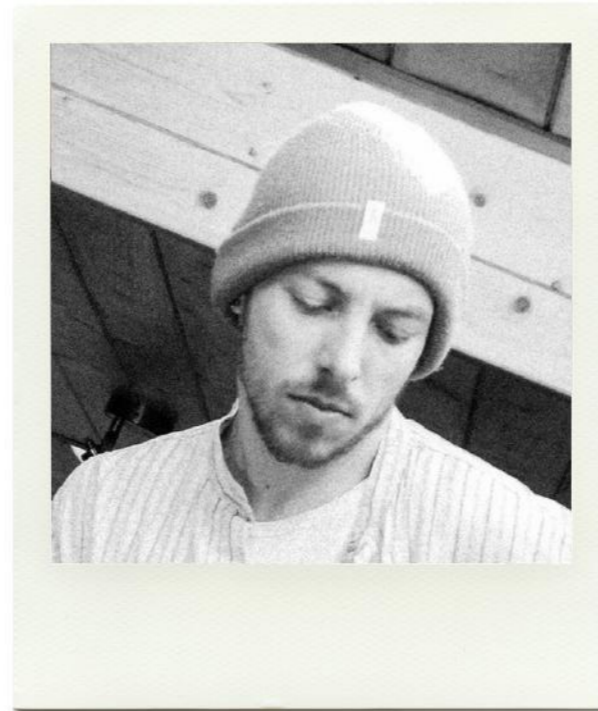


(Ondrej Kuba)

(Architecture Portfolio)



Ondrej Kuba
Czech republic
15th May 2001



Hello! I am an architecture student with passion for illustration and graphic design. My architecture role models are Alvaro Siza and Tadao Ando.


CONTACT INFORMATION

ond.kuba@gmail.com
+420 605 559 175

LANGUAGE

Czech
English

SOFTWARE

Photoshop	
Indesign	
Archicad	
Autocad	
3ds Max	
Blender	

ACADEMIC EDUCATION

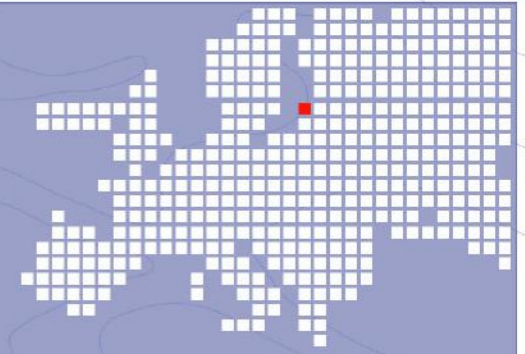
VSB - Technical Univerzity of Ostrava,
Architecture and Construction
2020 - 2024 / Bachelor degree

ART CABIN

(01)

