

*I am **Jonathan**. I am **Jonatecture**, what Jonatecture encompasses is endless. I am a designer. I'm a learner. I'm a listener. I am a thinker. I am a communicator. This involves taking what is around me and letting it affect me to make me who I am tomorrow. Creating the identity takes a lifetime and does not just involve me becoming what I want to be. It involves experiences, people, time, learning and ones environment. I have come to realize that its the colors around you that shape and form your **identity**.*

Dedicated to all those times when perfection just wasn't good enough...

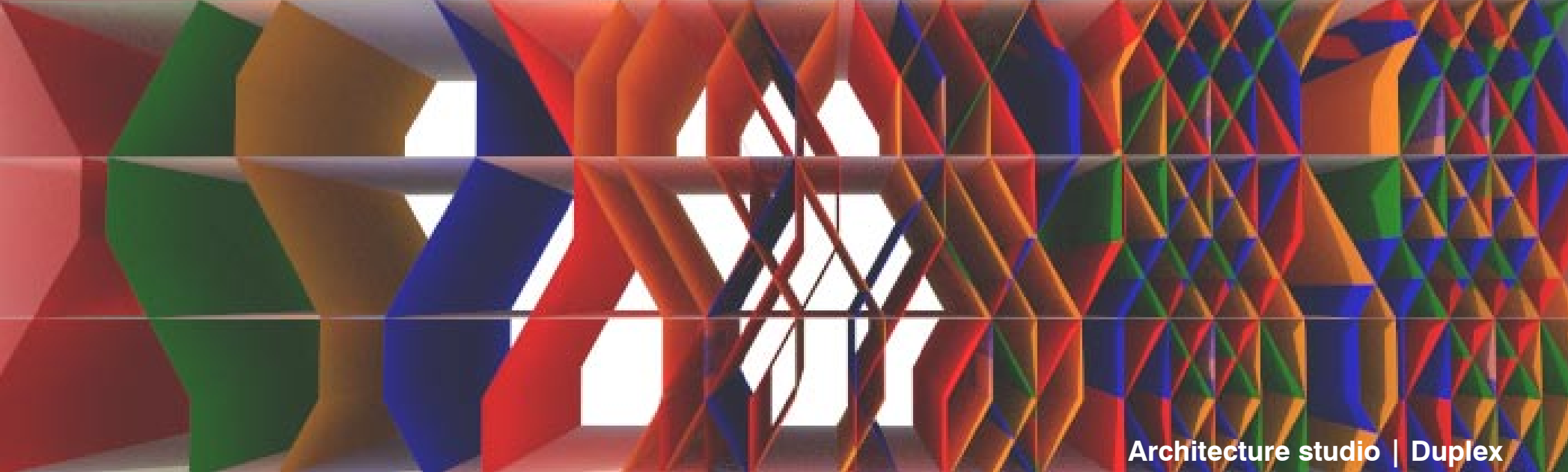
**JONATECTURE | STATEMENT OF PURPOSE | CAL POLY S.L.O.**  
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Palmdale, California 93551  
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# DESIGN

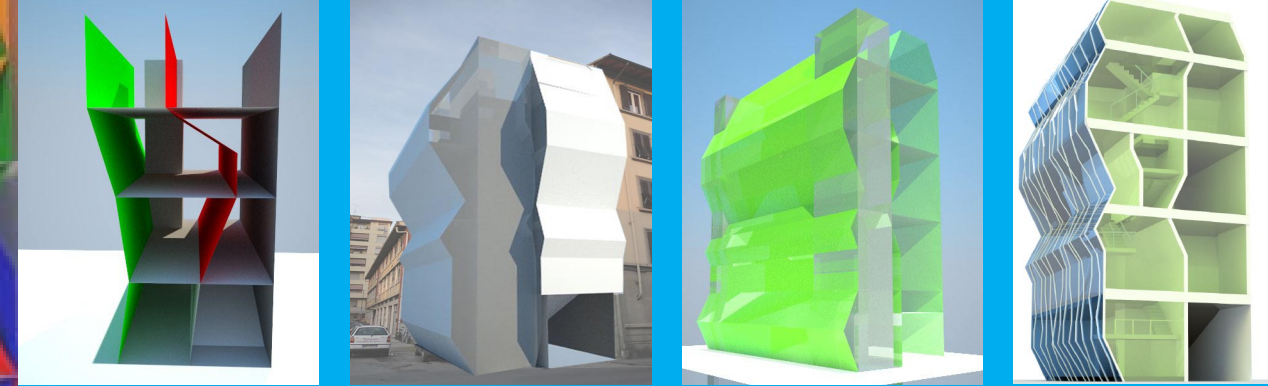
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# GROWTH PATTERNS

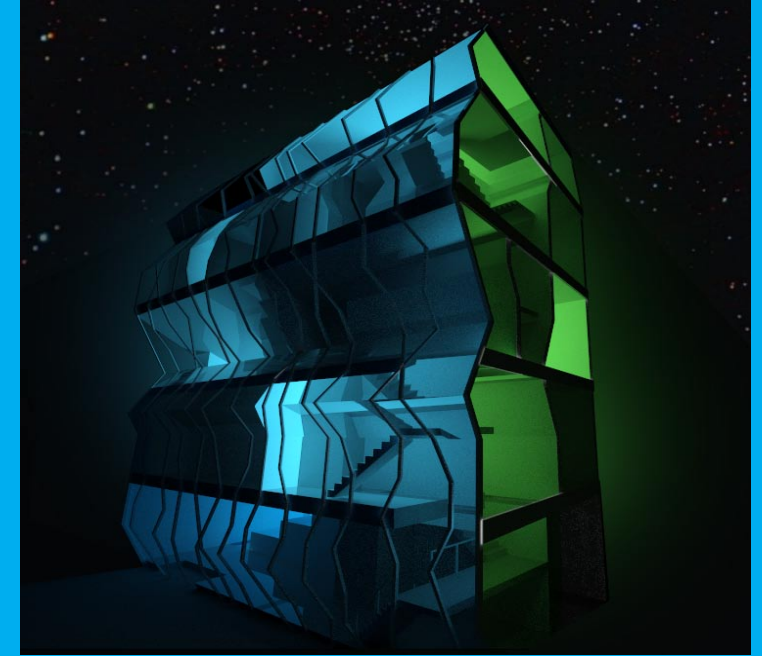
VIA BARACCA



Architecture studio | Duplex



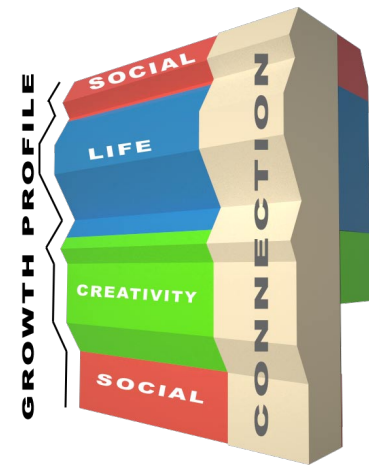
Left: Site map  
Top: process  
Right: Night shot



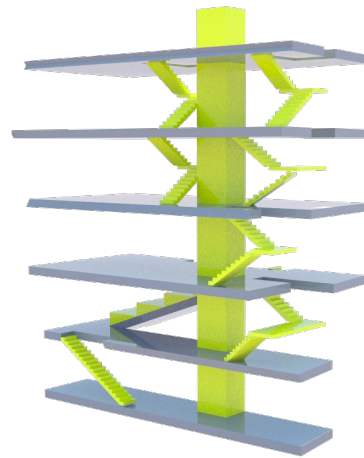
This urban infill project in Florence, Italy is based off of the design of an uncompleted urban void. The building boom in this area in the sixties led to less than designed structures in this area which is rather important to the city of Florence, as it connects Florence to nearby Prato.

The development of the project started with looking at the programmatic requirements of the site. A public/private role exists in each part of the program, which was developed conceptually to a growth profile of the building. This growth pattern was then developed into the interior spatial qualities to each program.

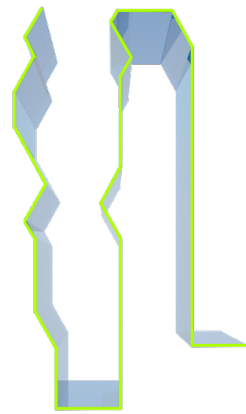
The contours of the growth patterns are then expressed exteriorly to the structure of the facade. This facade is contrasted with its siting in which the site alters the street facade to reveal the patterns.



