

Alexandre Karpov

Architecture is a tapestry of systems.  
It intertwines the tangible and ethereal, **creating**.  
The unavoidable, yet open ended settings for our lives.  
**It is absolute, yet fluid.**  
The act of architectural design is a process deeply rooted in the physical reality  
and yet it has no absolute future as our surroundings **continuously change**.  
It is changed by us and **it changes us** becoming an integral and permanent player in the human experiment.  
This becomes a feedback loop with **ripples going through time**, touching all generations,  
cultures, climates and ideologies.  
This tapestry is ever expanding with the reach of human presence encapsulating **our reality and potential**.  
Architecture is the very manifestation of the human condition as we terraform our environment not only to meet our needs,  
but also to **satisfy the desires**, the curiosities, the wants.  
It is an yearning for the answer, to the constant question  
**what if . . .**

KAD

# Karpov Alexandre Design



Aleksandr Karpov is a Russian born designer. Having received his MA in Architecture from TU Eindhoven, Netherlands and BA from UNCC in United States, his studies spanned the globe from China to Sweden. After working at Aboutblank architects in Turkey he started his own Netherlands based practice KAD. His experience ranges from multiple award winning competitions to constructed projects. Aleksandr is continuously involved with academic pursuits and explorations of theoretical and abstract concepts. The developing ideas are given form at many scales, from jewelry and furniture to architectural as well as city-wide master plans. He has been involved in many joint design ventures and collaborations with artists, landscapers and craftsman in a quest to explore and create new and exciting things. Always curious , always asking what if?



KVK#

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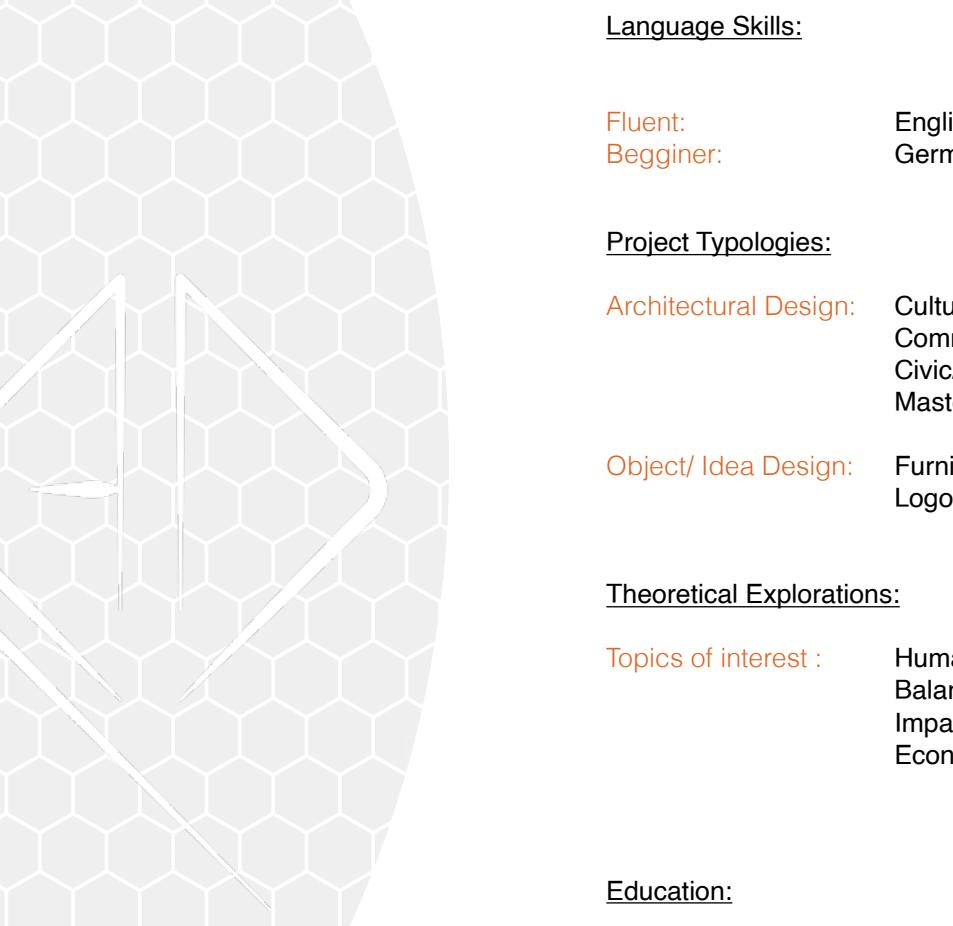
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akarpov.kad@gmail.com

phone :

+31 - (0) 63 - 805 - 2127

website : [www.karpovad.com](http://www.karpovad.com)



## Digital Skills:

### BIM/ Project Management:

3D Modeling:

2D Graphics:

Parametric design:

Rendering / Visualization:

### Revit

Sketchup, Rhino

Autocad,

Illustrator,

Photoshop,

InDesign

Grasshopper

Lumion, Cinema 4D, Vray, Enscape

## Analog Skills:

### Fabrication:

Representation:

Exploration:

3d Concrete Printing, Wood Working, Casting and Form-work

Laser Cutting, 3d Printing

Sketching, Watercolour, Painting, Sculpting

## Language Skills:

### Fluent:

English, Russian

German, Dutch

### Begginer:

## Project Typologies:

### Architectural Design:

Cultural / Recreational / Residential / High-rise Residential /  
Commercial / Mixed Use /  
Civic/ Municipal Administration / Small Business Unfit / Exhibition /  
Master Planning / Landscape

### Object/ Idea Design:

Furniture, Products , Jewelry , Games , Illustration, Art, Sculpture  
Logo / Brand Identity Development

## Theoretical Explorations:

### Topics of interest :

Human Nature, Individualism in Society, Form and Potential,  
Balance between Environment and Mind, Objective Evaluation,  
Impact of Geography on Behavior and Culture,  
Economics of Sustainability, Spatial Efficiency and Perception . . .

## Education:

### MASTER OF ARCHITECTURE

2017-2019

Technical University of Eindhoven, Netherlands

### BACHELOR OF ARCHITECTURE

2007-2013

University of North Carolina at Charlotte, USA (CUM LAUDE)

## Workshops/ Extended Study:

2018

2016

2015

2012

2010-2011

2010

2009

Materart Workshop in Ankara, Turkey

Who Builds Istanbul Workshop, Studio X, WBYA

Sarajevo Green Design Biennale Presentation, Aboutblank

Wood Turning Understudy with Bill McInnis in Charlotte, USA

International exchange program at Lund University, Sweden

Summer study in Italy

Summer study in China

## Experience:

### SELF EMPLOYMENT (KAD):

2017-

Established KAD in the Netherlands

### KAD clients:

2019

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### EMPLOYMENT:

2013-2016

2012-2013

2008-2010

Project Architect/ BIM Manager at Aboutblank Architects in Istanbul, Turkey

Project Manager at RD&D in Charlotte, USA

Teaching/ Design assistant at LIH (Laboratory for Innovative Housing) at UNCC

### Awards:

2017

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PROFESSIONAL WORK



# IZKA

Date:

2013-2016

Type:

National Architectural Competition / Commission

Office, Retail, Cultural, Parking

9,115 sq.m.

Size:

Izmir Development Agency

Client:

Izmir, Turkey

Location:

Ozan Özdelek, Aleksandr Karpov, Osman Müsel Ural,

Team:

Ece Sila Bora, Erhan Vural, Hasan Sitki Gümüşoy, Mert Kalkan,

Role:

Gökhan Kodalak, Noemi Cesetti, Dilara Ho

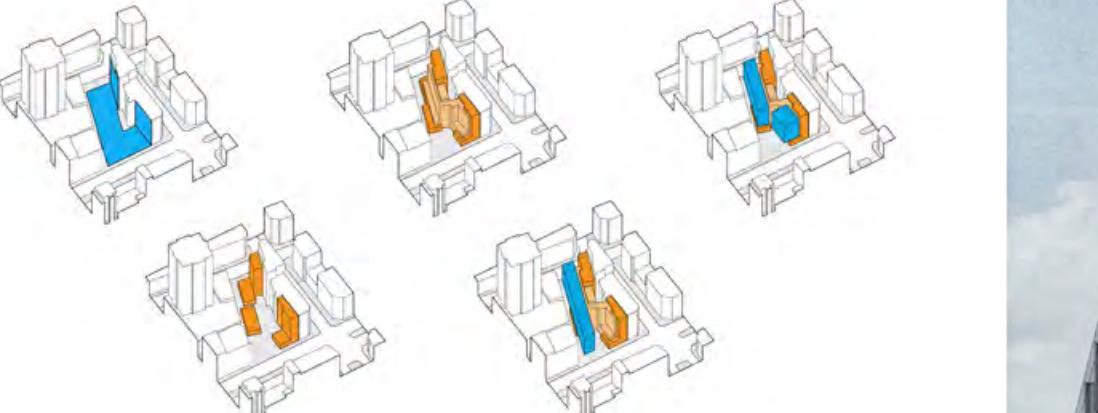
Design Assistance, Modeling, Visualization, Graphics,

Status:

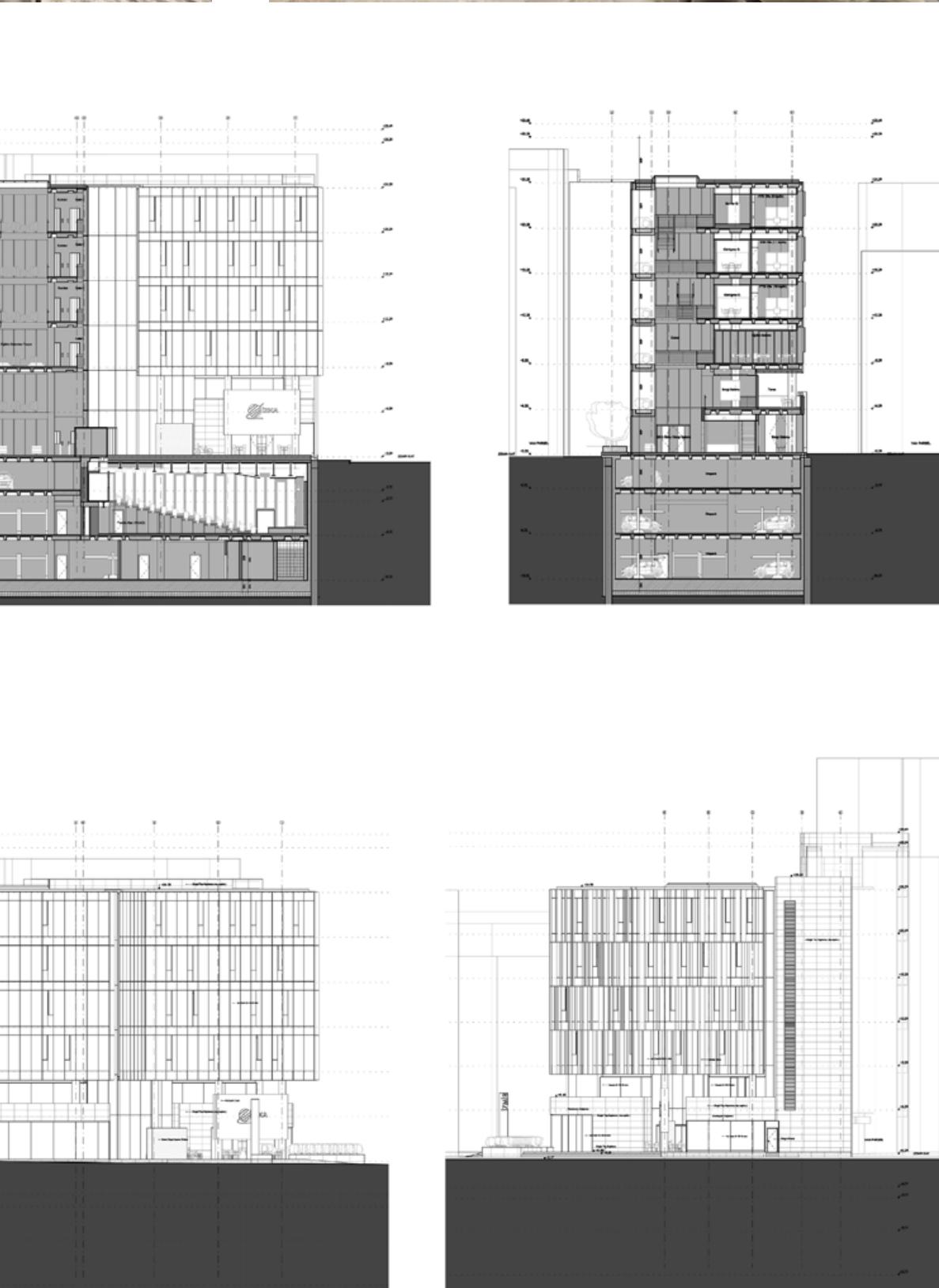
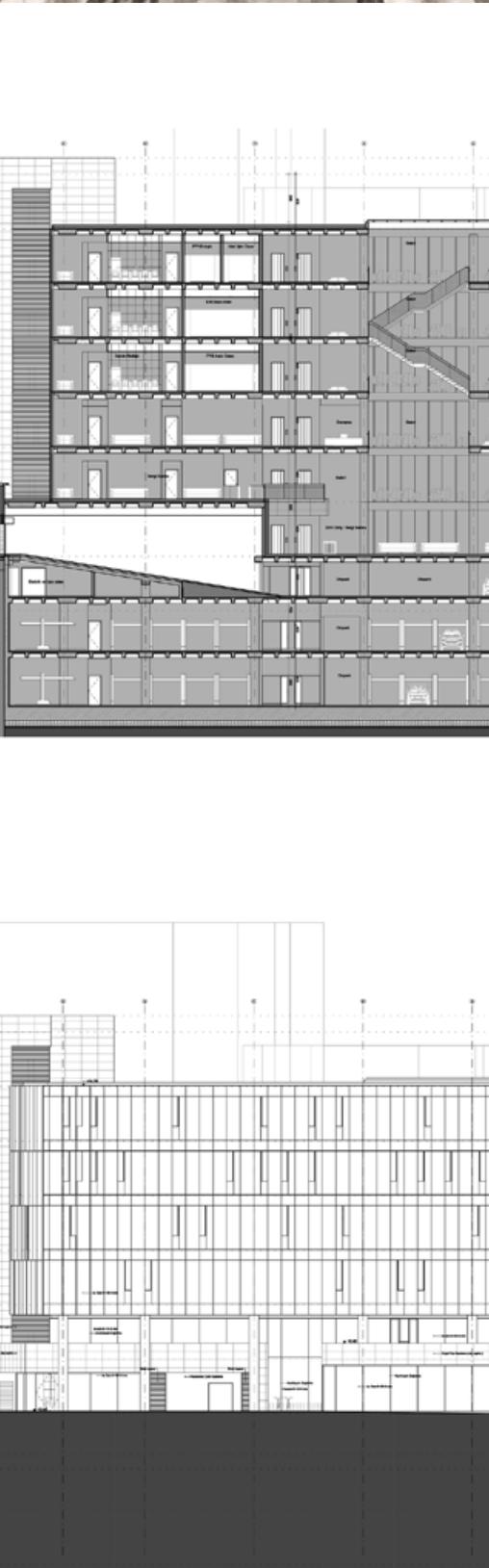
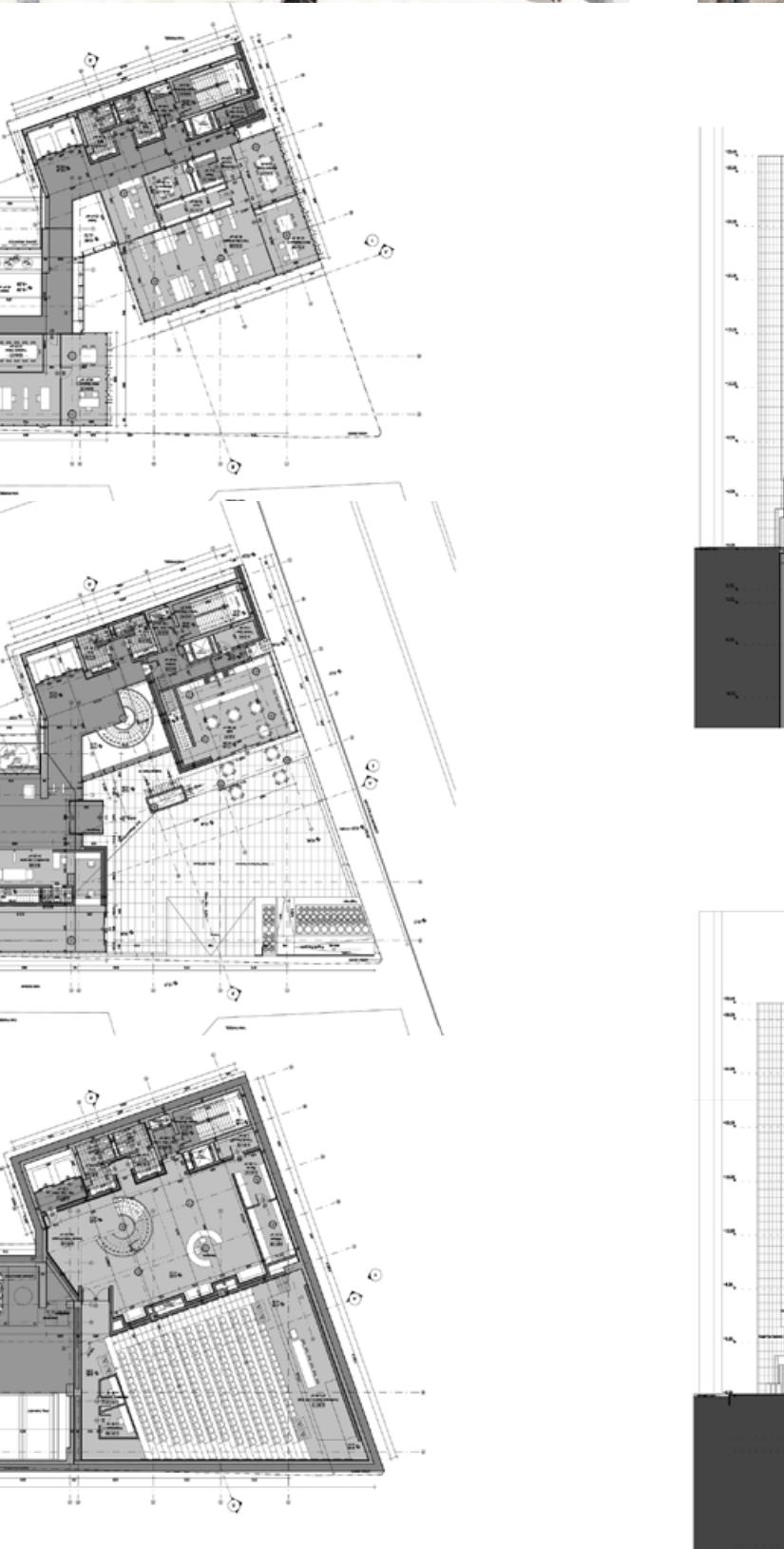
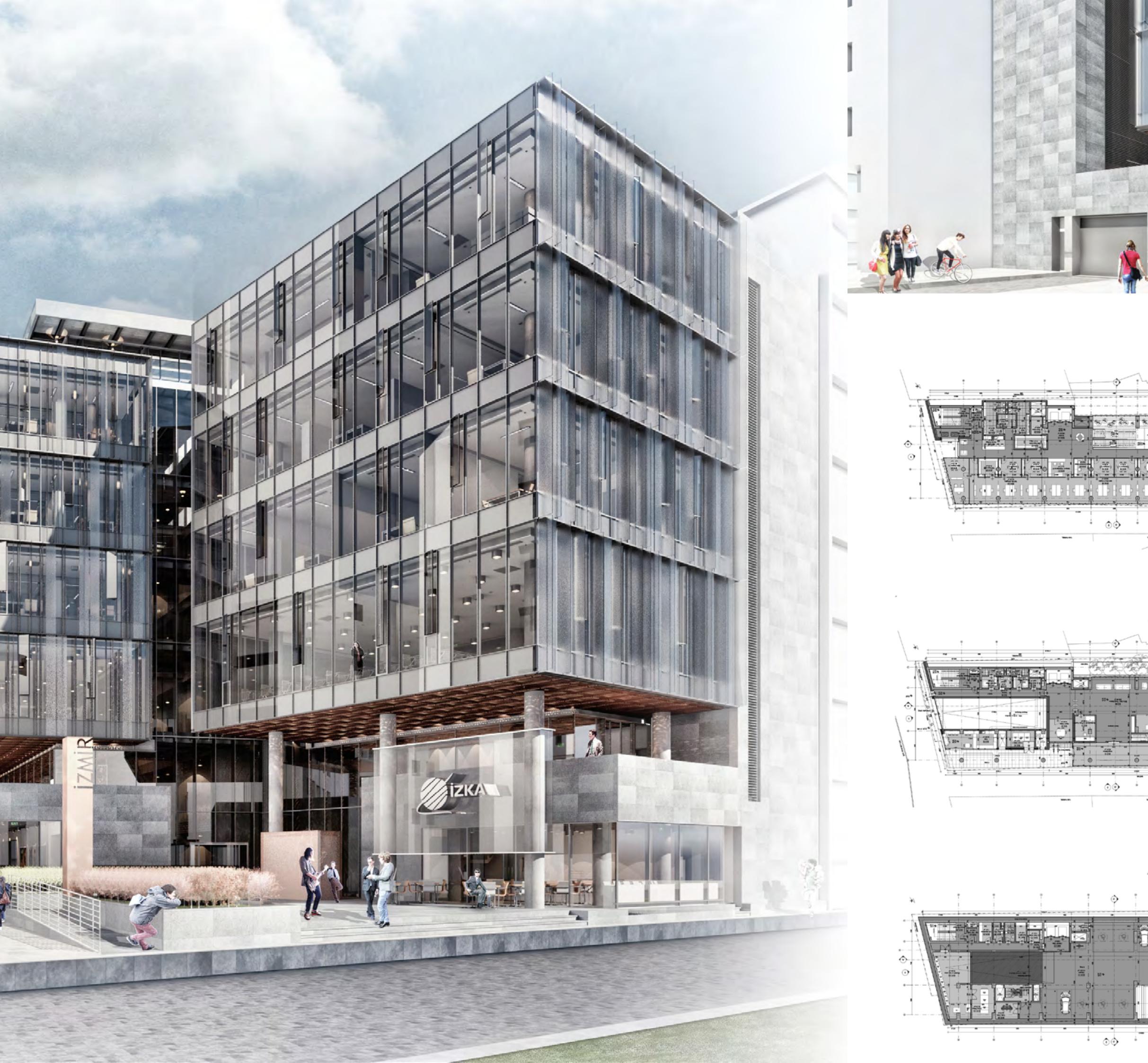
BIM Management, Construction Documentation,

