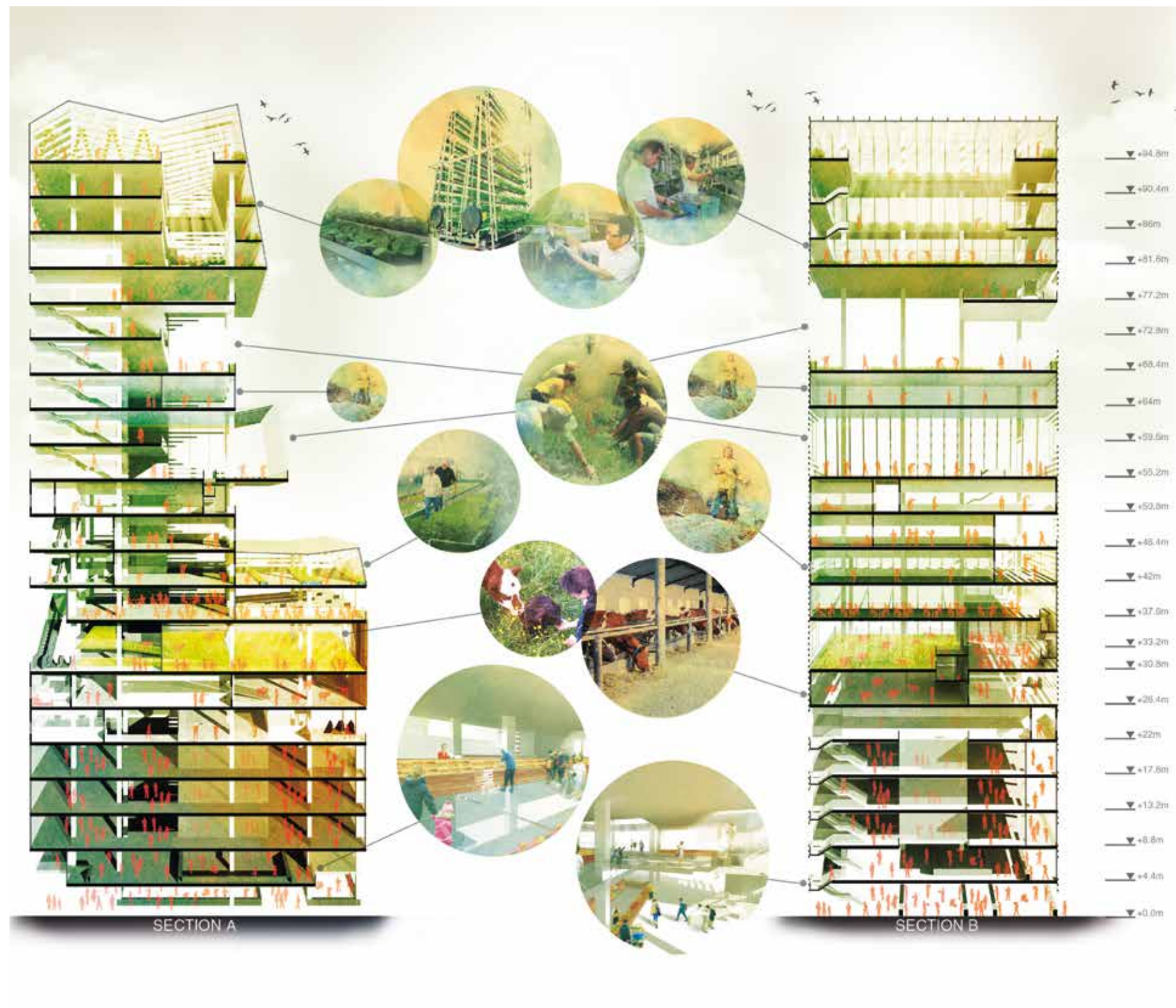


Overlap farm and living area to create interaction between human and nature.