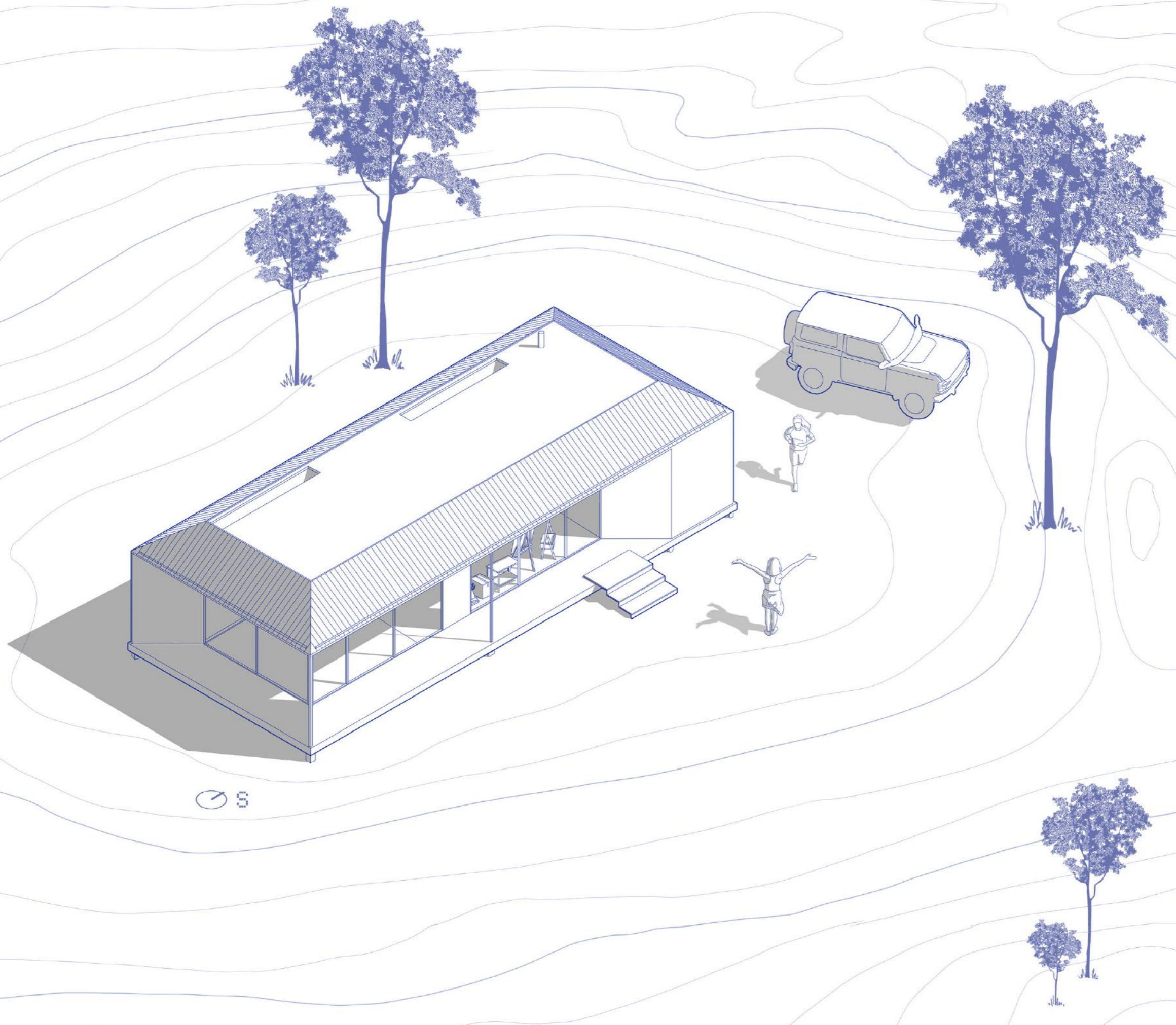
Location: Finland
Type: Personal project
Time span: 6 weeks