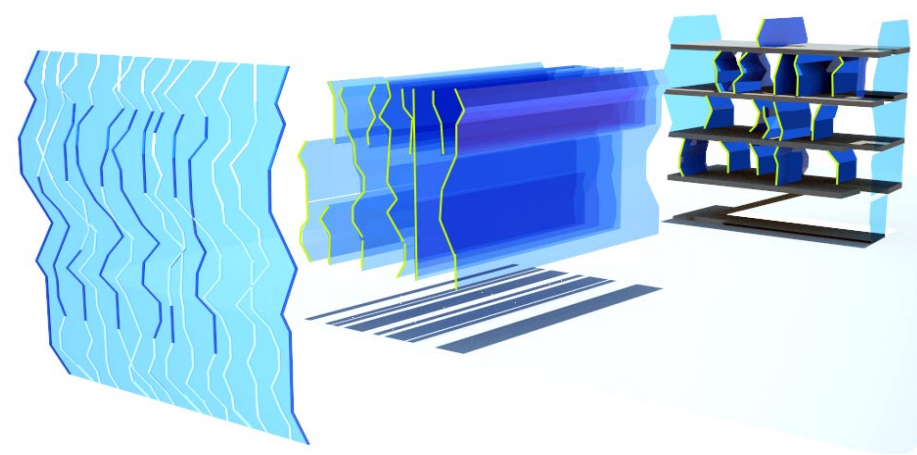
CIRCULATION



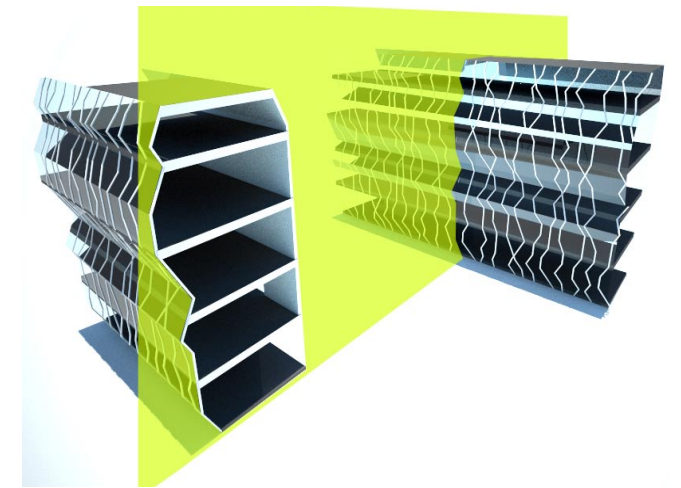
GROWTH PROFILE

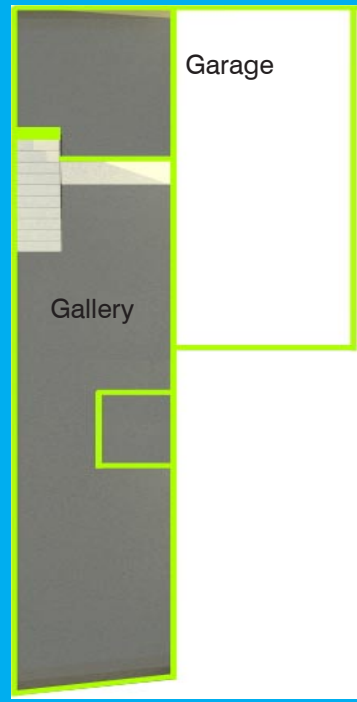


STRUCTURAL PATTERNING

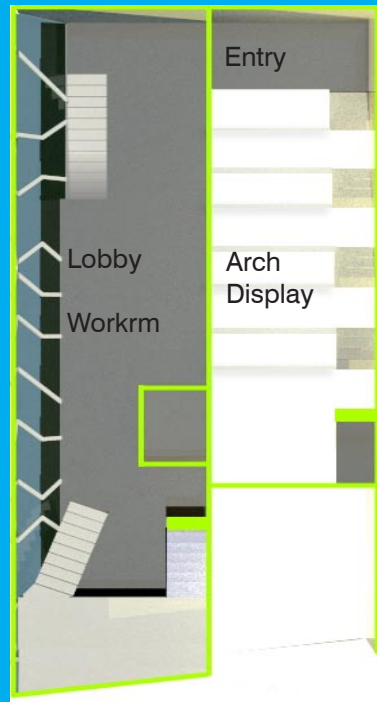


SITE EFFECTED GROWTH

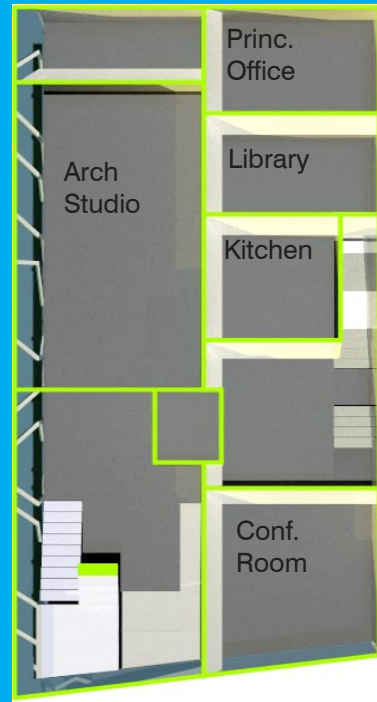




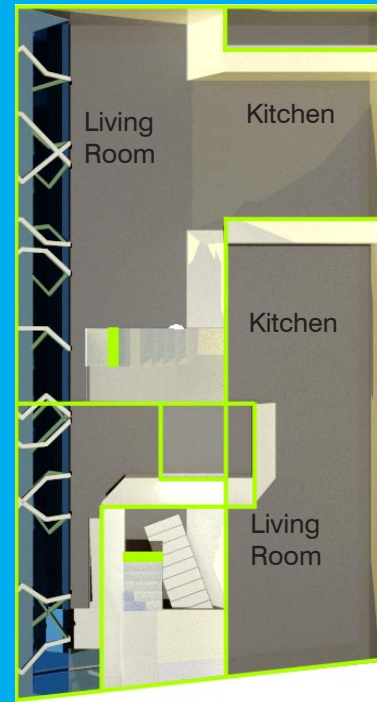
**-1st floor**



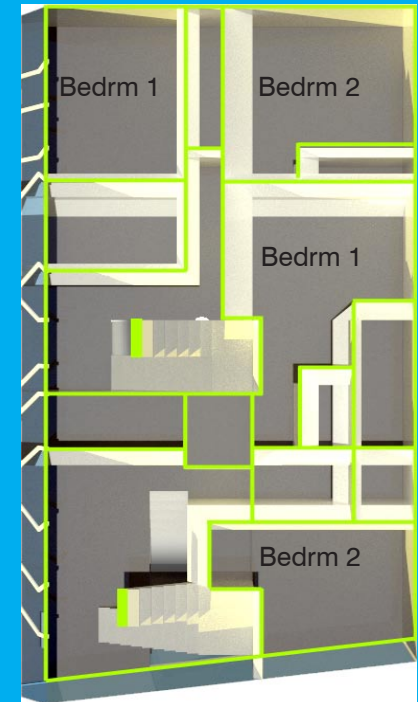
**0 floor**



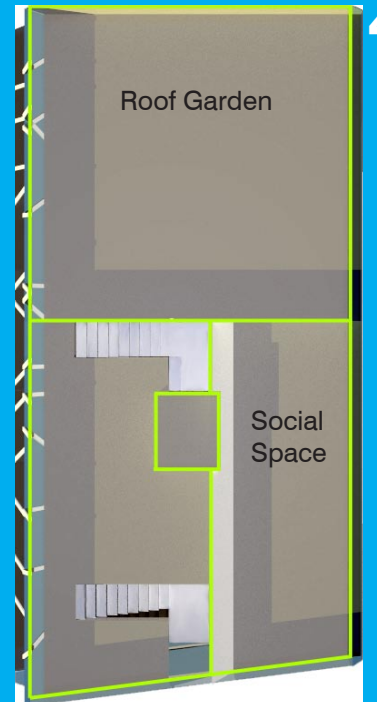
**1st floor**



**2nd floor**

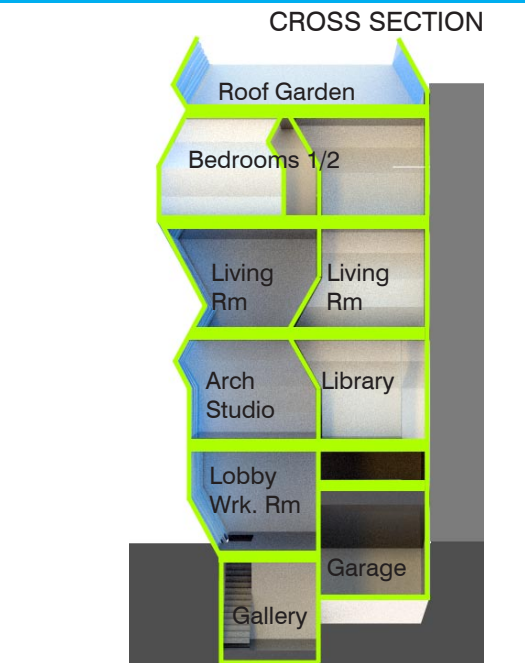
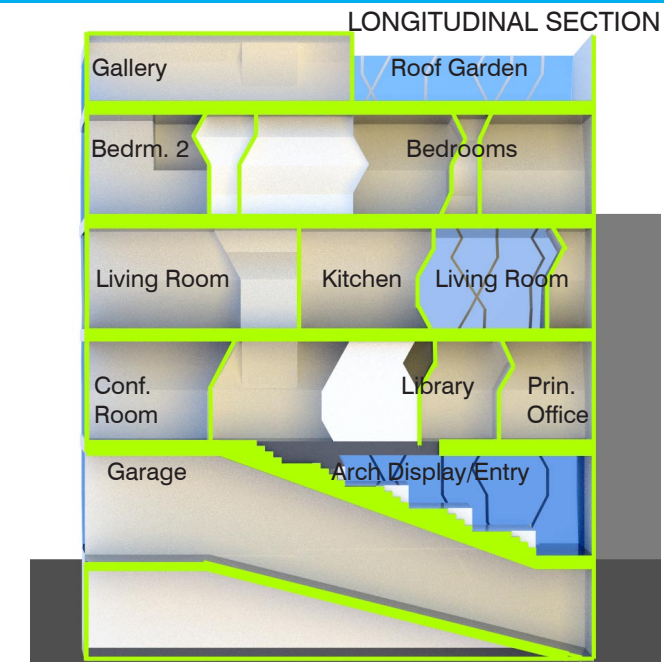
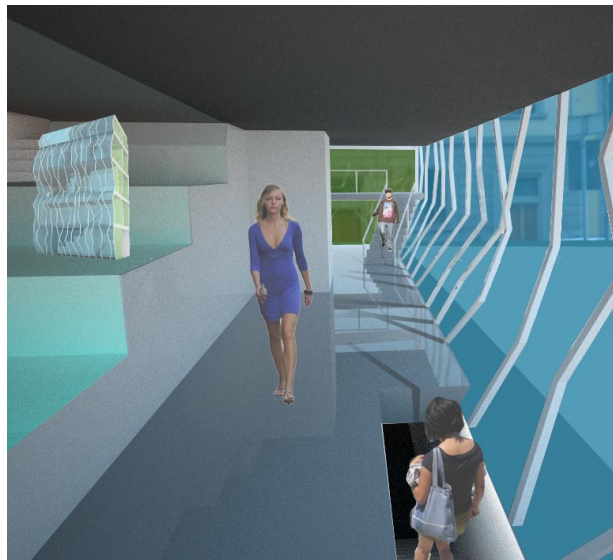


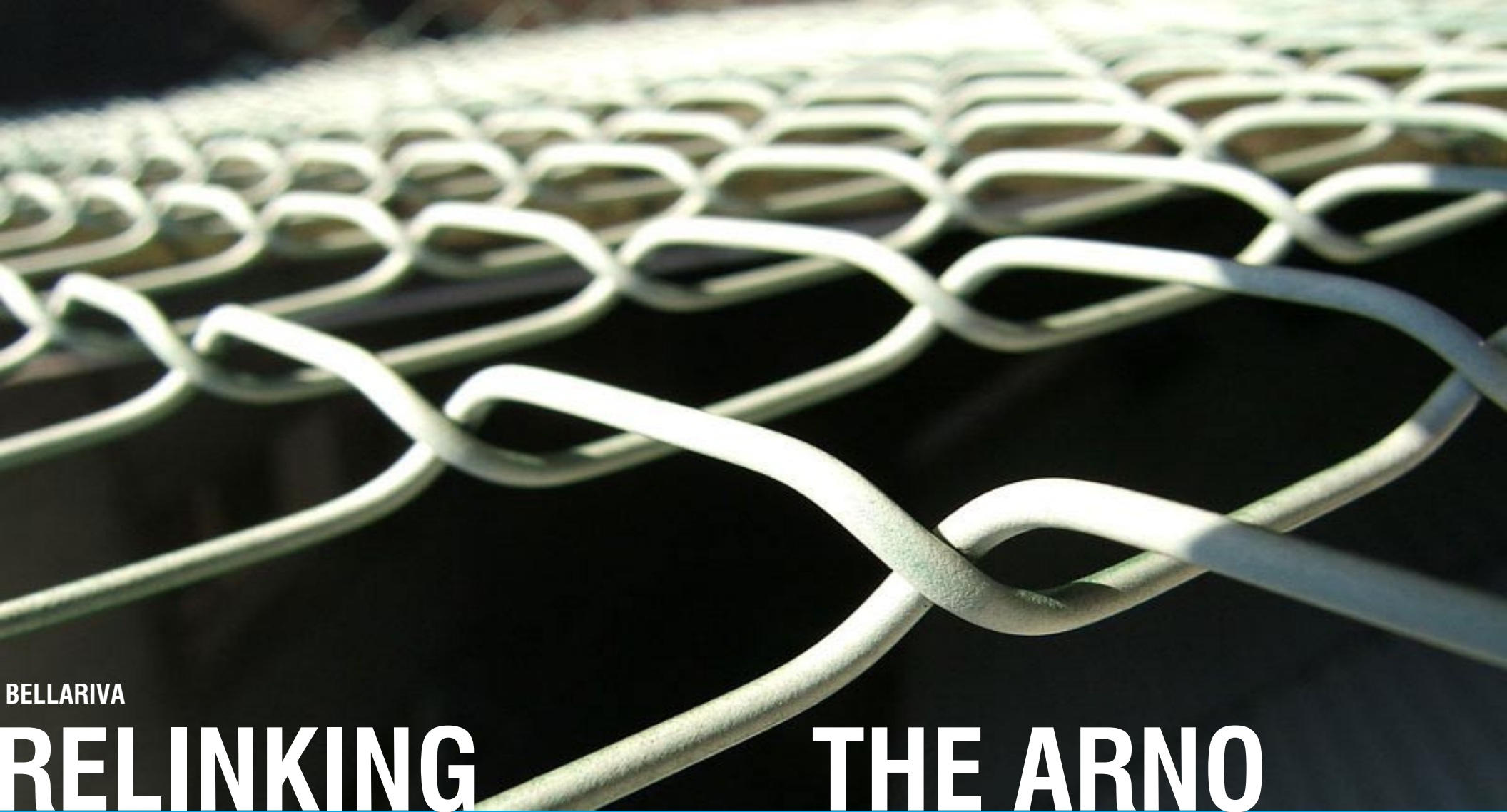