High-Rise Farming

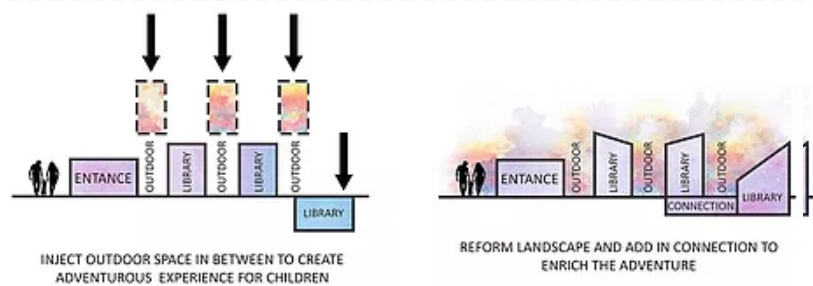








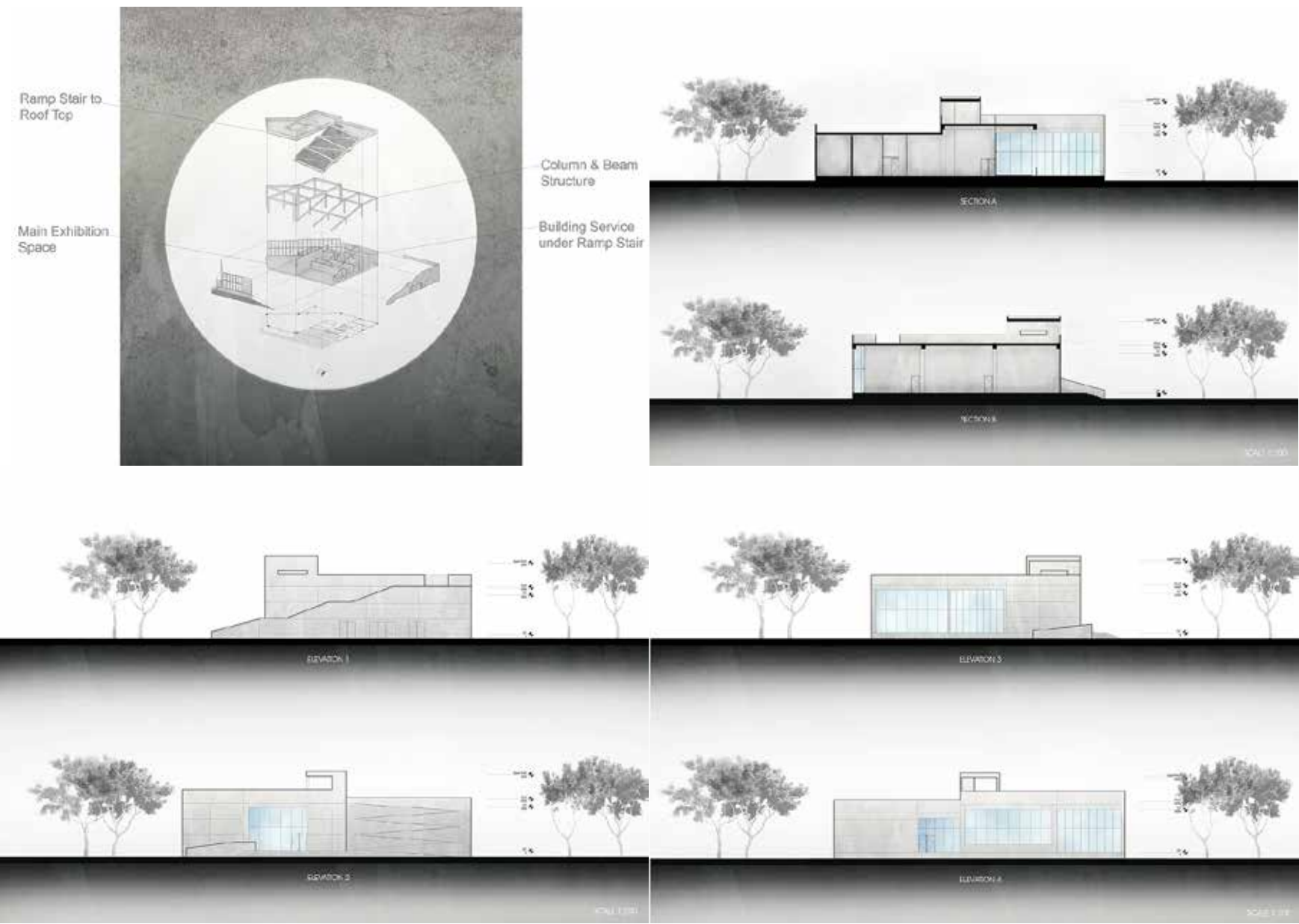
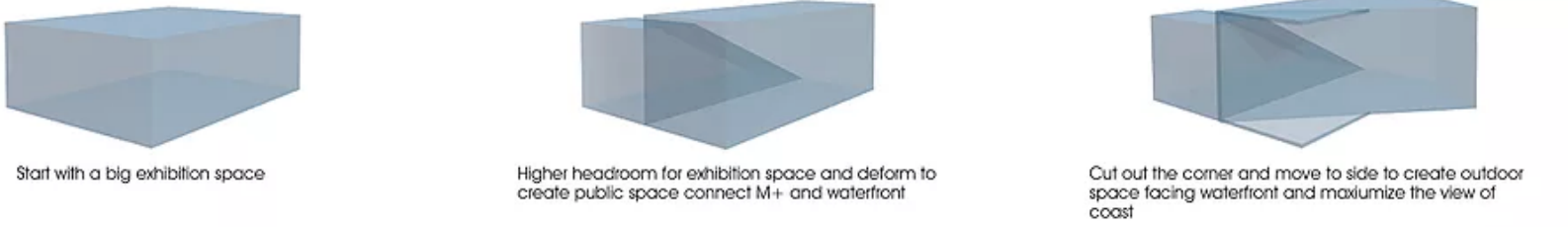
*Pinocchio Library Design Competition  
Into the Woods*



