

# GRANT MATTINGLY

## EDUCATION

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**California Polytechnic State University:** San Luis Obispo, California 2014-2019  
Bachelor of Architecture  
Graduated: Spring 2019  
GPA: 3.89: Summa Cum Laude

**Cal Poly LA Metro:** Off campus program in architecture and urban design Jan -June 2018

**Studio Ticino:** Architecture study abroad in Switzerland June -Sept 2017

## WORK EXPERIENCE

**Murmur** Los Angeles, CA Jan -Sept 2018

**Designer:** Drafted and prepared construction documents, including updating and coordinating drawings, maintaining schedules, detailing, corresponding with contractors, and specifying products both as the sole employee and in a team of up to three student interns.

**Quattrocchi Kwok Architects** Santa Rosa, CA Sept-Dec 2017

**Intern:** Drafted design development drawings and construction documents in ArchiCAD, graphically prepared project proposal submissions, and developed renders for multiple K-12 school projects.

**Farrell Faber and Associates** Santa Rosa, CA June-Sept 2015, 2016

**Intern:** Digitally modeled and rendered single and multi-family housing, designing presentation scheme and replicable templates for delivery to clients, preparing drawings for submittal.

**Hedgpeth Architects** Santa Rosa, CA June-Sept 2015

**Intern:** Modeled and rendered massing studies for multi-family housing and commercial buildings in Rhino, as well as modeled in real-time in collaboration with the architect and client, as a way to display the design as it was developing.

**Architecture Department** Cal Poly Jan 2016- Present

**Architecture History Teaching Assistant:** Selected by University to assist in architectural history lecture class. Proctored and graded exams, maintained on-line portal for class.

**Digital History Assistant:** In collaboration with inter-disciplinary students and a professor, designed and produced representation for Japanese architectural history research. Feb -June 2016

## AWARDS AND RECOGNITIONS

**Cal Poly Thesis Award Winner** Fall 2018-Spring 2019

Awarded for outstanding research and design, chosen by the Department of Architecture based on recommendations by the fifth year faculty.

**HMC Best Integrated Design Award Winner** Winter-Spring 2018

Awarded to the best integrated design in the LA Metro Program. Nominated by final review jurors and awarded by the Cal Poly Scholarship Committee

**AIA Integrated Design Award Winner** Spring 2017

Recognized for the best project in third year design studio by the AIA California Central Coast