**3rd floor**



**4th floor**

From left to right: Street level view, Duplex living room, Lobby and arch. studio entrance, street level view





BELLARIVA  
**RELINKING** THE ARNO

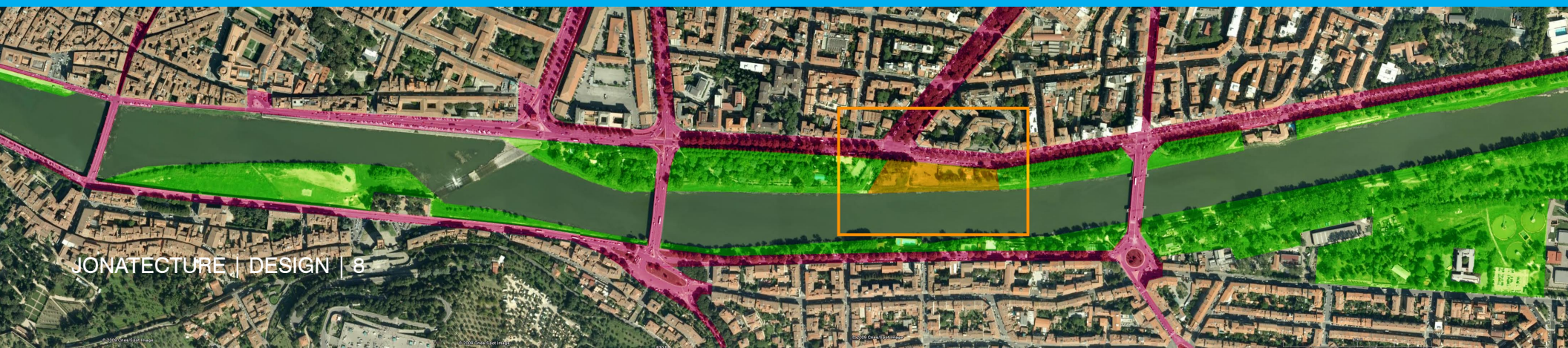
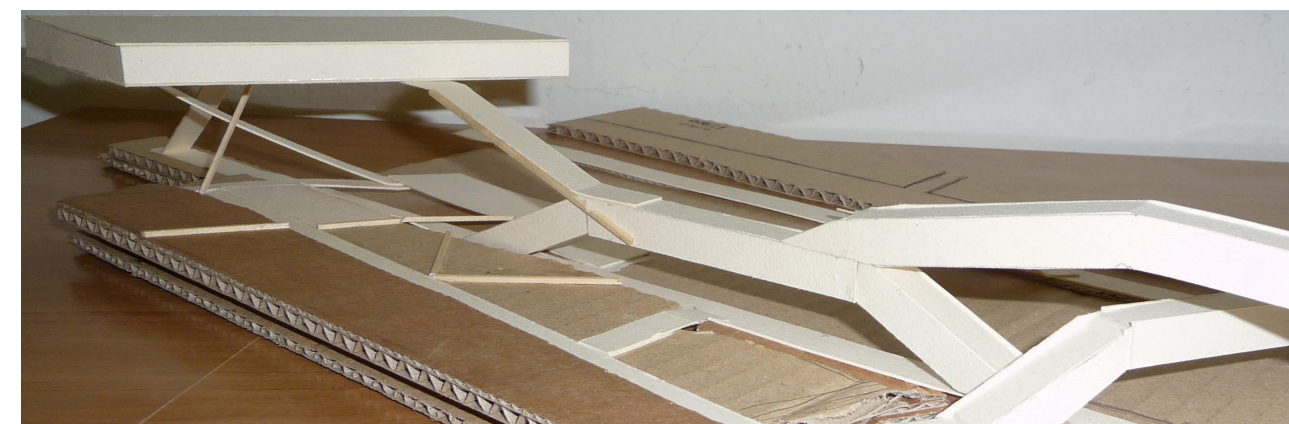
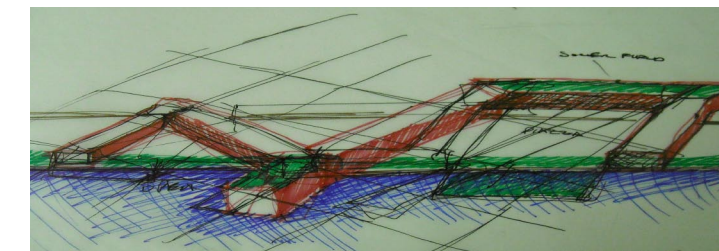
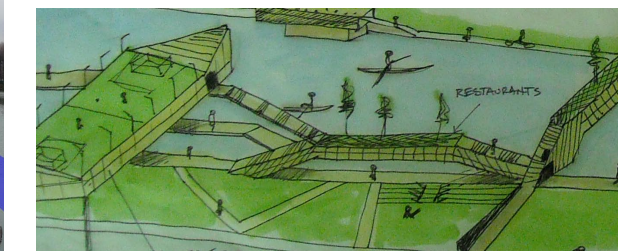
This project is a urban renewal project that is sited along the Arno river and is intended to relink the river with the community. Since the great 1966 flood occurred, there has been a lack of focus on the prime landscape of the river. The main green strip along the river offers a great opportunity for growth because it is one of the only areas in the old city of Florence that is not high density.