Intern Organization

1st Place, Jury Special Award - Turgut Cansever National Architectural Awards, Construction Pending

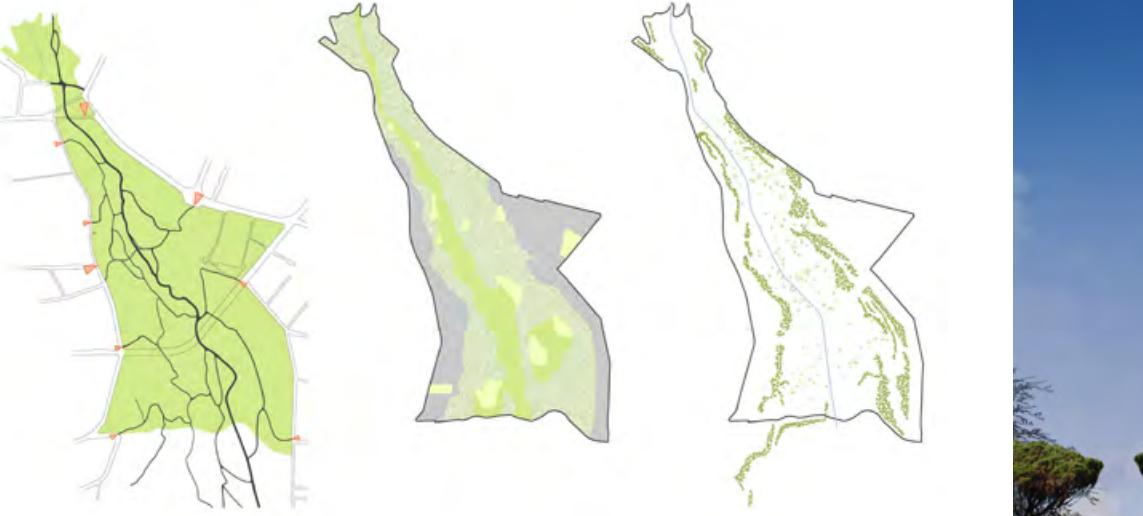


The headquarters of IZKA required both private office spaces and an interactive zone for the public. The narrow infill site was addressed by splitting the office functions into two volumes that frame a public plaza at the entry. This took advantage of natural lighting and bringing the public to the very core of the building. The pedestrian route follows along social spaces connected to a circulatory spine. The office volumes are suspended from this spine as the public space folds underneath. An events hall with reception is located below the public plaza. This is linked to a terrace cafe through the circulatory core with a central atrium that brings light and nature to the interior of the office block. The interior layouts have gone through multiple revisions to suit the clients changing needs however this schematic layout has been preserved. Construction documentation has been completed.



# LIFE BRIDGE

Date: 2015  
Type: National Architecture Competition  
Program: Infrastructure, Landscape, Master Plan  
Size: 885,000 sq.m.  
Client: Beylikduzu Municipality  
Location: Istanbul, Turkey  
Team: Ozan Özdelek, Aleksandr Karpov, Osman Mürsel Ural, Erhan Vural, Hasan Sitki Gümüşsoy, Cansu Çetin, BOOM Landscape - Jan Maas, Philomene van der Vliet, Mark Spaan, Marion Courdoisy  
Role: Design Assistance, Modeling, Visualization  
Status: 3rd place

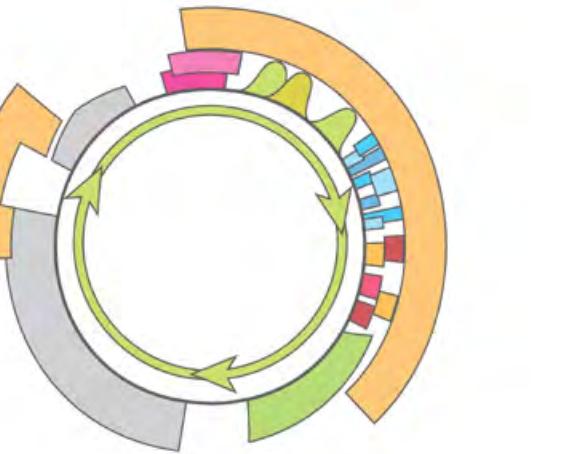
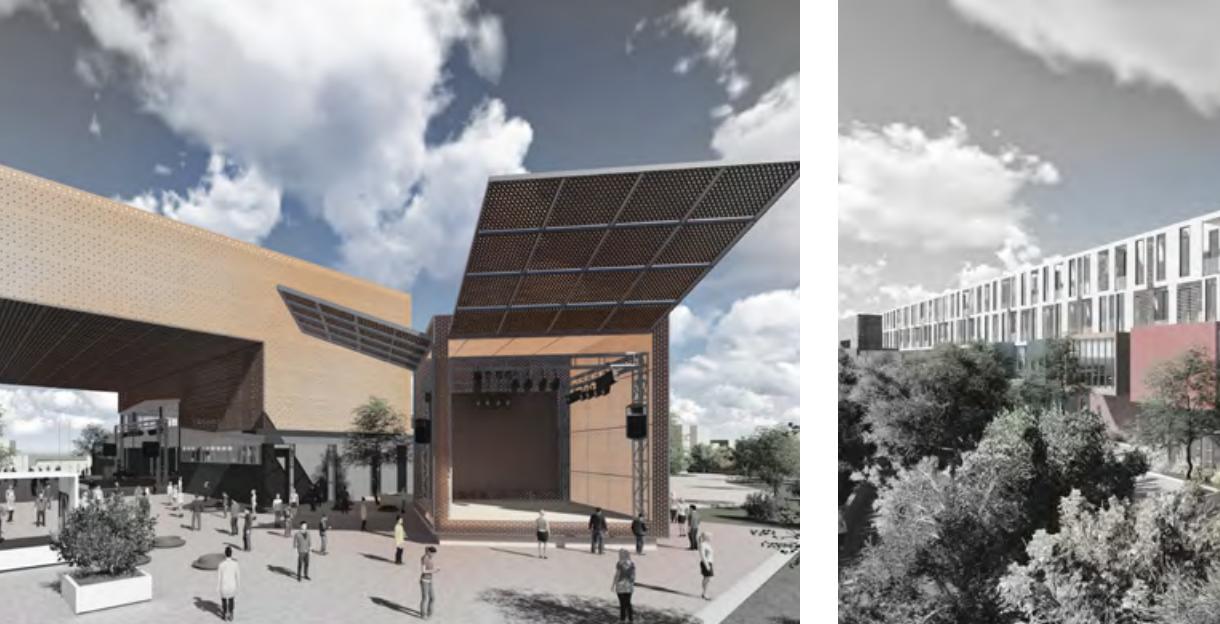


As a preliminary stage for the development of the greater Beylikduzu valley, this site focuses on the interior of the project, and the three closest intersections to the municipal center of the area. The proposal involves a redesign of a roundabout and an introduction to a new bridge system crossing the valley. The inside of the valley is transformed into a park. The edges of the valley are to be lined with tall pines as a transition for the open interior full of social programs. The two new bridges facilitate these activities with their connection to the park. The primary vehicular bridge hosts a pedestrian commercial street that connects similar functions on each side of the valley. The walking path network of the valley is extruded into an organic pedestrian bridge that adds a casual circulation as a link for the local activities.

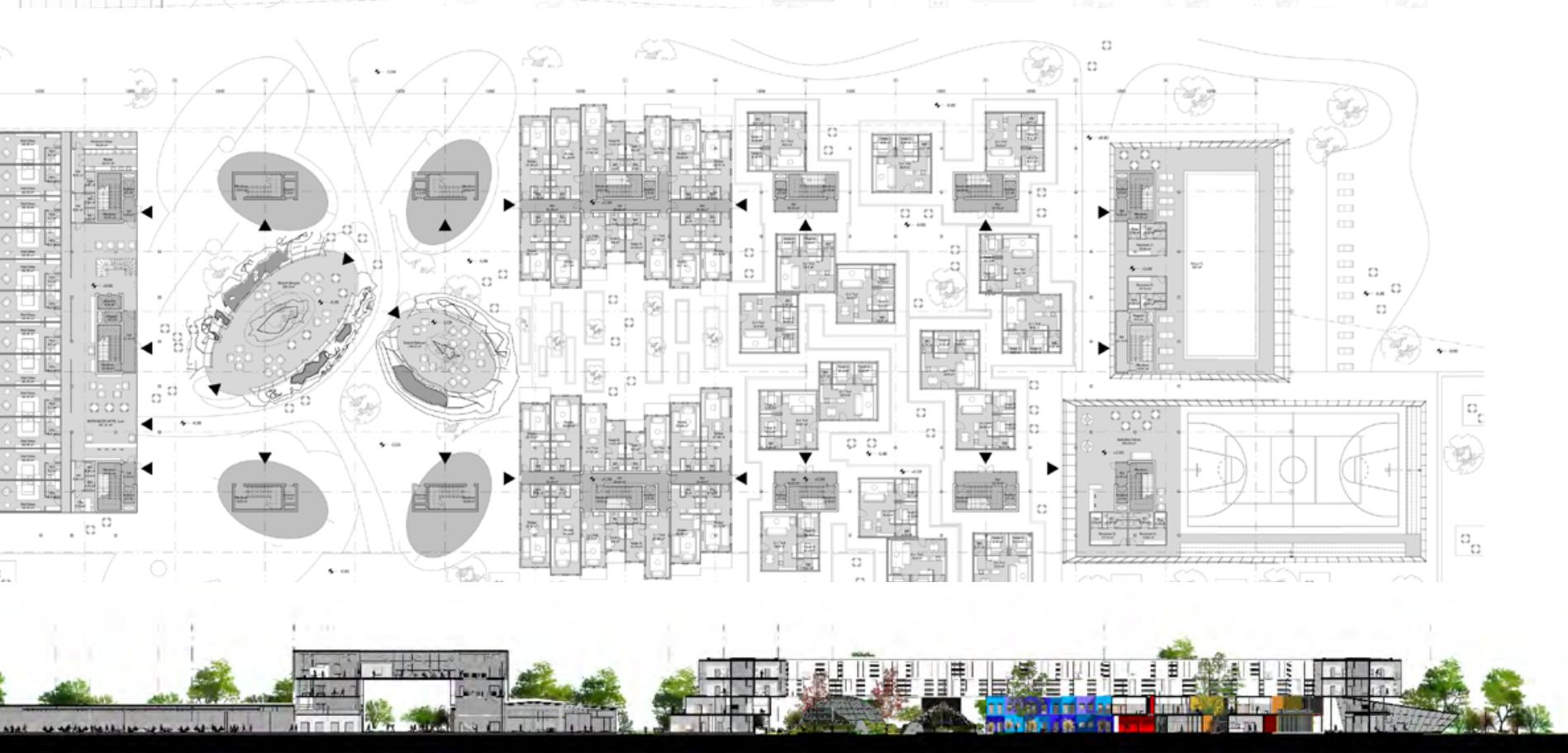
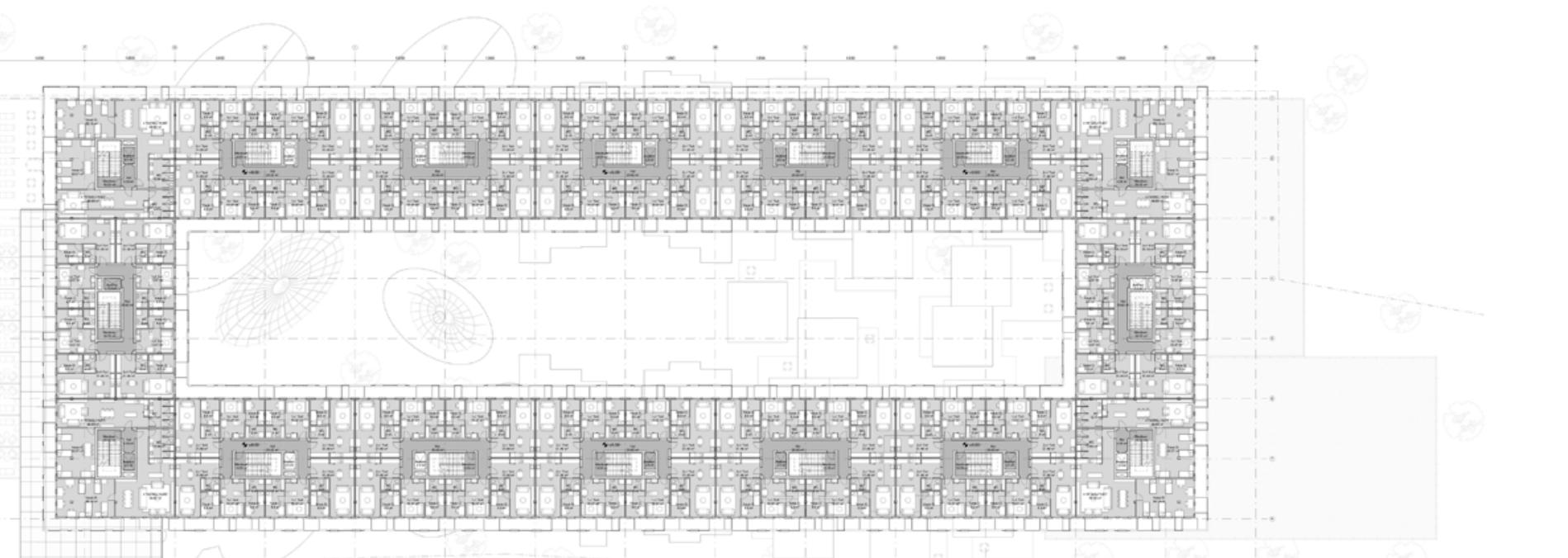
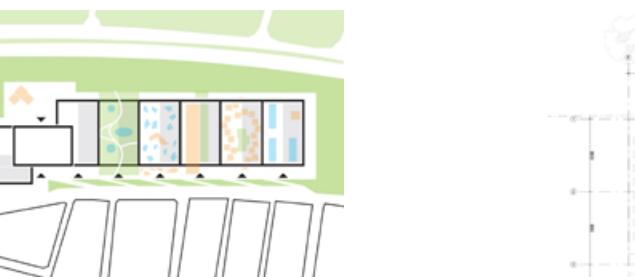


