

# MSTISLAV KOCHKIN

Part II Architectural Assistant

## ABOUT

A young architectural graduate, who works in architecture, design and art. I define myself as a diligent and highly motivated employee, able to work in various styles, materials and techniques, and engaged in perceiving sustainability, social, economic and technological aspects of architecture.

## SOFTWARE SKILLS

<b>A</b>	AutoCAD	● ● ● ● ● ●
<b>3</b>	3Ds Max	● ● ● ● ● ●
<b>R</b>	Revit	● ● ● ● ● ●
	Rhinoceros	● ● ● ● ● ●
	Sketchup	● ● ● ● ● ●
	VRay	● ● ● ● ● ●
	Unreal Engine	● ● ● ● ● ●
	Blender	● ● ● ● ● ●
	Photoshop	● ● ● ● ● ●
	Indesign	● ● ● ● ● ●
	Illustrator	● ● ● ● ● ●
	Clip Studio Paint	● ● ● ● ● ●
	AI-Powered Tools	● ● ● ● ● ●
<b>S.</b>	Stable Diffusion	LookX AI
	Midjourney	StyleGAN
	DALL-E	Forma

## SKILLS & CAPABILITIES

Model Making	● ● ● ● ● ●
Watercolor Drawing	● ● ● ● ● ●
Marker Drawing	● ● ● ● ● ●
Pencil Drawing	● ● ● ● ● ●
Digital Art	● ● ● ● ● ●
Communication	● ● ● ● ● ●
Collaboration	● ● ● ● ● ●
Problem Solving	● ● ● ● ● ●

## LANGUAGES

ENGLISH.....	Professional
RUSSIAN.....	Native
FRENCH.....	Intermediate

## EDUCATION

- 2023 ● MASTER OF ARCHITECTURE (BY CONVERSION)  
2024 *The Glasgow School of Art*  
Completion of a 15-week programme with an opportunity to develop an aspect of DipArch project in greater depth.
- 2020 ● DIPLOMA OF ARCHITECTURE  
2022 *The Glasgow School of Art*  
Completion of a 2-year DipArch programme with exemption from ARB/RIBA Part II Exam.
- 2016 ● BACHELOR OF ARCHITECTURE (HONS)  
2021 *The Glasgow School of Art*  
Completion of a 5-year Bachelor programme with PPYO after Year 3 and exemption from ARB/RIBA Part I Exam.
- 2014 ● GCE ADVANCED LEVEL  
2016 *Rugby School / Rugby, UK*  
GCE A-Level in Math, French & Economics; Cambridge Pre-U in Art with scholarship and achievement of 2016 School Art Prize.
- 2003 ● STATE UNIFIED EXAM  
2014 *Pushkin Lyceum 1500 / Moscow, Russia*  
State Unified Exam in Math, Russian, English & Social Studies.

## EXPERIENCE

- 2019 ● RIBA PART I ASSISTANT  
2020 *za bor architects / Moscow, Russia*  
Engagement in the development of SVEL office building in Yekaterinburg; tourist housing in Murmansk; XIX century residential house restoration; Nagatinsky Zaton Metro Station in Moscow & private house in Rovinj, Croatia. Participation in preparation of group competition entry for Coziness Valley park development, Murmansk.
- 2019 ● PROFESSIONAL RETRAINING PROGRAM  
2020 "Specialist" Computer Training Centre  
Completion of a Professional retraining program, that included 13 validated courses in 3Ds Max, Revit, V-Ray, Corona Renderer, ZBrush and Unreal Engine.
- 2018 ● ARCHITECTURAL INTERN  
*HPP International Architektur Consult Ltd. / Shanghai, China*  
Participation in Shanghai Beixinjing Area Urban Design Project as a part of Suzhou Creek Waterfront Development.
- 2017 ● ARCHITECTURAL INTERN  
*Partnership of Theatre Architects / Moscow, Russia*  
Participation in development of The Moscow Durov Animal Theatre.

## ACTIVITIES

- 2024 ● Publication: "AI-Powered Design Ideation: The integration of AI tools into the design process within the digital transformation of architecture." MAGMAC Vol. 49. (In Press)
- 2022 ● Participated in Everton FC & Fancurve digital shirt design competition. Qualified for the Final Five Shortlist.
- 2021 ● Volunteered to work as host for SCCS Arts Hub within COP 26 in Glasgow.
- 2016-18 ● Was a member of the GSA Sports board and treasurer of the GSA Rugby Football Club; Played for the Glasgow School of Art rugby team.
- 2017 ● Volunteered in Russian stage of Rugby School 450th Anniversary Global Pass with involvement of Zelenograd RFC.
- 2014-16 ● Played for Rugby School golf team; Designed a sports jersey for Rugby School's School House.

The background features a repeating pattern of vertical stripes in varying shades of gray, with a grid of white circles overlaid on them. The circles are arranged in a regular grid, and some are partially cut off by the edges of the page.

MSTISLAV KOCHKIN'S  
**ARCHITECTURE PORTFOLIO**  
2019 / 24 SELECTED WORKS

## OVERVIEW

The following sample portfolio demonstrates major academic projects, developed during postgraduate studies at the Glasgow School of Art. These three academic years happened during COVID-19 pandemics, which imposed constraints on the learning process such as remote lectures and tutorials, closed workshops and scarcity of design materials. However, the breakdown of a normal lifestyle defined the vector of my future studies. The presented proposals include urban housing development, a multipurpose venue, and an urban park. All three deeply explore the social influence of architecture and the impact of different typologies and building programs on the quality of living, especially among deprived social groups, inspired by 20-minute Neighbourhood and Right to the City concepts. The portfolio is composed of digital communication mediums such as orthographic drawing, diagrams, 3D visualisation and AI. Apart from academic work, this portfolio briefly covers projects, completed during 2019/20 Professional Practice Year Out.



1.1 AI POWERED DESIGN IDEATION  
*Academic MArch (by Conversion) Thesis*

1.2 GOVAN RECLAMATION DOCK  
*Academic Final Design Thesis*



02 THE BARRAS ARTS CENTRE  
*Academic*



03 THE BUBBLE HOUSING  
*Academic*

# 1.1 AI POWERED DESIGN IDEATION

Academic MArch (by Conversion) Thesis  
Based on Final Design Thesis / 2023-24

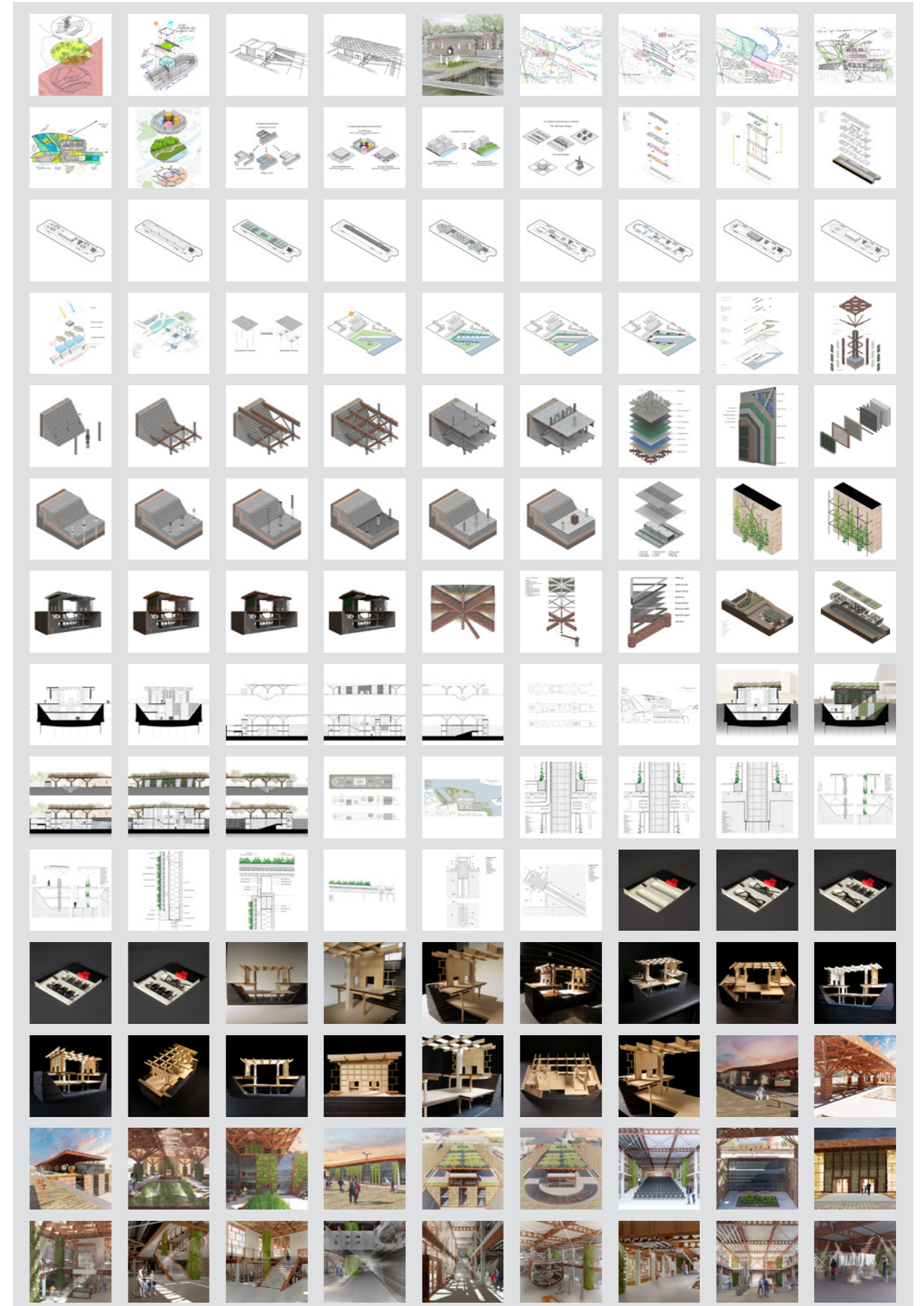
My Master Thesis explores the potential of different forms of Artificial Intelligence in becoming a valuable assistant in architectural practice. Using Govan Reclamation Dock as the subject of study and training dataset, I investigated the potential incorporation of AI in the architectural design ideation process. In the first investigation stage, the existing architectural representation mediums were "recreated" with "black box" and "grey box" TextToImage models based on prompts created with the semantic method. In the second stage, the AI was tested in the design development from day one, which included research with AI chatbots, feasibility studies and massing development with AI-powered CAD software and generation of design iterations using TextToImage models. This chapter demonstrates the critical AI design methods derived from the completed research and tests.

## AI Tools Selection Criteria

1. The tool must employ synthesis by implicit knowledge.
2. The tool must be participatory, not individual.
3. The tool must not require explicit programming skills.
4. The tool must have medium to low technical requirements.
5. The tool can be trained or at least fine-tuned.