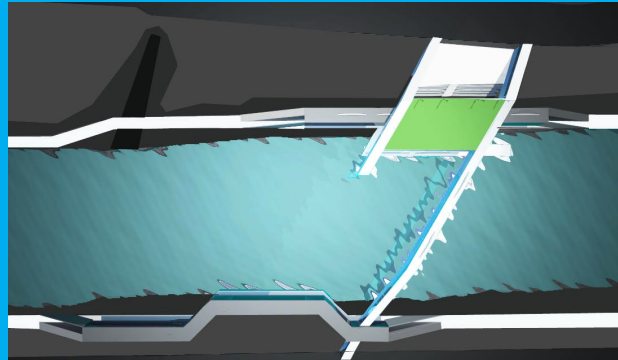
The master plan for this project has been developed as a series of new nodes that draw people out from the historic center towards the river where the green space can be fully utilized.

The focus of this project is on a piazza which would consists of a river walk for running, biking, and walking that would be on multiple levels that would connect the entire series of nodes. This design also offers a series of shops, bars, discos, and a soccer field on the top of the structure. By placing these spaces on various levels, the walking paths extend indoors and outdoors and allow a constant view of the Arno river.

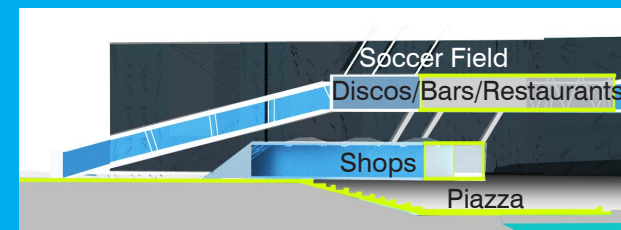
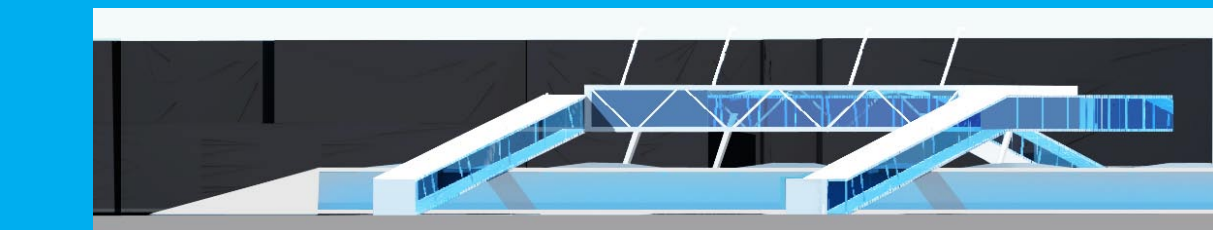
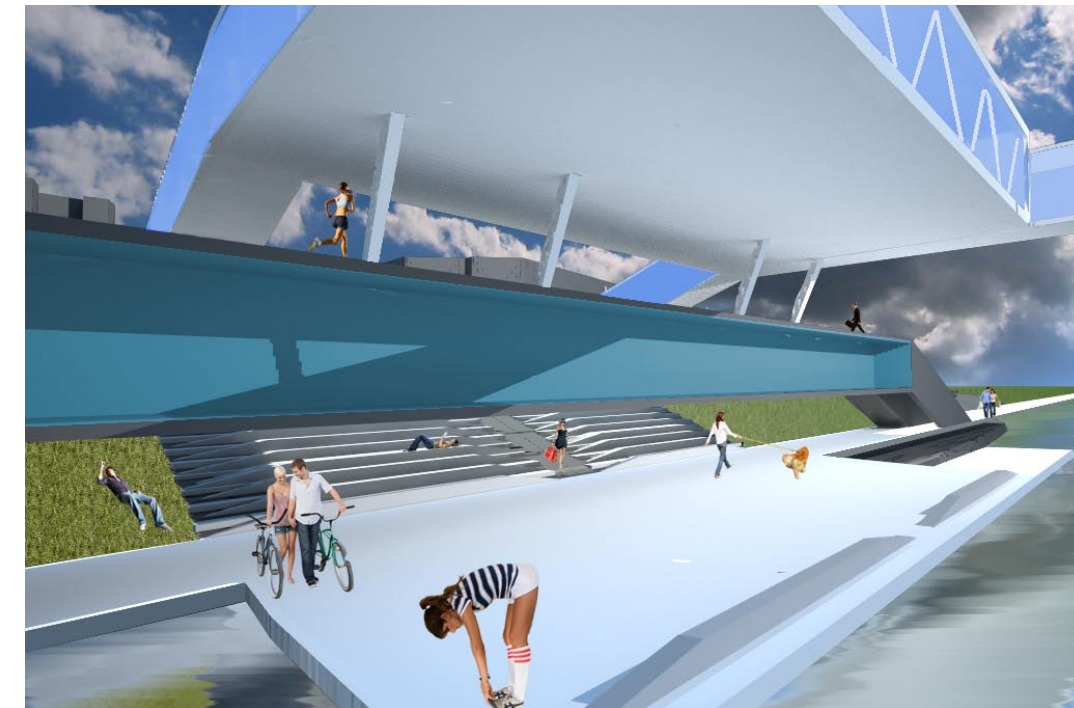
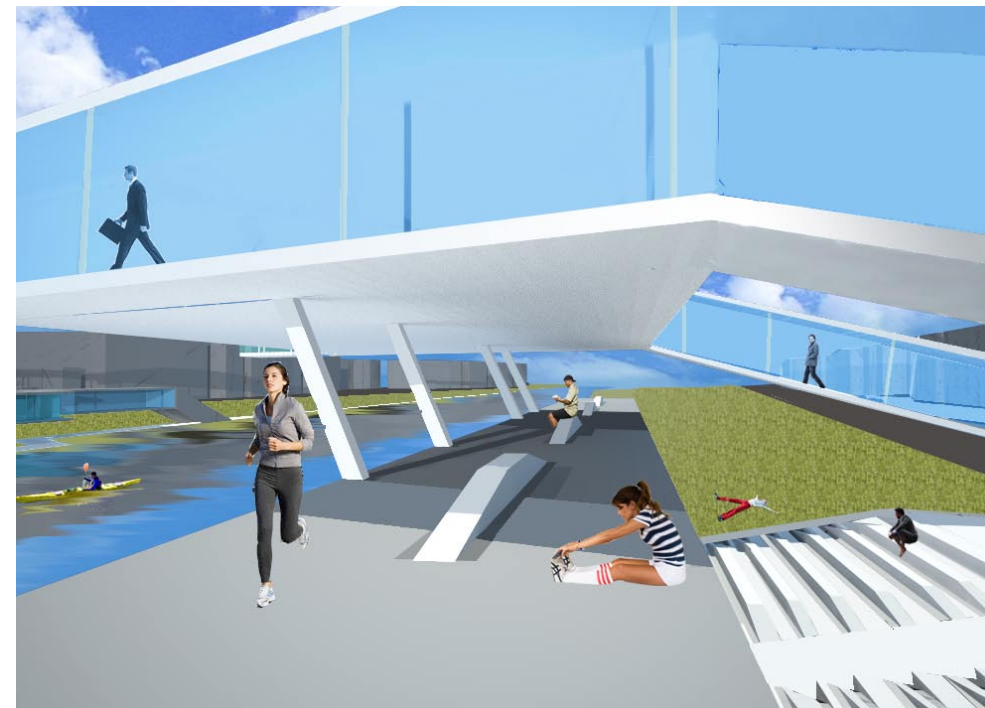
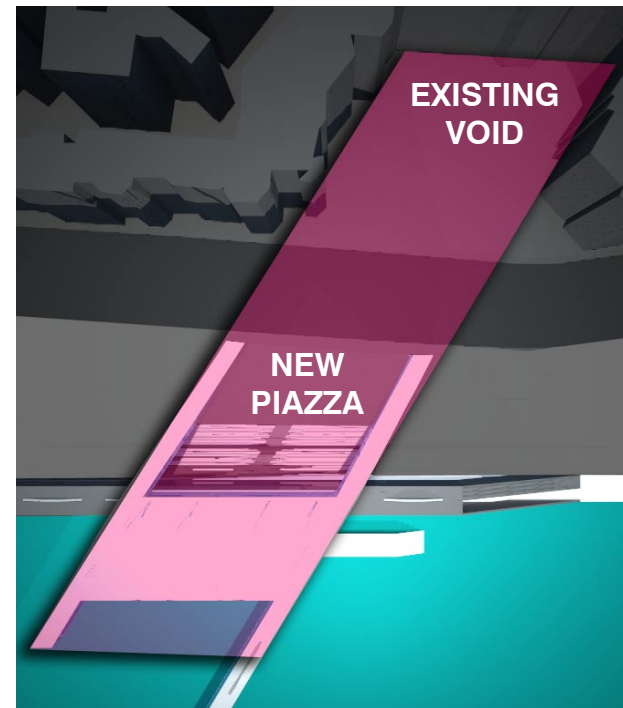
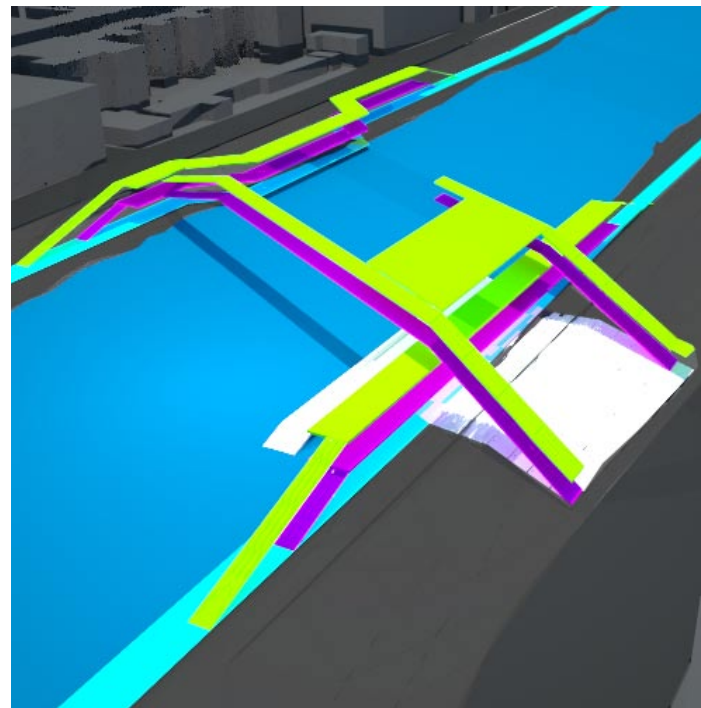
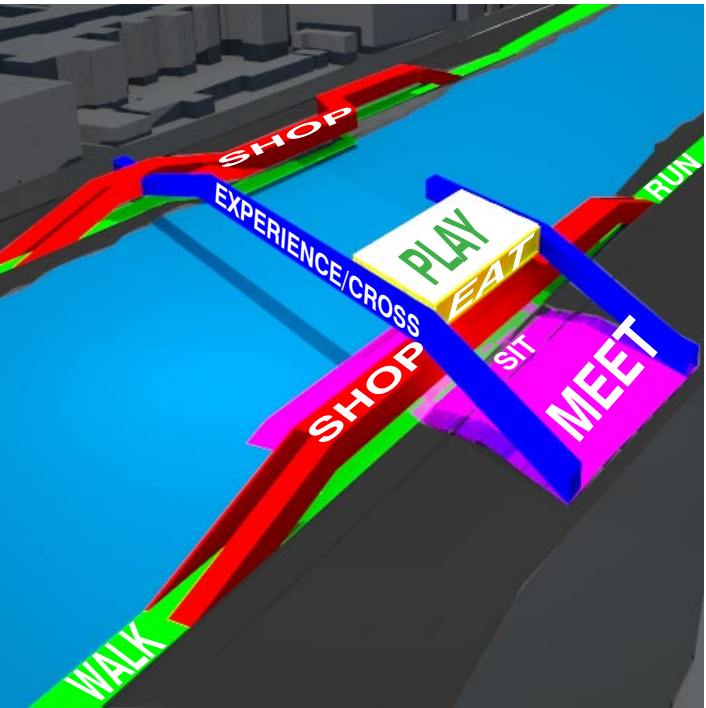