# MULTI CITY

Date: 2015  
Type: Invited Competition  
Program: Cultural, Retail, Residential, Landscape  
Size: 51,000 sq.m.  
Client: Private  
Location: Eskisehir, Turkey  
Team: Ozan Özdelek, Aleksandr Karpov, Osman Müsel Ural, Erhan Vural, Hasan Sitki Günlüsoy, Aye Dede, Lukas Gesell  
Role: Lead Designer, Concept development, Modeling, Visualization, Graphics, BIM Management, Intern Organization  
Status: 1st place

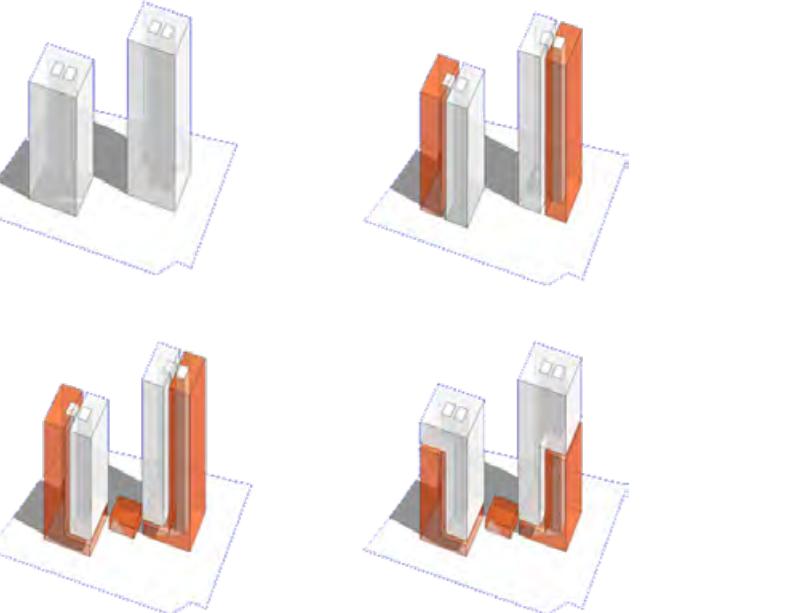


An obsolete vehicle maintenance workshop along a growing residential area in need of revitalization. In cooperation with the university and the city, this vision for the area future involved an open ideas competition for the first stage of the process. The proposed use of the existing rhythm of the workshop bays was divided into diverse social and cultural functions. This cross programming approach was then modified with an extensive residential program linked to the university needs. The final proposal involved the integration of these various housing typologies with the cultural, sports, exhibition and educational programs. The public gate formed over the two segments of the warehouses provided an iconic sheltered plaza for the growing neighborhood. This bridge works in tandem with the flexible performance and exhibition spaces providing a dynamic venue for multiple ongoing minor events or a singular festival. This conference center joined with the dynamic programming in the cultural bars of the reused workshop provides an immediate and long term future for the area. Each section of the bar has its own unique geometry to match the function. The student housing block links them all together, the variable forms of the program bring the vibrancy to the established courtyard.

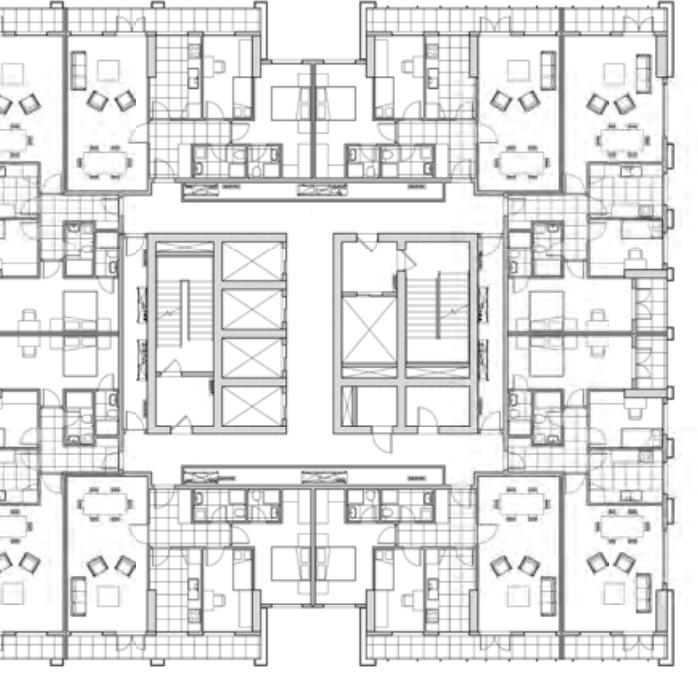
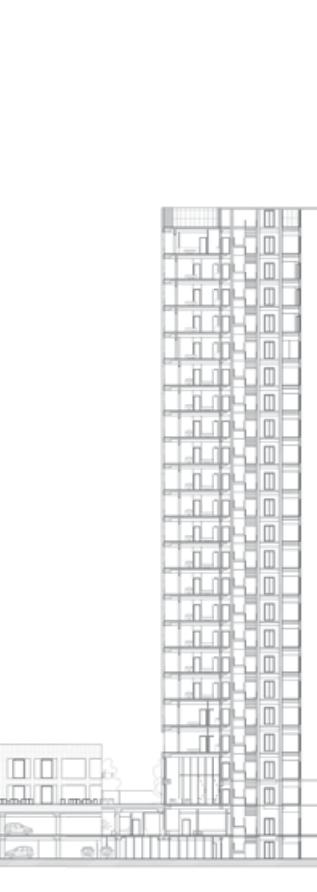
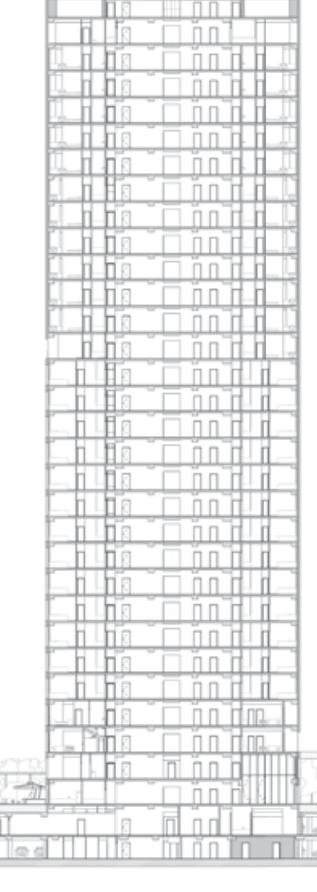


# ROYAL GARDEN KARTAL

Date: 2013-2019  
Type: Residential  
Program: Residential  
Size: 75,000 sq.m.  
Client: Royal Group  
Location: Istanbul, Turkey  
Team: Ozan Özdelek, Aleksandr Karpov, Osman Müsel Ural, Erhan Vural, Hasan Sıtkı Gümüşsoy  
Role: Design Assistance, Modeling, Visualization, Graphics, BIM Management, Construction Documentation, Intern Organization  
Status: Under Construction

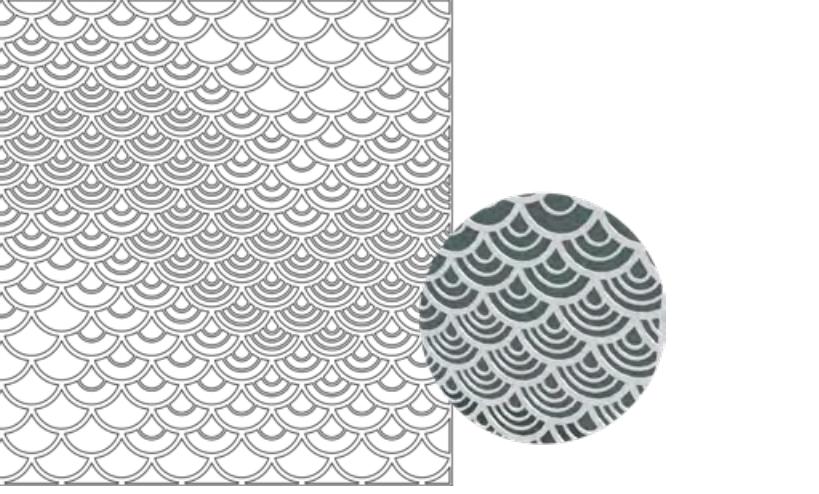
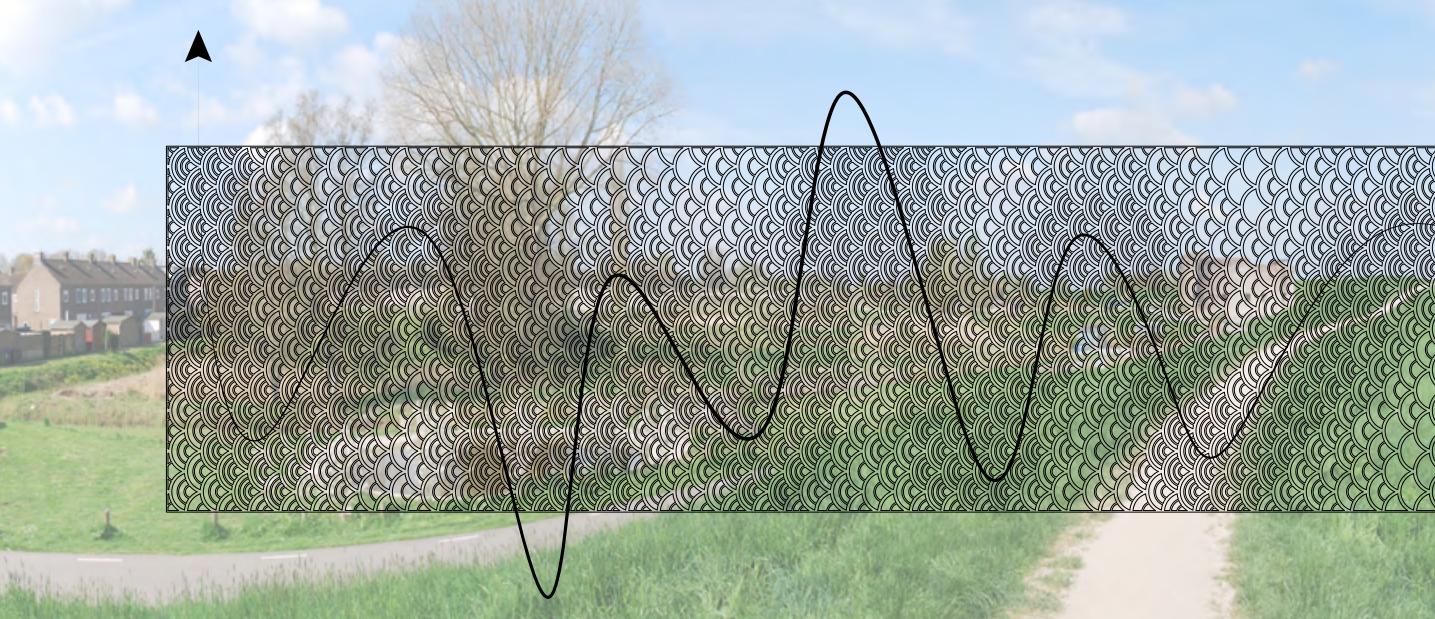


The change in zoning regulation enabled this property to be upgraded in density. The location is in the Asian side of Istanbul with a proximal view of the Princes Islands. The design proposed two asymmetrical towers to accommodate the existing residents as well as developer units. The ground levels feature duplex apartments among lush gardens and resident amenities. The gardens at the podium of the towers are clad in natural stone and draw the eye from the central plaza upward to the sky. The two tower tips are clad in white stone that starts to blend into the skyline. The sculptural void cut between these two material expressions acts as a point of identity as well as scale to the surrounding neighborhood. This datum line pays homage to the scale of the residences passing several historical generations of Istanbul housing typologies, from a private villa to a mid-rise tower.

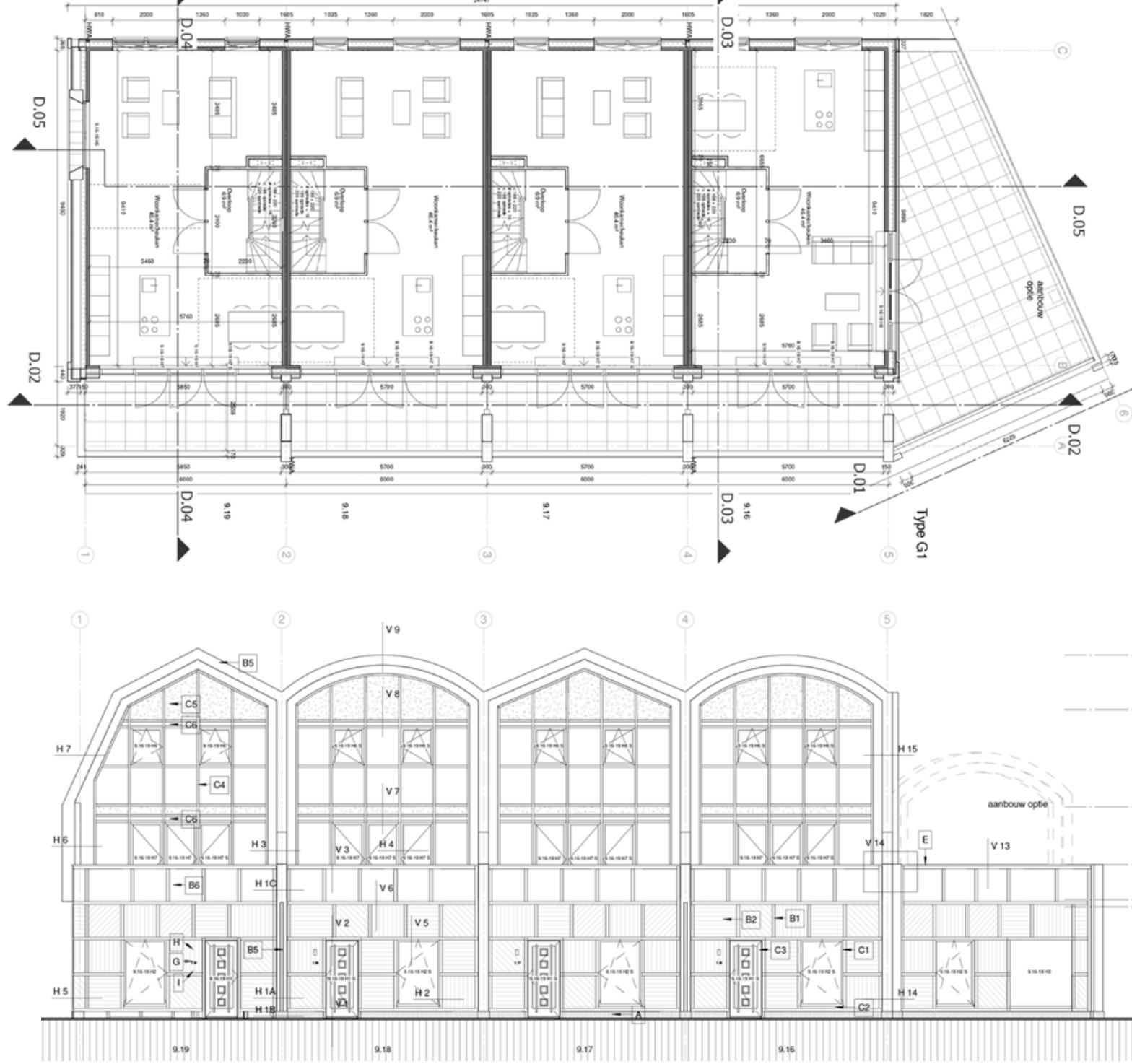
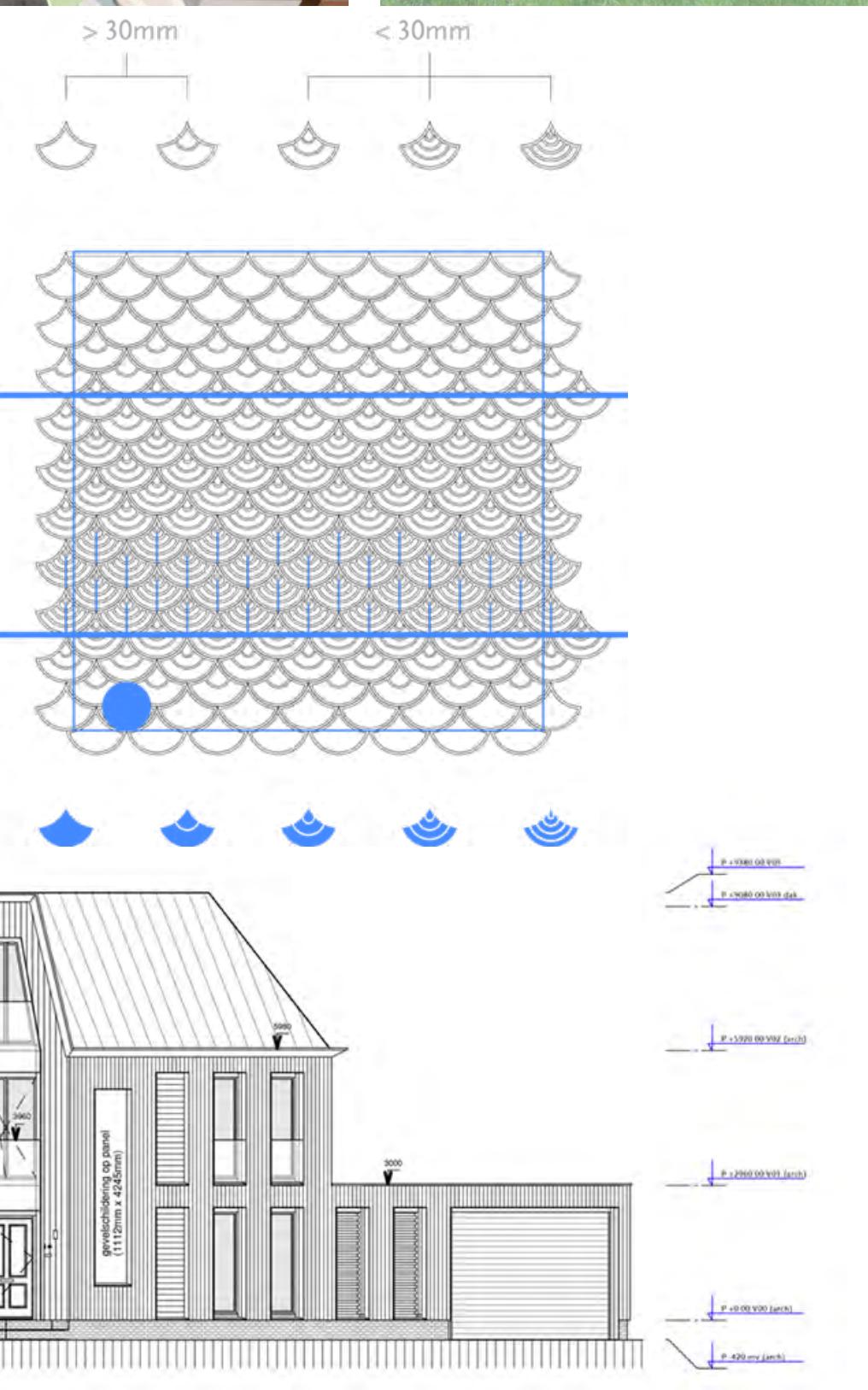
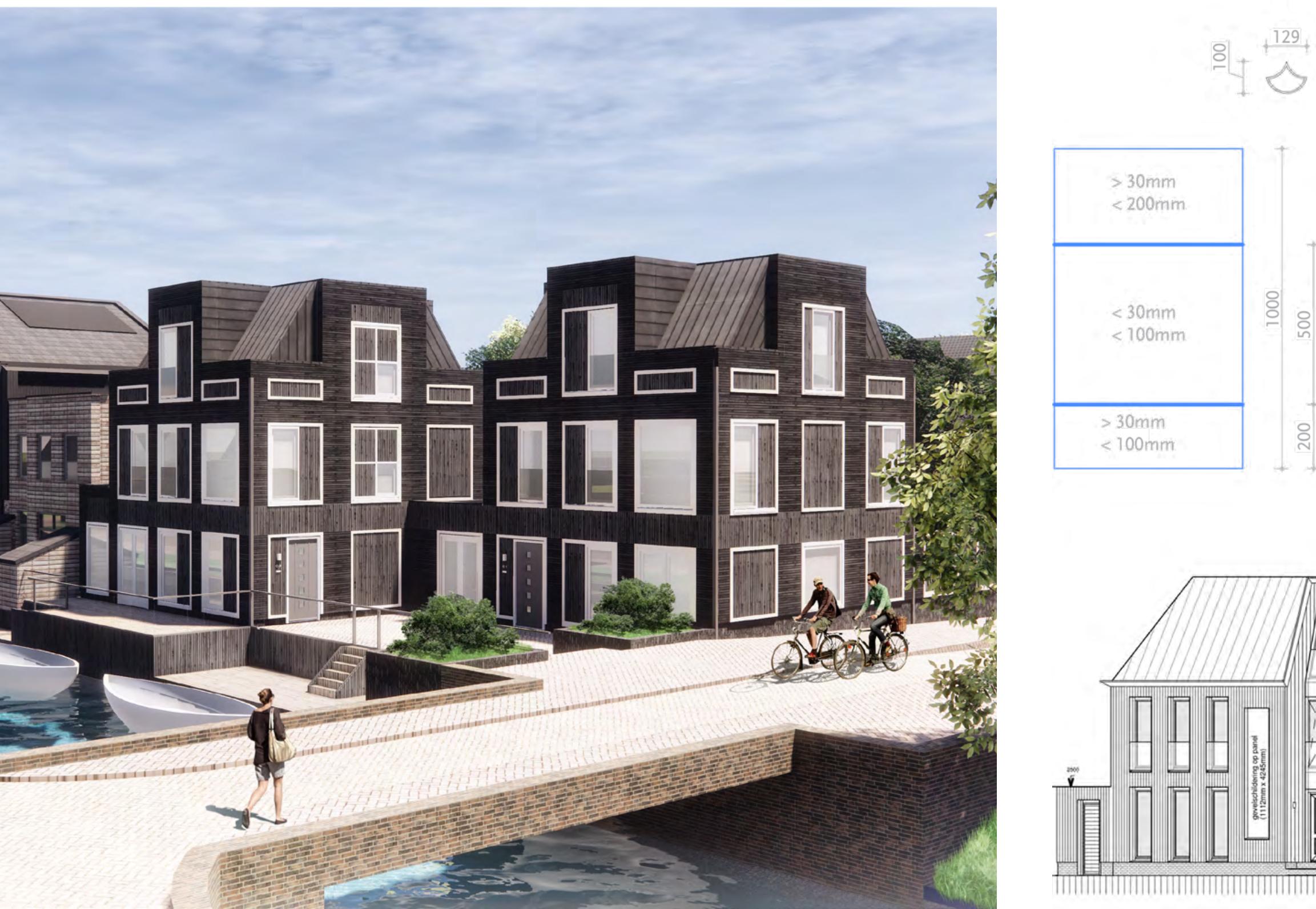