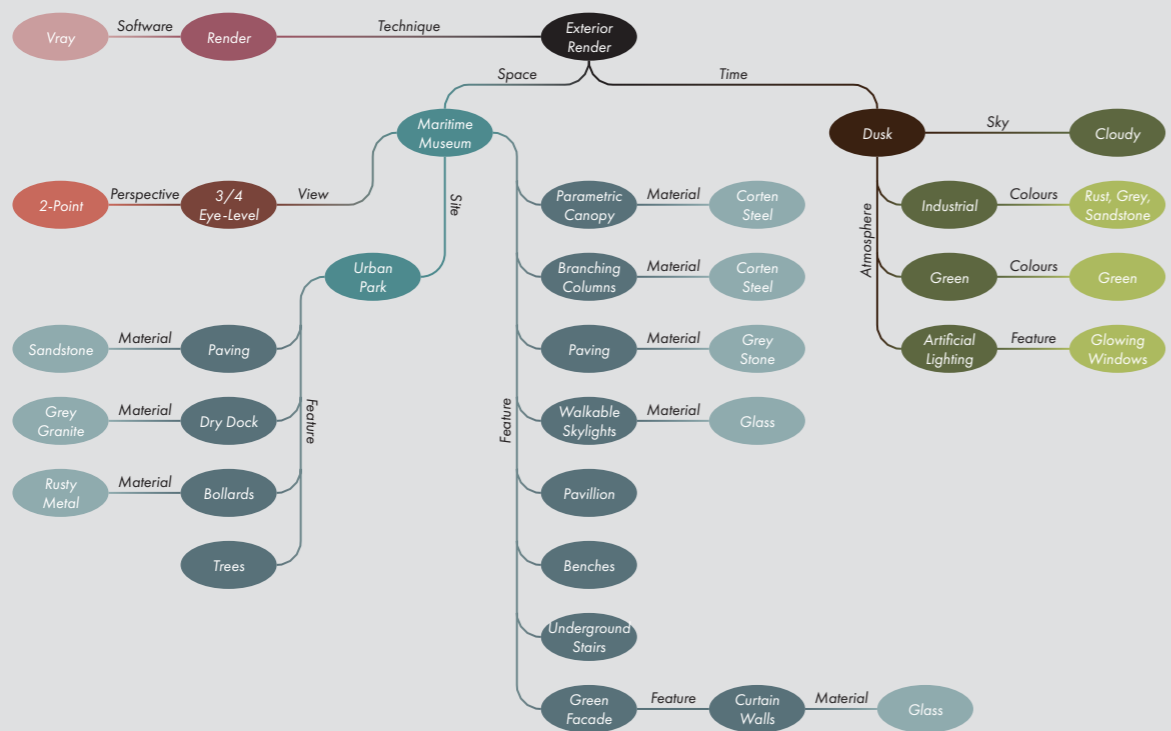


AI-Generated Cafe Building Placed in Govan Reclamation Dock Site



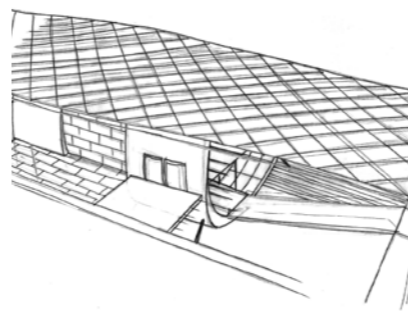
Training Dataset

**Prompt:** A 3/4 eye-level view of the architectural exterior render of a dry dock maritime museum in an urban park in the dusk. Pavilion, green facade with glass curtain walls, corten steel parametric canopy, corten steel branching green columns, grey stone paving, glass walkable skylights, benches, and underground stairs. Grey granite dry docks, rusty bollards, sandstone paving and trees in the background and foreground. Industrial atmosphere, green atmosphere, artificial lighting, glowing windows, dark cloudy sky, rust colour, grey colour, sandstone colour, green colour, 2-point perspective, VRay render.

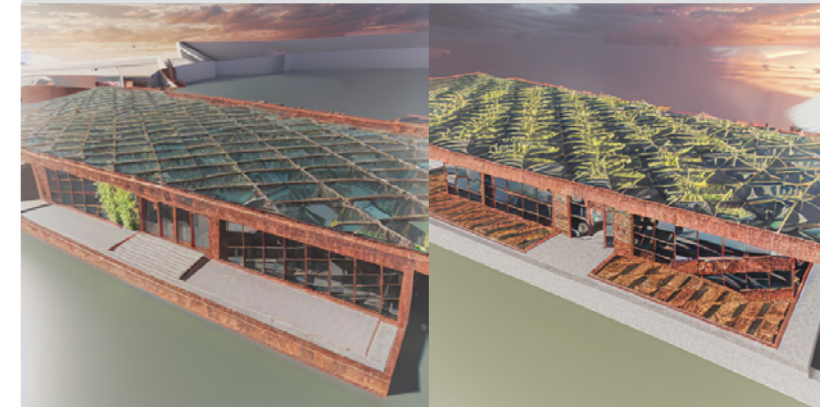


Exterior Render Prompt Development with Semantic Mapping

Sketch



Stable Diffusion 1.5 / Dreambooth



AI-Generated Interior Render



Stable Diffusion 1.5 / Dreambooth



Style Transfer with Trained Stable Diffusion

LookX LX Anything / LoRA Object



LookX LX Anything / LoRA Style



Stable Diffusion 1.5 / Dreambooth



**Prompt:** Generate a Stable Diffusion scene featuring a picturesque 2-story cafe building nestled within an urban park. Visualize the cafe building with a rectangular plan, captivating with its corten steel facade seamlessly integrated with lush vegetation. Adorn the facade with tall, elegant windows that allow natural light to pour in. Imagine a stunning parametric corten steel canopy gracefully supported by branching corten steel columns, covered in enchanting climbing vegetation. Situate this cafe building within the former shipbuilding site, where constructed wetlands and majestic trees surround it. Set the time of day to dusk, casting a tranquil ambiance over the scene. Craft an atmosphere that harmoniously blends industrial and green elements, capturing the essence of the park's unique location. Lastly, render this captivating image with VRay to enhance its realism and appeal, making it a truly memorable depiction of this urban park cafe.

LookX Render



LookX LX Anything / LoRA



Midjourney 5.2



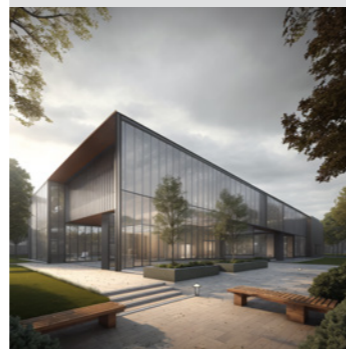
DALL-E 3



Stable Diffusion XL



LookX LX Anything



Exterior Render Generation with Untrained (Bottom) and Trained (Top) AI Models

Stable Diffusion 1.5 / Dreambooth



Stable Diffusion 1.5 / LoRA



Govan Reclamation Dock Cafe Building Generation with AI Tools

## 1.2 GOVAN RECLAMATION DOCK

Academic Final Design Thesis  
Glasgow, UK / 2021-22

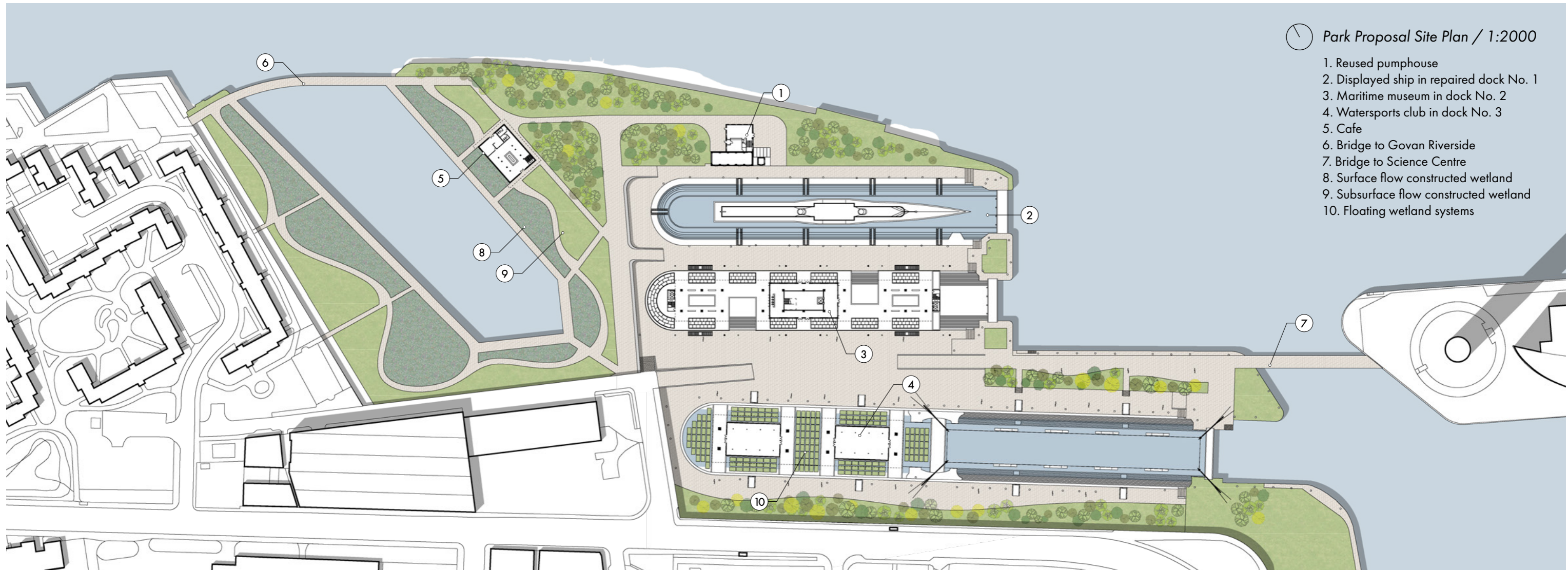
The DipArch Final Thesis project explores the ability of the urban park to solve social deprivation. Inspired by Henri Lefebvre's "Right to the City" Govan Reclamation dock attempts to resurrect Govan, a shipbuilding district of Glasgow, that became deprived after deindustrialisation. The park accommodates versatile typologies and design solutions to celebrate the local industrial heritage and offer job opportunities, and physical and intellectual development. The constructed wetlands would contribute to the decontamination of the site and adjacent areas from remainders of industry and contribute to circular economy. Evocative architectural design should turn Govan into a destination and attract visitors and new investments. Such provision of these social benefits to local people would encourage them to contribute to city development.

