



Arch. **Andrea Fiore**

ARCHITECT
MAKER DESIGNER
GRAPHIC DESIGNER
TEACHING ASSISTANT

mail@andrea.io

www.andrea.io

EDUCATION

April 2012

MASTER IN ARCHITECTURE

UNIVERSITY OF NAPLES FEDERICO II

VOTE: 110 cum laude and "right of Publication" mention of honor

THESIS TITLE: "Digital form finding of a timber post-formed gridshell"

THESIS TOPIC: Development of a digital form-finding gridshell parametric design tool.
www.andreafo.re/selected-works/toledo-gridshell

April - September 2012

BUILD - Building and Urban Innovative Lighting Design

UNIVERSITY OF NAPLES FEDERICO II

TOPICS: Sustainable Light design, Home light design, illuminating engineering, electrical systems.

www.buildlight.com

TEACHING EXPERIENCIES

August 2012 & 2013

W-SOUND WORKSHOP

2013: WORKSHOP TUTOR & TEACHER - Parametric tools for acoustics, 3D printed light parametric design

2012: WORKSHOP TUTOR

<http://villapennisinmusica.wordpress.com>

April 2011 -> July 2013

ARCHITECTURE TECHNOLOGY LABORATORY

TEACHING ASSISTANT

Prof. Arch. Sergio Pone, University of Naples Federico II - Department of Architecture

October 2012

SUMMER SCHOOL: SELINUNTE 2012, LET'S BUILD!

TUTOR - Timber gridshell self-construction
www.gridshell.it

May 2012

WORKSHOP: GRIDSHHELL IN PORTICI

TUTOR - Timber gridshell self-construction

September 2010

WORKSHOP: ECO_LOGIC HABITAT GRID(H)OME

TUTOR - Parametric tools, Self-construction
<http://codesignlab-ecologichabitat.blogspot.it/>

October 2008 -> July 2010

BAUGRAFIK WORKSHOPS

TEACHER - Autocad 2D-3D, 3DS max, Vray, Photoshop

WORKING EXPERIENCES

July-Sept 2006 & Apr 2012 -> March 2014

CMMKM ARCHITECTURE AND DESIGN

ARCHITECT & INTERIOR DESIGNER

www.cmmkm.com

May 2011 -> present

GRIDSHHELL.IT

ARCHITECT & MAKER DESIGNER

www.gridshell.it

January 2009 -> present

FREELANCE

ARCHITECT, MAKER DESIGNER, INTERIOR DESIGNER

October 2008 -> March 2014

BAUGRAFIK

GRAPHIC DESIGNER, DIGITAL GRAPHIC TOOLS TEACHER

www.baugrafik.it

ALL PROJECTS?

For complete project list please refer to

<http://andreafo.re/info/works>

or request it at arch.andrea.fiore@gmail.com

EXIBITHIONS

ARCHÉTETTURA

The "second" oldest job in the word

NOVEMBER 2013: at Spazio NEA Art Gallery, Naples

<http://www.andreafo.re/info/selected-works/archetettura>

EMME - Sculptural bicycle parking for metro station

MARCH 2013: NAPOLI DESIGN WEEK 2013

APRIL 2013: BRERA DESIGN DISTRICT - FUORISALONE MILANO 2013

AWARDS

March 2013

NAPOLI DESIGN DISTRICT 2013

First Pritzze

PROJECT: EMME - Sculptural bicycle parking for metro station

www.andreafo.re/info/selected-works/emme

June 2010

VILLARD 11 - Honourable mention

PROJECT: TRASTEVERE_PUBLIC SPACE

http://www.edilstampance.it/villard_11.htm

RESEARCH

April 2012 -> July 2013

TIMBER POST-FORMED GRIDSHHELL

Università degli Studi di Napoli Federico II
Department of Architecture

April 2012 -> July 2013

TEMPORARY WOODEN STRUCTURES FOR MUSIC AND OUTDOOR SHOWS

Università degli Studi di Napoli Federico II
Department of Architecture

PRINTED PUBLICATIONS

VILLARD 11 CASE+ TRASTEVERE PUBLIC_SPACE

IN

AA. VV., Villard 11 - Case+, EdilStampa, Roma, 2012, p. 42-43

Extract from the Master thesis

DIGITAL FORM FINDING OF A TIMBER POST FORMED GRIDSHHELL

FOR THE CHAPTER Una Gridshell in facoltà IN Sergio Pone, Gridshell, la tecnologia dei gusci a graticcio tra innovazione e sperimentazione, Alinea, Firenze, 2012.

ICSA 2013 proceedings:

CONSTRUCTION AND FORM-FINDING OF A POST-FORMED TIMBER GRID-SHELL

IN

"Structures and Architecture: Concepts, Applications and Challenges" - Cruz (ed). © 2013 Taylor & Francis Group, London, ISBN 978-0-415-66195-9

TIMBER POST-FORMED GRIDSHHELL: DIGITAL FORM-FINDING / DRAWING AND BUILDING TOOL

IN

Proceedings of the International Association for Shell and Spatial Structures (IASS) Symposium 2013 „BEYOND THE LIMITS OF MAN" 23-27 September, Wrocław University of Technology, Poland

J.B. Obrębski and R. Tarczewski (eds.)

ABOUT ME

I'm an architect & maker designer, totally **curious** and **multi-disciplinary** lover.

Bicycle religious, wannabe biblioholic and passionate for all-scale design.

I believe that architecture is a way to contribute to some of the humankind objectives: the necessity of **beauty**, the lightly stepping on the earth.

My research ranges from **lightweight timber structures** to genuine **light design**, from low-cost **acoustic design** to passive thermal control, from natural finished product design to convertibility of built, from urban mobility facilities to bothanics and garden design, from **parametric structural design** to responsible water management strategies, from appropriate local materials to **bicycle design**.

All with a double face approach: the use of hi-tech design tools is a way to **simplify** the making of things, the **hand** approach in making things is a way to remain connected with the designed and maintain the **awareness** of what is makeable, human related and beauty.

SKILLS

- | | |
|-----------------------|---|
| Languages | <ul style="list-style-type: none"> · Italian · English · Spanish |
| Social skills | <ul style="list-style-type: none"> · Team work; · Intercultural skills · Publicly Speech Ability |
| Organisational skills | <ul style="list-style-type: none"> · Team management · Logistic |

- | | |
|------------------|--|
| Technical skills | <ul style="list-style-type: none"> · Timber Carpentry · Bicycle fixing · Scale modeling |
|------------------|--|

- | | |
|-----------------|--|
| Computer skills | <ul style="list-style-type: none"> · Office tools: Microsoft Office 2010 - Word, Excel e PowerPoint; Openoffice 3. · Graphic design applications: Adobe Photoshop CS6; Adobe Illustrator CS6; Adobe InDesign CS6. · Video editing applications: Adobe Premiere CS6. · 2-d & 3-D CAD applications: AutoCAD architecture 2014; Archicad 13; Revit Architecture 2012; 3D Studio Max 2014; Google Sketchup 6.4; Rhinoceros 5. · Rendering engines: Vray 2.0; Maxwell Render 2.0; Mental ray 2014. · Parametric generative algorithms tools: Grasshopper 0.96 with Kangaroo, Karamba, Genofrom, Geco, Hoopsnake, ecc. |
|-----------------|--|

- | | |
|-----------------|---|
| Artistic skills | <ul style="list-style-type: none"> · Graphic design: image editing, print design, logo design, web design. · 3D imaging: photorealistic, conceptual and toon rendering. · Poor jewelry · Drawing and painting |
|-----------------|---|