# DE KRIJGSMAN

Date: 2017-2019  
Type: Commission  
Program: Residential  
Size: 10,000 sq.m.  
Client: De Krijgsman Muiden  
Location: Castle Maggiore, Italy  
Team: Angie Abbink, Steven De Greef, Aleksandr Karpov  
Role: Concept, Design, Modeling, Visualization  
Status: Under Construction

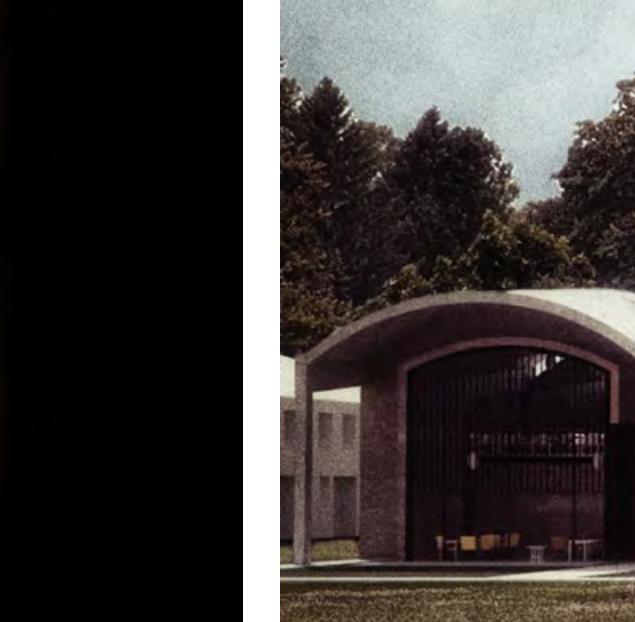
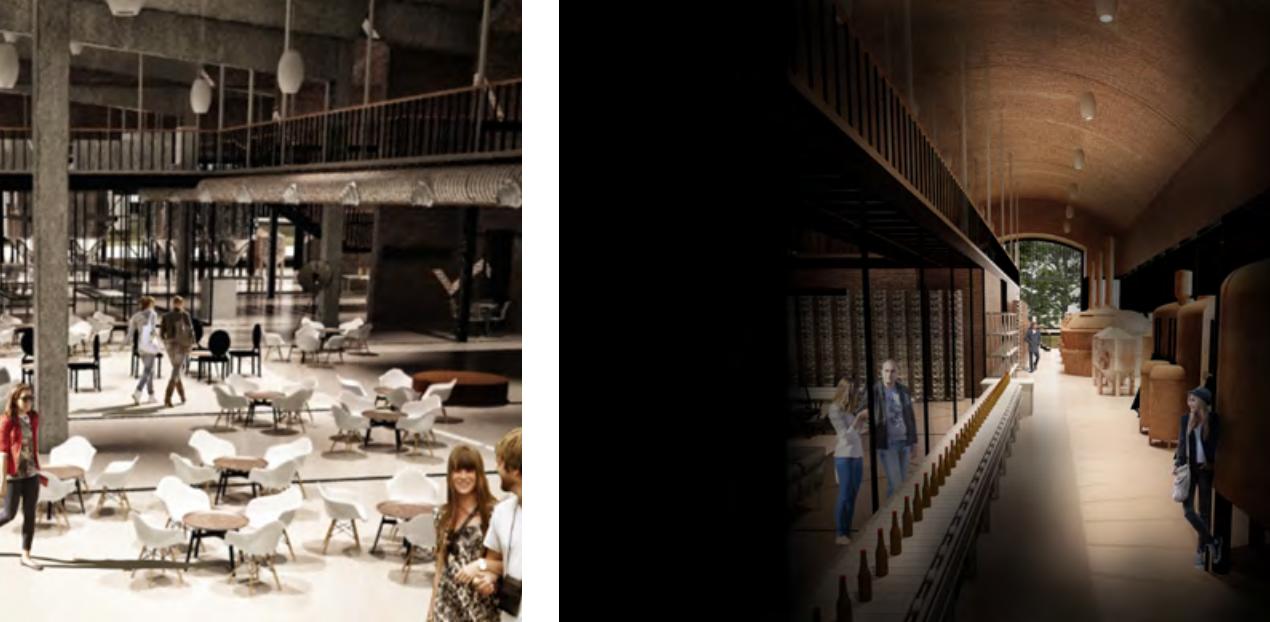


A large housing development is undertaken on the grounds surrounding Muiden castle. The extension of the local village is achieved with a Dutch vernacular master plan featuring canal access to personal boats, local parks, schools and cultural amenities. The eclectic style of the architectural expression of the extended village is established by utilizing the services of multiple architectural offices working on separate pockets of houses with their own unique material expressive zones. Inspired by the past regulations of the fort that required buildings closest to it to be constructed of wood, a set of ring zones is made with material palates ranging from wood to brick. The houses are then designed either as stand-alone or as parts of an urban wall. The houses along the canal have an aquatic theme expressed in their railing detail. This parametric set of scales creates a local identity unifying multiple houses by the canal as part of a single language. Each panel of railing is unique and is manufactured via an optimized laser-cut process. A set of stand alone houses are inspired by a barn typology as a callback to the pastoral history of this landscape. The house in close proximity to the fort is inspired by munition boxes and showcases its woodwork with a set of varied patterns of different hues of military green. This final callback to the militaristic nature of this location provides a direct visual link from those visiting the oceanside park that extends along the dike.



# BEER CODE

Date: 2017  
Type: Competition  
Program: Cultural, Culinary, Renovation  
Size: 3900 sq.m.  
Client: Villa Zarri  
Location: Castle Maggiore, Italy  
Team: Aleksandr Karpov, Daniele Ronca, Rocco Barbini, Alice Monacelli  
Role: Concept, Design, Modeling, Visualization  
Status: Finalist Mention

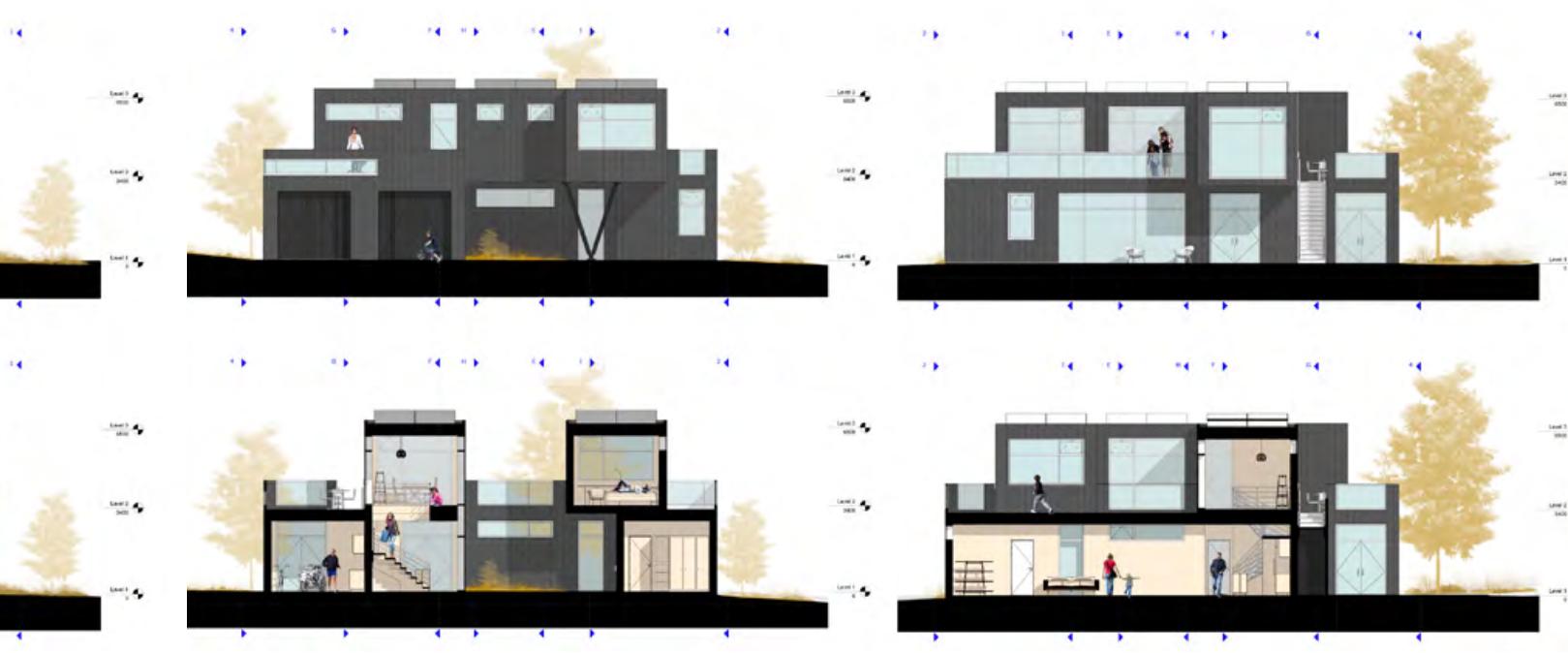


# OUTSIDE- IN

Date: 2019  
Type: Concept  
Program: Net 0 Private Residence  
Size: 210.8 sq.m.  
Client: Private  
Location: Vilnius, Lithuania  
Team: Aleksandr Karpov, Merve Karpov  
Role: Complete Design and Development  
Status: Published

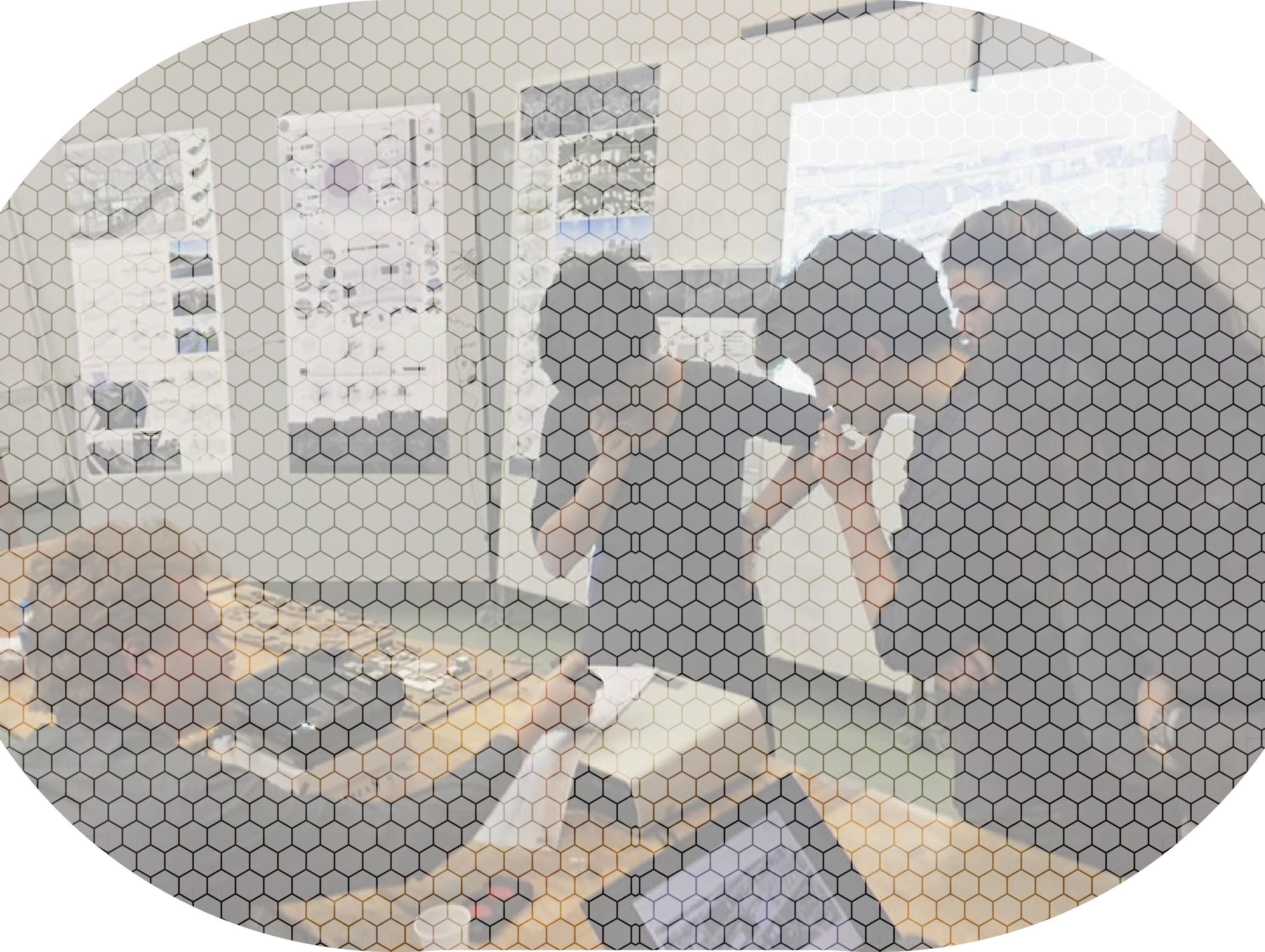


A dynamic residence for an active family. The OUTSIDE-IN house makes the outdoors a central core that acts as a breathing hearth of the home. The living spaces spiral around the void creating an open living environment with outdoor access at every level. The children may run and play along the infinite path created upstairs that weaves from the inside to the outside of the house. The multi-story layout of the living spaces allows all the residents of the house to enjoy the location regardless of any special even going on either for the parents businesses or hobbies. The modular layout has the capacity to be extended on each level and for every function type. If the family grows, or the business/ hobbies require more space, more can easily be added.