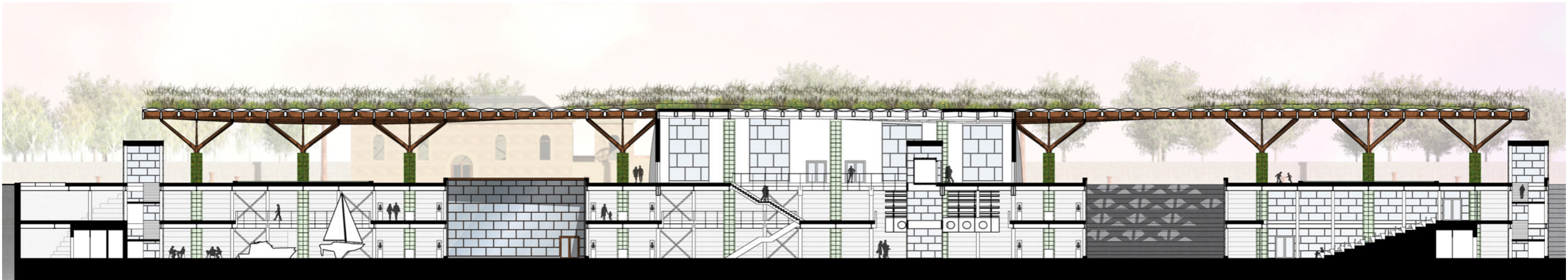


Maritime Museum

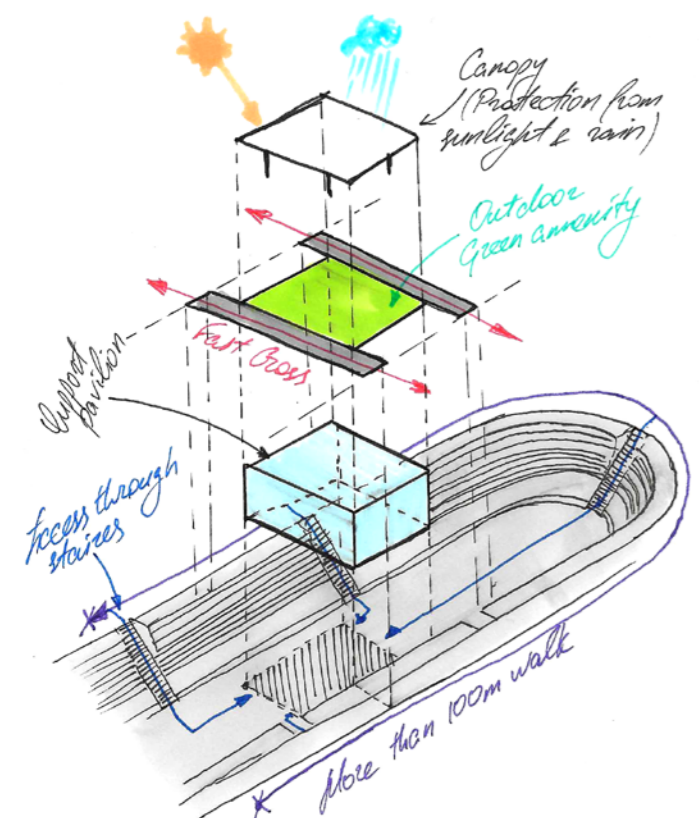


Top: Watersports Club  
Bottom: Cafe & Constructed Wetlands

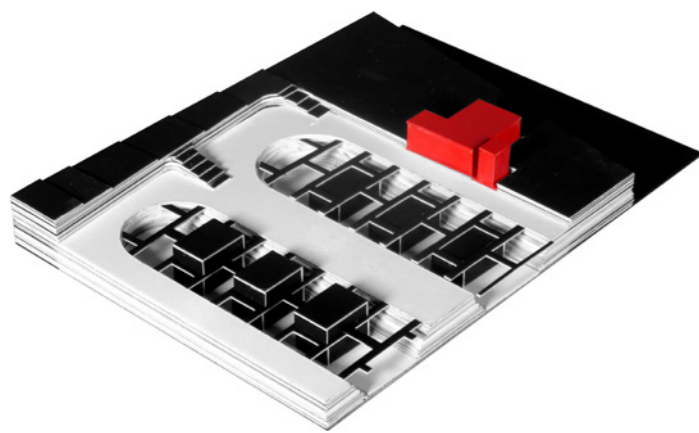




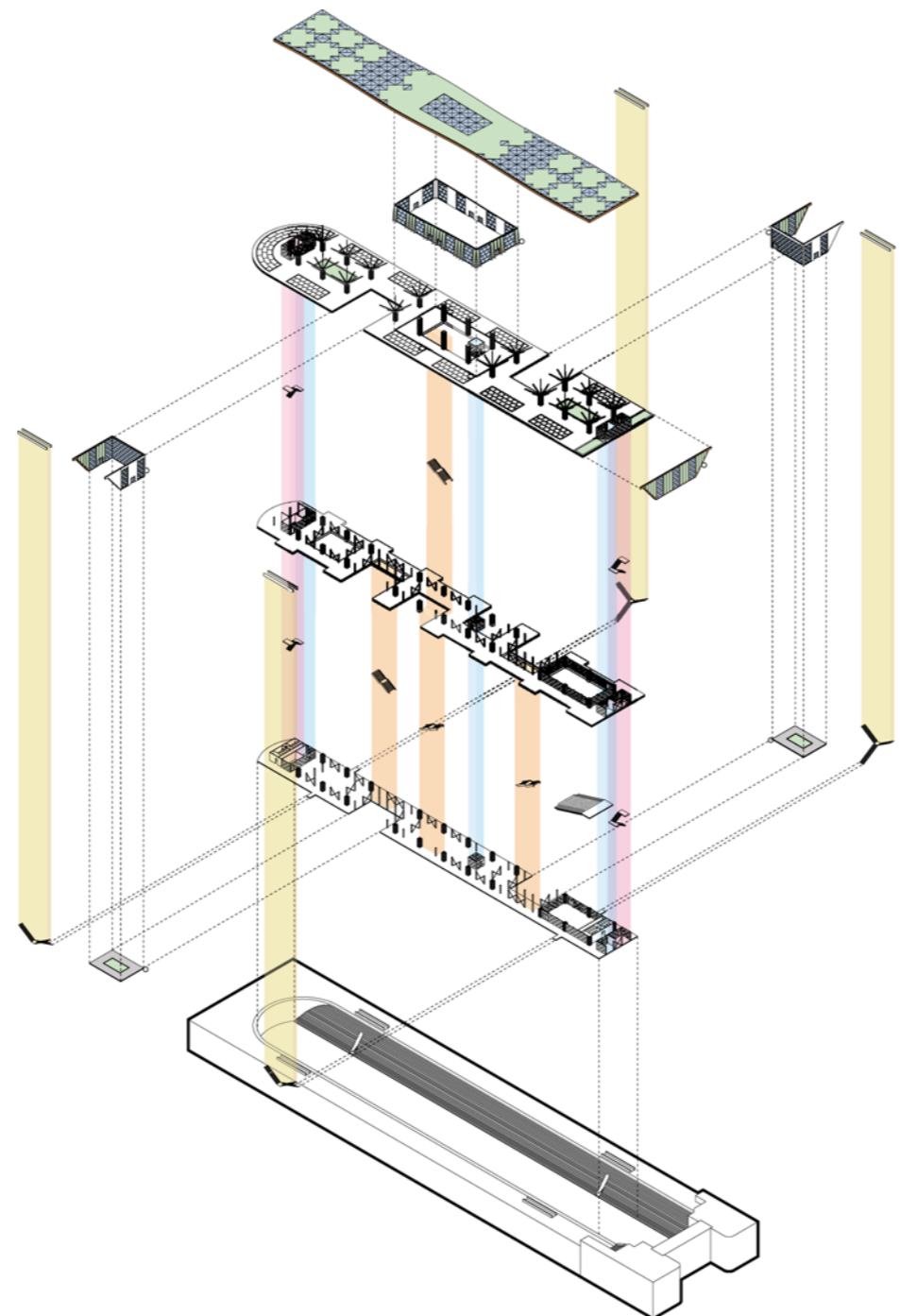
Maritime Museum Longitude Section / NTS



Museum Morphology Sketch



Iterative Model



Circulation

- Exposed stairs
- Enclosed stairs
- Historic stairs
- Elevators

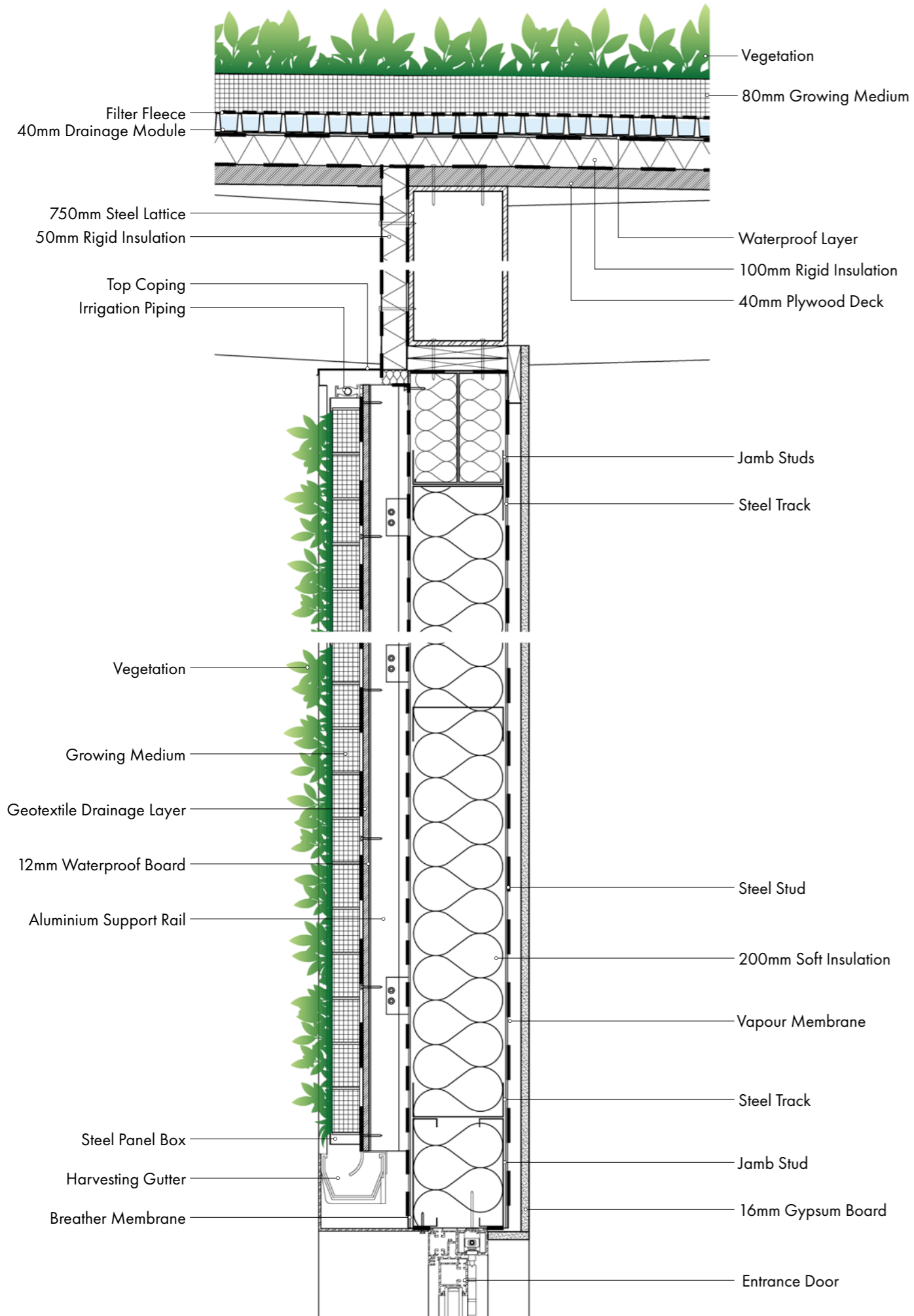
1. Pavilion facade
2. Courtyard facade
3. Below grade facade
4. Outdoor courtyard