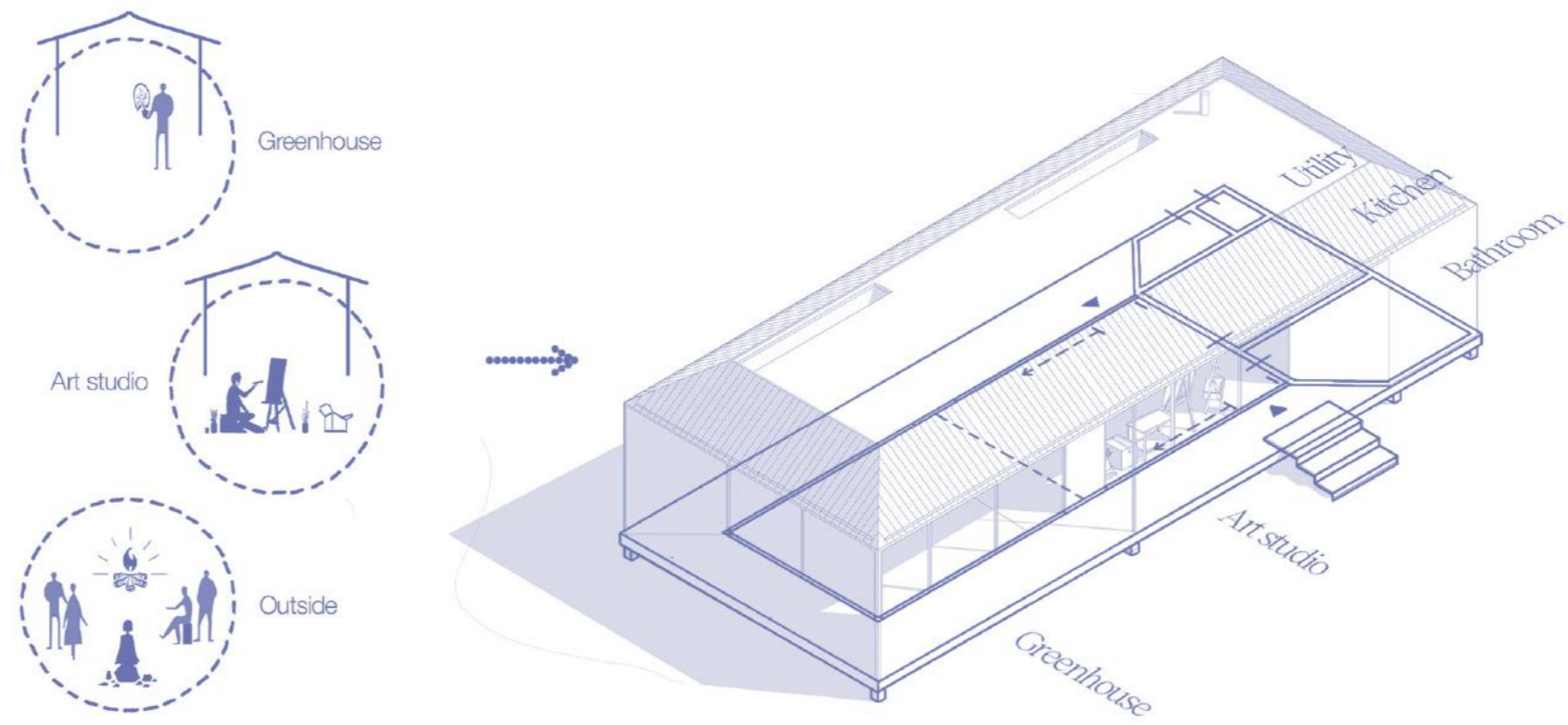
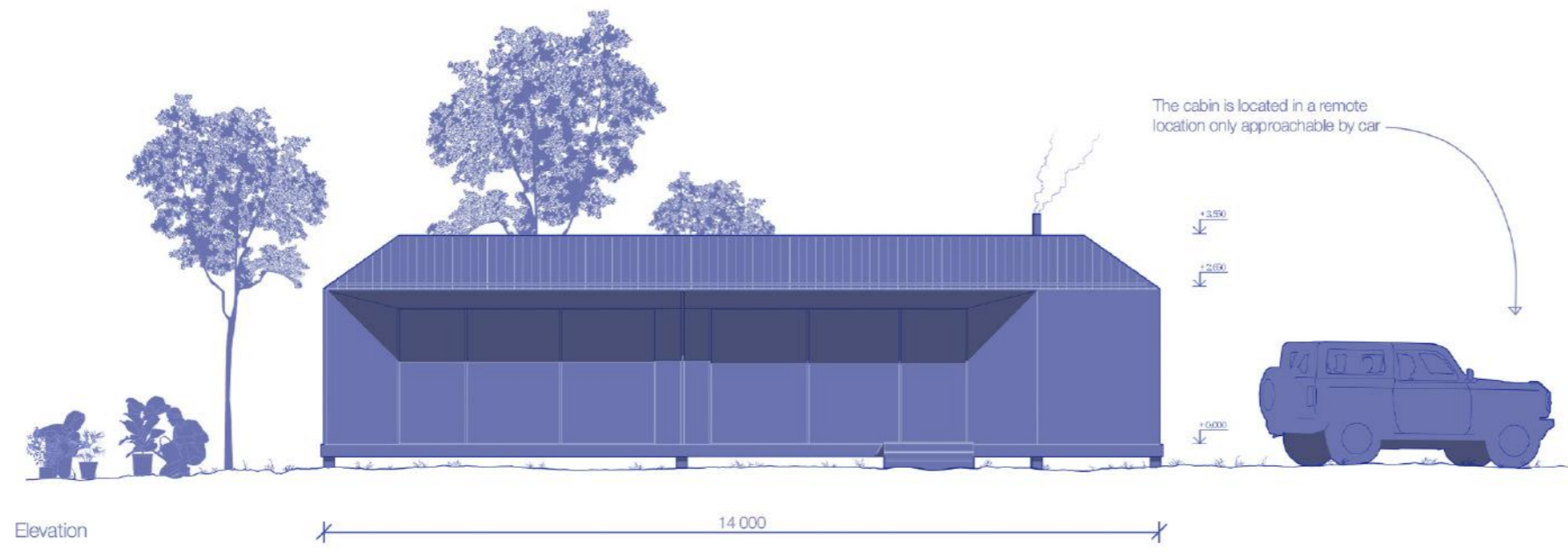
(2022)