Top: View from Arno river  
Middle left to right: Process diagrams/sketches  
Bottom: Process models





Top Row: Aerial shot, Master growth plan  
 Middle Row: Program, Varied zones/levels,  
 Site gesture, 3rd level view, Piazza view  
 Bottom Row: Street level elevation, Cross  
 section, 3rd level elevation, Longitudinal  
 section





SAN DONNINO INCINERATOR

# KINETIC SYMBIOSIS

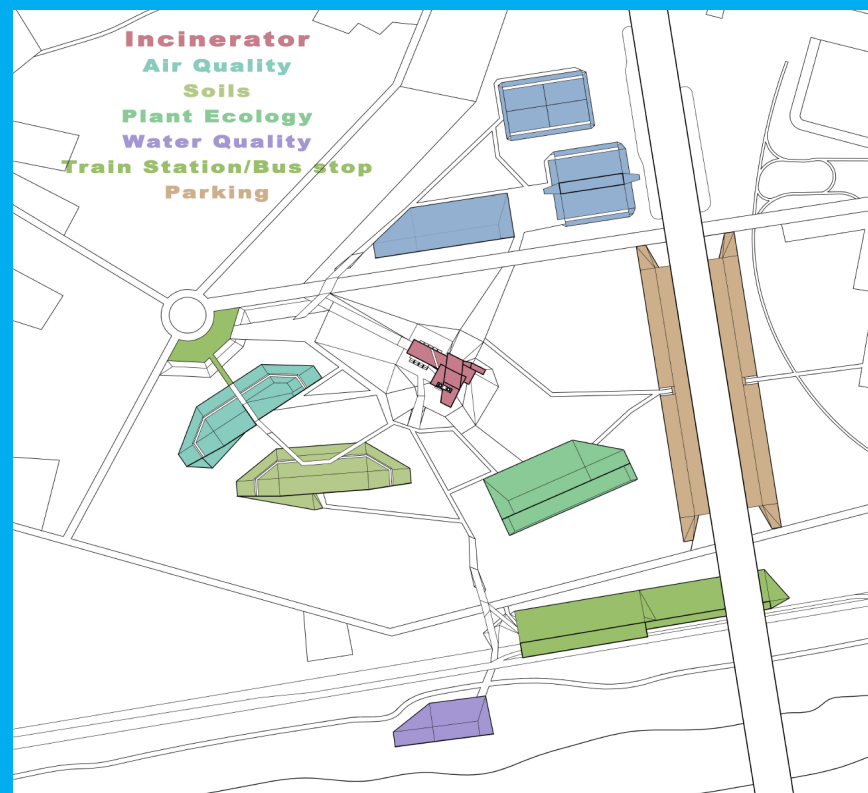
The stagnant unused space of the San Donnino Incinerator is the conclusion to a failed technology that was forced to close in the seventies due to health risks to the surrounding residents.

The project team has derived concepts for the proposed site from an oscillating spring in which there is a constant change between kinetic and potential energy. The incinerator becomes a source of potential energy while the additions to the incinerator and surrounding areas become a kinetic source of growth.

The new circulation and program cuts in and out of the old building and site creating a symbiotic relationship in which one depends on the other. The site grows out of the landscape and offers dynamic spatial opportunities that now use the existing desolate space.