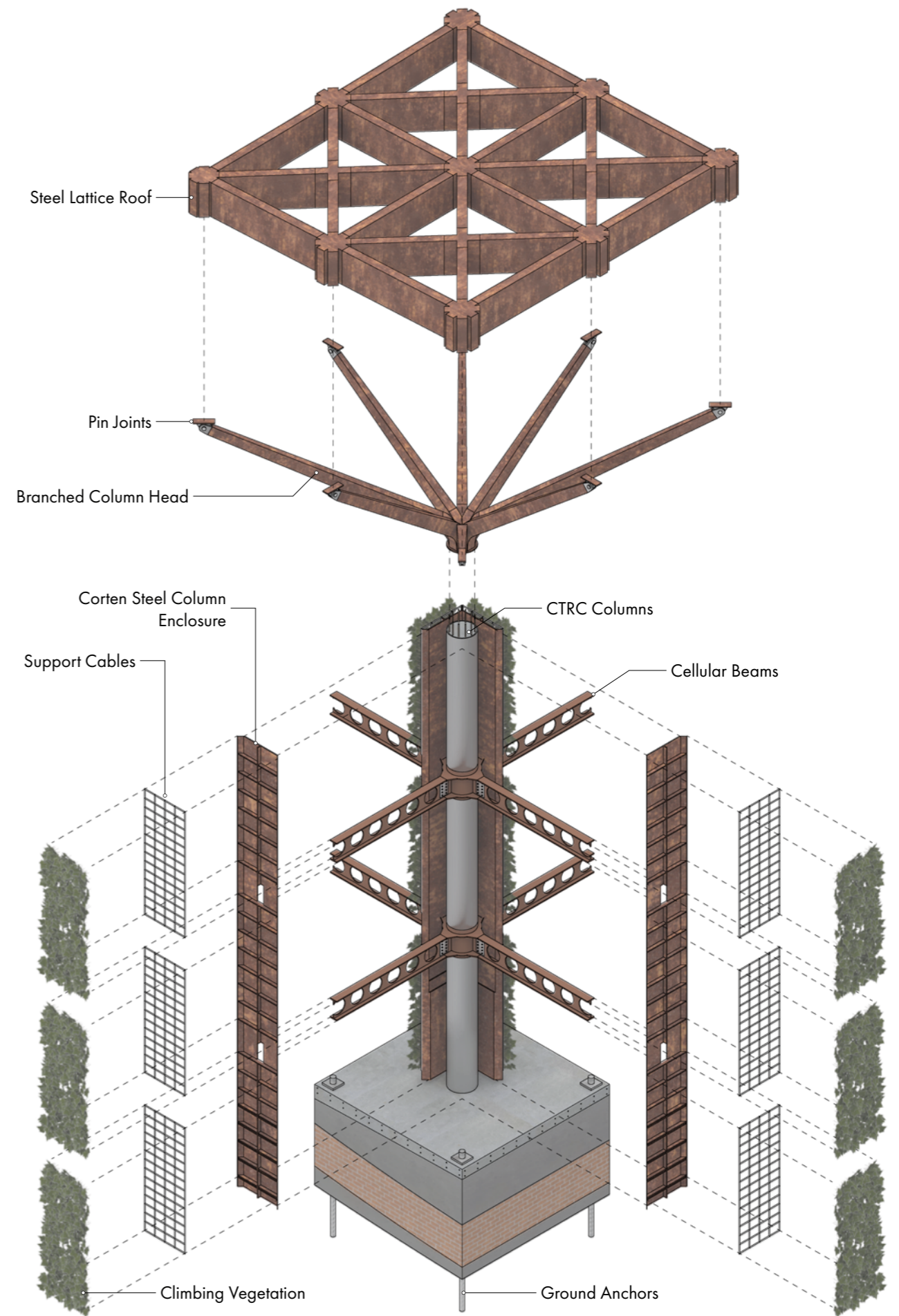
Museum Outdoor Amenity



Museum Display Hall & Galleries



Roof & Wall Detail / 1:10



Column Structural Diagram



## 02 THE BARRAS ARTS CENTRE

Academic Project  
Glasgow, UK / 2021

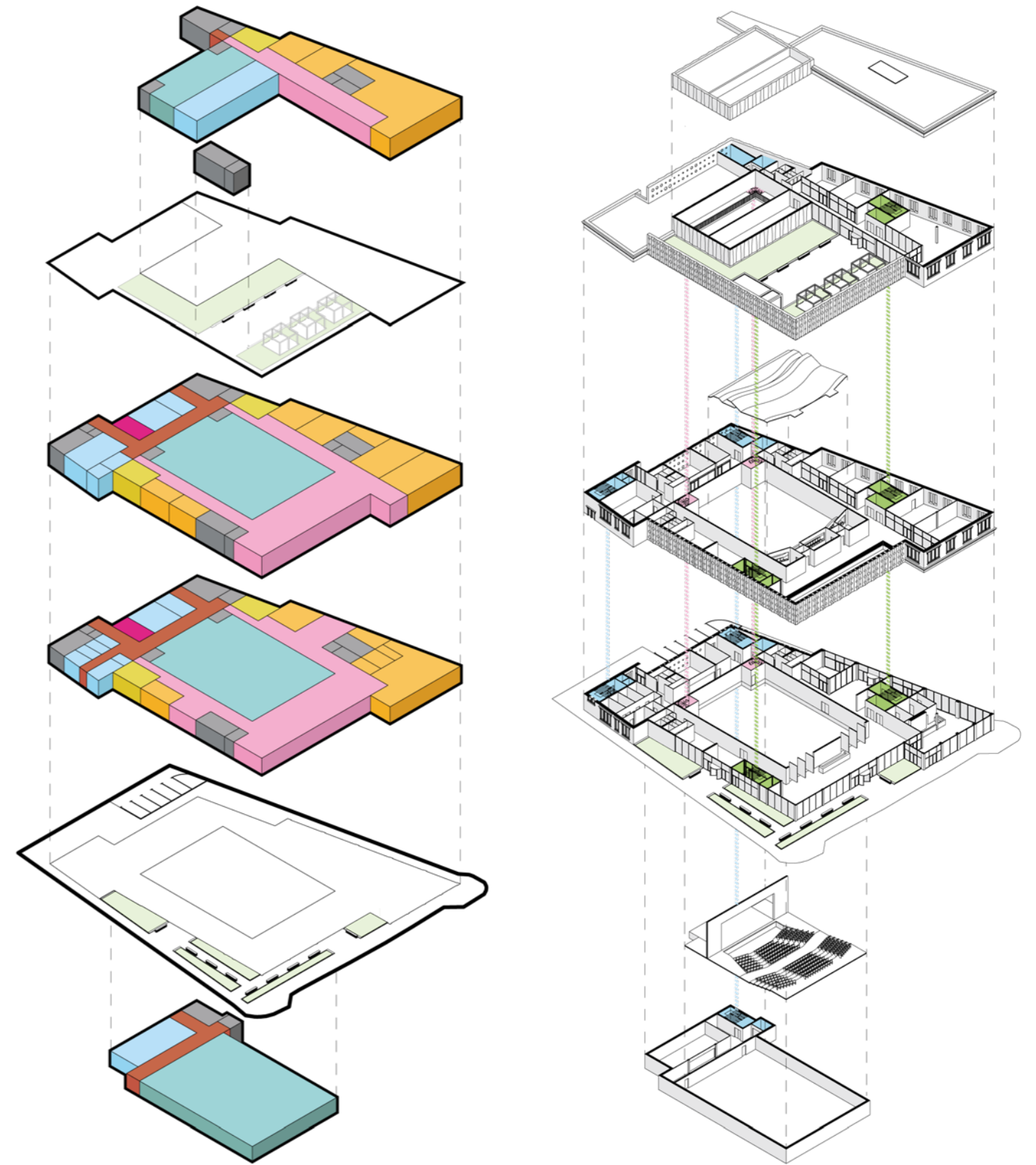
The project proposes the introduction of a multipurpose venue as the solution for society's recovery from the consequences of COVID-19. The site is located in Bridgeton & Calton neighbourhoods, which are characterised by limited access to educational, recreational and physical development opportunities, which was deteriorated by stress from self-isolation during pandemics. The building design seeks to solve this by using an automated auditorium, which transforms depending on the event. The mixture of different programs must maximise the opportunities for local deprived people to socialise and entertain after pandemics. The architectural design combines adaptive reuse of historic buildings, located on site, and introduces a new parametric façade. The façade design is inspired by the penicillin colony, discovered by Alexander Fleming, which celebrates Scottish people's contribution to overcoming global pandemics.



Top: Aerial View; Bottom: Bain Street View



Facade Nighttime View

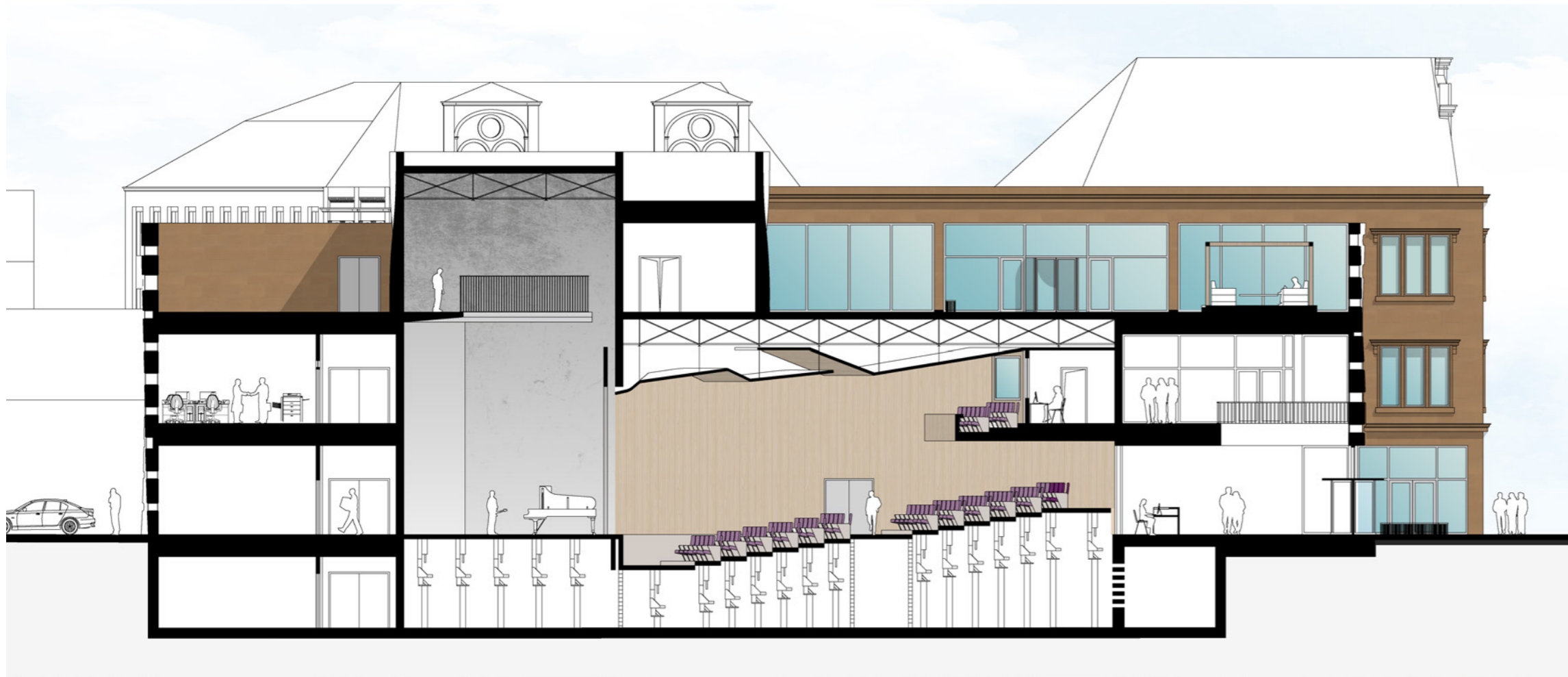


### Block Functions

- |   |   |
|---|---|
| <span style="color: orange;">■</span> FOH Spaces    | <span style="color: brown;">■</span> BOH Circulation        |
| <span style="color: pink;">■</span> FOH Circulation | <span style="color: magenta;">■</span> BOH Toilets          |
| <span style="color: yellow;">■</span> FOH Toilets   | <span style="color: cyan;">■</span> Multipurpose Auditorium |
| <span style="color: lightblue;">■</span> BOH Spaces | <span style="color: grey;">■</span> Vertical Transportation |

### Circulation

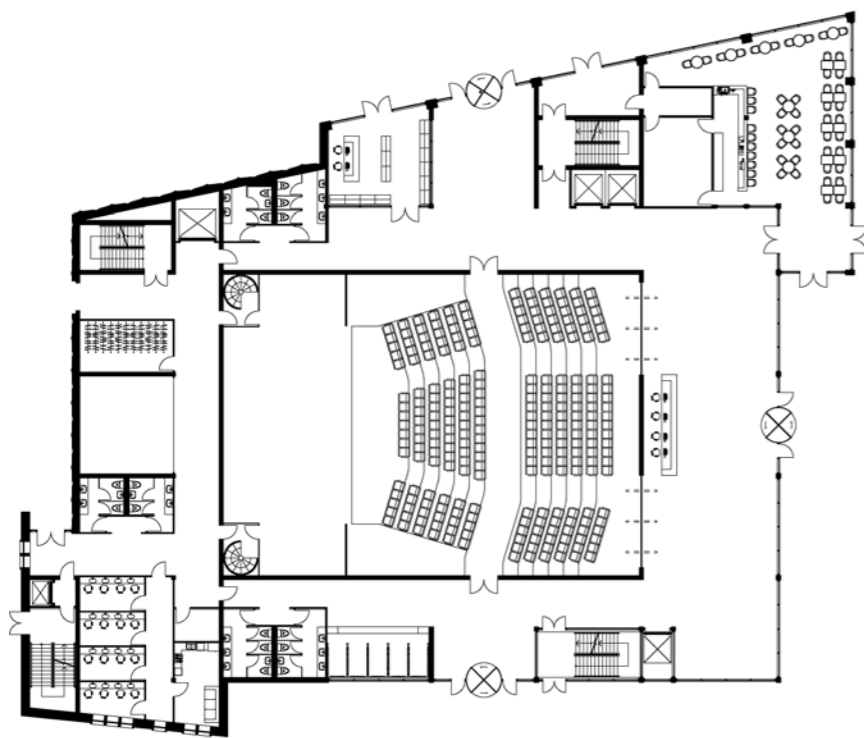
- |  |
|--|
| <span style="color: green;">■</span> FOH Vertical Transportation       |
| <span style="color: lightblue;">■</span> BOH Vertical Transportation   |
| <span style="color: pink;">■</span> Auditorium Vertical Transportation |