ART_CABIN PROJECT_01

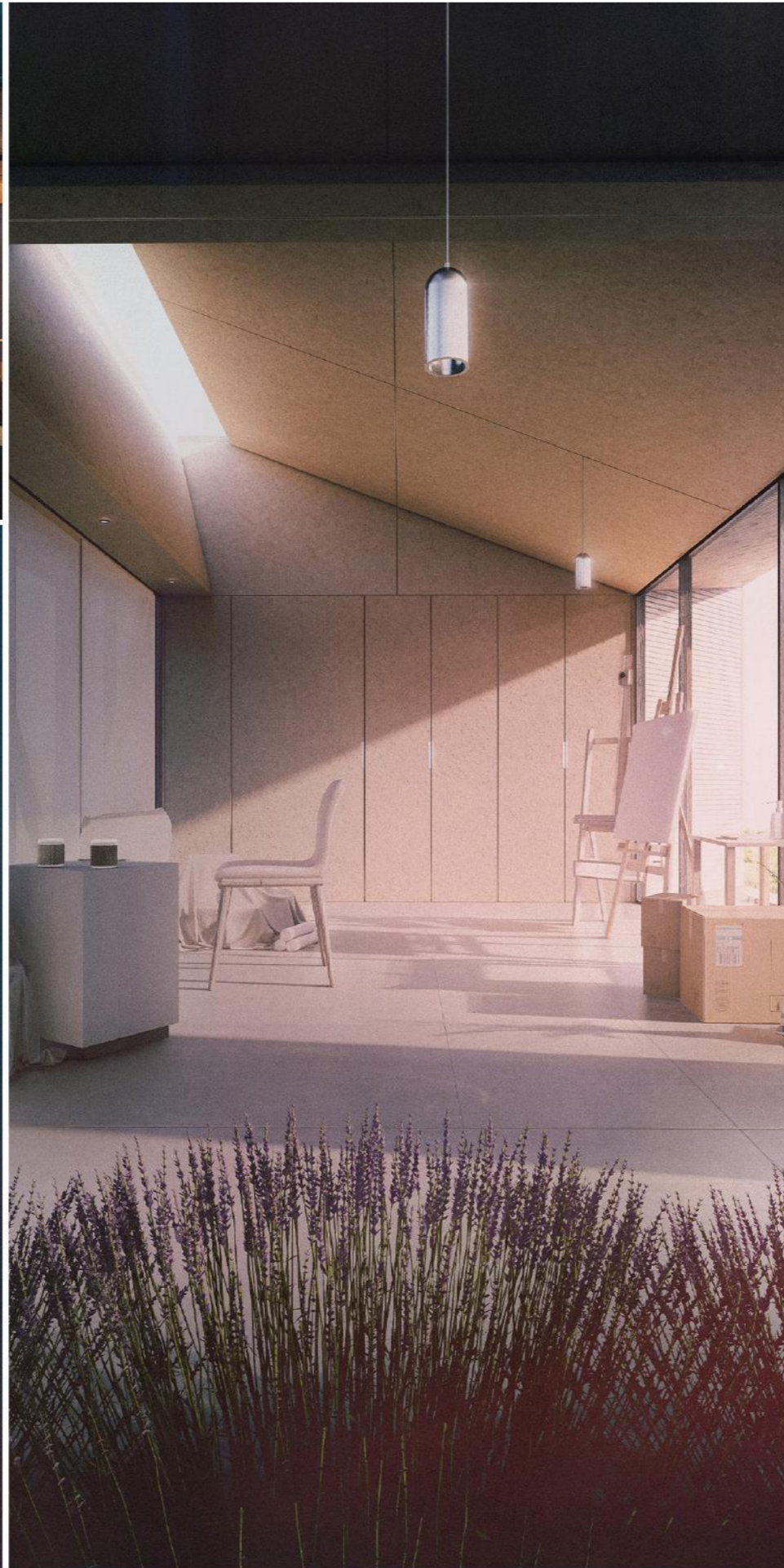
Sheltered onto hillside, a small cabin functioning as a professional art studio. The concept was to divide its interior into two interconnected spaces. One a traditional studio, the other a small greenhouse, so the artist can be surrounded by nature even during winter. Each space could be physically divided with a sliding wall mechanism. Distinctive design aspect is a narrow skylight above each space.