ACADEMIC

WORK

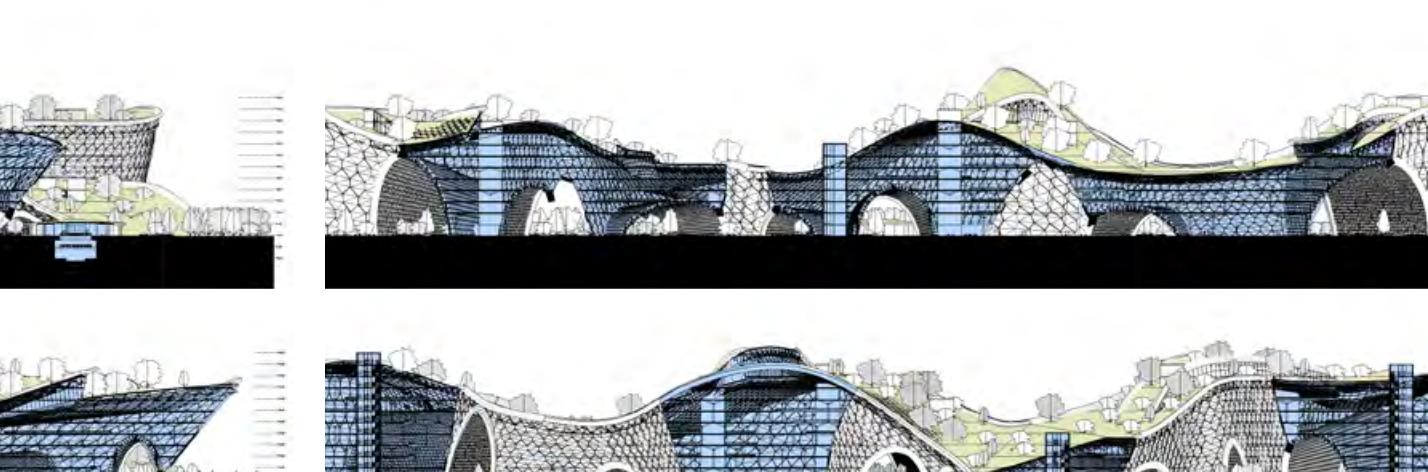
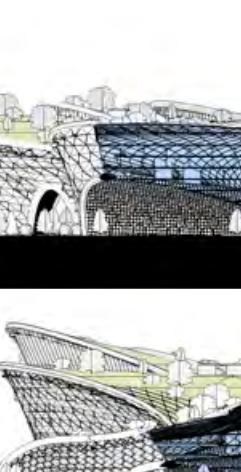
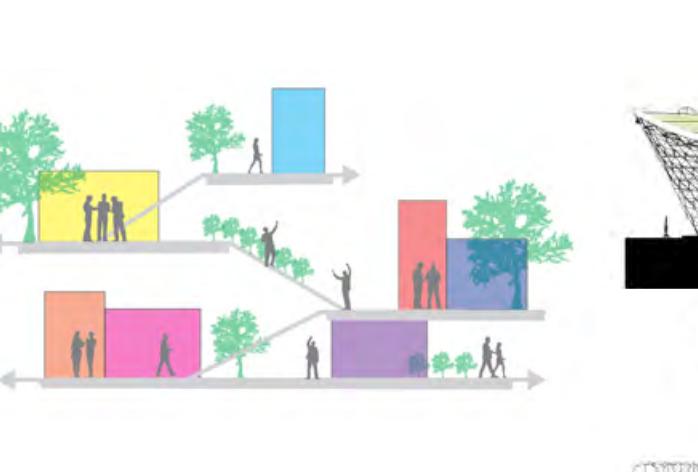
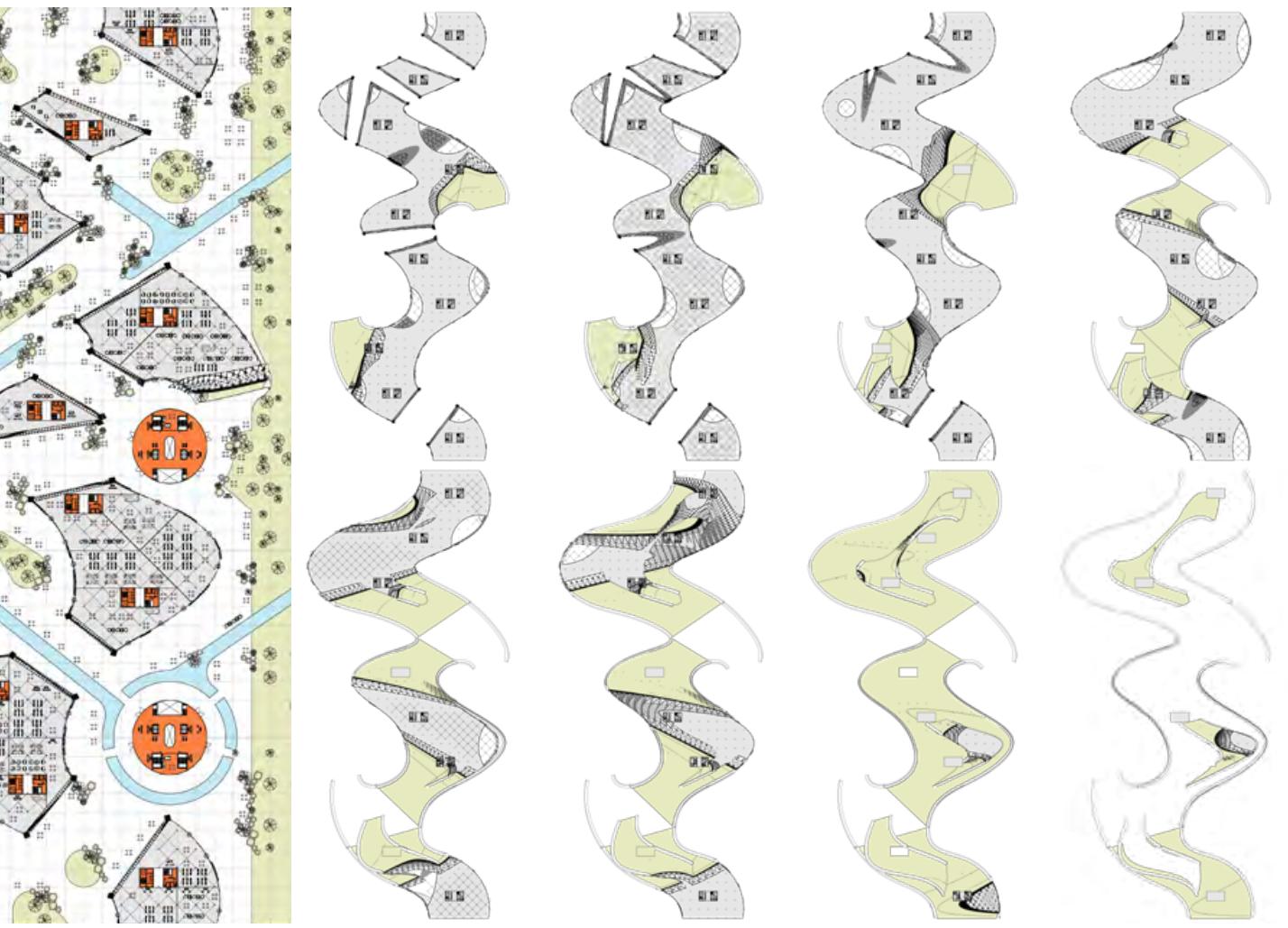
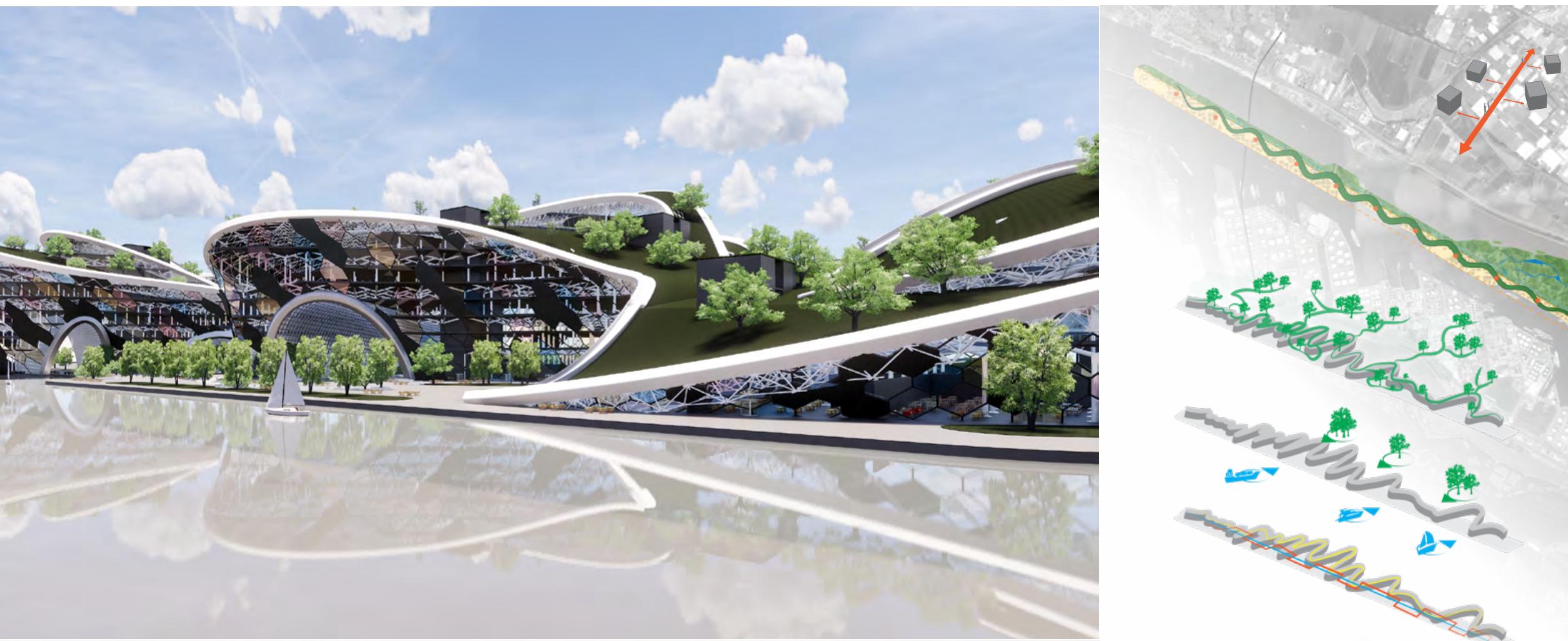
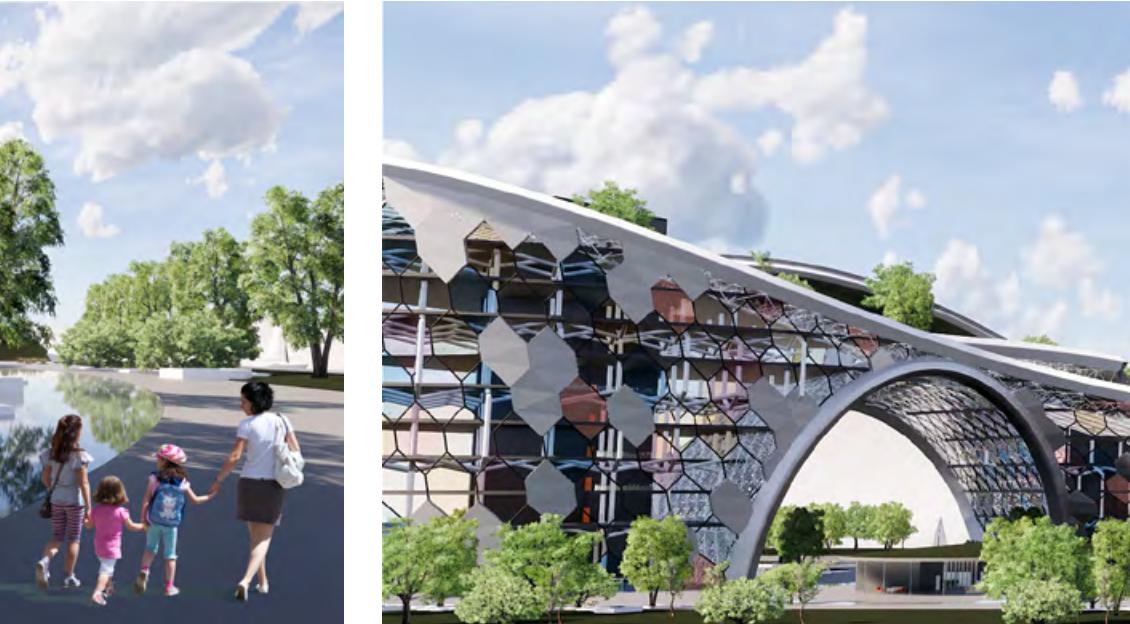


# ROZENBURG RESEARCH PARK

Date: 2018-2019  
Type: Concept  
Program: Mixed, Research, Landscape, Master plan  
Size: 200,000,000 + sq.m.  
Client: Personal MA Research Project  
Location: Rozenburg, Netherlands  
Team: Aleksandr Karpov  
Role: Complete Design and Development  
Status: Published



The project is a reflection of literary research done on Noah Yuval Harari's book *Homo Deus* and Plato's *The Republic*. The social and environmental analysis of major calamities that humanity is struggling with produced this conclusion- there is a need for more social cohesion. The need to make cities future-proof means the most effective investment is into technology research and development. The most effective way to extract the most from individual labor while maintaining a good quality of life is to promote a variety of smaller enterprises that allow each individual to excel. This lead to development of a research city concept. The adaptation of Rozenburg as a secluded residential community inside the Europort to a globally connected hub of research and technology. This hub is to function as a year-round expo to attract a constant wave of visitors and provide for them a passive wave of new knowledge and content. The activating force for this attraction is the hill park that is established as the full run of the 10km stretch of Rozenburg promenade. This park will sit upon the research and living facilities tying it into a singular ribbon of diverse urban functions and spaces. The variety of uses are all tied into a neighborhood logic of functions. Each local cluster is to have all its necessary functions tied together to provide local efficiency and sustainability, while maintaining a local diversity of activates as well. This cluster dynamism continues through the entire research park. The spatial diversity becoming emphasized by the rhythm of public plazas formed in the arcades along the ground level hard-scape. The public spaces along the park all promote major expo functions as well as regular leisure activities.



# FLEX TOWER

Date: 2018  
Type: Concept  
Program: Educational, Exhibition  
Size: 1,600 sq.m. - 3,200 sq.m.  
Client: Personal  
Location: Eindhoven, Netherlands  
Team: Aleksandr Karpov  
Role: Complete Design and Development  
Status: Published

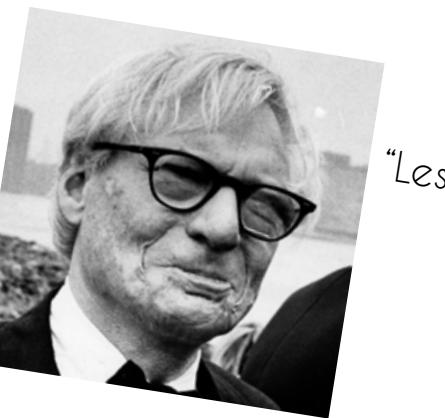


Expanding the notion of parametric and variable spaces, this exhibition space is merged with the educational functionality of the architecture and design school at TU/E. The main building is an empty shell with a flexible spine of stair and elevator circulation that is able to adapt floor-plates at 2m intervals at any point in the overall structure. The floor-plates can be placed at these increments either as a full platform made of two slabs, or a single slab creating a double height space for the lower floor. This flexibility of spatial adaptation enables the school to use these spaces as educational workshop and construction sites able to safely accommodate varied projects. The flexibility means that the display and production of objects can vary in size and amount and can be changed over the course of different semesters. The building provides the administrative, and technical spaces for this transformative process as the volume outside the primary buildings acts as a permanent crane system to lift the floor-plates and any construction materials to their appropriate level destination. The very act of changing becomes a celebratory event for the campus as this space faces the green courtyard axis of the university design campus. The capacity of the floor area can be doubled, just like the volume of the construction area. This would lead to new innovation of teaching styles and hands on production by the students in architecture, design and engineering..