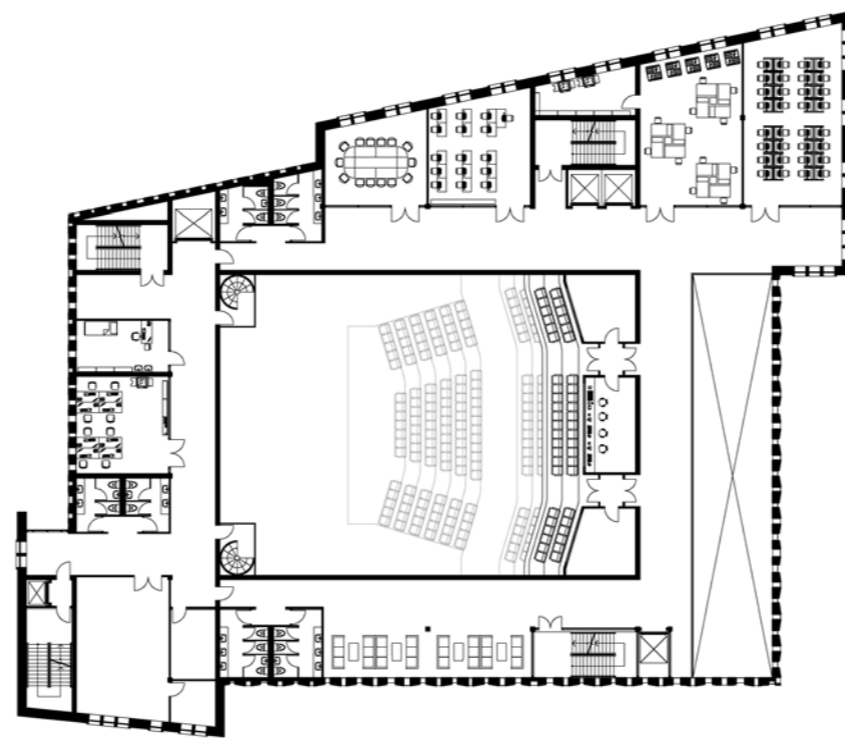
Longitude Section / 1:200



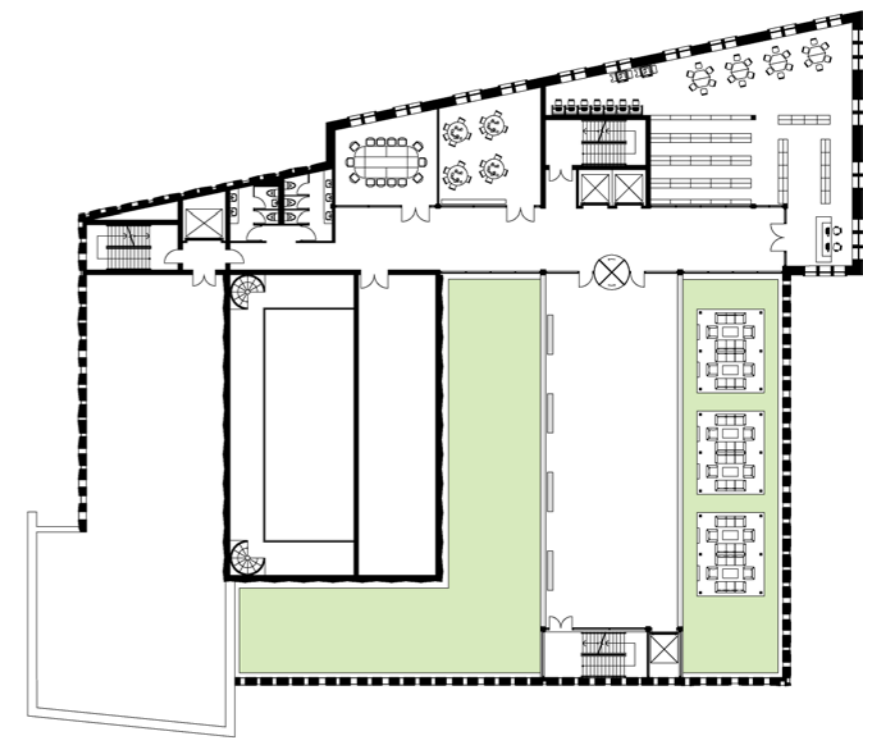
Top: Auditorium in Theatre Mode  
Bottom: Auditorium in Gym Mode



Ground Floor / 1:500

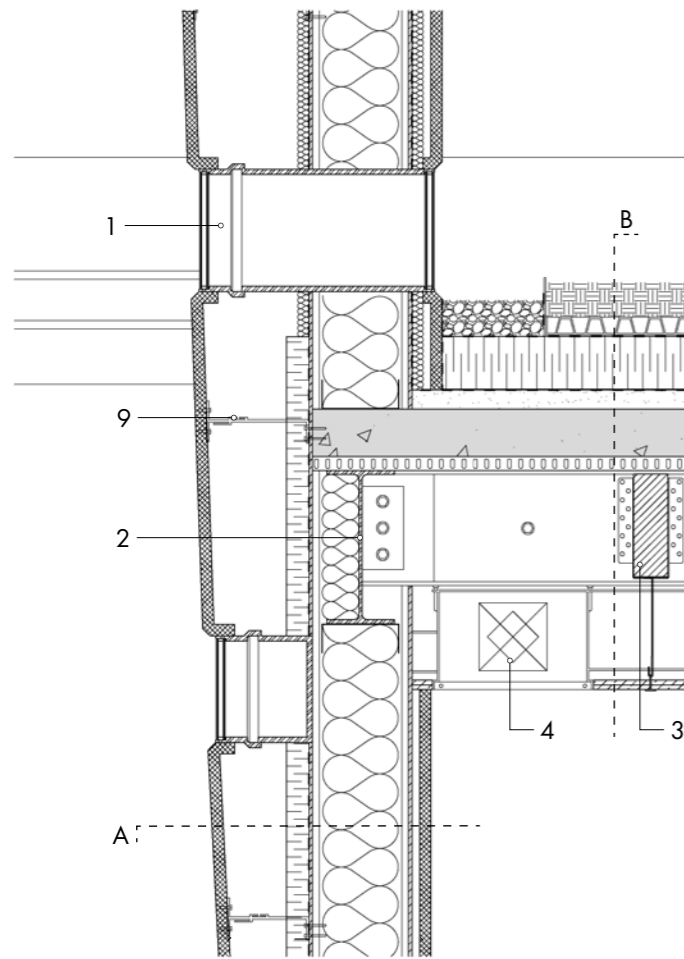


First Floor / 1:500

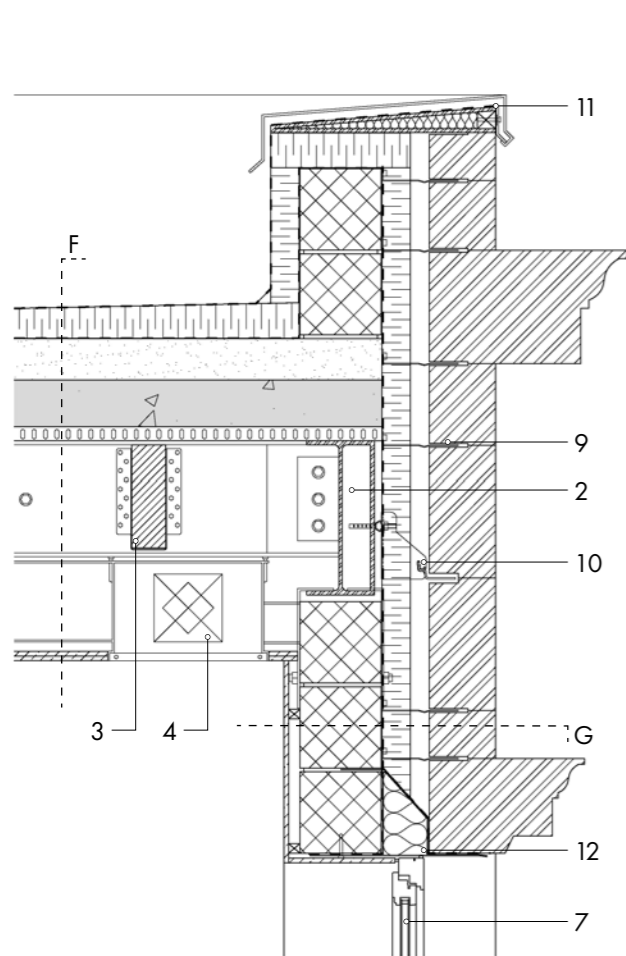


Second Floor / 1:500

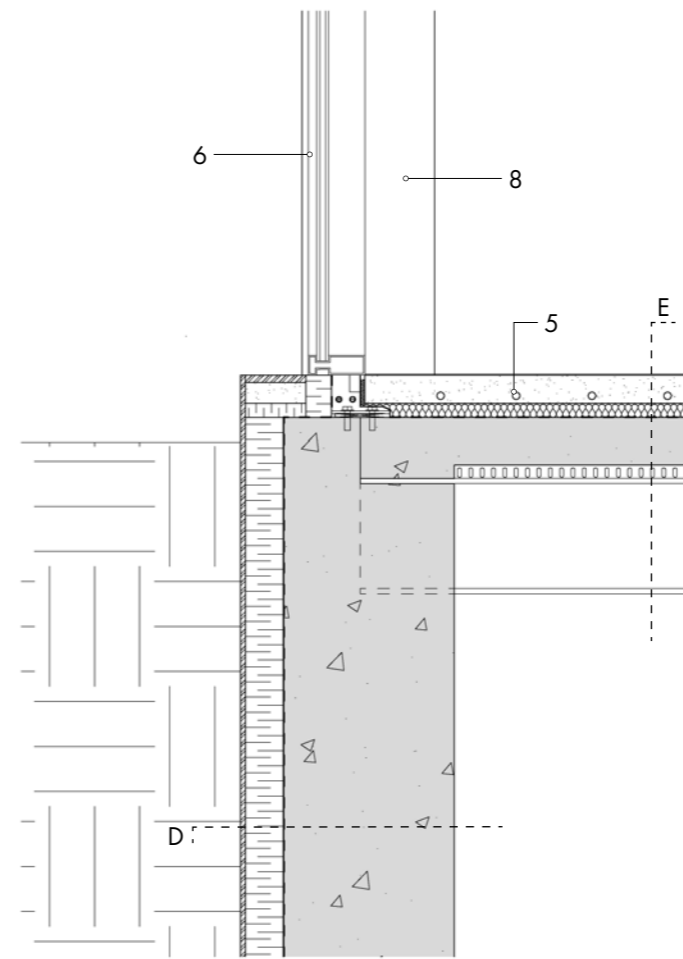
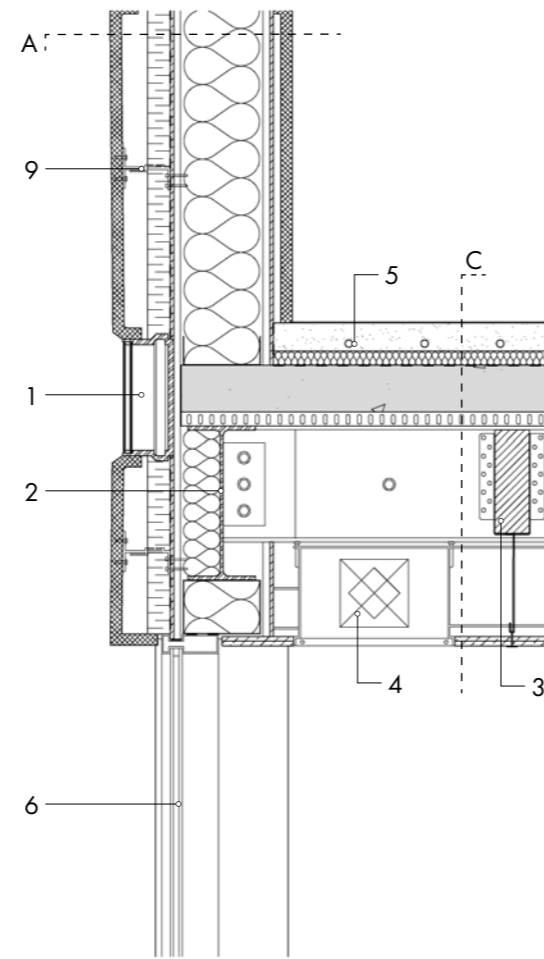
Penicillin Facade Key Junctions / 1:20