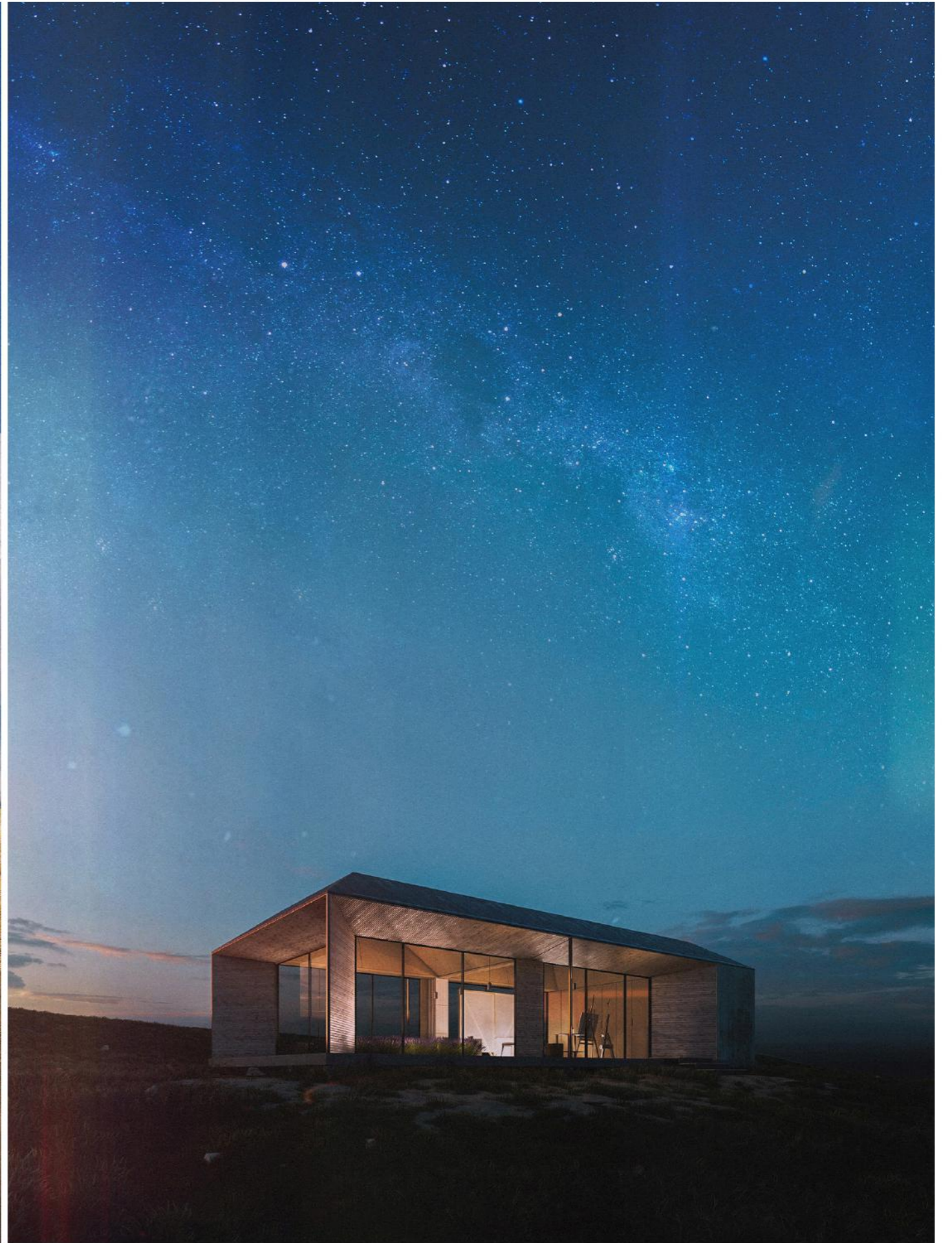


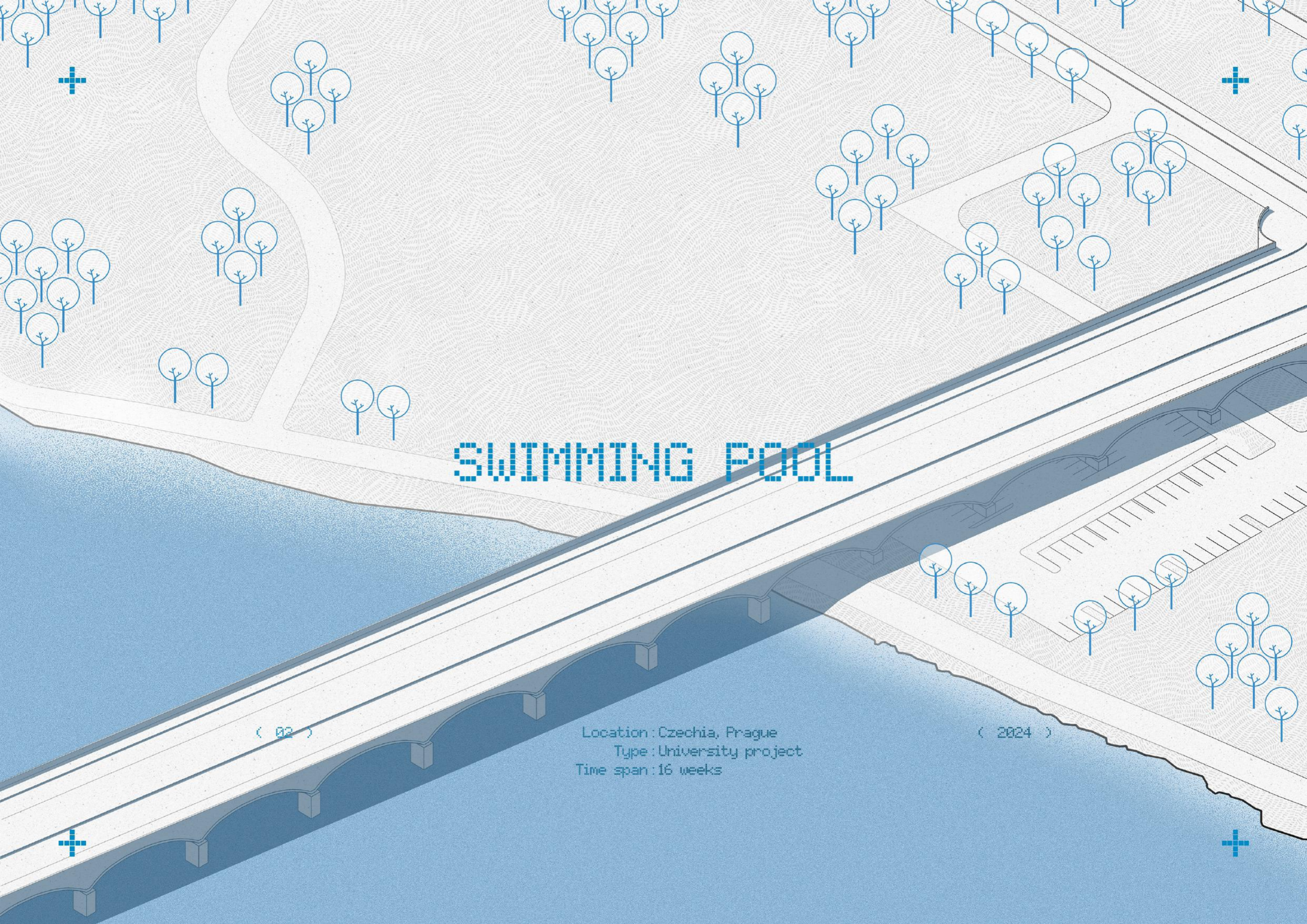


ART CABIN