This project translates the story of Pinocchio, the adventure of his growth into a sequence of imaginative space, reflecting Pinocchio's bravery spirits and his learning path for the children visits the library. Visitors will experience the spirit of adventure through a sequence of homogeneous indoor and outdoor space. An underground tunnel is designed to anticipate and raise the sense of courage of the visitors when they travel within outdoor and indoor spaces.

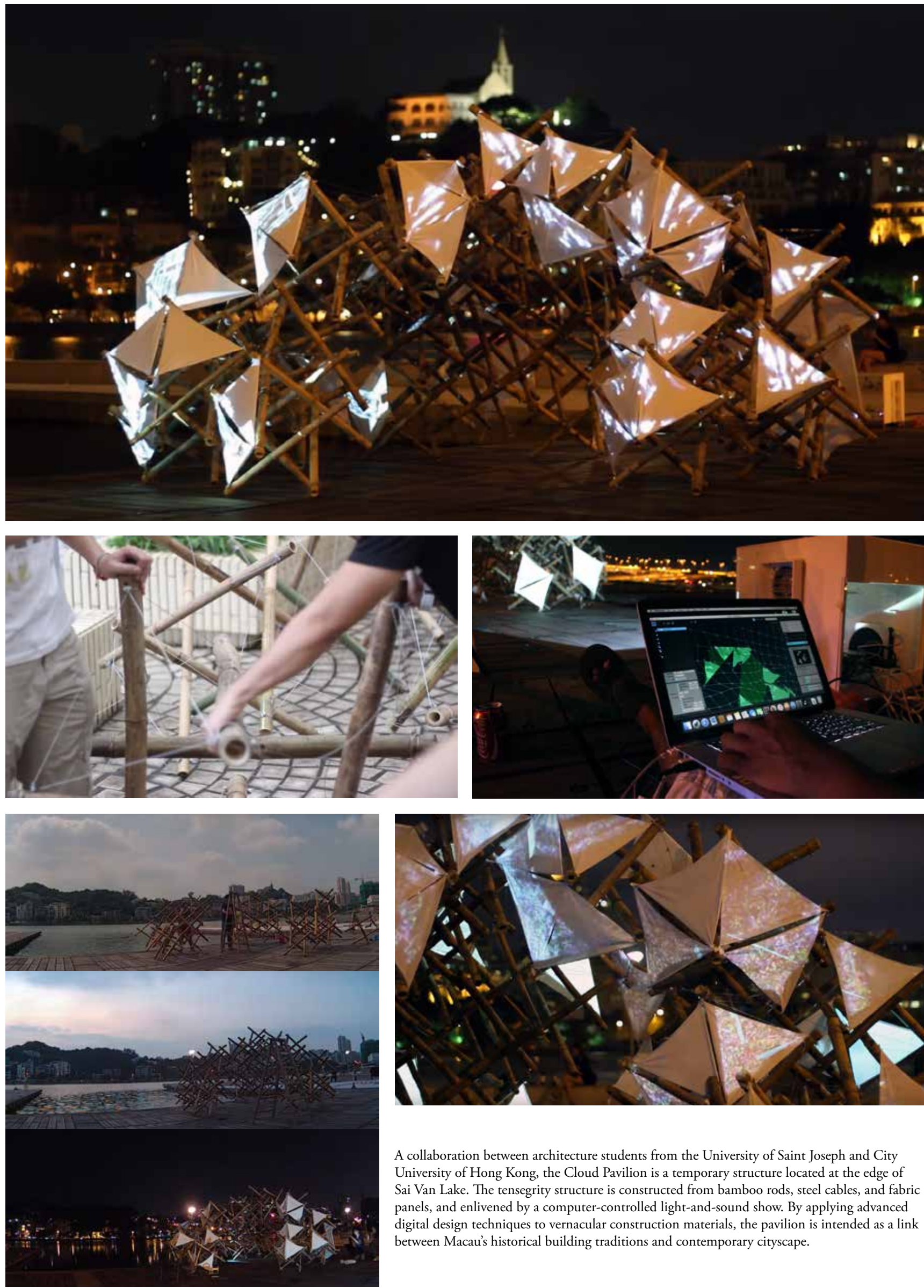


*West Kowloon Cultural District Art Pavilion Design Competition  
Inter-School Finalist*





3D Projection Mapping Installation  
Cloud Pavilion 2016



A collaboration between architecture students from the University of Saint Joseph and City University of Hong Kong, the Cloud Pavilion is a temporary structure located at the edge of Sai Van Lake. The tensegrity structure is constructed from bamboo rods, steel cables, and fabric panels, and enlivened by a computer-controlled light-and-sound show. By applying advanced digital design techniques to vernacular construction materials, the pavilion is intended as a link between Macau's historical building traditions and contemporary cityscape.