# THE POSTMODERN SCRIPT

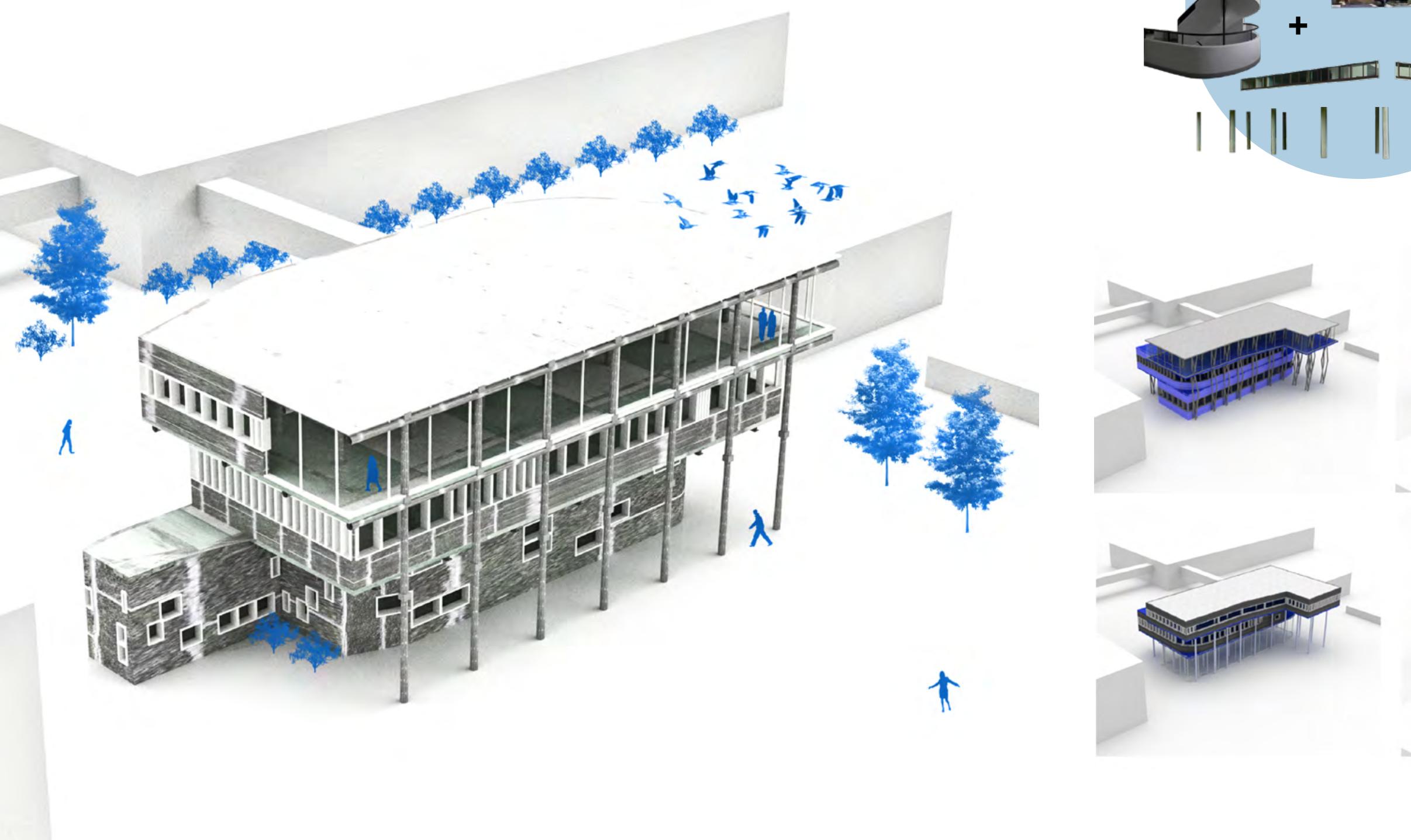
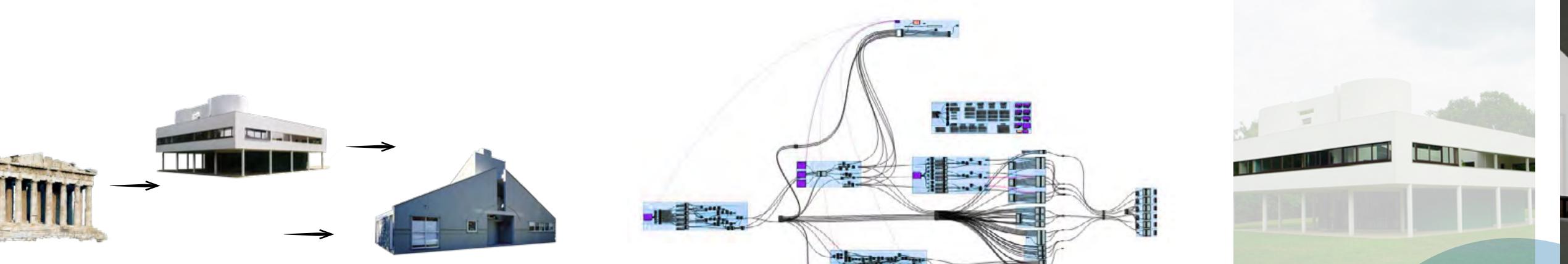
Date: 2017  
Type: Self Generating Building Script  
Program: Flexible  
Size: Variable  
Client: Personal  
Location: Eindhoven, Netherlands  
Team: A Daan Cooijmans, José Freitas, Alex Karpov, Rik Sweep  
Role: Design, Development, Visualization, Coding  
Status: Published



"Less is More"  
- Mies Van Der Rohe

"Less is a bore"  
- Robert Venturi

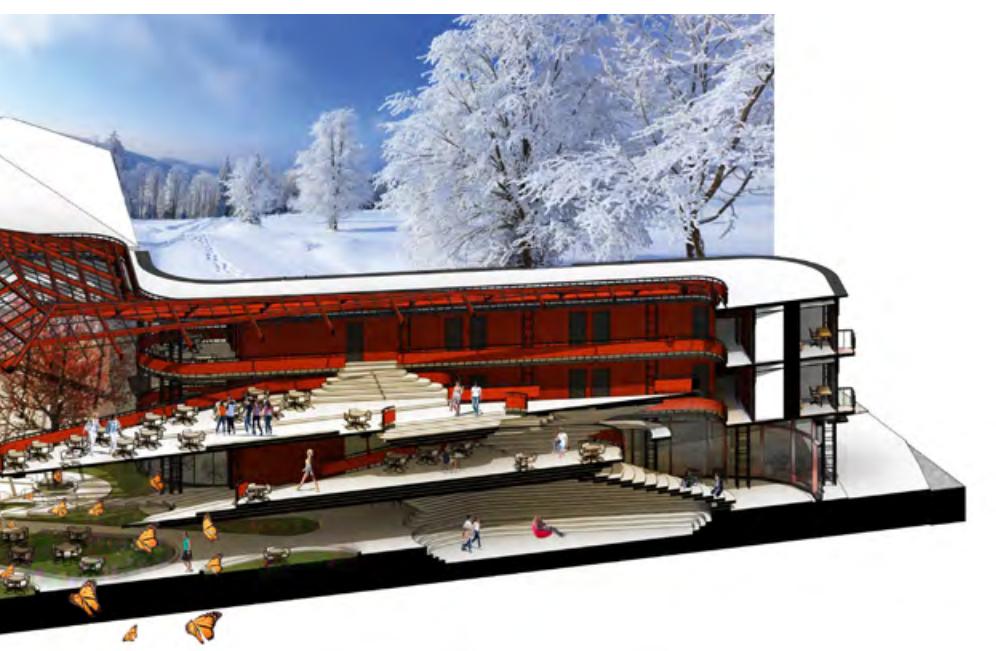
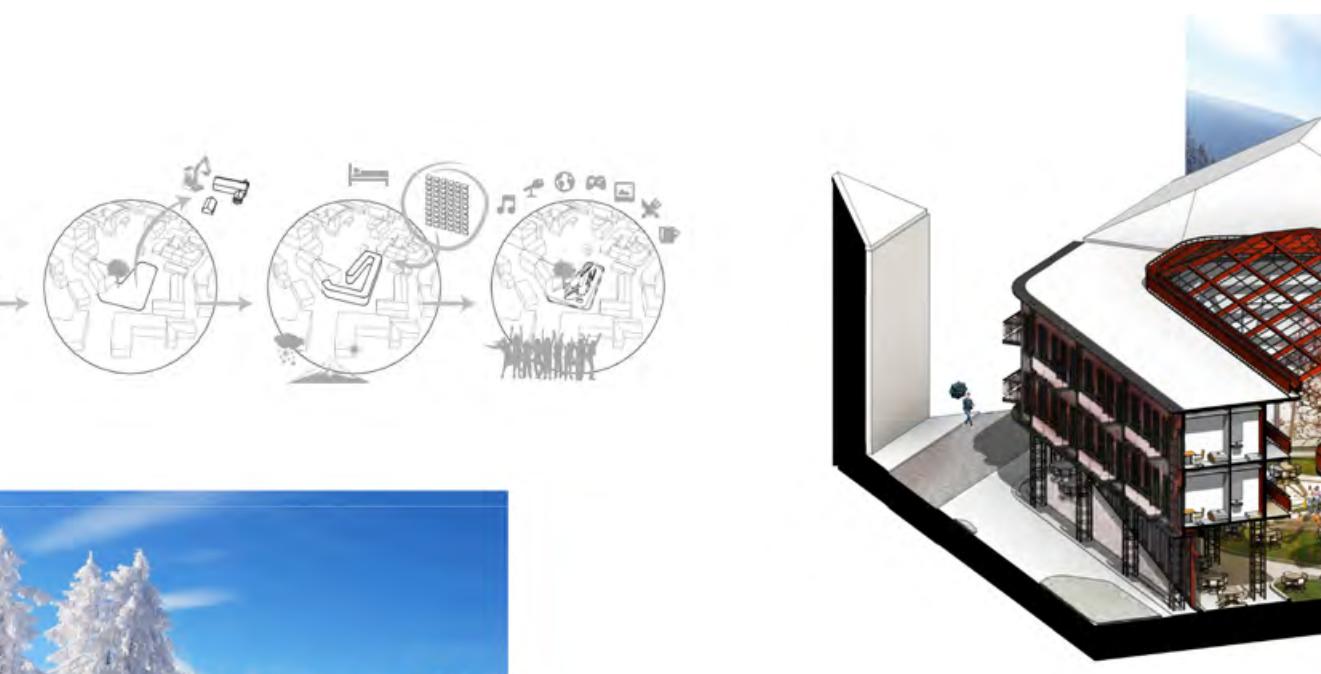
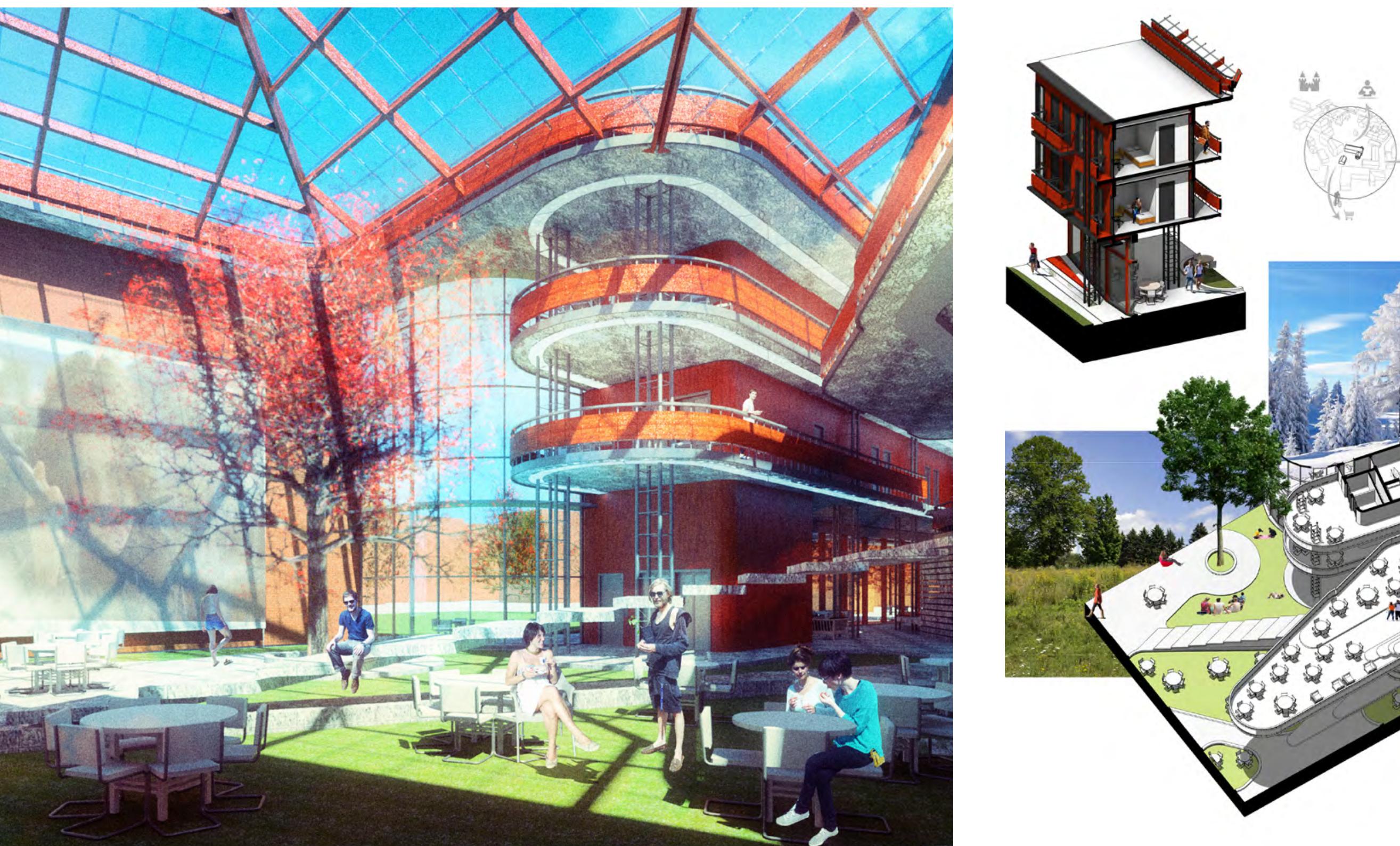
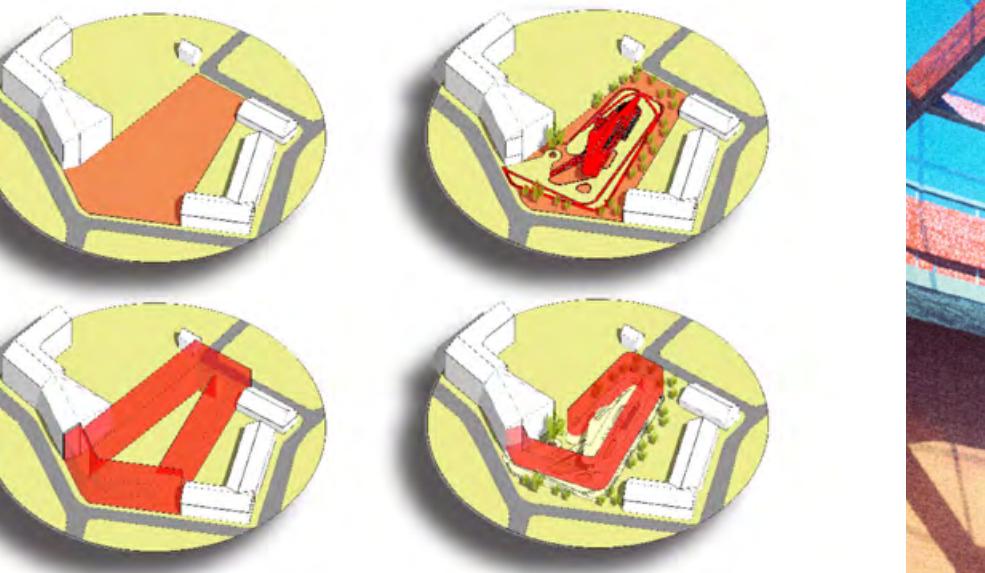
A typological analysis of the Eindhoven School Architecture style of Post-modernism lead to a "kit of parts" with manipulated material palettes as a design foundation. A set of libraries for various elements was established based on modern architectural heroes that were commonly referenced by the Eindhoven School architects. The elements included various columns, types of walls and wall opening treatment and beam types. This library of elements is designed to be expandable to accommodate any style that can be added during the design process. The script itself generates the buildings with a grasshopper script that allows the user control over certain parameters to allow them to fine tune the size if the building massing based on its grid limits, the amount of floor to floor overlap and in the final stages of design- adjusting the ratios and types of architectural elements that articulate the architecture itself. A set of "gates" in the code allow multiple iterations to be made at each step of this process to give the designer maximum control. The script also has a learning algorithm built in to test the generated models for accommodating for proper size and form usability. This building generator is capable of forming a large set of fully materialized buildings very quickly.



ARCHITECTURAL ELEMENTS COMPILED INTO A STYLE LIBRARY  
MATERIALS ARE APPLIED TO THE LIBRARY ELEMENTS  
A FLOOR PLAN FORM IS DERIVED FROM A GRID, STACKING INTO A MASS.

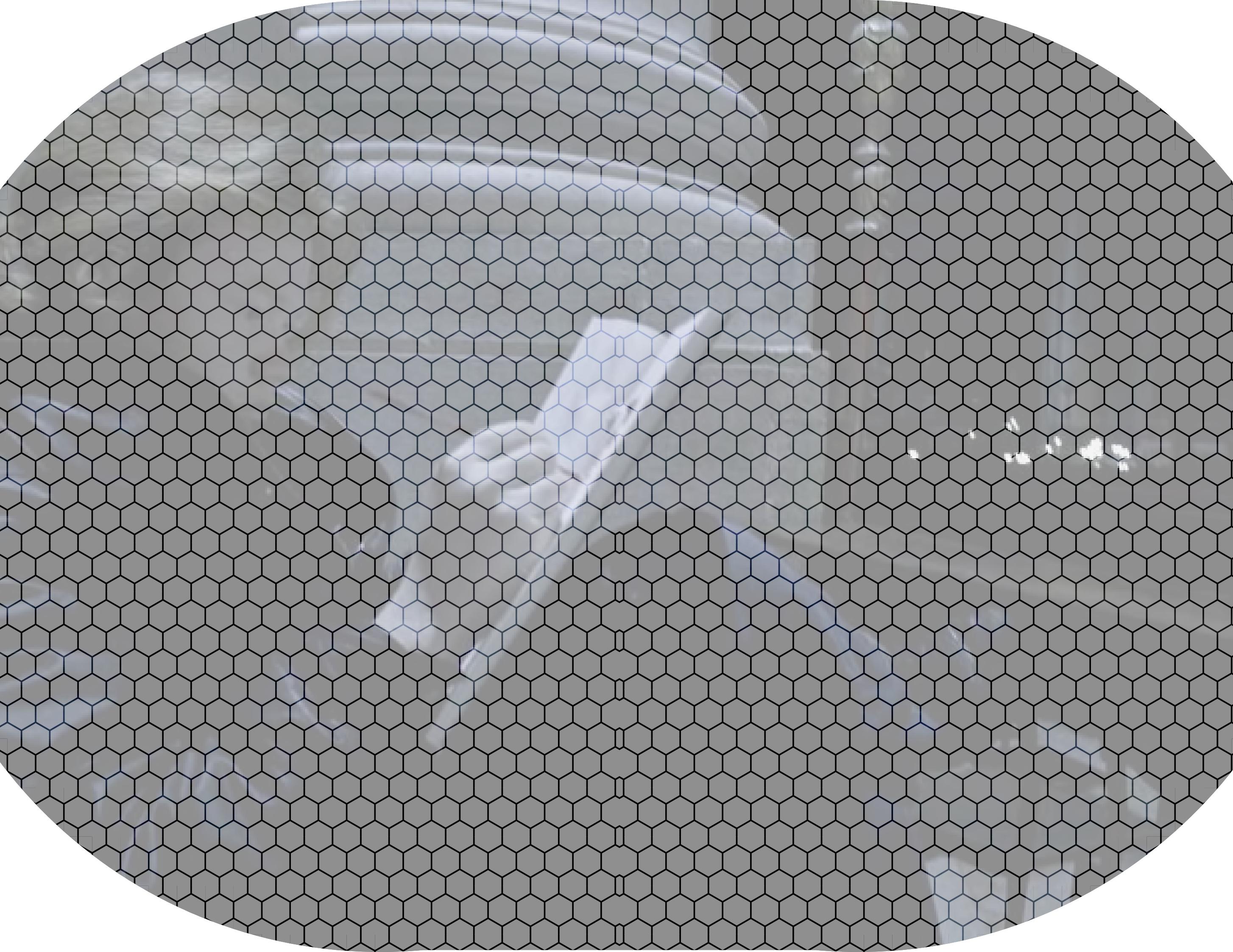
## SUMMER ISLAND

Date: 2011  
Type: Concept  
Program: Residential, Cultural  
Size: 5,000 sq.m.  
Client: Personal  
Location: Lund, Sweden  
Team: Aleksandr Karpov  
Role: Complete Design and Development  
Status: Published



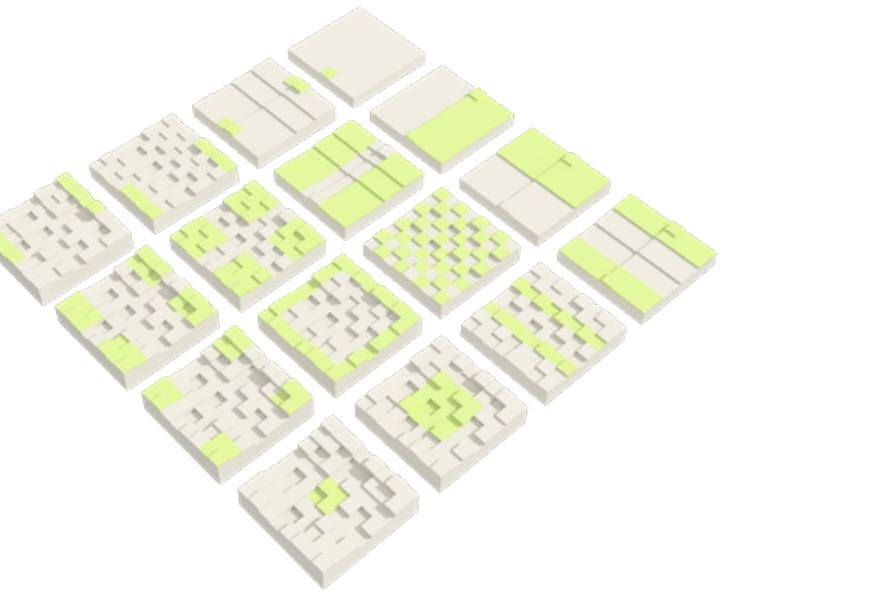
University clubs in Sweden are called "Nations" after the majority communities that founded them. These organizations provide social activities and housing for students while they are engaged in their studies. The general lack of student housing and the plight of Erasmus exchange students lead to the programmatic development of this proposal. This "Barcelona Nation" student house is meant to be a hub for the Spanish origin students and their intermingling with the Swedish hosts. The design is based off a solarium, the interior atrium joins the entire social space around a dining island, a large cinema and a private activity room. These all take cues from the Mediterranean landscape and social practices. An eternal Spanish summer defines this building even as the Swedish winter arrives.