Historic Facade Key Junctions / 1:20



Foundation Junction / 1:20



- Construction Detail A:
- 30mm GFRG panel
  - 40mm to 300mm air gap
  - 60mm rigid insulation
  - Vapour barrier
  - 9mm plywood board
  - 200mm mineral wool insulation
  - 9mm plywood back pan
  - 50mm air gap
  - 30mm GFRG interior finish

- Construction Detail B:
- Light vegetation
  - 100mm growing medium
  - Filter fleece
  - 50mm drainage system
  - Waterproof membrane
  - 140mm rigid insulation
  - Vapour membrane
  - 50mm screed
  - 160mm composite floor slab
  - 305mm x 165mm universal beam
  - 250mm air plenum
  - 15mm fire rated gypsum board ceiling

- Construction Detail C:
- 3mm resin floor coating
  - 75mm floor screed
  - 40mm floor insulation panel
  - Damp proof membrane
  - 160mm composite floor slab
  - 305mm x 165mm universal beam
  - 250mm air plenum
  - 15mm fire rated gypsum board

- Construction Detail D:
- 12.5 Basement foundation guard
  - 100mm rigid insulation
  - Vapour membrane
  - 450mm cast concrete foundation

- Construction Detail E:
- 3mm resin floor coating
  - 75mm floor screed
  - 40mm floor insulation panel
  - Damp proof membrane
  - 160mm composite floor slab
  - 305mm x 165mm universal beam

- Construction Detail F:
- Waterproof PVC membrane
  - Adhesive
  - 75-100mm rigid insulation
  - Vapour membrane
  - 110mm screed
  - 160mm composite floor slab
  - 305mm x 165mm universal beam
  - 250mm air plenum
  - 15mm fire rated gypsum board

- Construction Detail G:
- 150mm sandstone masonry
  - 50mm air cavity
  - 75mm rigid insulation
  - Vapour barrier
  - 215mm concrete blockwork
  - 20mm air gap
  - 12.5 Gypsum board wall finish

- Legend:
1. Perforated lens housing with LED
  2. 406mm x 179mm universal beam
  3. 270mm x 190mm glulam beam
  4. Decentralised ceiling HVAC unit
  5. Cast-in floor heating pipes
  6. Double glazed curtain wall
  7. Operable double glazed windows
  8. 254mm x 254mm enclosed column
  9. Steel ties
  10. Facade support system
  11. Parapet flashing
  12. Insulated steel lintel

### 03 THE BUBBLE HOUSING

Academic Project  
Glasgow, UK / 2020

The Bubble Housing is an urban housing development that attempts to solve the issue of self-isolation. Designed as an autonomous covid-responsive bubble it accommodates all facilities from the 20-minute neighbourhood, which are considered necessary for normal everyday life. This will provide residents with opportunities for working, education, childcare, recreation and socialisation without leaving home. Each residential block apart from 2-bedroom flats is equipped with coworking spaces for group projects and placement of working equipment. The Barras Market is integrated into the housing development, however, the system of the raised courtyard provides separation of the human masses to maintain necessary privacy and social distancing. The architectural design includes the adaptive reuse of two Victorian period buildings, located on site, however, with relatively radical intervention.