Professional  
Motion Graphic Designer (Newpage Communications, 2013-2014)



new page  
communications

Work Description:  
Story board for video filming, post production & VFX, Crew member, animation & motion graphic design

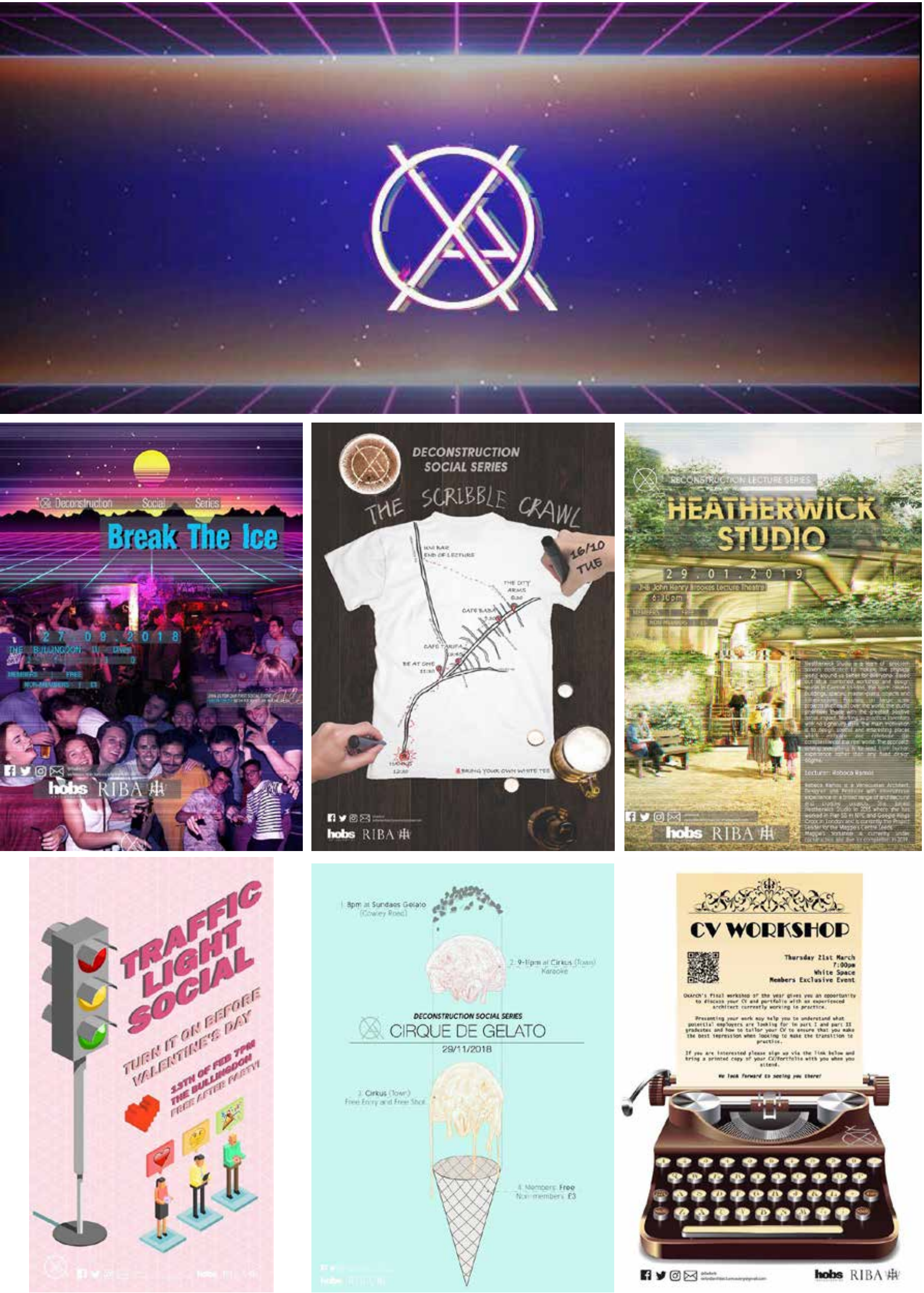




Professional  
Architectural Assistant (HPA, 2016-2018)



Oxford Architecture Society (OxArch)  
Graphic Design (2018-2019)





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*3D Printing*