ART AND SCULPTURE

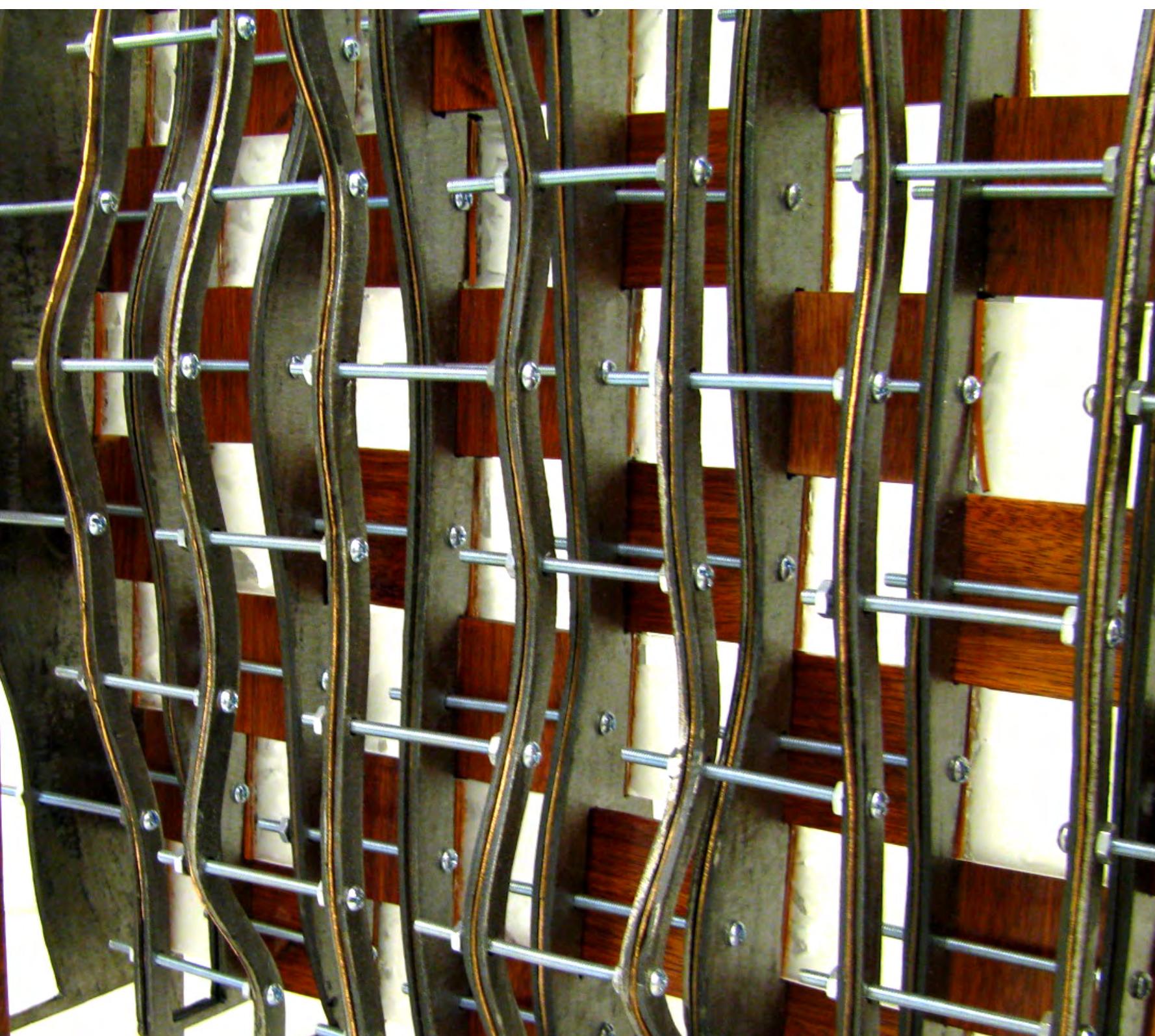
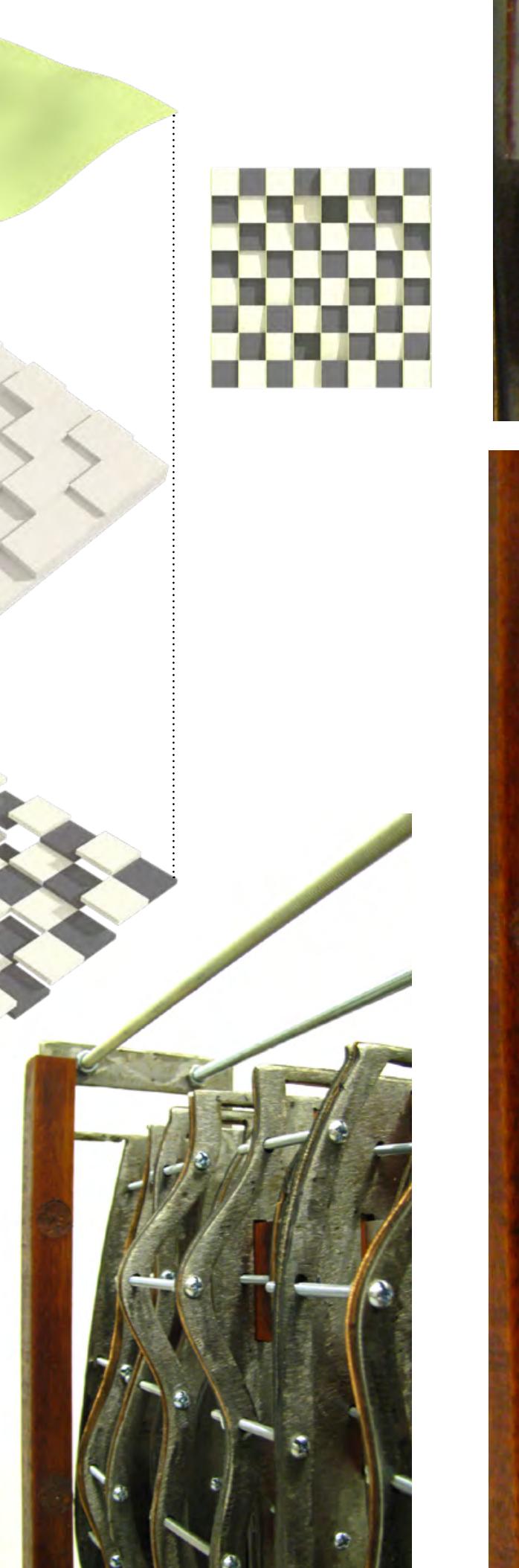
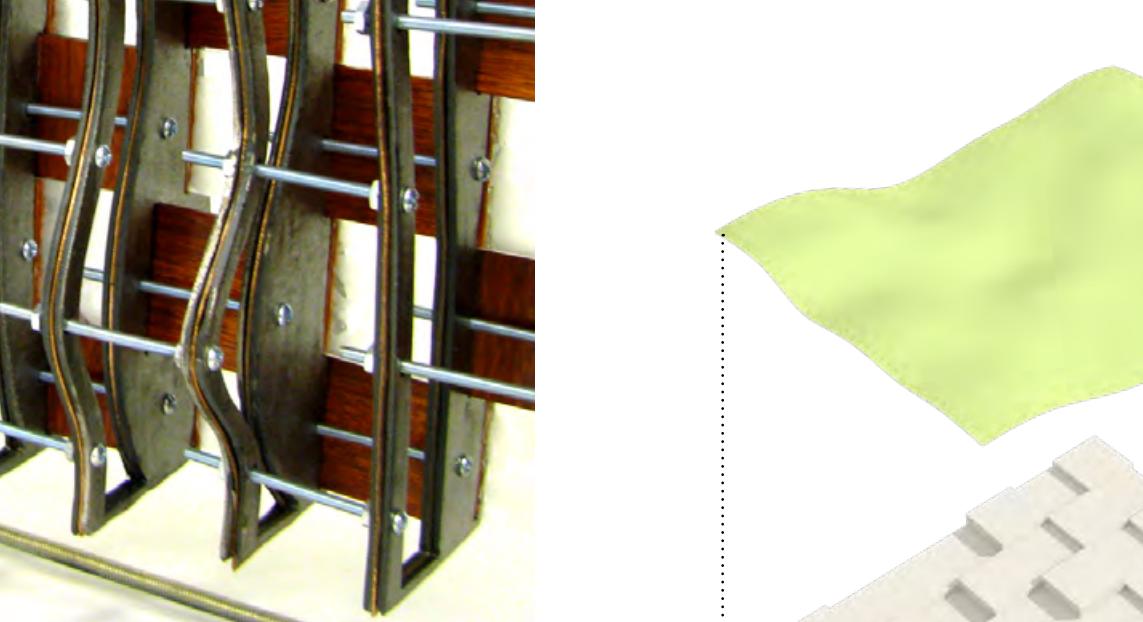


# TACTICAL LANDSCAPE

Date: 2010  
Type: Metal + Wood + Glass Sculpture/ Chess Board  
Size: 40 cm<sup>3</sup>  
Location: Made in Charlotte  
Team: Aleksandr Karpov  
Status: Exhibited

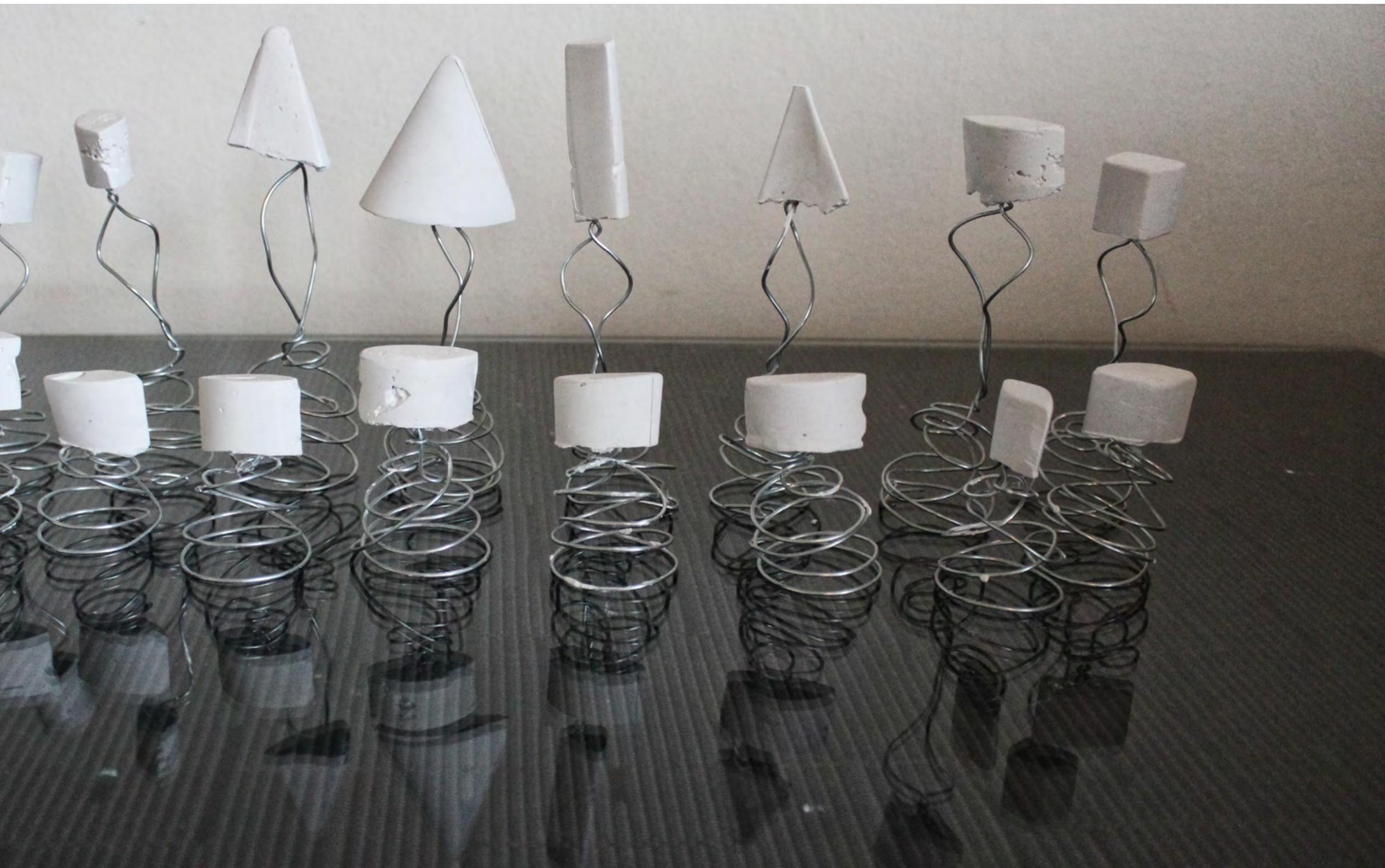
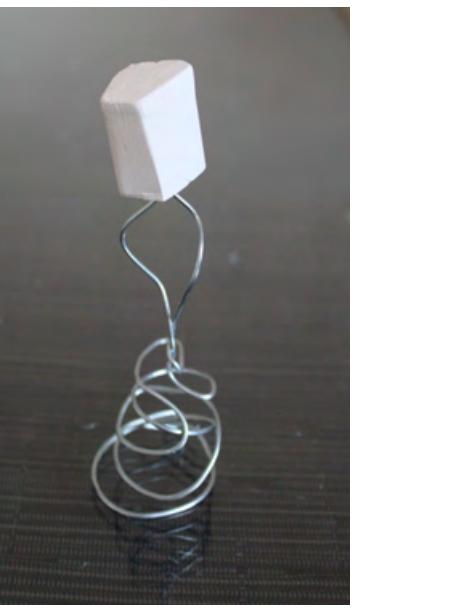


Chess is a simulated battle that occurs between two equal sides over equal terrain. Historically pitched battles were avoided unless the location had advantages for each side to engage in the fight. The arrangement of troops and their possible movement options allow for a deconstruction of the possible terrain of the prospective battlefield. The topography becomes generated based on the logic of high ground starting positions, and the asymmetry of white being the first army to move. The resulting landscape becomes expressed as a sloping steel landscape with copper accents to play off the bloodwood red tiles and etched glass. The entire assembly is held together in a tensile frame. The rows of the chess board are held together purely by the compressive forces of the threaded rod assembly. This was an exercise in material assembly as well as geometrical story telling.