*"For every action, there is an equal and opposite reaction."  
Sir Isaac Newton 1687*

*Left: Process pictures  
Top Right: Site map  
Bottom Right: Site plan  
Far Right: Old Vs. New*

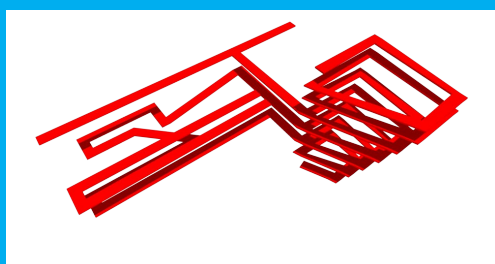
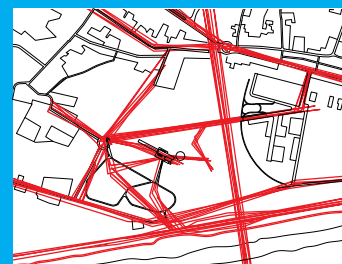


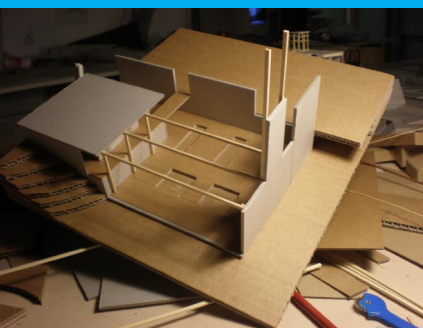
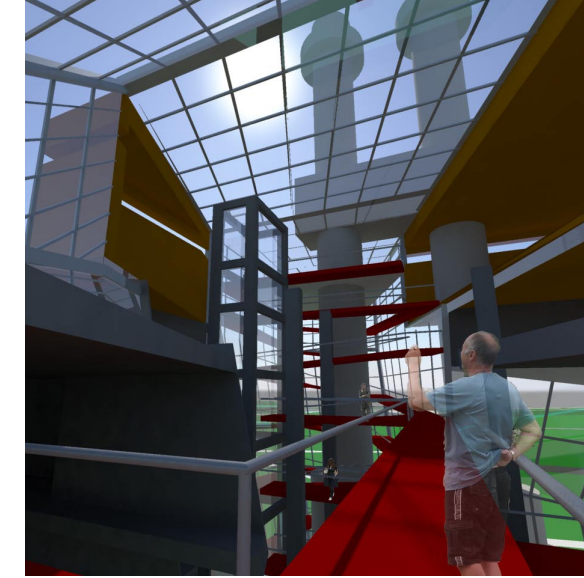
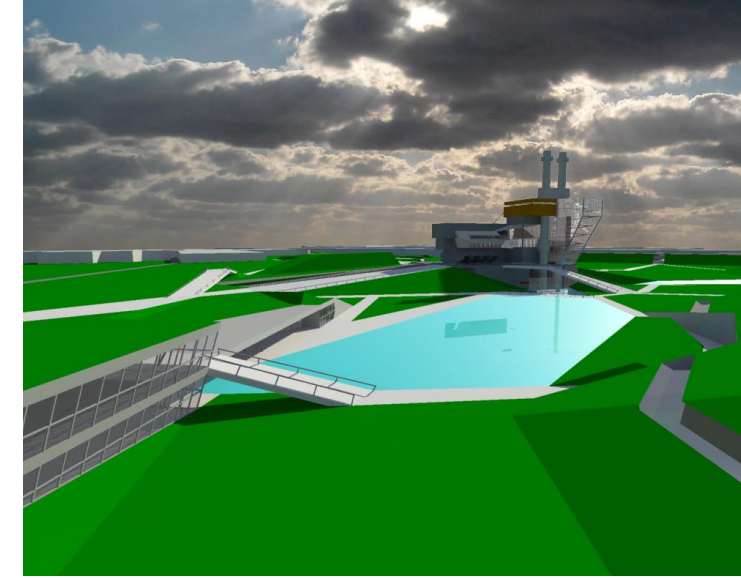
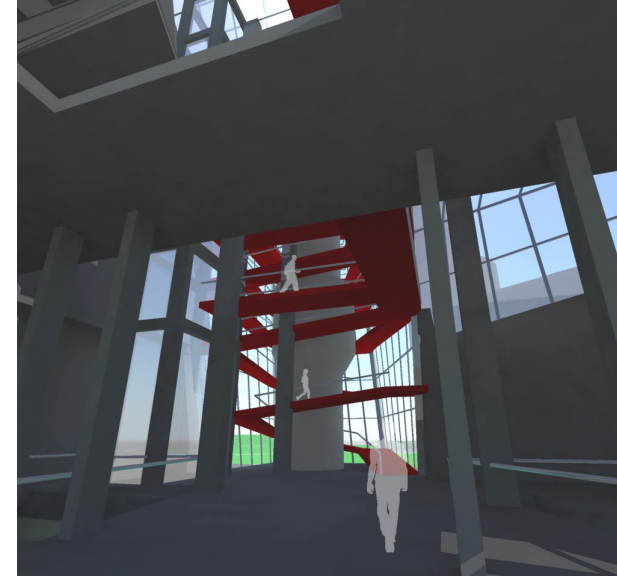
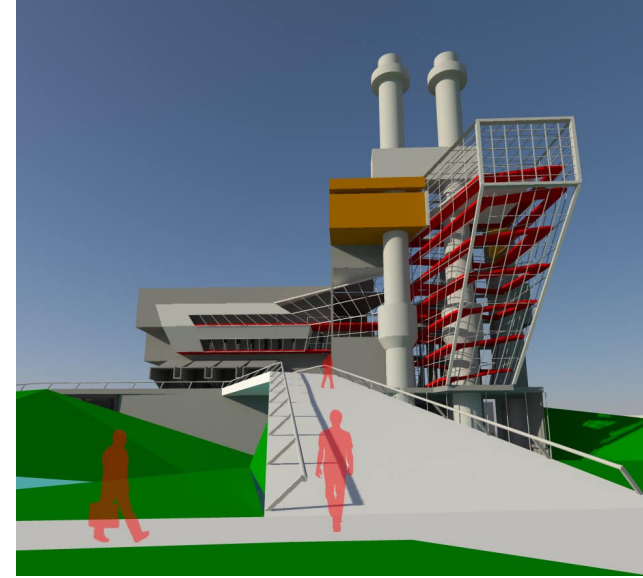
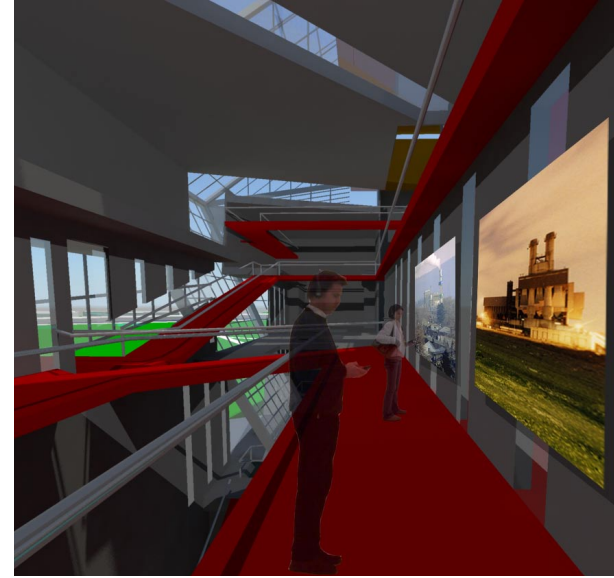
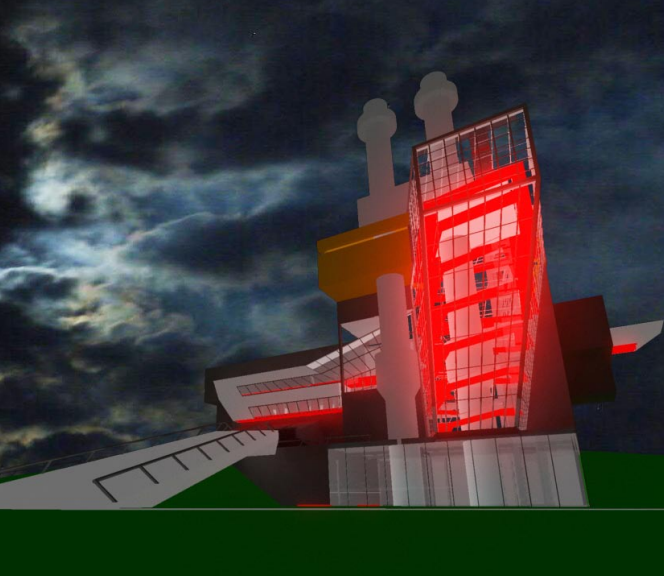
EXISTING