Aerial View



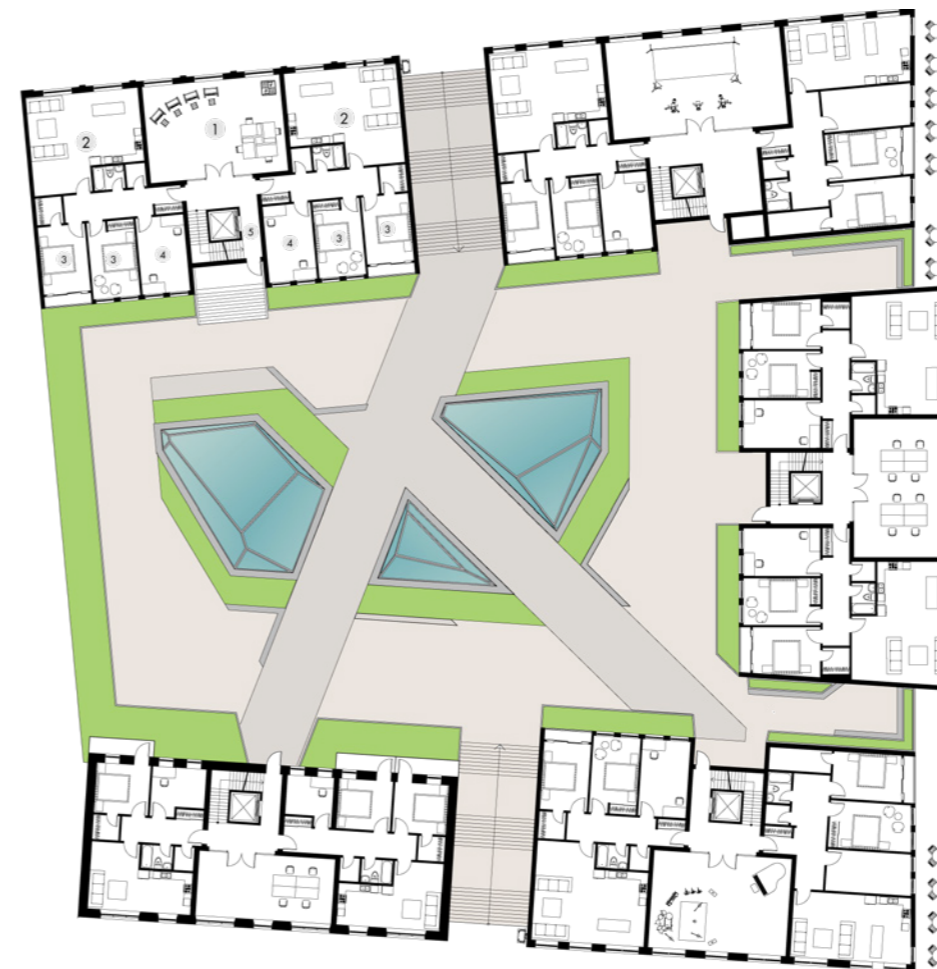
Moncur Street Elevation / 1:500



Longitude Section / 1:500



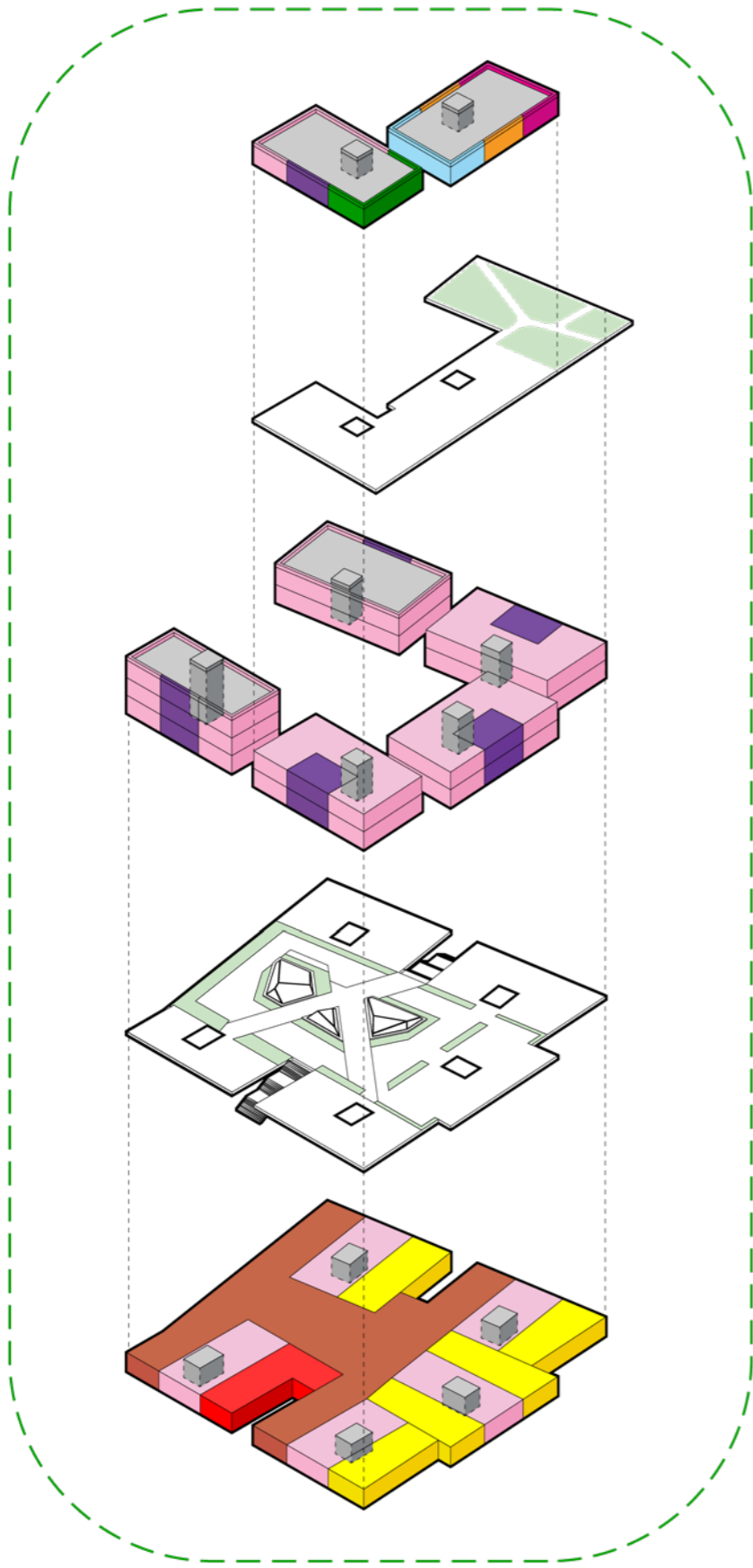
Bain Street View



Typical Floor Plan / 1:500

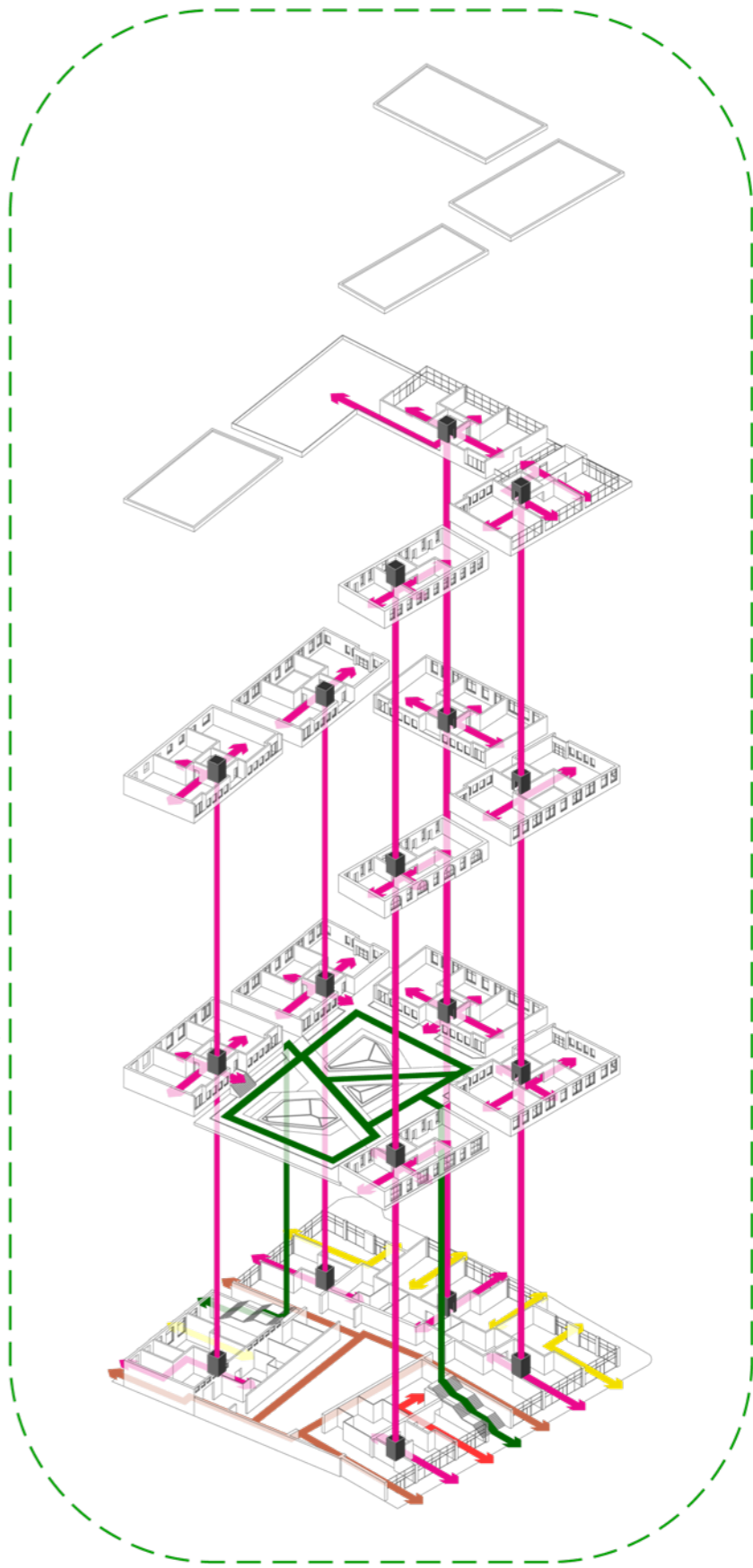
- 1. Coworking Space
- 2. Living Room
- 3. Bedroom
- 4. Private Study Room
- 5. Circulation Space

Autonomous COVID-Responsive Bubble



Autonomous COVID-Responsive Bubble

Autonomous COVID-Responsive Bubble



Autonomous COVID-Responsive Bubble

*Block Functions*

- |   |  |  |  |
|---|--|--|--|
| <span style="display:inline-block; width:15px; height:15px; background-color: #f08080; border:1px solid black;"></span> Residential | <span style="display:inline-block; width:15px; height:15px; background-color: #e00080; border:1px solid black;"></span> Nursery  | <span style="display:inline-block; width:15px; height:15px; background-color: #ff0000; border:1px solid black;"></span> Healthcare | <span style="display:inline-block; width:15px; height:15px; background-color: #90ee90; border:1px solid black;"></span> Green          |
| <span style="display:inline-block; width:15px; height:15px; background-color: #ffff00; border:1px solid black;"></span> Retail      | <span style="display:inline-block; width:15px; height:15px; background-color: #ffa500; border:1px solid black;"></span> Studying | <span style="display:inline-block; width:15px; height:15px; background-color: #008000; border:1px solid black;"></span> Sports     | <span style="display:inline-block; width:15px; height:15px; background-color: #808080; border:1px solid black;"></span> Transportation |
| <span style="display:inline-block; width:15px; height:15px; background-color: #4b0082; border:1px solid black;"></span> Coworking   | <span style="display:inline-block; width:15px; height:15px; background-color: #6495ed; border:1px solid black;"></span> Library  | <span style="display:inline-block; width:15px; height:15px; background-color: #8b4513; border:1px solid black;"></span> New Barras |  |

*Circulation*

- |  |   |  |
|--|---|--|
| <span style="display:inline-block; width:15px; height:15px; border:1px solid black; border-style: dashed;"></span> Residential | <span style="display:inline-block; width:15px; height:15px; border:1px solid black; border-style: dashed;"></span> Clinics          | <span style="display:inline-block; width:15px; height:15px; border:1px solid black; border-style: dashed;"></span> New Barras          |
| <span style="display:inline-block; width:15px; height:15px; border:1px solid black; border-style: dashed;"></span> Retail      | <span style="display:inline-block; width:15px; height:15px; border:1px solid black; border-style: dashed;"></span> Raised Courtyard | <span style="display:inline-block; width:15px; height:15px; background-color: #808080; border:1px solid black;"></span> Transportation |

**The Aurora**  
(Professional Project, 2019)

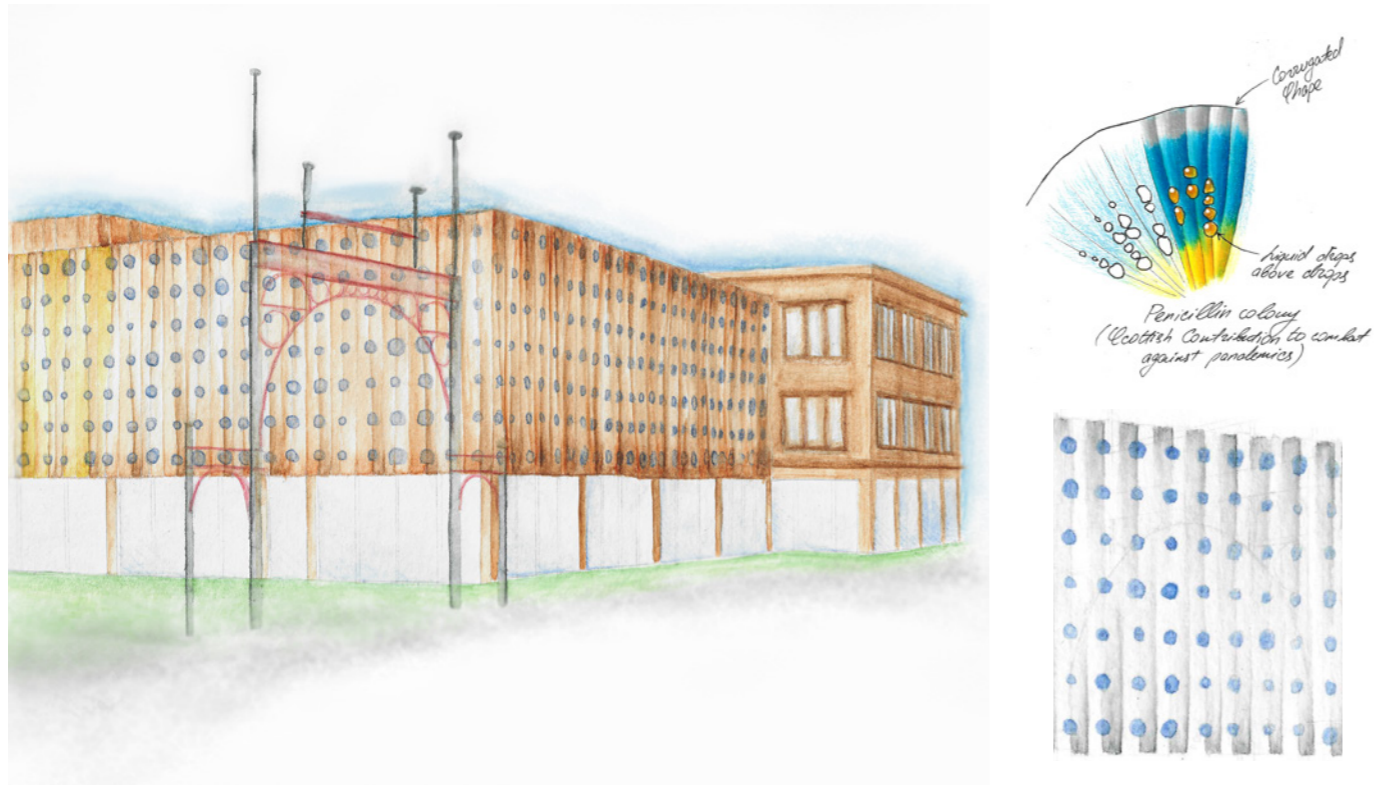
A project for a group of tourist houses for observation of the aurora borealis (polar lights), suitable for both single and family visits. The design is contextually inspired by the vernacular architecture of Kola peninsula native tribes, defined by local climate characteristics, which was enhanced by the most contemporary architecture of the Arctic. The house can be both placed directly on the ground or raised on stilts, depending on weather conditions.



**Interior Design Proposal**  
(Professional Project, 2020)

A proposal of interior design solution for the private house, developed during Part I placement in Za Bor Architects. The strategy is developed within za bor's speciality style: each room features dynamic, deconstructivist and parametric shapes. Light pastel white and beige serve as dominant colours, while vivid purple highlight main attention seekers, such as mirrors, shelves, armchairs and beds. The wine cellar features an illuminated acrylic rack with imitated parametric pattern.