# CHAOS CHESS

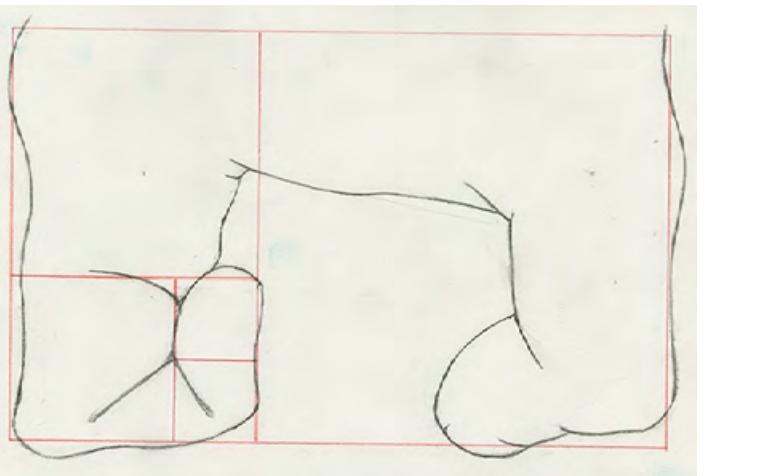
Date: 2017  
Type: Plaster + Wire Sculpture/ Game  
Size: 30 cm<sup>3</sup>  
Location: Made in Rotterdam  
Team: Aleksandr Karpov, Merve Karpov  
Status: Exhibited



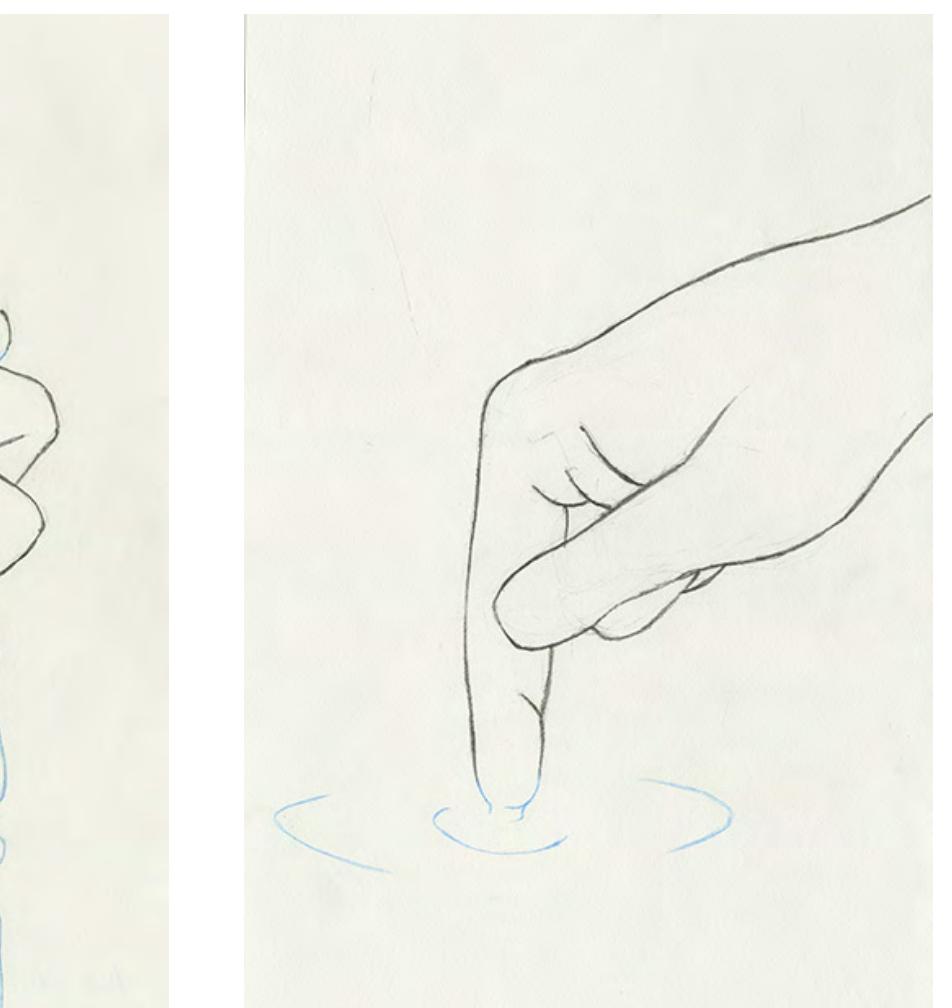
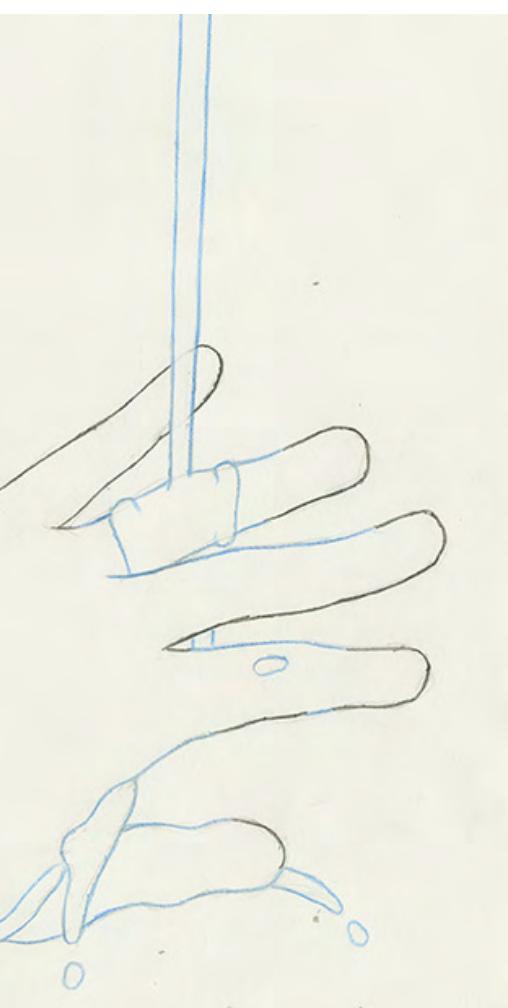
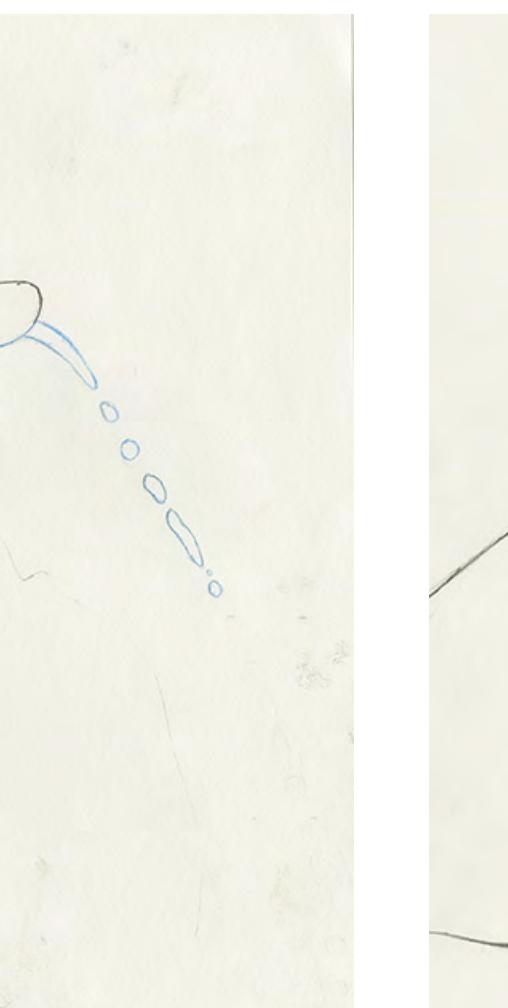
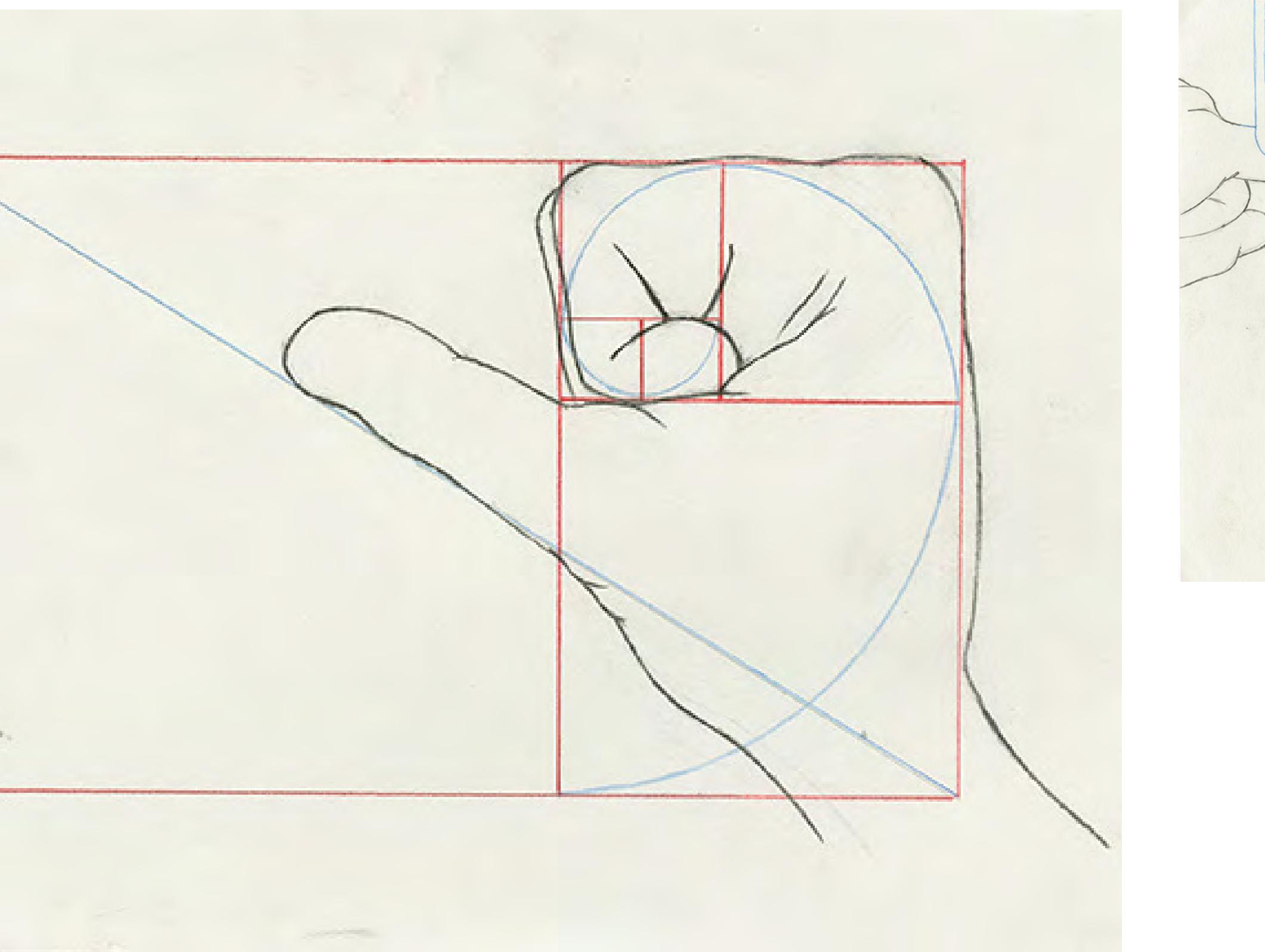
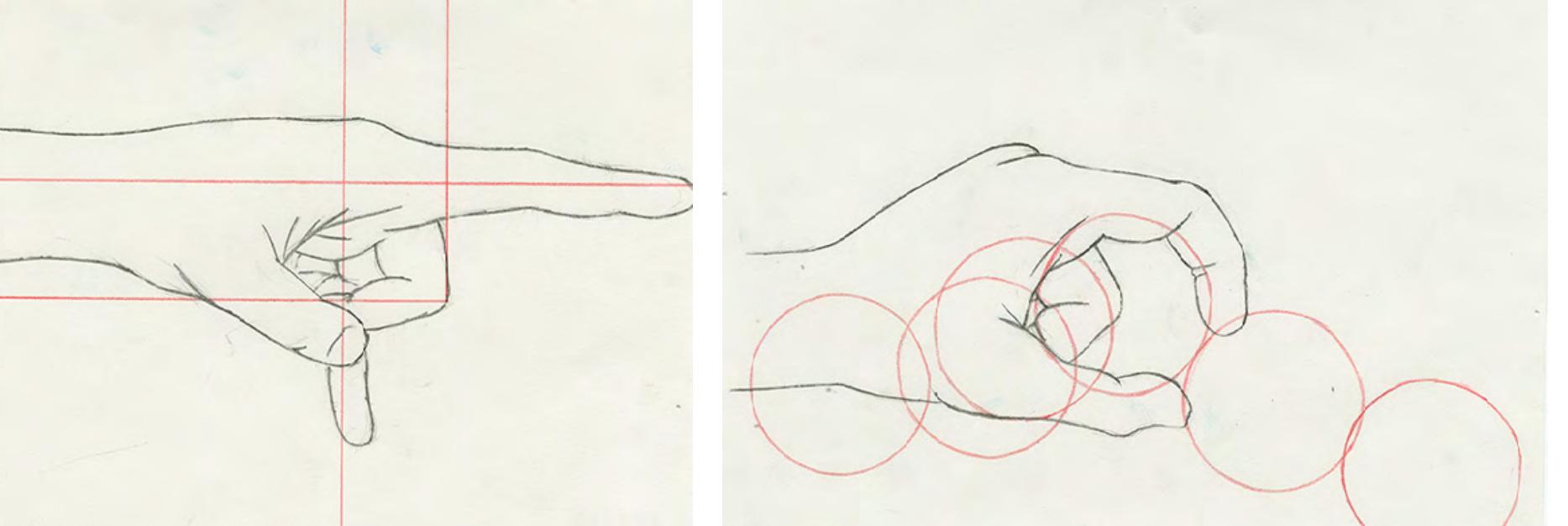
A reflection of wargaming, the strive for capturing the realities of war. The battlefield is a chaotic terrain, the smooth hills becoming serene when undisturbed, like the graves. The contorted regularities of the armies present themselves in a field marked with subtle distinction between the pale blue and white. The wire wraps around the landscape, changing it to something more chaotic and violent. The board shakes when you play, the pieces fight against you, they don't like to move, they hide in the valleys, obscure the vision, make the unfolding situation even harder to comprehend. The wire and shattered crags becomes a sculpture of WW I trenches with its expanding and contorted violence. There is a chilling chatter to the board, it reacts in a tactile, sonic and visual way to the players. It is an interactive poem about war itself.

# HAND STUDY

Date: 2009  
Type: Still life Studies  
Size: Varied  
Location: UNCC  
Team: Aleksandr Karpov  
Status: Published



A series of studies as observations, sketches and wire form studies. The exploration included spatial studies, figure ground, voids, tension, geometry and surface interactions. An abstracted shadow box of a hand further yielded an abstract set of sketches and a series of shadow casting and opacity exercises. The particular studies of water interacting with the hand surface as a morphing solid stream froze movement in a still, anchored composition.



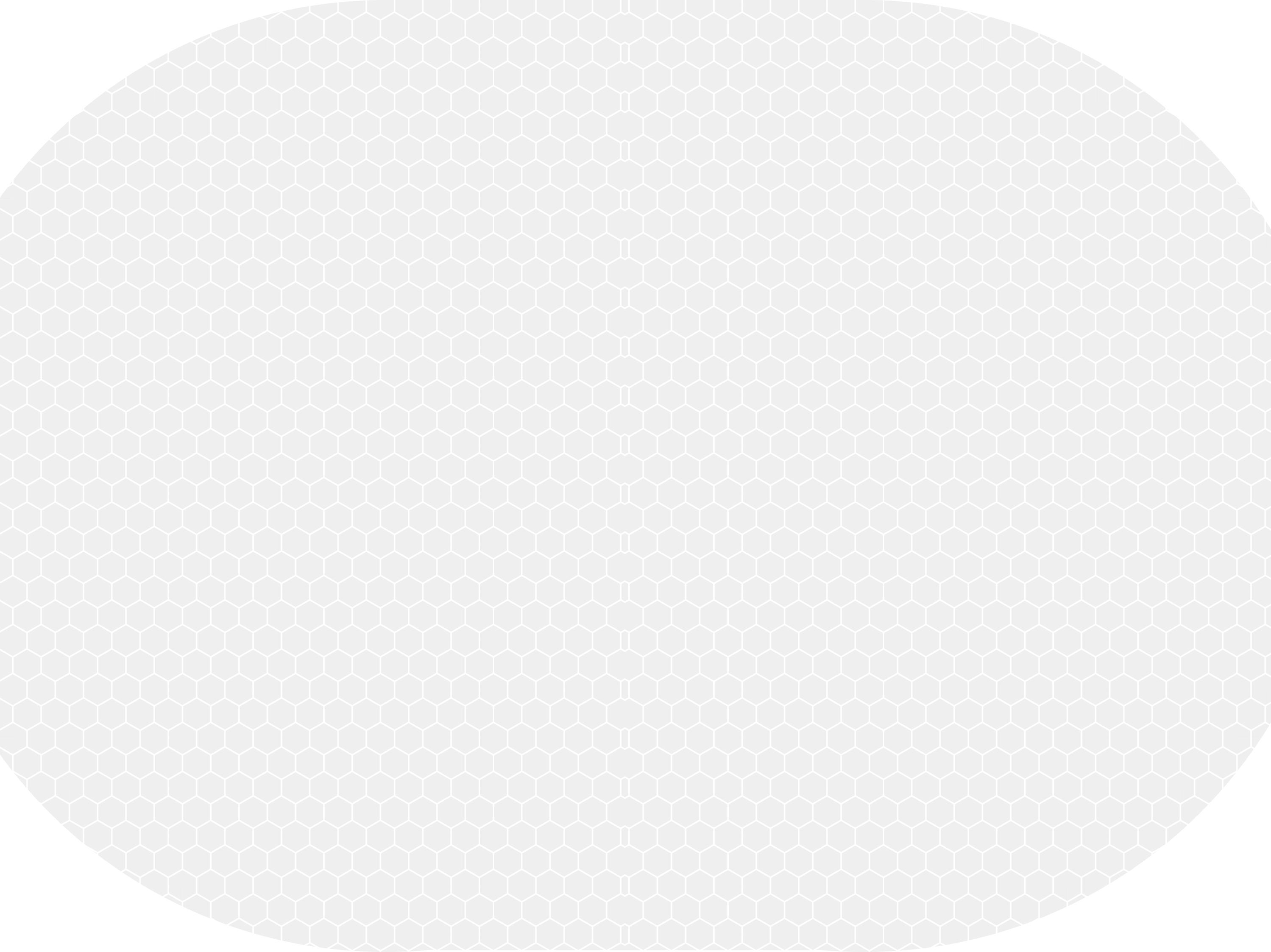
## TRAVEL SKETCHES

Date: 2009- ongoing  
Type: Watercolour Studies  
Size: Varied  
Location: Throughout Europe and Asia  
Team: Aleksandr Karpov  
Status: Expanding



As I travel around the world I occasionally receive the luxury of a still moment. It is in such moments that the camera can give way to the watercolor set. This same set has been my companion since China in 2009 and has been by my side ever since. I have learned to observe and capture that moment as quickly as I can. These sketches heighten the senses, making me notice all the little things I would miss from behind the camera lens. How people move through the spaces, their interactions, the tiny details in the facades, their rhythms and logic. There is so much behind the sketch, all the motion and life of that setting, these memories are anchored in these images. These become little stories that I can remember vividly every time I see the sketch made in that moment, in that place, in that setting.





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