CUTS

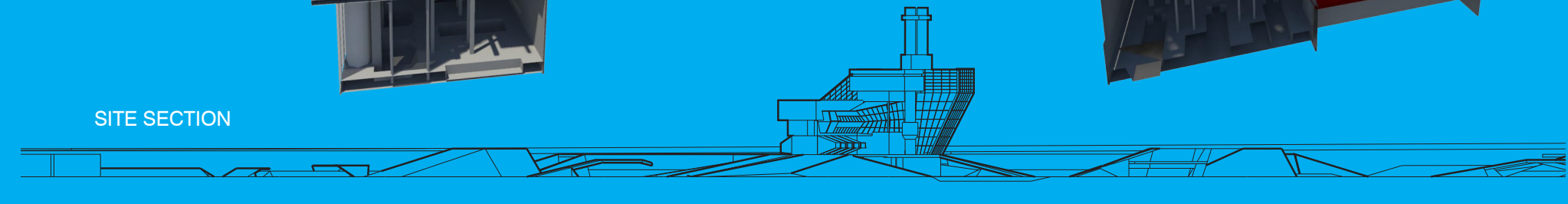
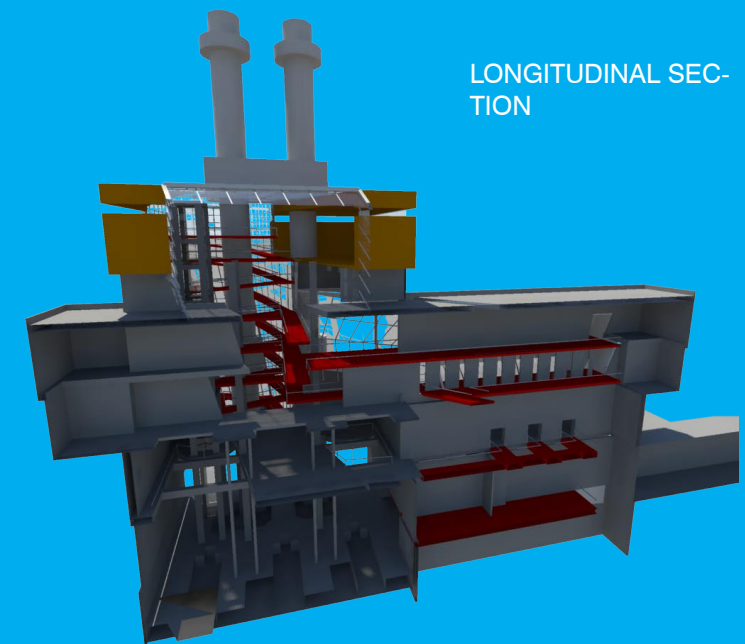
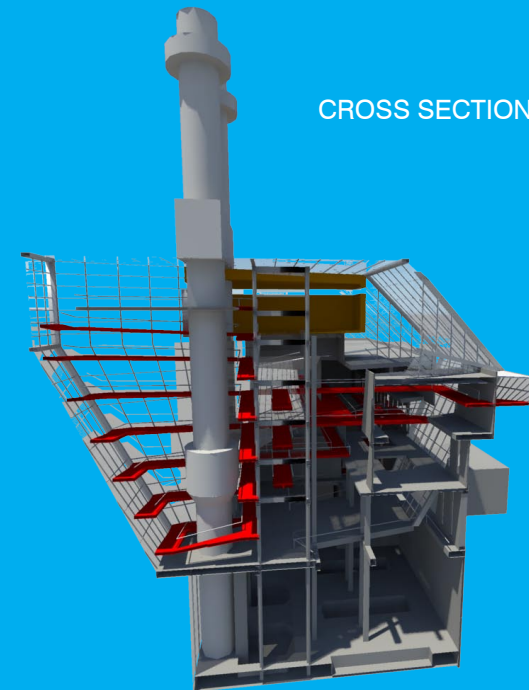
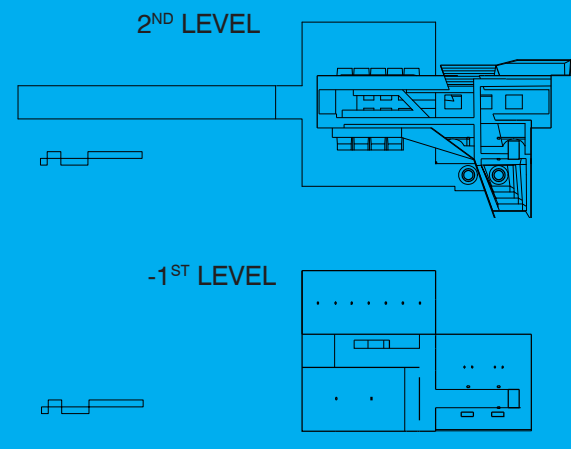
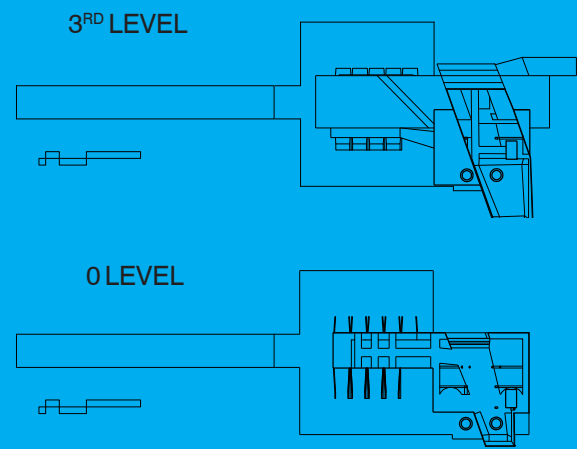
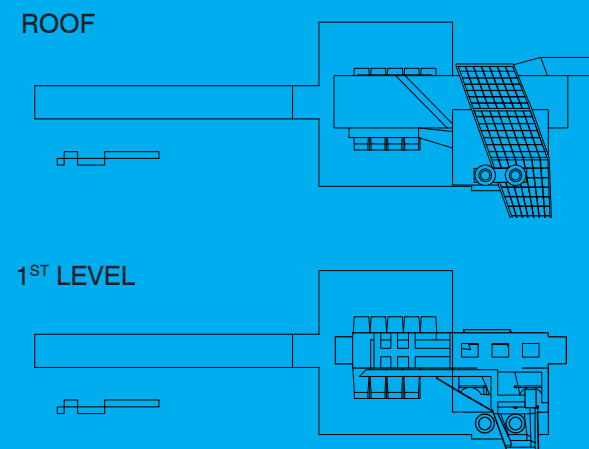
ADDITIONS

- ATRIUM
- CIRCULATION
- GALLERIES
- LECTURE HALL
- ADMIN





Top Left to Right: Night shot, Gallery space, Main entrance, Main circulation, Aerial site, Upper gallery space  
Left: Physical models



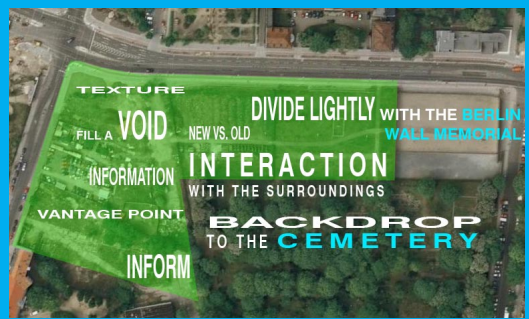
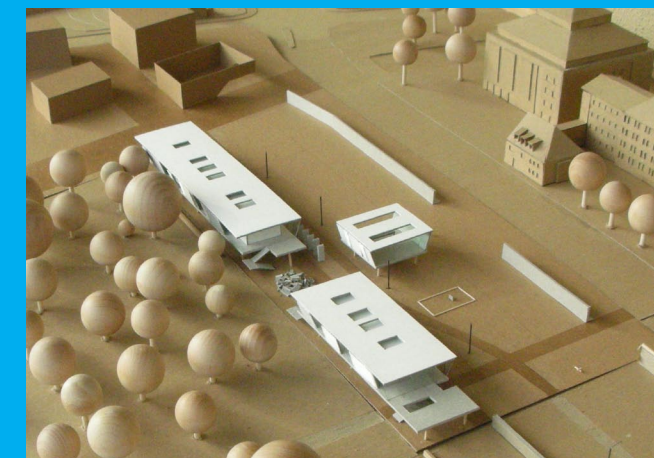