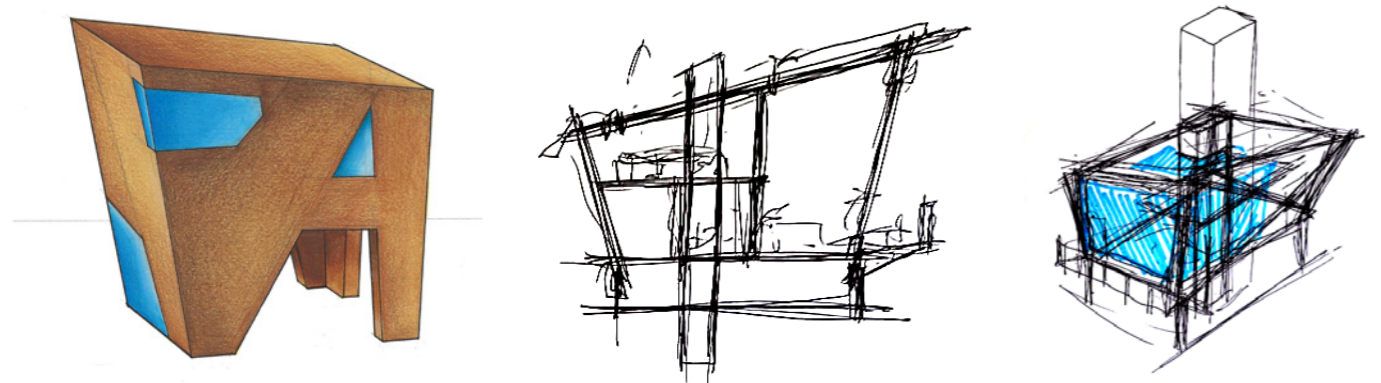




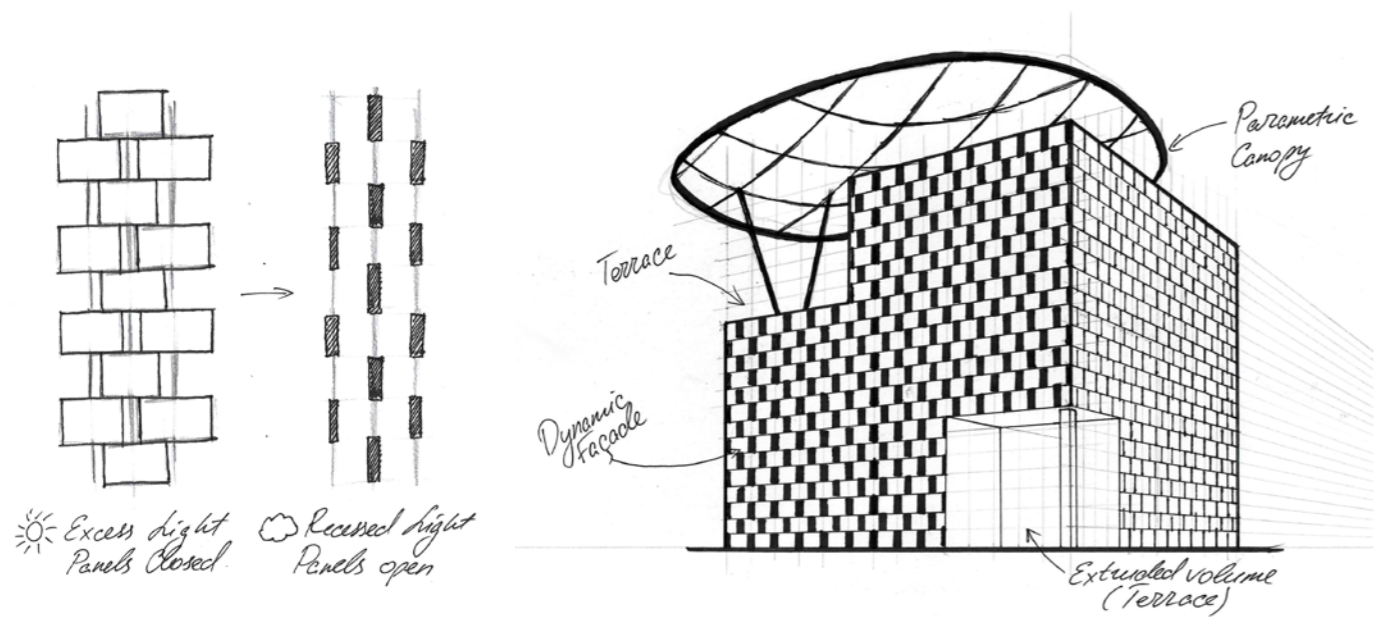
Facade Study & Watercolor Sketch of Arts Centre



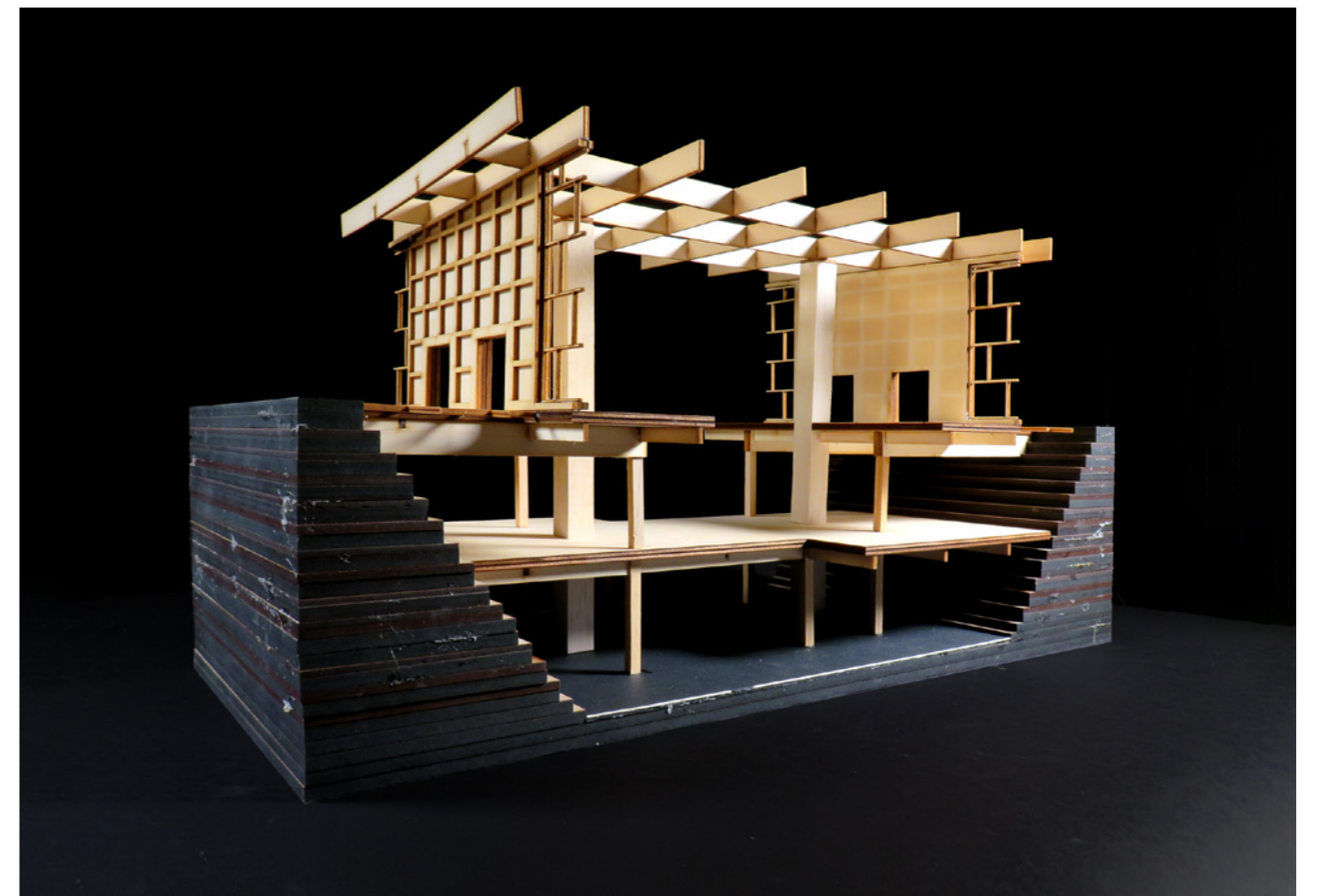
Digital Illustration of a Desert Temple (Personal Project, 2023)



Concept Drawings for the Aurora House / Pen, Markers, Colored Pencils (Professional Project, 2019)



Concept Drawings of a Private House in Rovinj, Croatia (Professional Project, 2020)





A Physical Model of Govan Reclamation Dock / MDF, Plywood (Academic Project, 2023)


# MSTISLAV KOCHKIN

Part II Architectural Assistant

## CONTACT

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 + 44 7437 451022

 /mstislav-kochkin

## ABOUT

A young architect, seeking Part II Assistant placement. I define myself as a diligent and highly motivated employee, able to work in various styles, materials and techniques, and engaged in perceiving sustainability, social, economic and technological aspects of architecture.

## SOFTWARE SKILLS

	AutoCAD	● ● ● ● ● ● ● ●
	3Ds Max	● ● ● ● ● ● ● ●
	Revit	● ● ● ● ● ● ● ●
	Rhinceros	● ● ● ● ● ● ● ●
	Sketchup	● ● ● ● ● ● ● ●
	VRay	● ● ● ● ● ● ● ●
	Unreal Engine	● ● ● ● ● ● ● ●
	Photoshop	● ● ● ● ● ● ● ●
	Indesign	● ● ● ● ● ● ● ●
	Illustrator	● ● ● ● ● ● ● ●
	Clip Studio Paint	● ● ● ● ● ● ● ●
	AI-Powered Tools <i>Forma, LookX, Stable Diffusion, DALL-E, Midjourney</i>	● ● ● ● ● ● ● ●

## SKILLS & CAPABILITIES

Model Making	● ● ● ● ● ● ● ●
Watercolor Drawing	● ● ● ● ● ● ● ●
Marker Drawing	● ● ● ● ● ● ● ●
Pencil Drawing	● ● ● ● ● ● ● ●
Digital Art	● ● ● ● ● ● ● ●
Communication	● ● ● ● ● ● ● ●
Collaboration	● ● ● ● ● ● ● ●
Problem Solving	● ● ● ● ● ● ● ●

## LANGUAGES

ENGLISH.....	Professional
RUSSIAN.....	Native
FRENCH.....	Intermediate

## EDUCATION

2023 2024	●	<b>MASTER OF ARCHITECTURE (BY CONVERSION)</b> <i>The Glasgow School of Art</i> Completion of a 15-week programme with an opportunity to develop an aspect of DipArch project in greater depth.
2020 2022	●	<b>DIPLOMA OF ARCHITECTURE</b> <i>The Glasgow School of Art</i> Completion of a 2-year DipArch programme with exemption from ARB/RIBA Part II Exam.
2016 2021	●	<b>BACHELOR OF ARCHITECTURE (HONS)</b> <i>The Glasgow School of Art</i> Completion of a 5-year Bachelor programme with PPYO after Year 3 and exemption from ARB/RIBA Part I Exam.
2014 2016	●	<b>GCE ADVANCED LEVEL</b> <i>Rugby School / Rugby, UK</i> GCE A-Level in Math, French & Economics; Cambridge Pre-U in Art with scholarship and achievement of 2016 School Art Prize.
2003 2014	●	<b>STATE UNIFIED EXAM</b> <i>Pushkin Lyceum 1500 / Moscow, Russia</i> State Unified Exam in Math, Russian, English & Social Studies.

## EXPERIENCE

2019 2020	●	<b>RIBA PART I ASSISTANT</b> <i>za bor architects / Moscow, Russia</i> Engagement in the development of SVEL office building in Yekaterinburg; tourist housing in Murmansk; XIX century residential house restoration; Nagatinsky Zaton Metro Station in Moscow & private house in Rovinj, Croatia. Participation in preparation of group competition entry for Coziness Valley park development, Murmansk.
2019 2020	●	<b>PROFESSIONAL RETRAINING PROGRAM</b> <i>"Specialist" Computer Training Centre</i> Completion of a Professional retraining program, that included 13 validated courses in 3Ds Max, Revit, V-Ray, Corona Renderer, ZBrush and Unreal Engine.
2018	●	<b>ARCHITECTURAL INTERN</b> <i>HPP International Architektur Consult Ltd. / Shanghai, China</i> Participation in Shanghai Beixinjing Area Urban Design Project as a part of Suzhou Creek Waterfront Development.
2017	●	<b>ARCHITECTURAL INTERN</b> <i>Partnership of Theatre Architects / Moscow, Russia</i> Participation in development of The Moscow Durov Animal Theatre.

## ACTIVITIES

2024	●	Publication: "AI-Powered Design Ideation: The integration of AI tools into the design process within the digital transformation of architecture." MAGMAC Vol. 49. (In Press)
2022	●	Participated in Everton FC & Fancurve digital shirt design competition. Qualified for the Final Five Shortlist.
2021	●	Volunteered to work as host for SCCS Arts Hub within COP 26 in Glasgow.
2016-18	●	Was a member of the GSA Sports board and treasurer of the GSA Rugby Football Club; Played for the Glasgow School of Art rugby team.
2017	●	Volunteered in Russian stage of Rugby School 450th Anniversary Global Pass with involvement of Zelenograd RFC.
2014-16	●	Played for Rugby School golf team; Designed a sports jersey for Rugby School's School House.