**HMC Service Award** Winter-Spring 2018

Awarded for outstanding support for the LA Metro Program

**Best of Show Finalist** Winter 2017

Nominated for outstanding work in design studio by third year peers and faculty

**Don & Caryl Koberg Architecture History Scholarship Recipient** 2018

Awarded for academic excellence in architectural history coursework

**Odo Scholarship Finalist** 2018

Nominated for outstanding body of work across four years of studio

**Dean's List** 2015-Present

**President's List** 2015- Present

**National Conference on the Beginning Design Student** Winter 2016

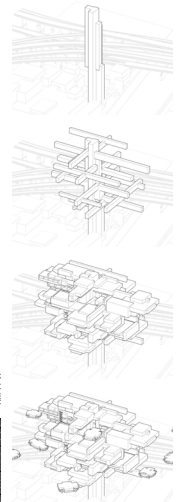
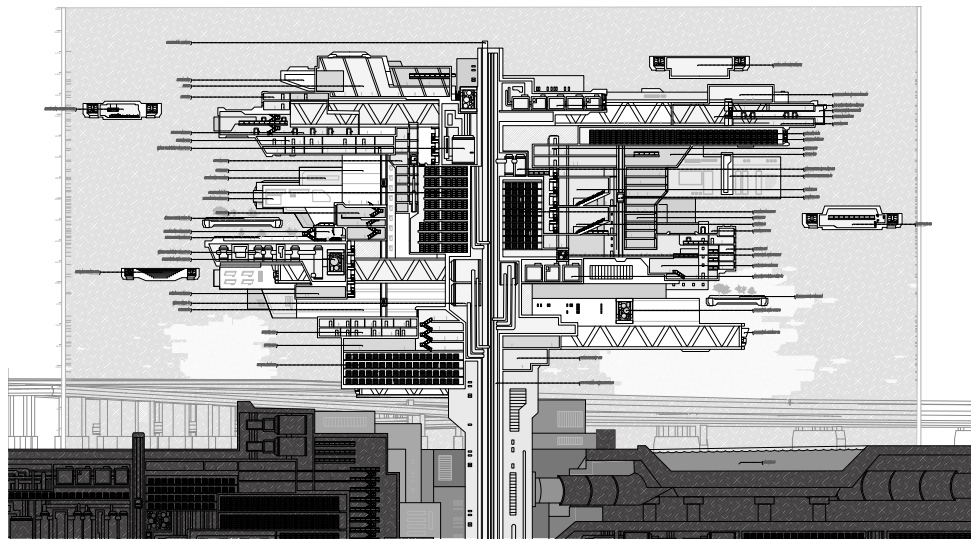
Work featured as representative of excellence in second year design

**Tau Sigma Delta Honor Society** 2016-Present

## SKILLS

**Software:** Rhino | Grasshopper | Maya | AutoCAD | ArchiCAD | V-Ray  
Keyshot | Adobe Suite

**Fabrication:** 3D printing | Laser Cutting | CNC Milling | Wood Shop |  
Metal Shop



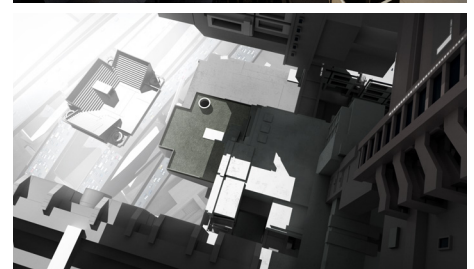
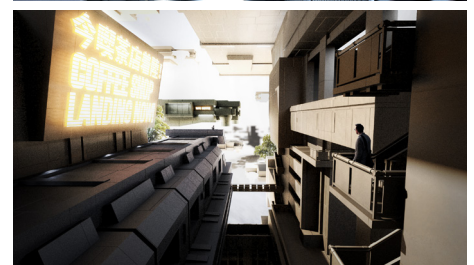
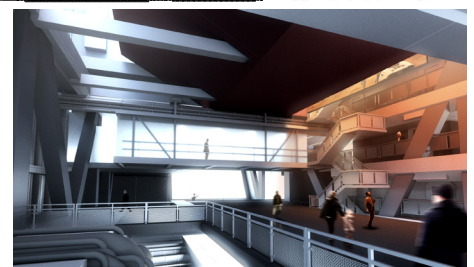
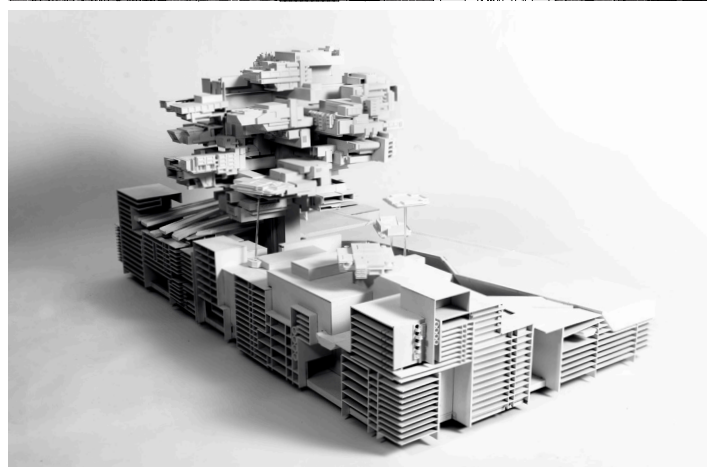
# SUBLIMATION

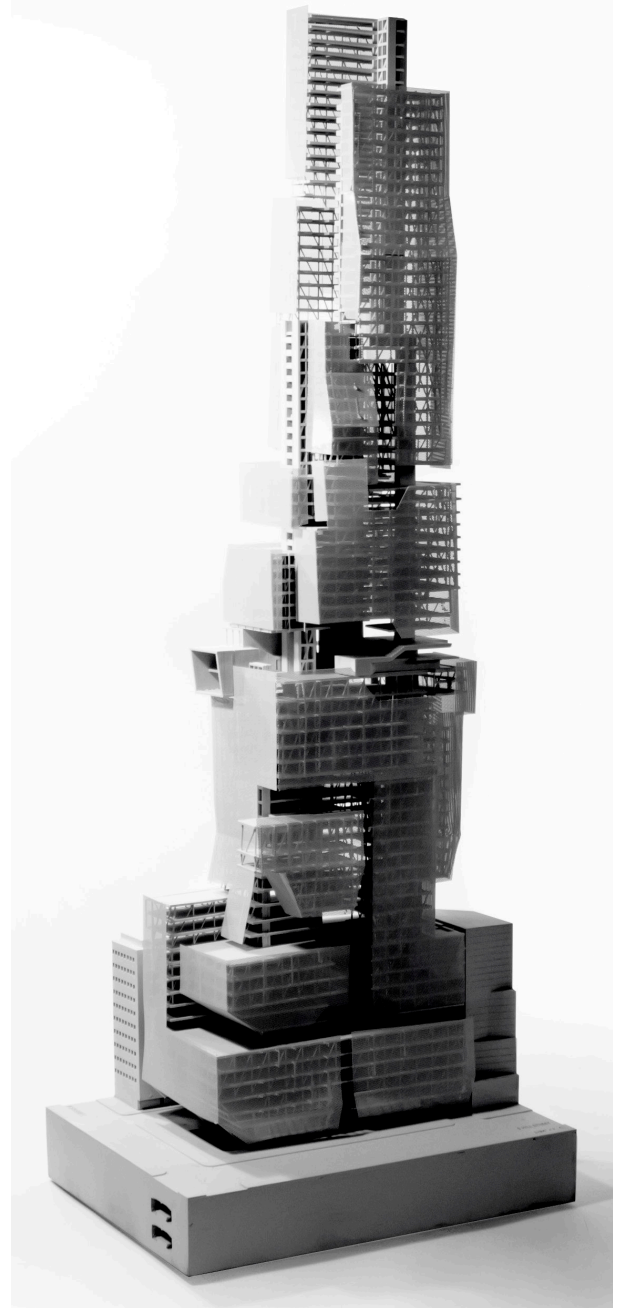
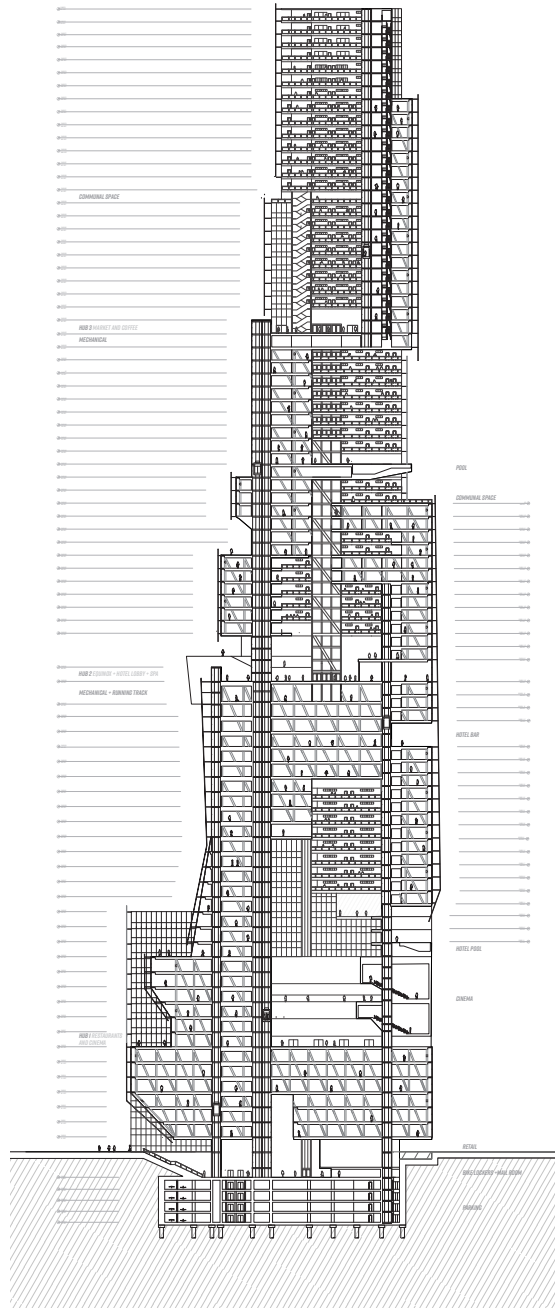
CAL POLY THESIS AWARD  
 A NEW AESTHETIC OF URBANITY  
 LOS ANGELES, CA

Architecture is the primary technology for creating human space. It presents a reality that is tangible and stable, suppressing virtualities in favor of a single legible reality. It places each subject as the center of their own relational space, lulling humanity into a sense of individual empowerment and self-importance. But instead of inhabiting only the environment within a visible, physical, and local context as it might appear, humanity is now integrated into a reality where the physical world is fundamentally affected by powerful forces which are both virtual and non local.

As a result, architecture must develop techniques to aestheticize these invisible forces, giving form and physicality to the contemporary world, and creating a new subjectivity that is able to recognize and respond to these forces. This thesis will demonstrate a new form of architecture that arises from the modern world, creating a new form of the sublime that reveals the complex amalgamation of systems, forces, and users that constitute reality.

The project envisions a new urban reality surrounding downtown Los Angeles, constructing a reality that critically decenters the individuals within. The skyline would be defined by a network of mega structures growing out of the dense urban fabric below. Through programmatic and structural bleed, circulation and spacial intrusions, and programmatic drift, this new version of urbanity creates an aesthetic that disrupts the traditional city organization of streets and buildings. Instead, it distributes programs and systems throughout a dense and overlapping city fabric, privileging no single aspect over another.

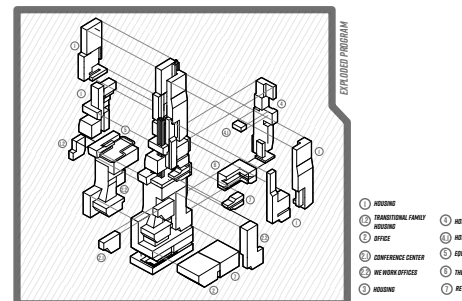
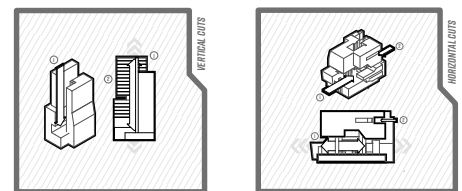
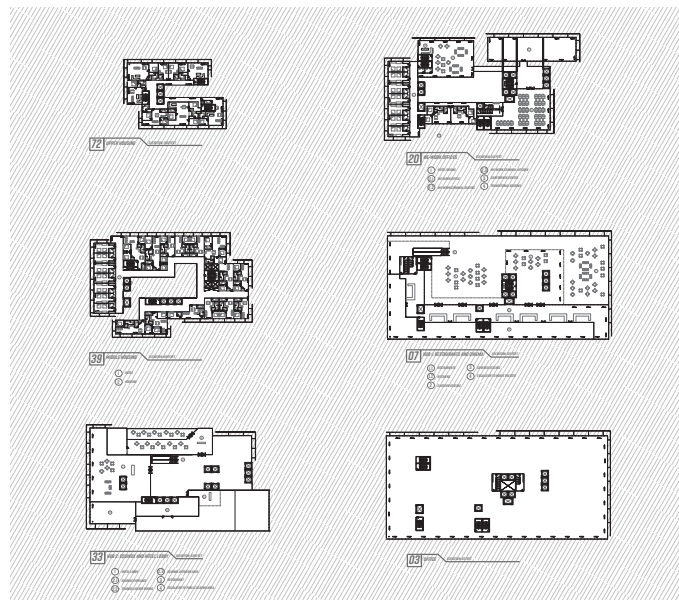


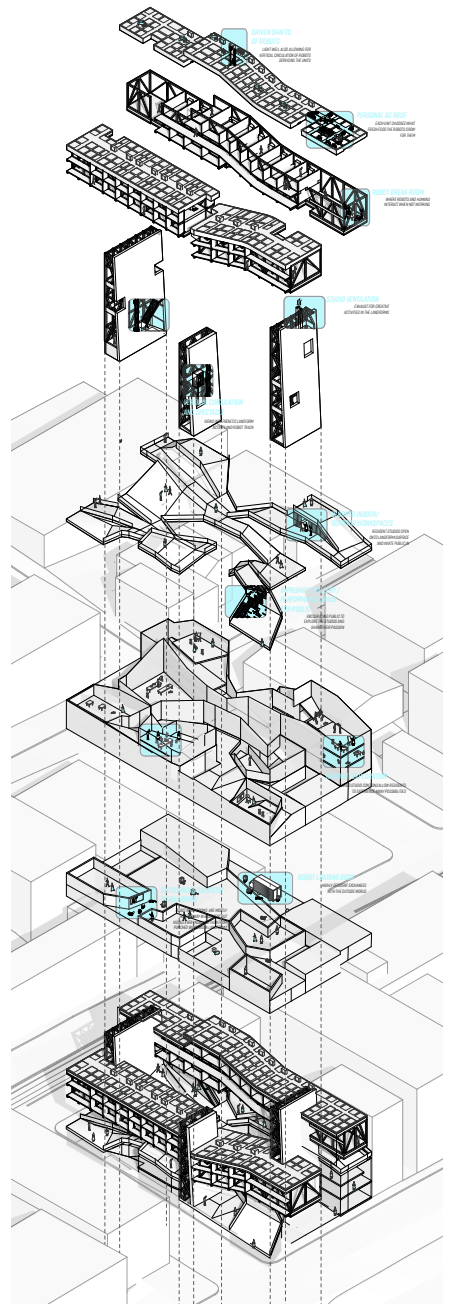
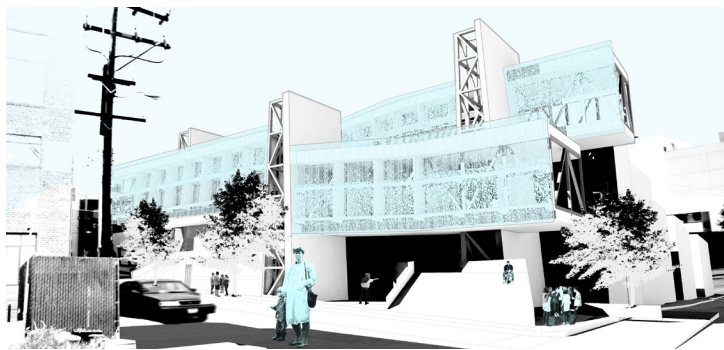
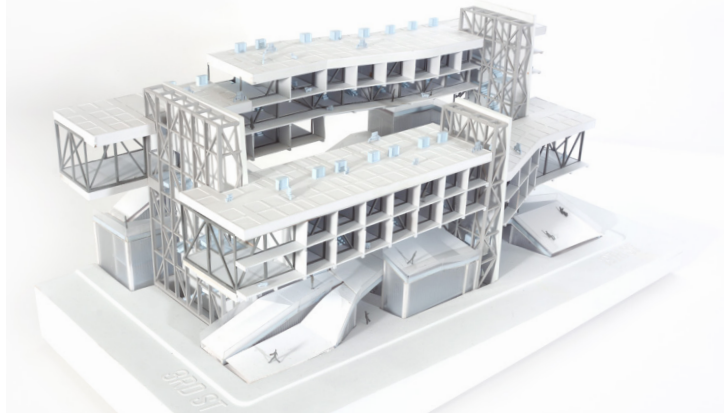


# AGGREGATE

HMC BEST INTEGRATED DESIGN AWARD  
 MIXED USE HIGHRISE FOR DOWNTOWN LA  
 LOS ANGELES, CA

The project aims to take 4 main programs (housing, hotel, office, and public amenities) and locate them vertically around areas where their diverse patrons can mix. The tower is defined by a series of masses, separated by horizontal and vertical voids, and clad in a perforated metal skin that emphasizes the aggregation of volumes as form. Circulation is centered around three hubs located at horizontal voids within the mass. Each is accessed through an express elevator, and houses diverse programs aimed at promoting programmatic mixing within the residents. The vertical voids run throughout the project, and allow natural light and ventilation to reach all programs, and promoting sectional connections.





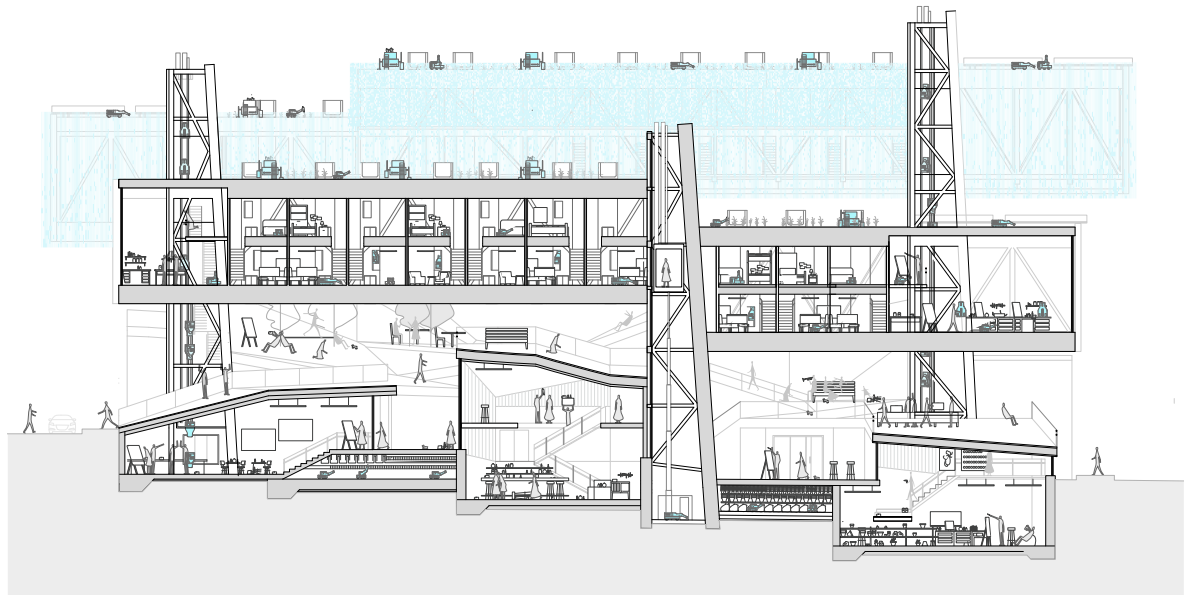
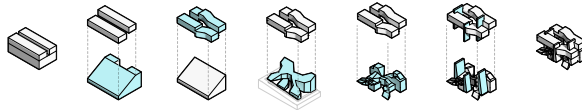
# SOFT ROBOTS

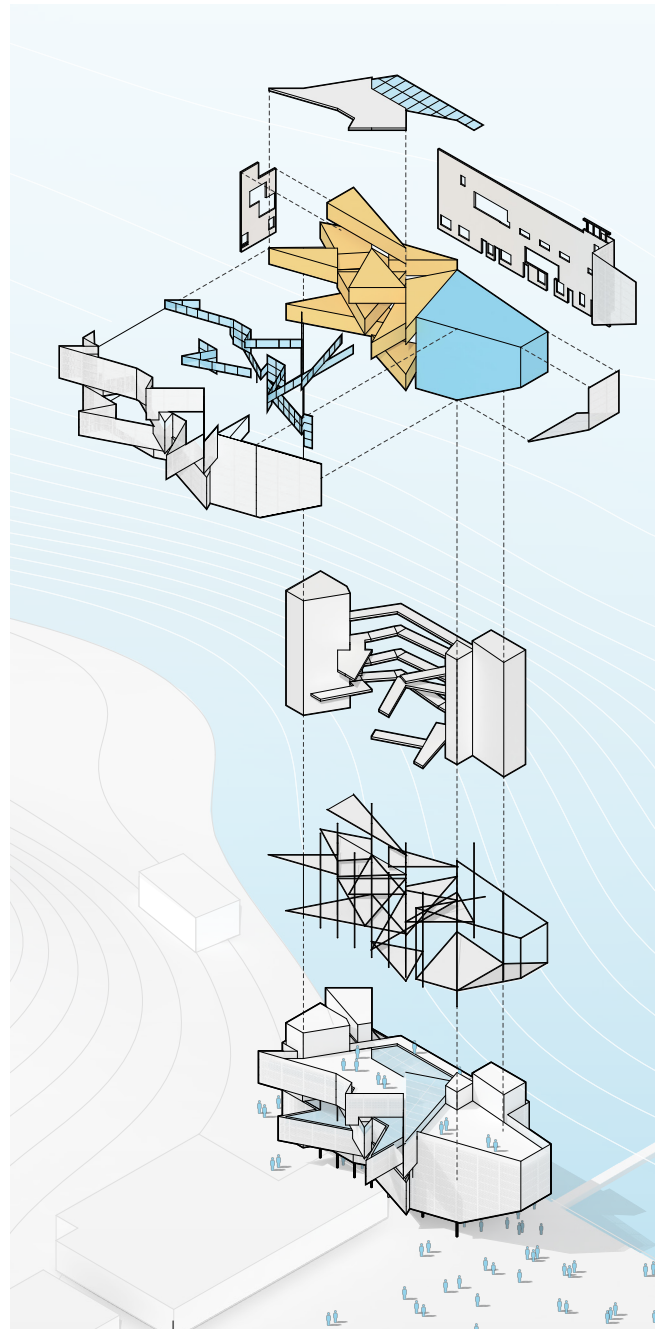
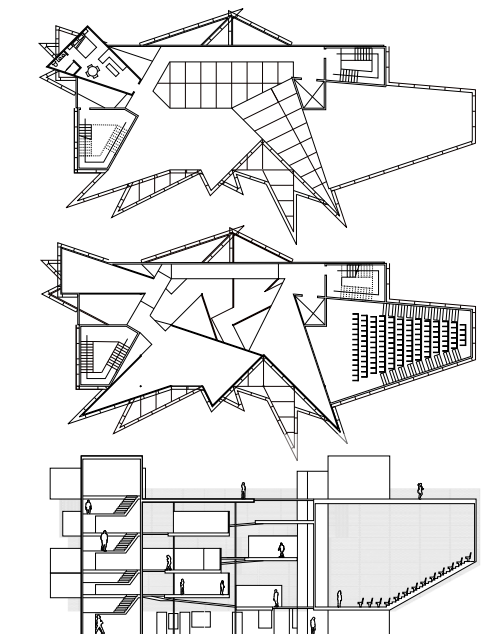
AIA INTEGRATED DESIGN AWARD

LIVE/WORK IN A ERA FREE FROM DOMESTIC LABOR

WITH CELIA CHAUSSABEL  
SAN FRANCISCO, CA

We looked towards the future of automation and how it has the potential to remove much of the physical labor from human lives. But instead of applying this technology to an industrial setting, we studied how it could drastically change domestic life. This mixed-use building of the future includes both living spaces and makers spaces. The living space is raised above ground level, and is neat and orderly, allowing for robots to efficiently circulate to each apartment, and take care of all domestic chores. This removal of labor in the home creates more free time for the residents, and allows them to explore the ground floor, which is tuned for activities that are uniquely human. It is a messy, creative space that urges exploration in its circulation, impromptu meetings and performances both inside and outside the masses, and chance encounters between both the residents and the public. The towers connect the grounded, concrete spaces of the bottom with the light steel housing above, and allow people moving vertically upward to view into multiple studio spaces as a way to draw them out of the routine path home, and entice them to make use of their newfound free time.



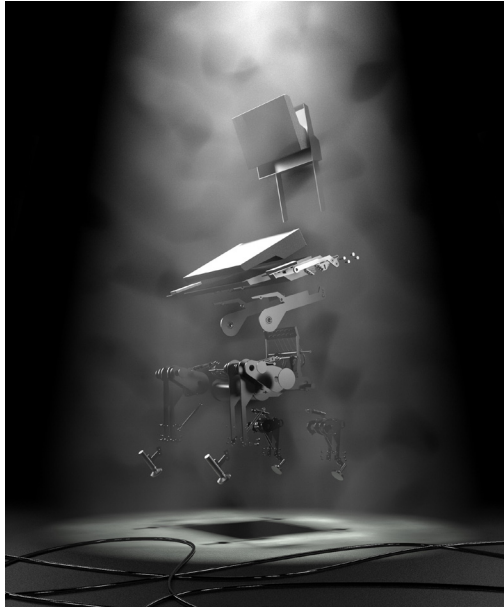


## TIDES THROUGH SALT MARSHES

**THEATER AND GALLERY SPACE BASED ON  
OCEAN THEMED RESEARCH  
TIBURON, CA**

As a theater and gallery space for the CSU research facility in Tiburon, California, the concept began with examining marshes, an area of research already being conducted on the site. As the tides move sea water into salt marshes, they distribute life into the vertical spaces between blades of sea grass. To replicate this distribution of space, the structural system suspends the theater and gallery spaces between its vertical members. Main circulation paths are oriented to the sea wall, which allows visitors to filter out through the galleries, mimicking the dispersal of water in marshes. These main paths are also ramps, allowing for variation in heights of the open galleries, just as life is unevenly distributed vertically throughout the marsh.





## DX MACHINA

### FURNITURE AS A DISPLAY OF FORCE

DX Machina manifests the force of sitting, translating it into motion that highlights the reality of sitting that we typically ignore. At first glance, the typical elements of a chair are apparent. Cushioned white leather seats signal a comfortable space for the user to rest, and the legs emphasize the structural stability. But upon further inspection, the parts are overly detailed, emphasizing pinned connections to create confusion about how the chair is standing. The feet are cantilevered away from the leg, the front of the seat does not rest directly on the front legs, and there are wires reaching out from the underside.



When viewed from behind, the overwhelming complexity of the machine is fully revealed. But even with all parts exposed, the mechanics present a complexity that obscures their function. This creates a sense of sublimity, as the user is both in awe of the mechanics, and slightly apprehensive about interacting with it. When sat upon, the chair unexpectedly reclines and deploys armrests from the sides of the seat, changing the makeup of the chair when people are seated within. They function to improve the experience of the user, but also create an eerie feeling, as when the user is seated, they cannot see the mechanical process that occur to change their environment, but recognize that the force of sitting has caused the change.



Video: <https://vimeo.com/312389388>