BERLIN WALL INFO PAVILION  
**RAISING ABOVE**

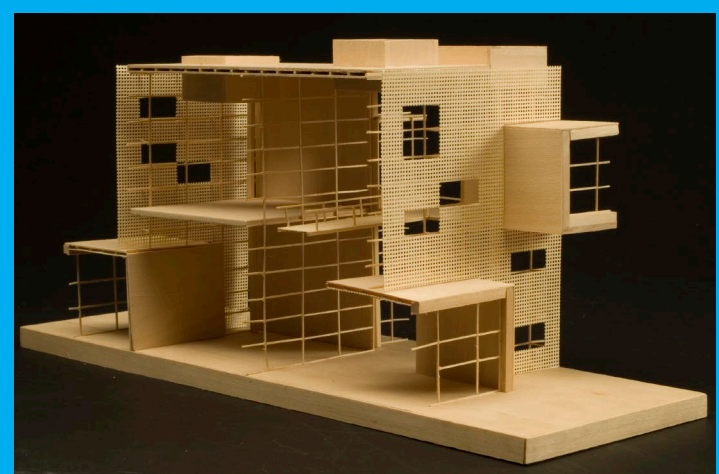


THE CENTER FOR THE CREATION OF ASIMO  
**VIEWPORTS**

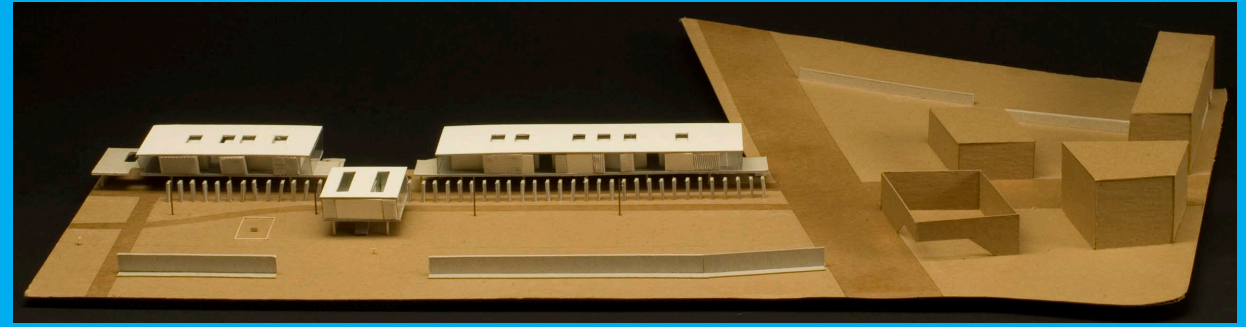
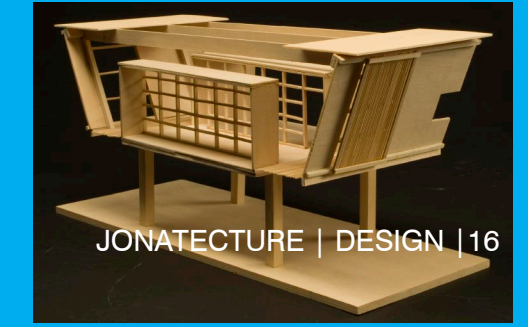
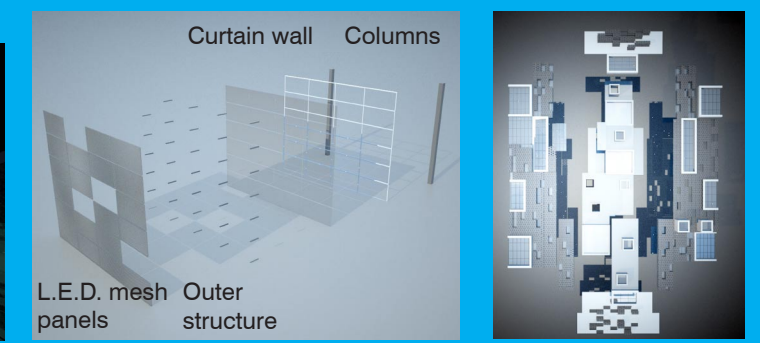
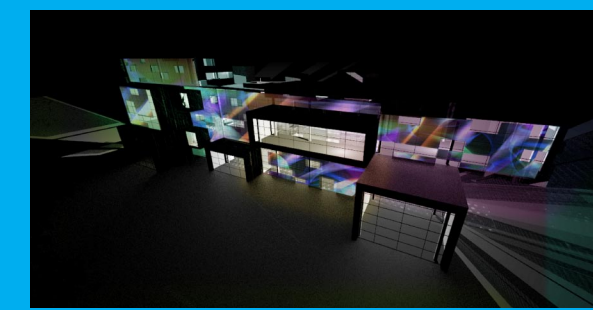
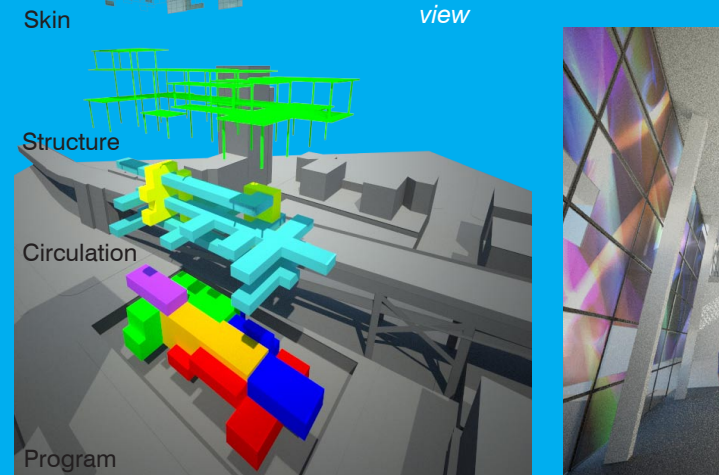
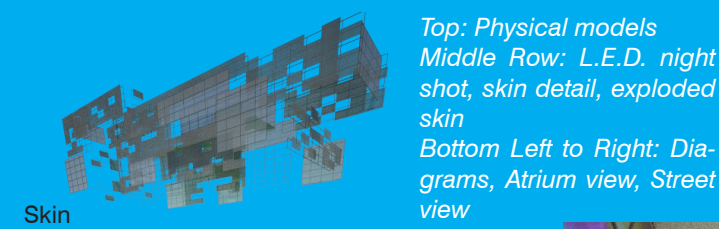
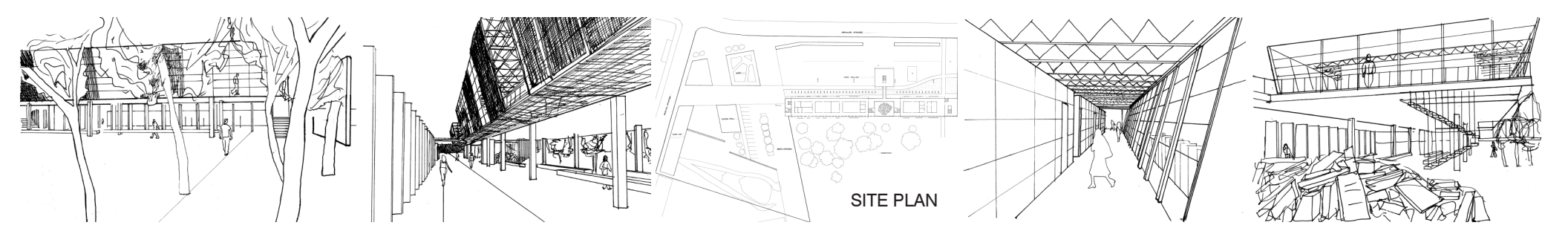


Top: Site models, Site diagram, Process model  
Middle Row: Rear entrance, Wall gallery, Main circulation, Cemetery remnants  
Bottom: Section and site models

Since the Berlin wall came down in 1981, the remaining pieces still surrounding the area have come of disrepair and left vacant spaces. This project will finally occupy the dead zone but still pay tribute to what was once there. The project has been lifted from the site and set above the existing walls height to take away any separation and offer new perspectives to the site and its remnants.



Based in the city of San Francisco this project is the new center for the creation of the Honda Asimo robot. Project based on a new responsive architectural interface that connects the architecture to the inhabitants through input from the users and environment. L.E.D. panels connect the center to the digital world of communication.



## IDENTITY

# PRESENT:

*The past few years in architecture school has broadened my interests significantly. I have learned many new ways to understand and communicate architecture. I have finally reached my potential to be able to open my mind to all the input around me and use it to understand the architectural world.*

*Working in a firm has also shown me the social aspect of architecture and that each client is different and you must learn how to communicate your ideas to the public. Stepping back from oneself to understand what you are communicating.*

*I was fortunate enough to study in Florence, Italy for a year where I was able to see architecture all over Europe. My travels abroad have opened my eyes to new cultures and walks of life. Seeing and experiencing architecture both new and old has shown me the boundless limit of architecture. Architecture does not adapt to culture but is adapted by culture. You must understand your surroundings in order to understand yourself.*

*Each professor has directed me in a new different direction which collectively has shown me a new path to architecture. I have learned that to find my identity I want to broaden my interests in architecture. I want to see it, experiment with it, theorize about it, build it, publish it, and everything else we can do in the field of design and architecture to better understand it.*

### STUDIO EXPERIENCE:

*2<sup>nd</sup> year | G. Wynn, A. Chapman, Stewart  
3<sup>rd</sup> year | E. Golden, A. Cooper, T. Fowler  
4<sup>th</sup> year | P. Giaconia, M. Brizzi, A. Michelozzi,  
G. Pettena*

### WORK EXPERIENCE:

*13 months at MDM ARCHITECTS  
Palmdale, California  
Draftsman/Design work*

### ARCHITECTURE EXPERIENCES ABROAD:

*Berlin, GERMANY 2007  
Florence, ITALY 2008-2009*

### INTERESTS:

*Graphic Design, Photography, Publishing,  
Painting*

*For the next and final year in the Architecture department at Cal Poly I would like to develop a master plan and investigate architecture at a community level. I would like to develop a thesis that involves the understanding of the public, both local and globally. I will also investigate spatial qualities to space and would like to build a display at full scale to understand and test my thesis. While studying in Florence I had the chance to go to the Biennale Architecture show in Venice and this greatly effected my thoughts on architecture. I would like to investigate architecture to be "Beyond Building" which was the theme this year.*

*Upon graduation, I would like to sample different size firms and possibly go to graduate school. Also I would like to enter competitions and further find my architectural identity. In graduate school I would like to discover the deeper meaning to architecture and understand it at a higher level.*

*Once I have gotten what I can out of school I would like to get licensed in California and possibly work abroad for a firm. Eventually I hope to open up a small firm with some contacts.*

*Other than architecture I will be publishing books both Architectural and not. I would like to experiment some more with the design world and see where it takes me. Going to school for graphic design has been a possible way to add to my knowledge in the design world.*

### FIFTH YEAR:

*Master planning, possible adaptive re-use or city revival  
Sustainable Environments Minor  
Working into physical architecture  
Web Publishing classes  
Learn Maya*

### POST GRADUATION:

*Intern at a different size firms  
Looking into Grad. school  
Enter competitions*

### ARCHITECTURAL GOALS:

*Get licensed in California  
Possibly work abroad for a few years  
Start a small firm*

### OTHER INTERESTS:

*Publish/design books Architectural/non Architectural  
Become well rounded in the design world  
Possible graphic design schooling*

## IDENTITY

# FUTURE:

