



angela carbone

design curiosities

ANGELA CARBONE

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EDUCATIONAL BACKGROUND

Cornell University

College of Architecture Art and Planning
Bachelor of Architecture 2016, Concentrations in Theory and History, Minor in Theater
Cumulative GPA 3.56

EXPERIENCE

Freelance Writer/ Producer

Producer/Writer, Various

August 2016 to Present

New York, New York

Award winning Screenwriter: ATT Hello Labs Mentorship recipient 2019, script was selected and EP'd by Lena Waithe and AT&T from 2000 subs. Stars Rob Morgan and Loretta Devine. Project covered by Variety.
Minor Legends audio series, writer/creator/EP, selected by Independent Film-maker Project for participation in inaugural IFP Week Audio Hub 2020. Line produced indie film *Acid Fantasy*. Contributing writer for publications including *The Hapa Mag*, *Far Near*, *Killerandasweetthang*.

Teaching Assistant

Marquis Studios

January 2019 to Present

New York, New York

Worked with teaching artists to establish healthy, safe and fun learning environment. Assisted with classroom management while monitoring student, and facilitated classes under direction of lead artists of Photography, Collage, etc.

Site Surveyor and Drafter

Fischer Floor Plans

May 2017 to January 2019

New York Metro Area

Worked hand-in-hand with brokers and sales agents to visit sites and create custom floor plan drawings from ground up. Used laser measure and hand drew finely detailed site measurements for conversion to AutoCAD plans.

Architectural Design Intern

Chandler Pierce Architect

May 2015 to August 2015

New York, New York

Created spec-books, drafted drawing sets, programmed 3D models and prints. Created proposals for projects, landmarks committee permits, and conducted site surveys.

Architectural Design Intern/ Fabricator

Situ Studio

September 2013 to January 2014

DUMBO, New York

Worked with Aleksey Lukyanov-Cherny, Katie Shima, Wes Rozen to draft, 3D model, and research for a vast array of projects. Crafted proposals and presentations for clients to pitch commissions. Worked in fabrication facility to complete industrial design products using analog and CNC technologies.

Machine shop Teaching Assistant

Cornell University

August 2011 to May 2016

Ithaca, New York

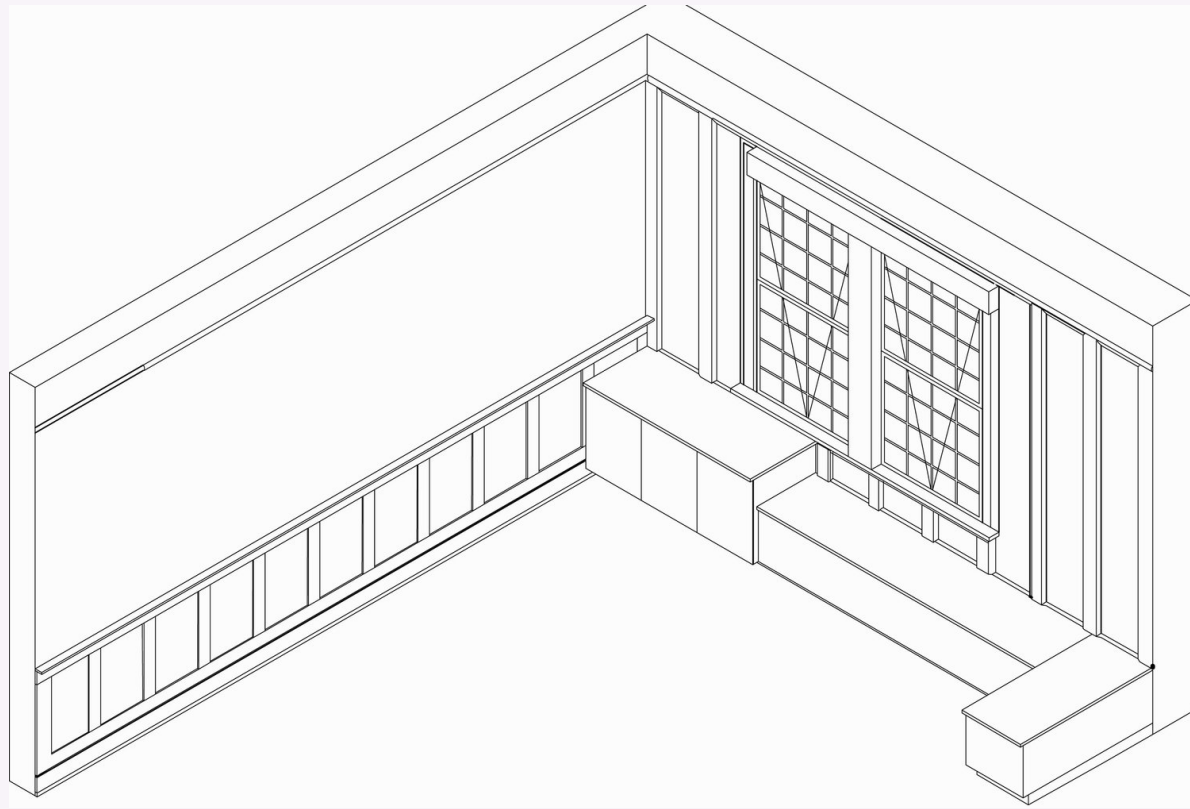
Managed laser cutter, CNC mills, and shop inventory. Maintained machines in digital, wood and metal shops. Instructed students in safety demo trainings and collaborated with students to create projects / files for digital fabrication

BRAGGING RIGHTS + PRIZES

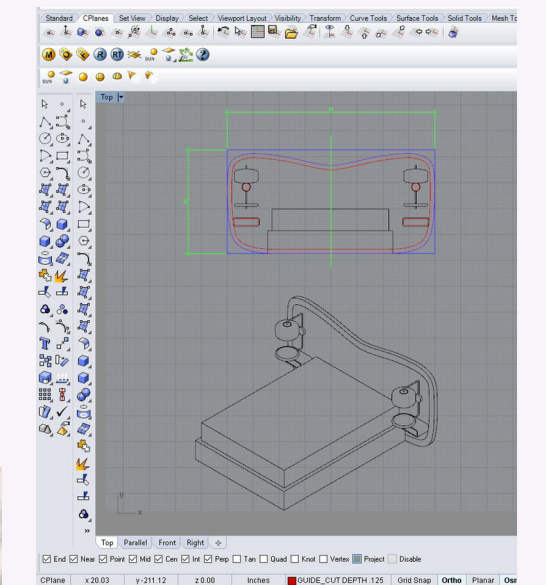
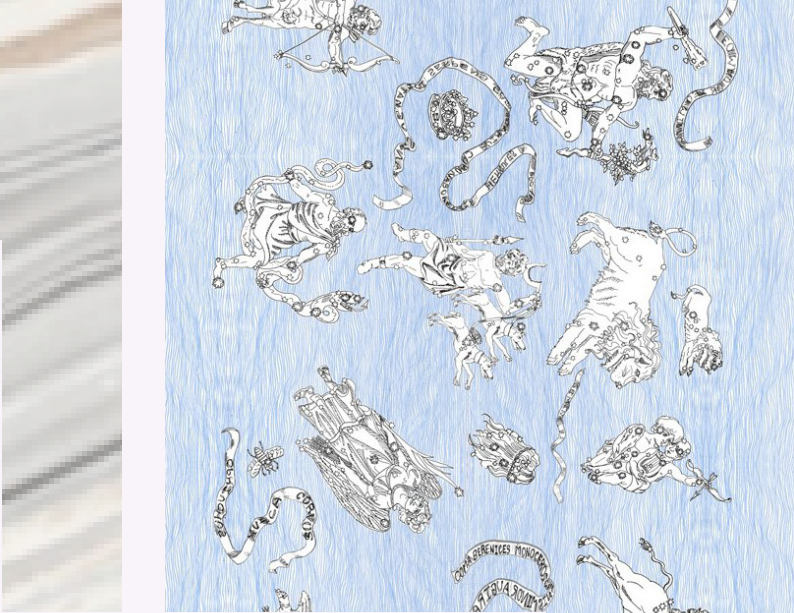
AT&T Hello Lab Writer Mentee 2019; ScreenCraft Film Fund 2018, IFP Week 2020, Producing, Creative Writing, Collage/ Rendering, Drafting, Adobe InDesign, Photo-shop, Illustrator, Premiere, V-Ray, Rhino 3DM, AutoCAD, Vectorworks, Microsoft Office Suite, Metalworking/Welding, Woodworking, CNC Mill, Solidworks, Catalystex, Audacity, honorable Mention for Nonarchitecture's MAKING competition 2016; Repped by CESD, Authentic Management, Innovative; speaks Italian.



interior: custom millwork, wallpaper, custom upholstery, electrical wiring



detail; concept drawings; before interior renovation



industrial design: custom fabric design, CNC'd plywood, custom upholstery



FILM AND TV

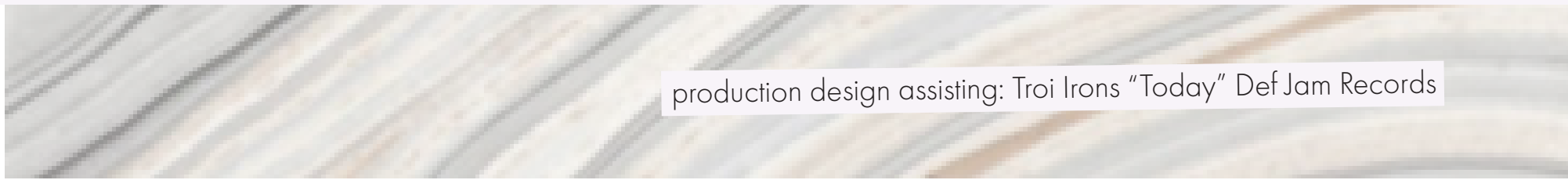
props sourcing
production design
creative producing



props sourcing: Moped sourcing and restoration for "Last Straw" 2023



production design assisting: Amir Obe "Wish U Well" Def Jam Records

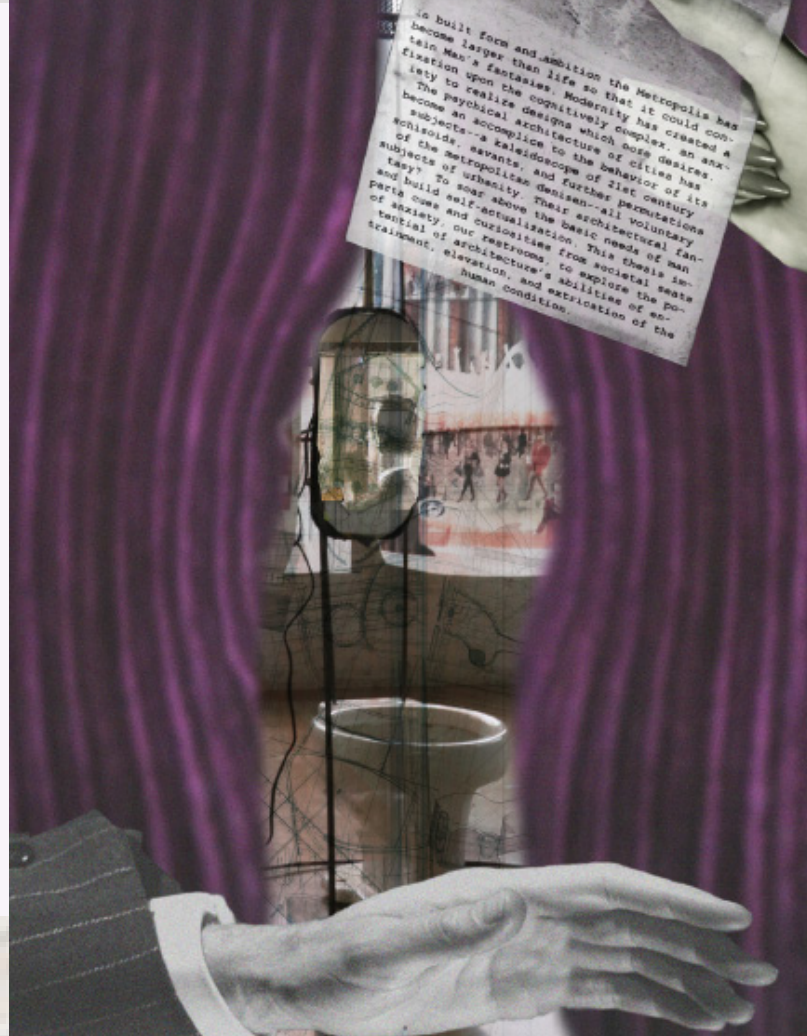


production design assisting: Troi Irons "Today" Def Jam Records



production design and creative direction: Stello "Song For Ueno"

METHODS INTO MADNESS: THE UNRESTROOM



ARCHITECTURAL IMAGING AND DESIGN

thesis: Methods into Madness, The Unrestroom (2015)

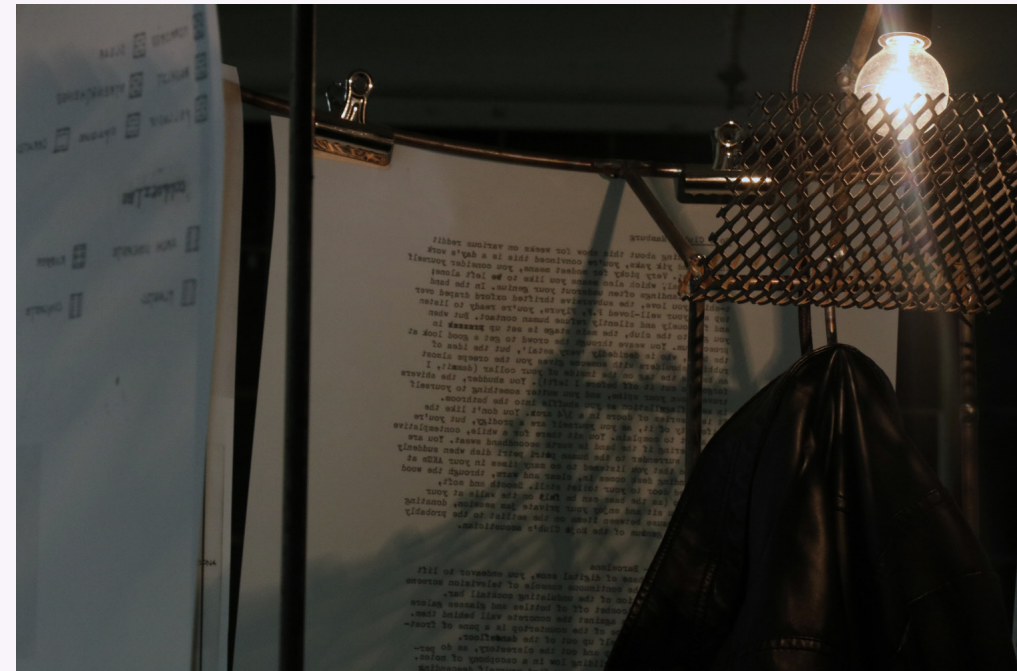
In built form and ambition the Metropolis has become larger than life so that it could contain Man's fantasies. Modernity has created a fixation upon the cognitive complex, an anxiety to realize designs which ooze desires.

The psychological architecture of cities has become an accomplice to the behavior of its subjects—a kaleidoscope of 21st century schizoids, savants, and further permutations of the metropolitan denizen—all voluntary subjects of urbanity.

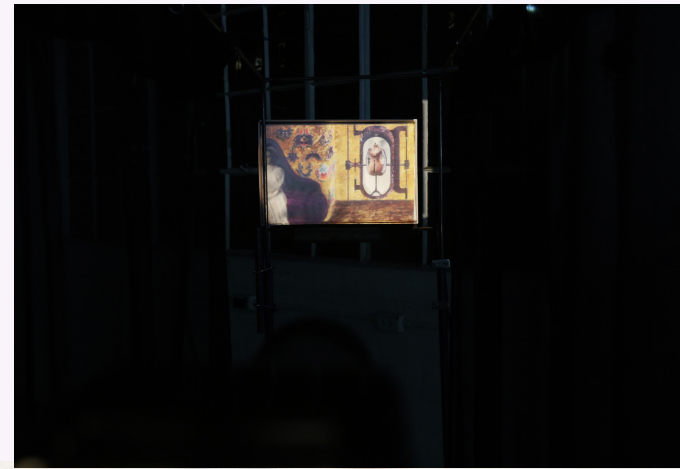
Their architectural fantasy? To soar above the basic needs of man and build self-actualization. This thesis imparts cues and curiosities from societal seats of anxiety, our restrooms, to explore the potential of architecture's abilities of entrapment, elevation, and extrication of the human condition.

This thesis used narrative and speculative collages to create and elucidate a particular fantasy engineered by **the unrestroom**.

A multimedia presentation can be seen on the website:
angelaccarbone.com/theunrestroom

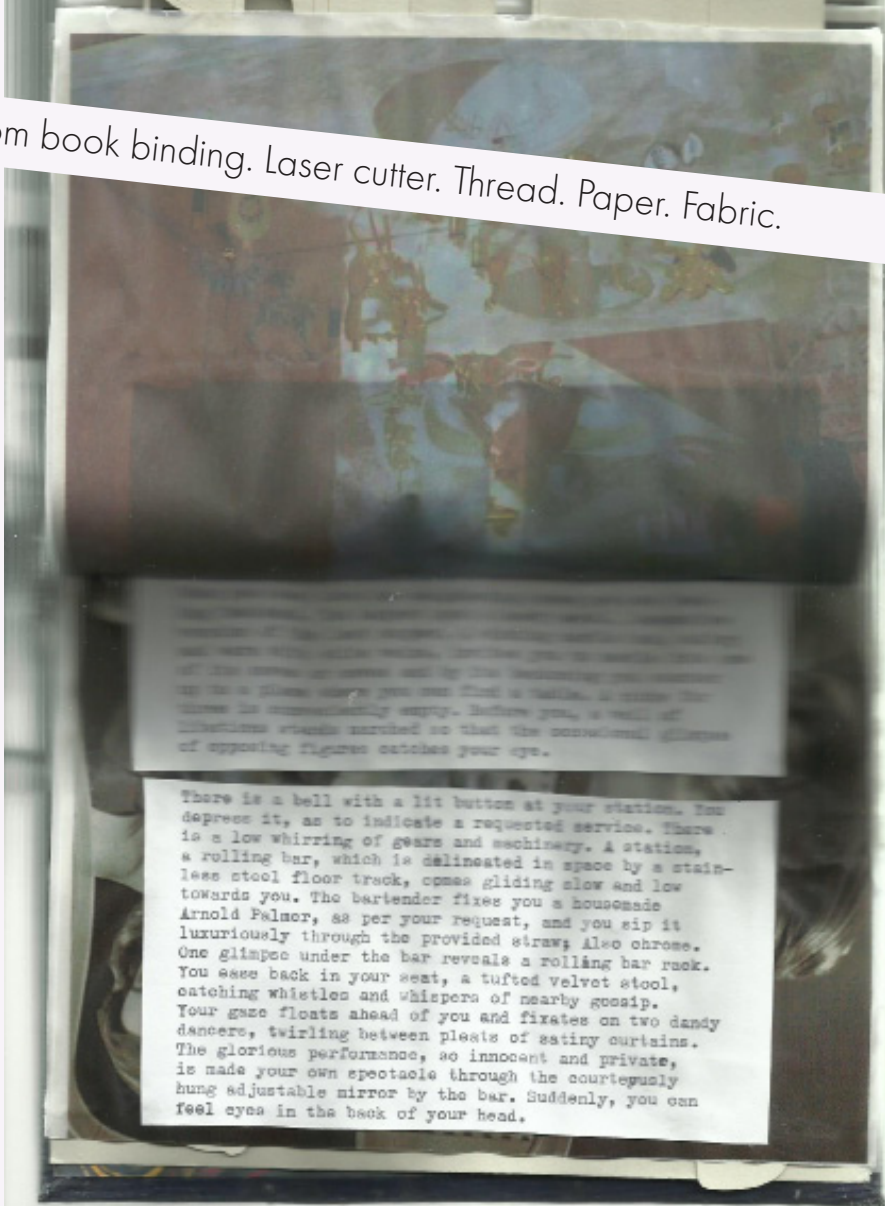


unrestroom model: found plumbing fixtures, laser cut mirror, steel, vellum

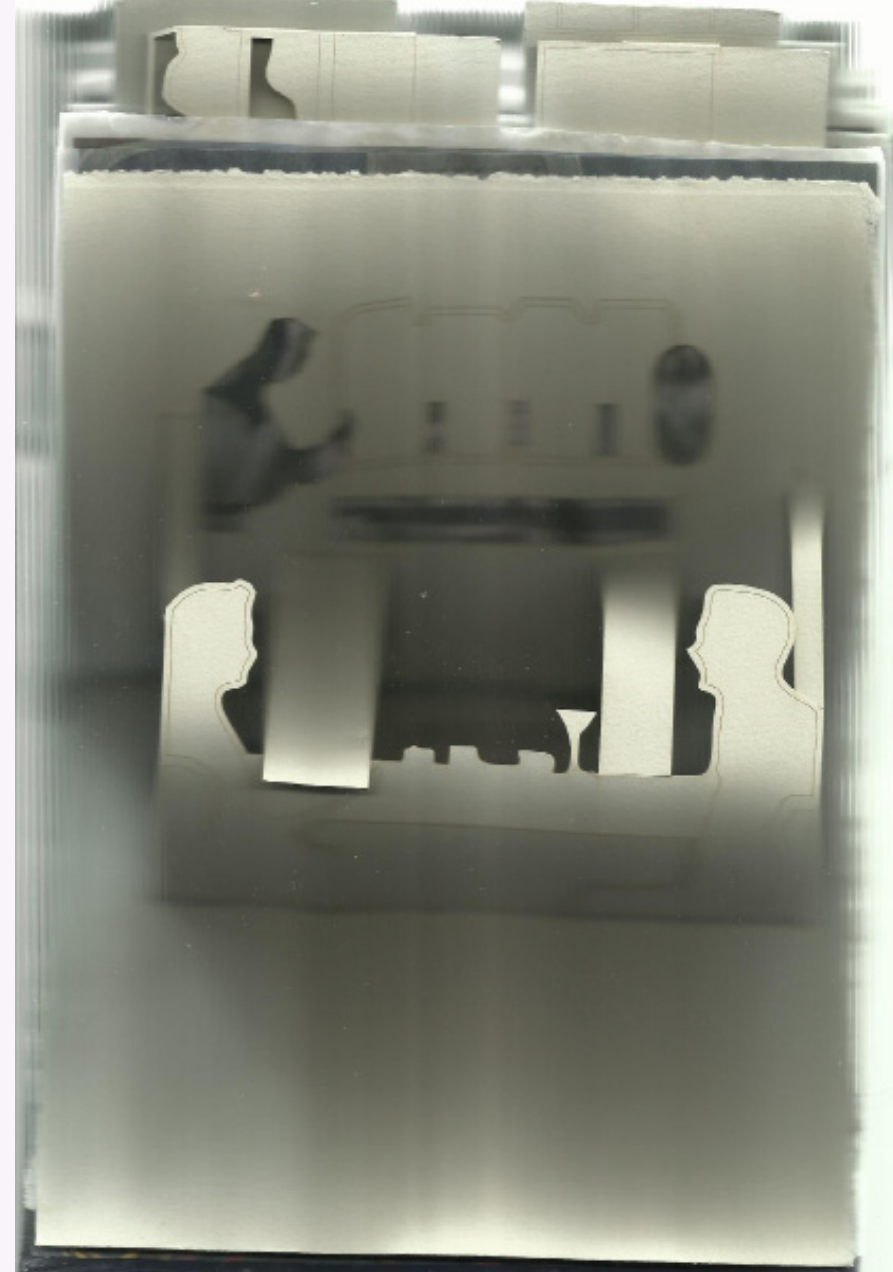


unrestroom model: plaster, found projectors, acrylic prints, foam, mesh, steel

Custom book binding. Laser cutter. Thread. Paper. Fabric.



There is a bell with a lit button at your station. You depress it, as to indicate a requested service. There is a low whirring of gears and machinery. A station, a rolling bar, which is delineated in space by a stainless steel floor track, comes gliding slow and low towards you. The bartender fixes you a housemade Arnold Palmer, 88 per your request, and you sip it luxuriously through the provided straw; Also chrome. One glimpse under the bar reveals a rolling bar rack. You see back in your seat, a tufted velvet stool, catching whistles and whispers of nearby gossip. Your gaze floats ahead of you and fixates on two dandy dancers, twirling between plates of satiny curtains. The glorious performance, so innocent and private, is made your own spectacle through the courteously hung adjustable mirror by the bar. Suddenly, you can feel eyes in the back of your head.





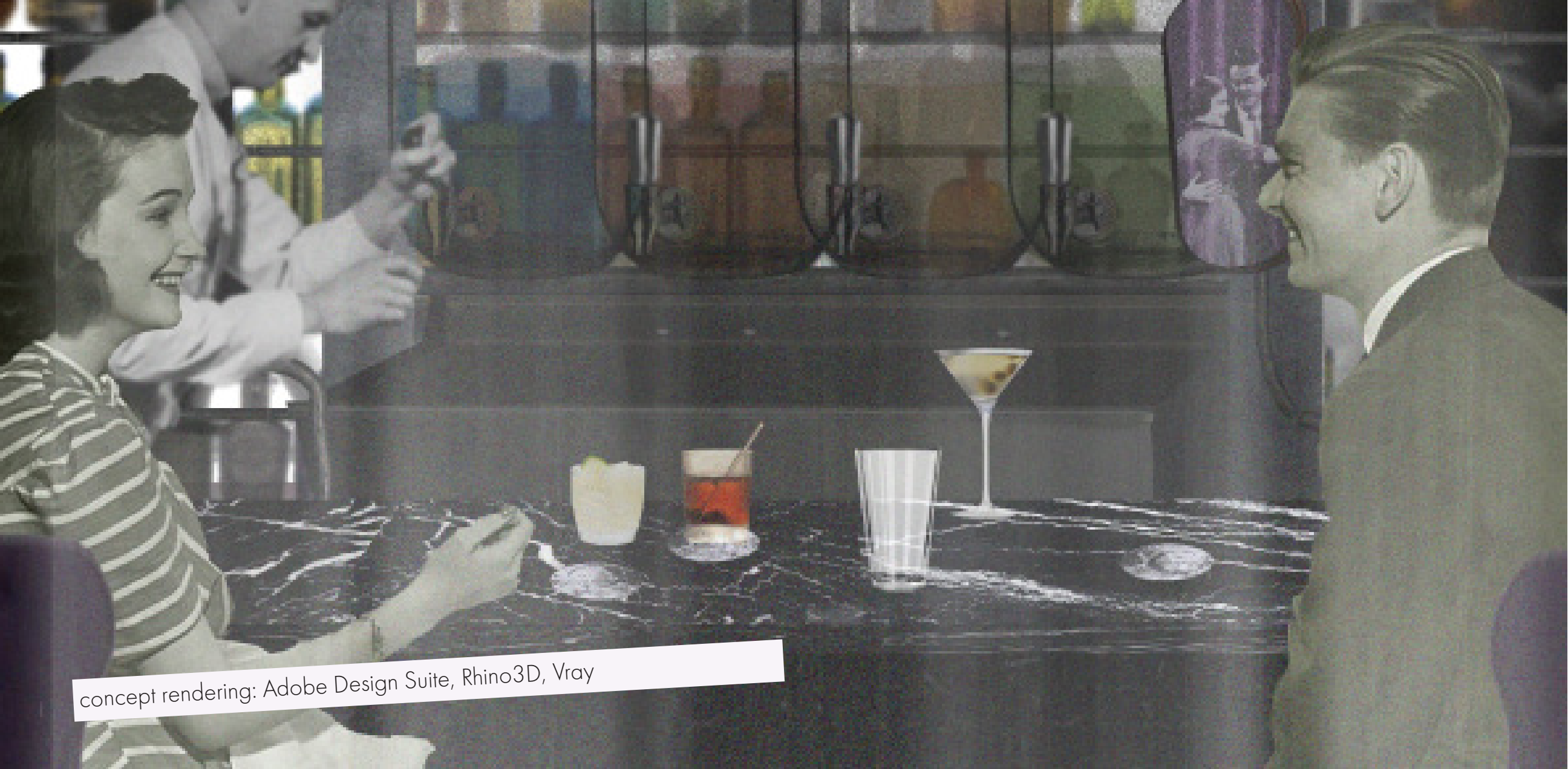
hand drawing; axonometric with graphite and vellum

concept rendering: Adobe Design Suite, Rhino3D, Vray





concept rendering: Adobe Design Suite, Rhino3D, Vray



concept rendering: Adobe Design Suite, Rhino3D, Vray



Welcome to Cowhouse!

— Queens, New York —

birds eye collage. Created using
Rhino3D, Vray, InDesign, Photoshop

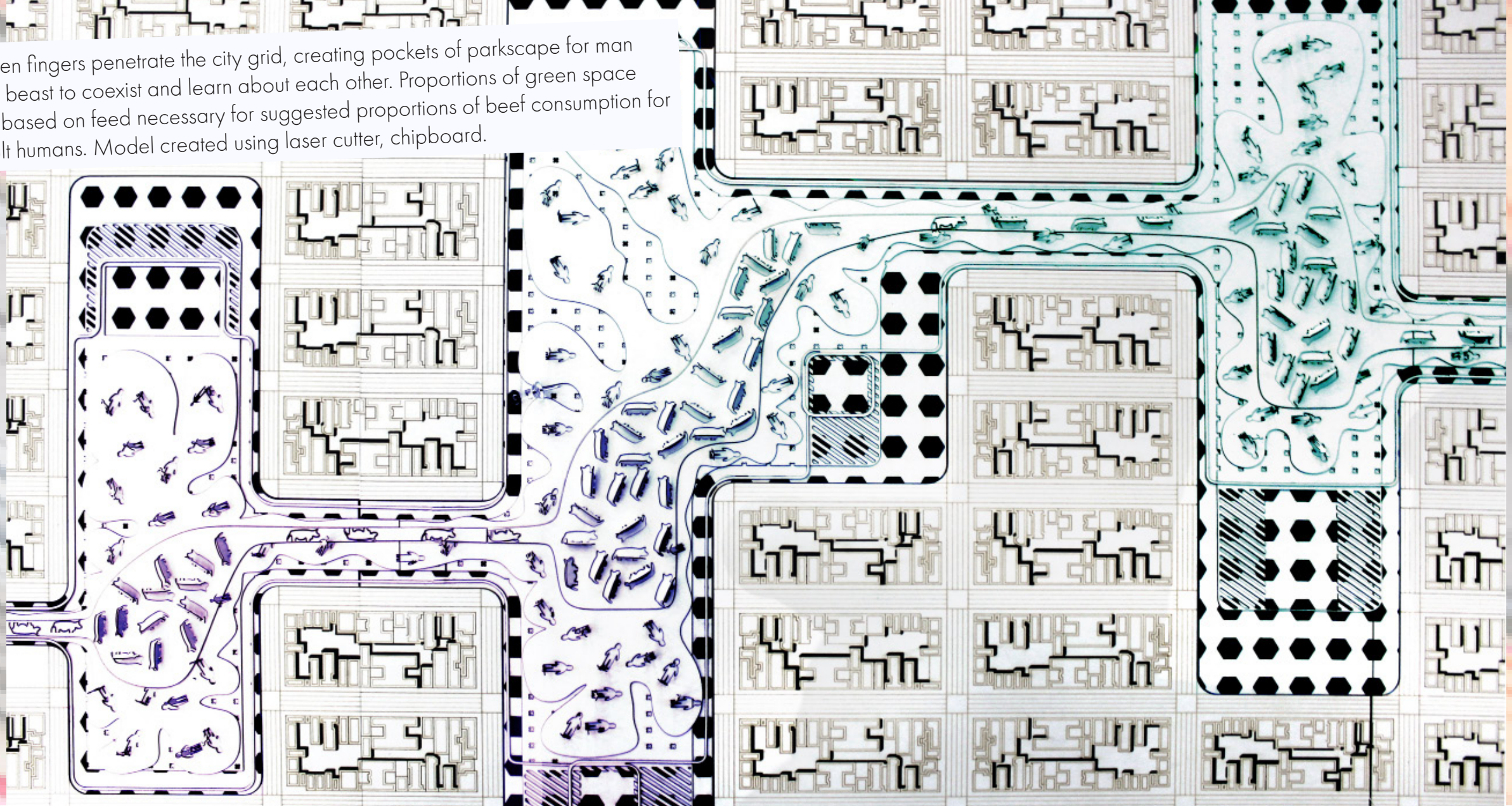
A foodshed describes the socio-geographic space of food flow from the point of production to the point of consumption. The present foodshed of New York is an example of how practices of 'householding' has exceeded the single household and has blown up beyond proportions to incite a global network of trade.

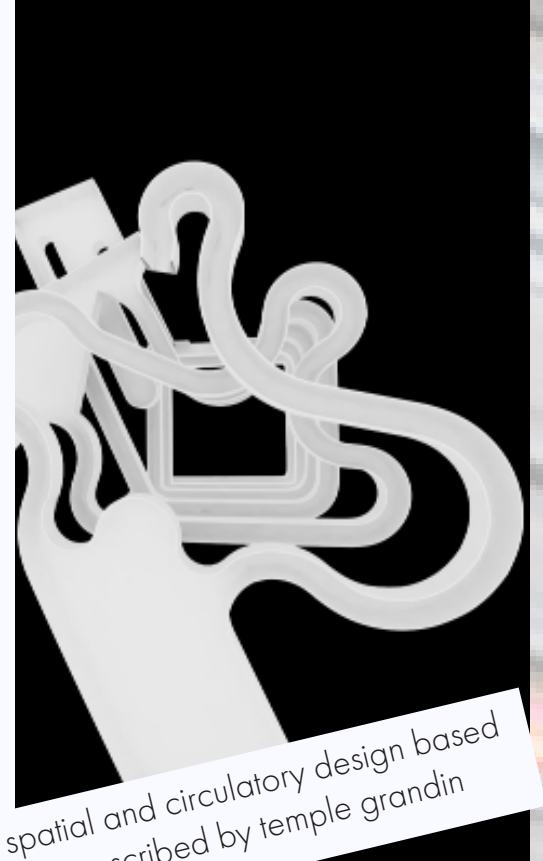
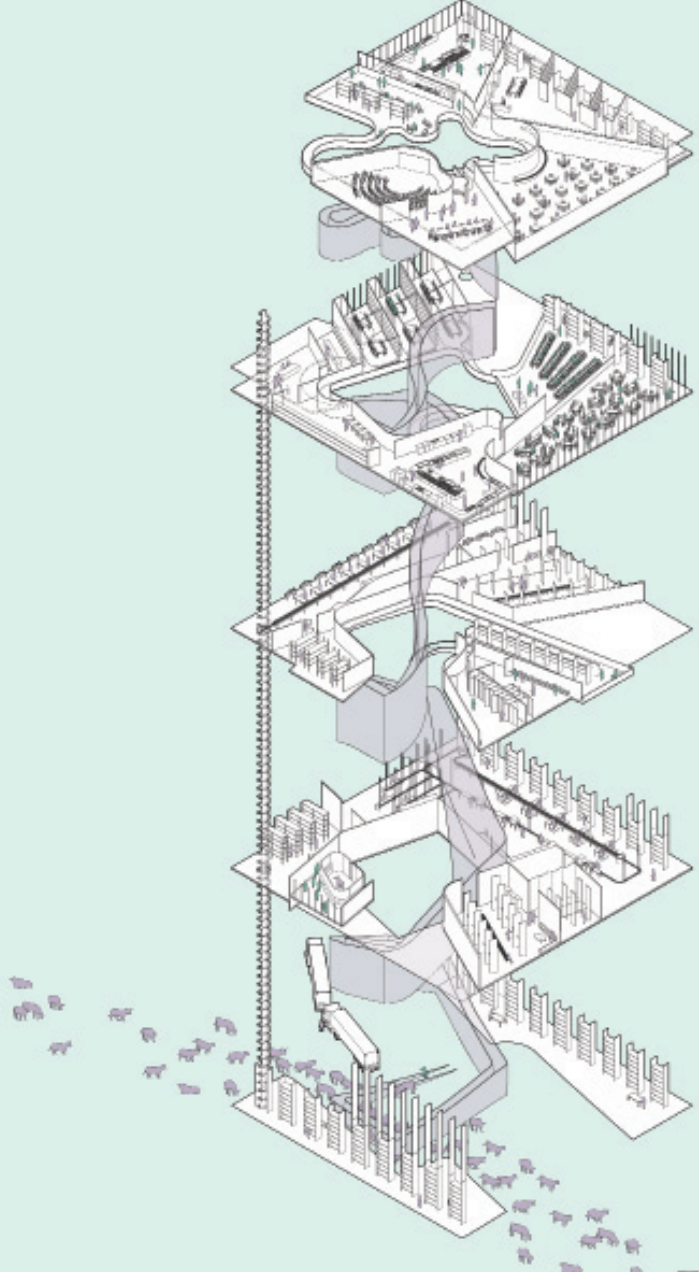
This excess and inefficiency was the genesis of **Cowhouse**, an architectural intervention aimed at re-structuring the corporately subsidized and hugely indulgent scale of production of US Beef. Cowhouse was designed to facilitate the retail operations of a 'steak house' while also utilizing green spaces in the surrounding area in order to both bring awareness to beef production in society (a cultural proximity which was ended after cattle houses were banished from urban coexistence in lower Manhattan) and to offset the huge environmental burden of beef consumption. It is a machine for enjoyment of beef, education about beef, proper apportionment of beef, but overall a vehicle for a beef revolution.

to read the complete manifesto and design principles, please visit:
angelacarbono.com/cowhouse

winner, honorable mention
nonarchitecture competition, MAKING

Green fingers penetrate the city grid, creating pockets of parkscape for man and beast to coexist and learn about each other. Proportions of green space are based on feed necessary for suggested proportions of beef consumption for adult humans. Model created using laser cutter, chipboard.





diagrammatic explanation of spatial and circulatory design based on 'comfortable' cow movement prescribed by temple grandin



model, vampyroteuthis infernalis action



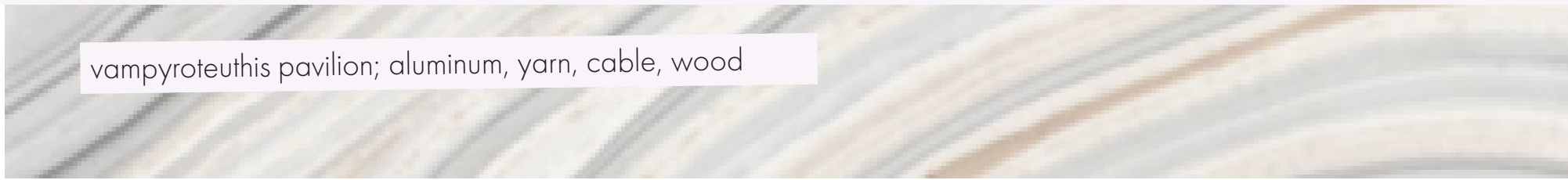
METAL

WORKS

metal kinetic model of vampyroteuthis infernalis.

Metal cable, ball hitch, steel bar stock, rivets, eye hooks.

angelacarboni.com/heavymetalworks



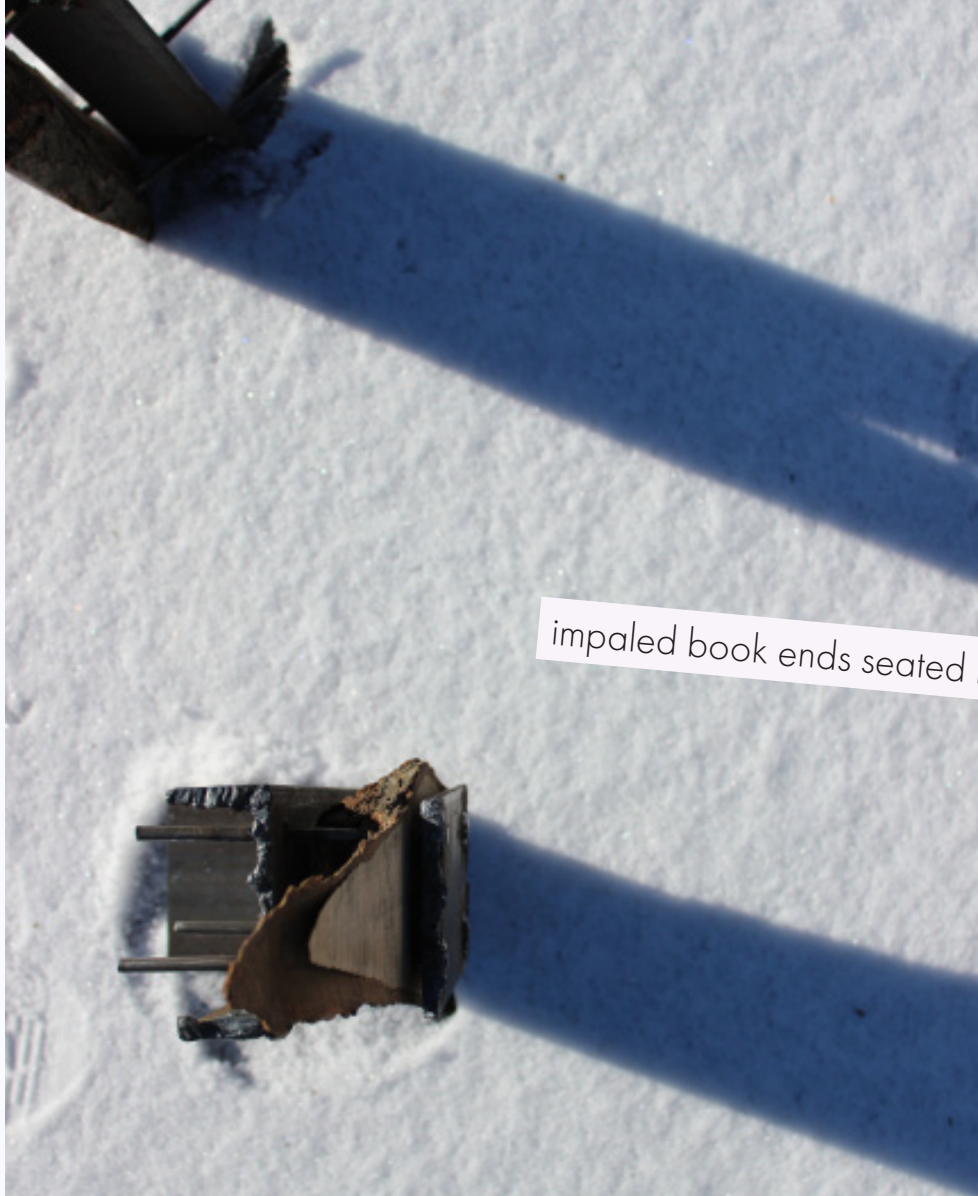
vampyroteuthis pavilion; aluminum, yarn, cable, wood



weighted sprocket touch-on illuminator



plasma cut steel planter



impaled book ends seated in snow



dynamic vanity shelf, hooked to wall



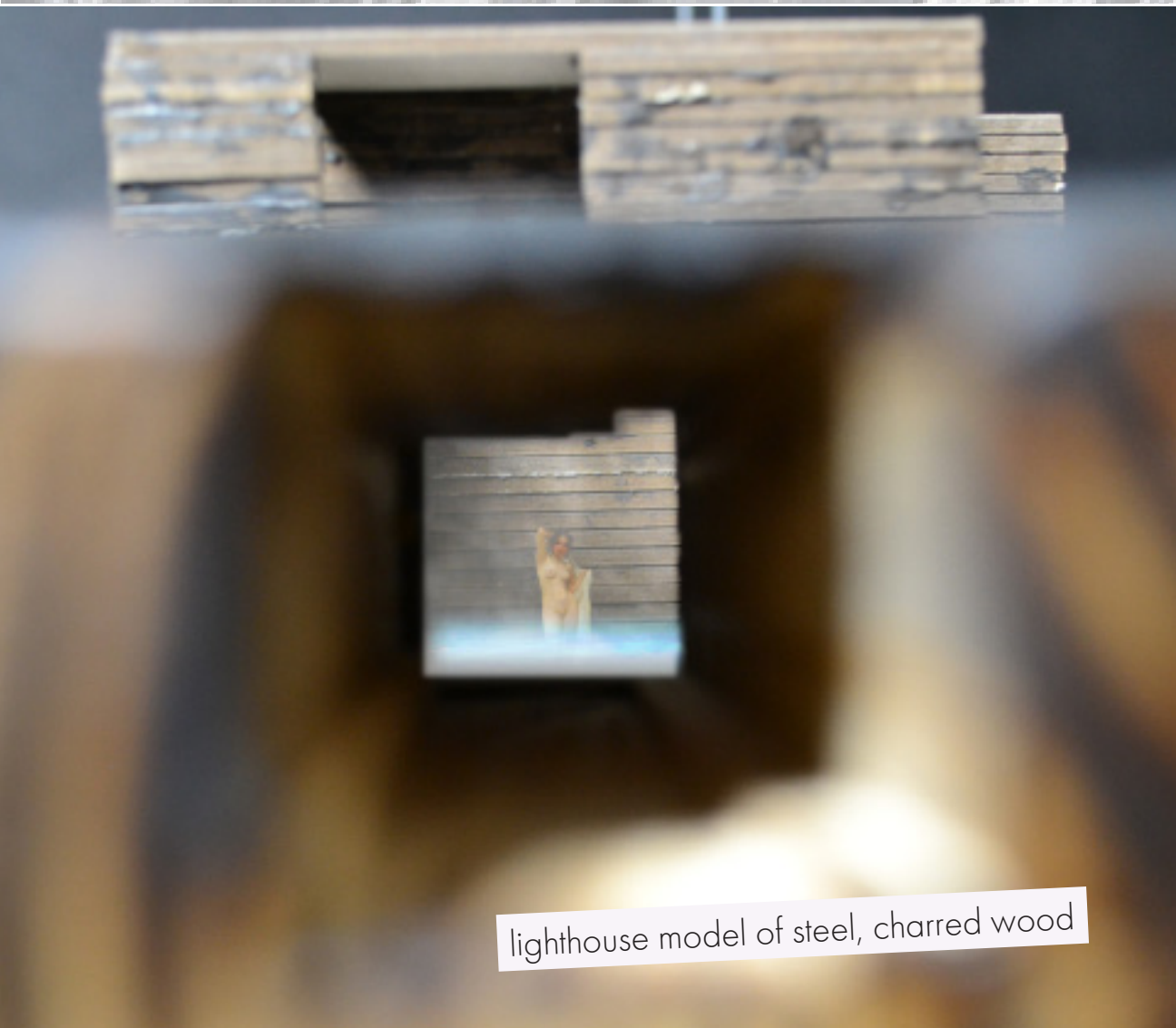
bookshelf with sliding surfaces, steel barstock, metal brake, varnish, mig welder



custom rusted speaker stands, solid core MDF, steel



structure model: rockite, brass, cherry wood



lighthouse model of steel, charred wood

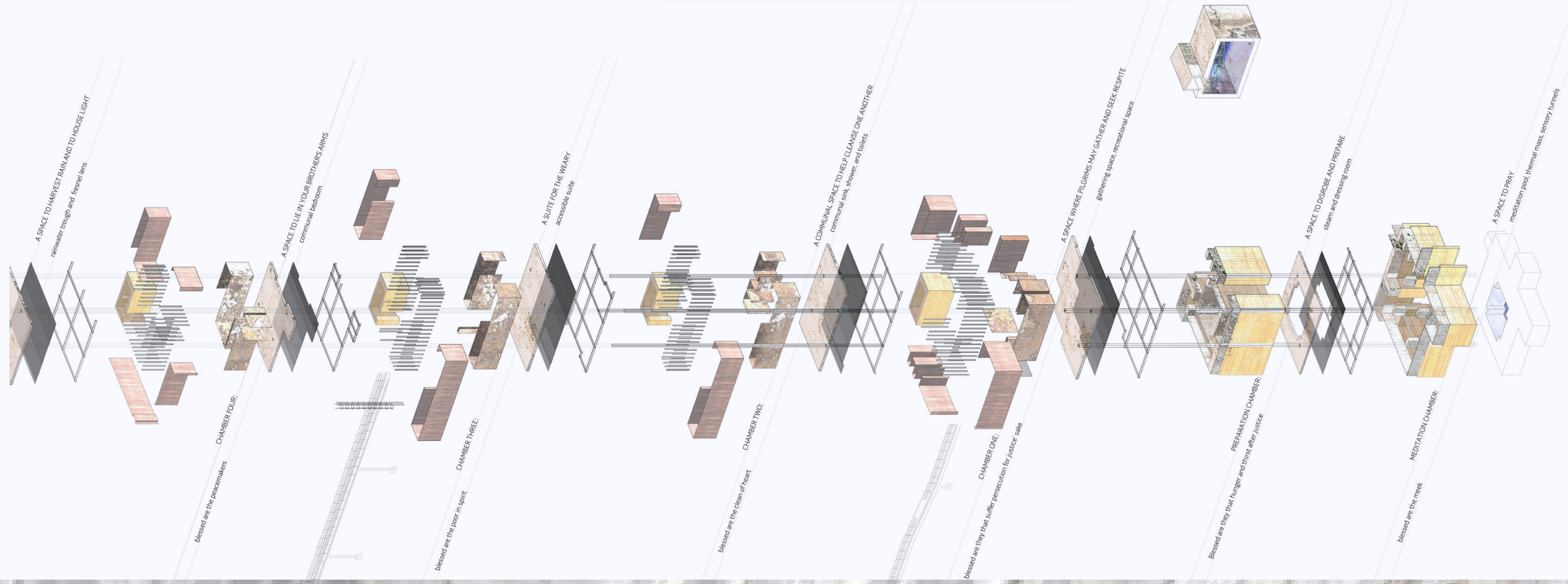
A **Lighthouse** which sits on the coast of Spain in Laxe, a site traditionally visited by religious pilgrims. As an ode to visitors past, The Lighthouse is a hospitality center which doubles as a spiritual meditation chamber where both visitors past and present can find solace in the sights, sounds and atmosphere of the coast of the dead.

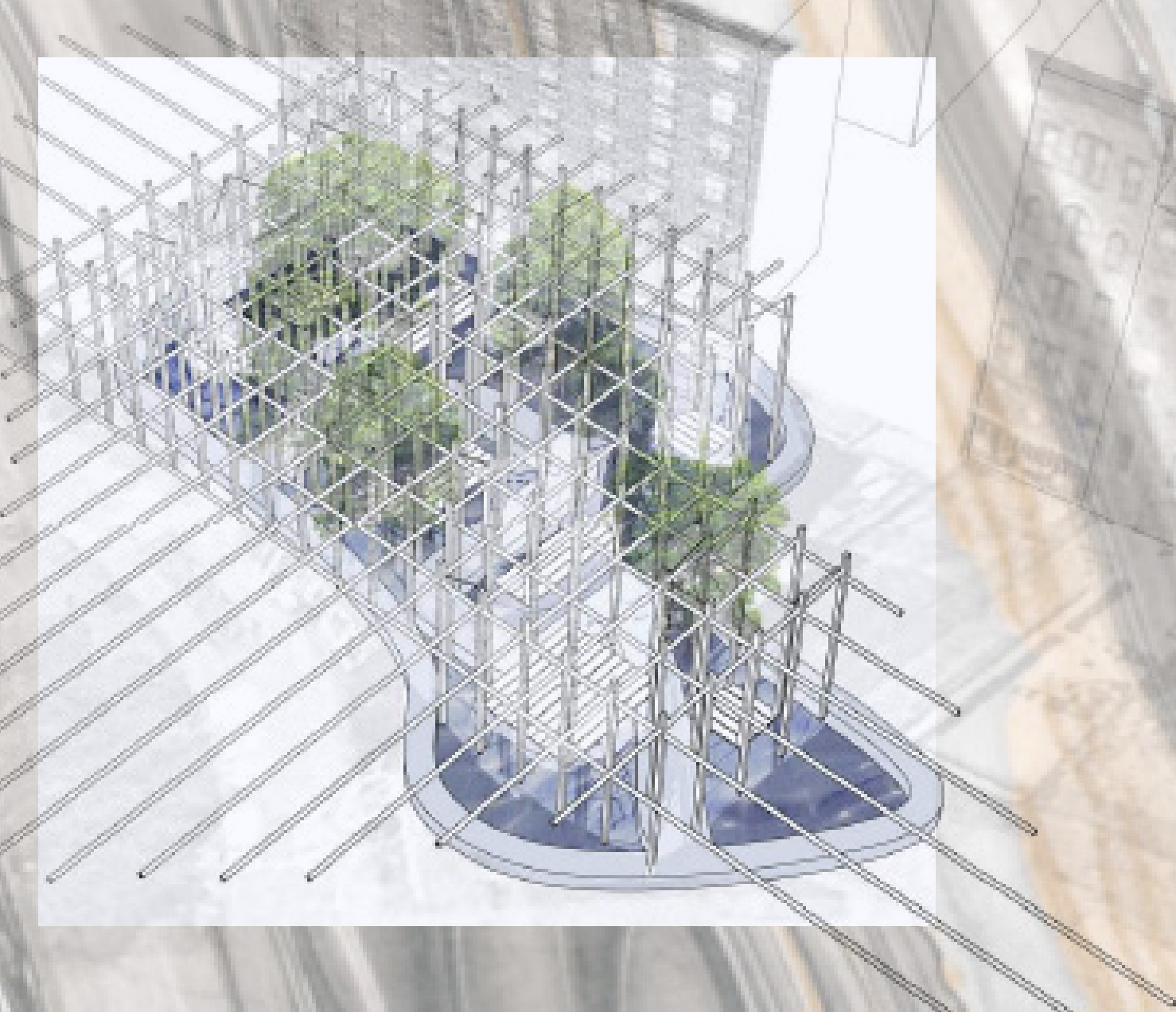


final model; chipboard, blackened wood, sheet metal with patina

concept model; yarn, found compass

exploded axon explaining construction





Perched upon this forgotten city fragment is both a voyeuristic spectator and maternal guardian to its surroundings. Reconciling the tensions between adult and child worlds, the resolution must be soft, protective, and evocative of youthful serendipity.

This is the **village chapel**. Taking cues from forts of yesteryear, the drapery, translucency, structure, and easiness become inherent in its form. It is deployed through simple means and years to embrace its surroundings. It cradles and isolates patrons. It longs to provide a comfort; the coo filtered indistinct whispers of city life in a delirious metropolis.

In its construction, it provides a brief veil of privacy within the greater urban context of Manhattan, while acknowledging neighboring sights, sounds, and sensations. Complete aloneness, blissful innocence, is impossible in a metropolis; but the message of comfort and meditation as a result of being a participant in the common collective, sharing in humanity.

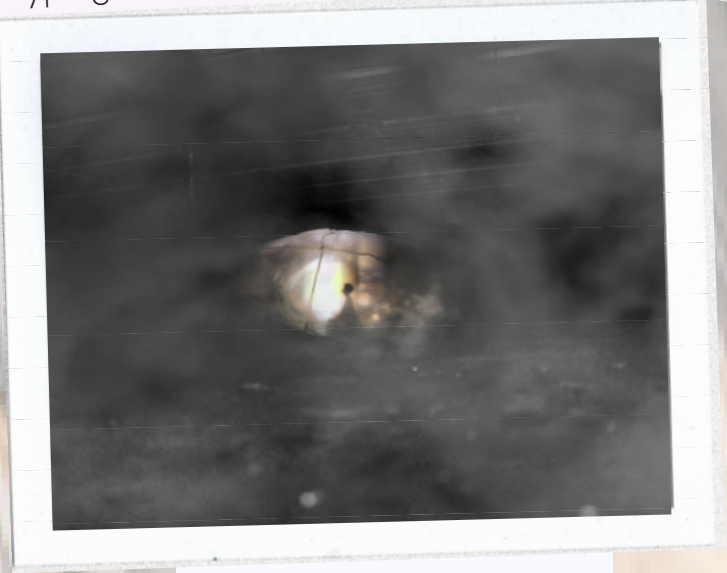
angelacarbon.com/hudsonandbleecker

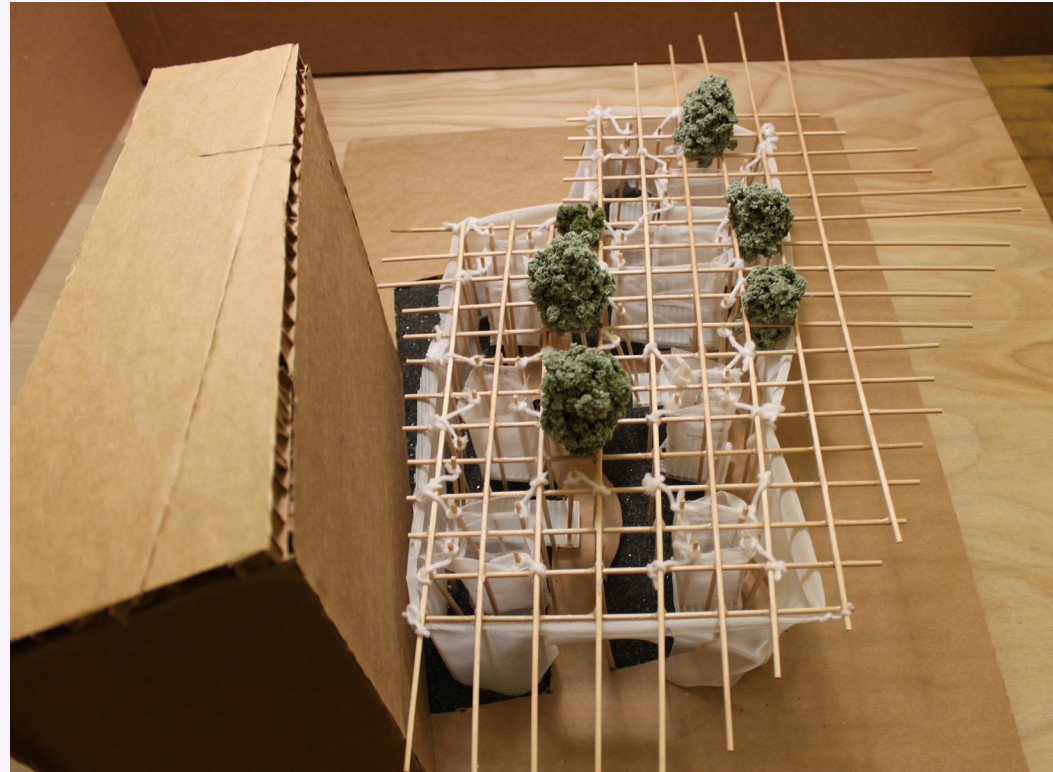
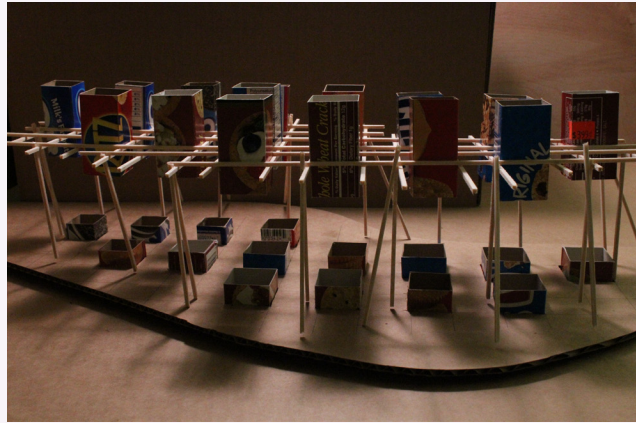


early prototyping of individual cocoon

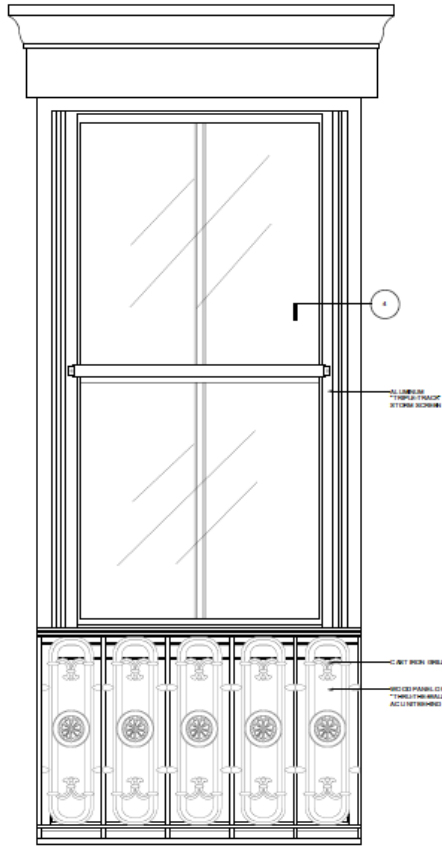


perspective shots of sanctuary interior and exterior

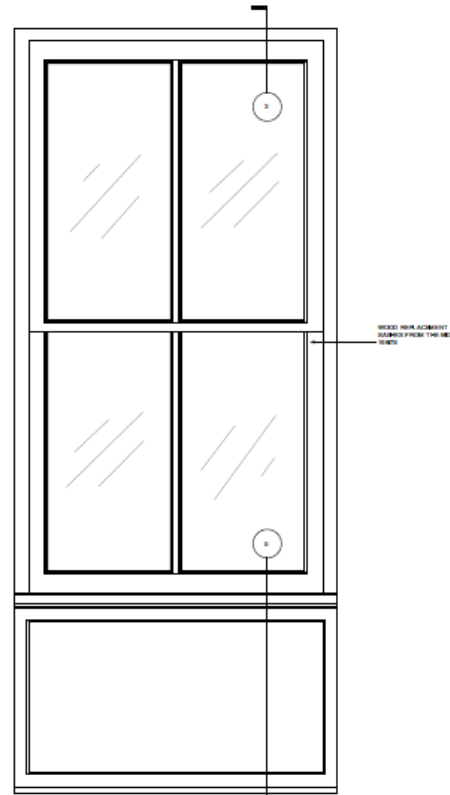




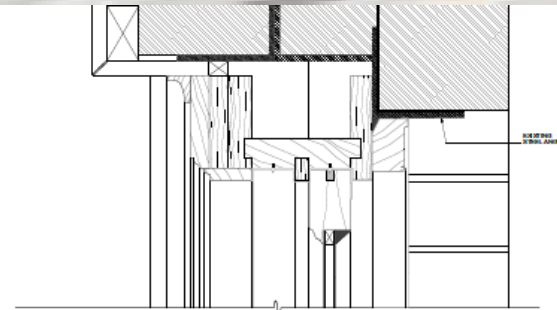
Concept model to site model: scrim, cardboard, sand, moss, plastic, wood



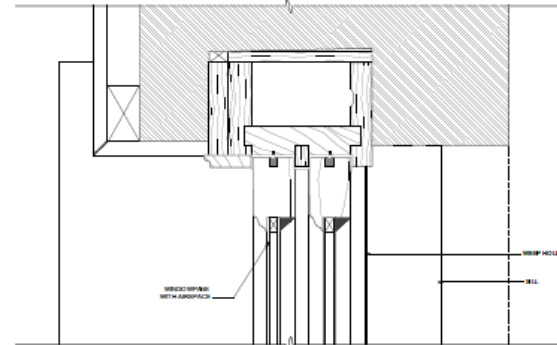
1 EXTERIOR WINDOW ELEVATION
Scale: 1 1/2" = 1'-0"



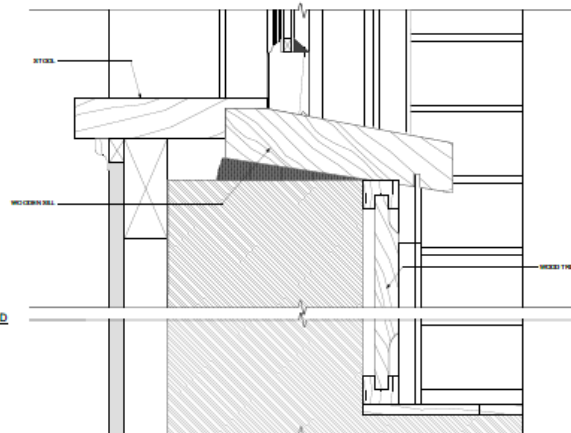
2 ELEVATION @ DOUBLE HUNG WINDOW WITH STORMSCREEN AND CAST IRON GRILL REMOVED
Scale: 1 1/2" = 1'-0"



3 WINDOW SECTION @ HEAD
Scale: HALF Actual Size



4 WINDOW SECTION @ JAMB
Scale: HALF Actual Size



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MURRAY ENGINEERING
307 Seventh Avenue
Suite 1001
New York, New York 10001
401.925.2611 902 61
MURRAYENGINEERING.COM

CHANDLER PIERCE ARCHITECT
12 Green Street
New York, New York 10013
401.925.8528 81
401.925.8528 81

PROJECT
475 WEST 22ND STREET
NEW YORK, NEW YORK 10011

EXISTING WINDOW
ELEVATIONS AND SECTIONS

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A302.00

Drawing Sets

Work for Chandler
Pierce Architect,
part of Landmarks
Committee Proposal



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thank you