Daylight visualization







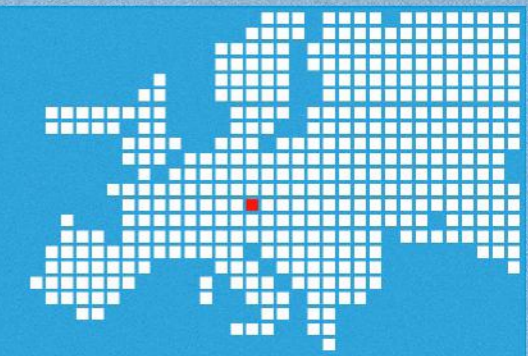
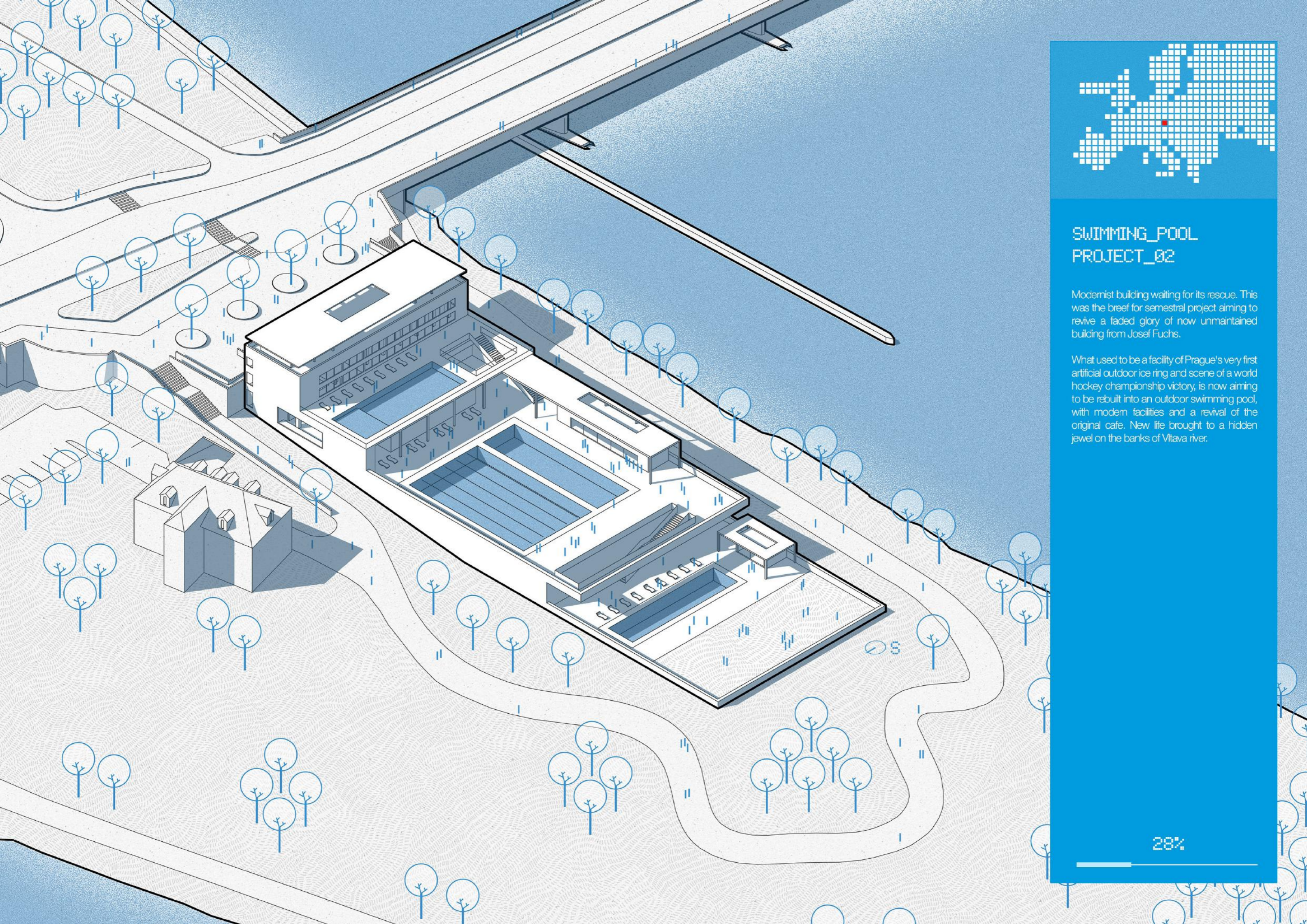


SWIMMING POOL

(02)

Location : Czechia, Prague
Type : University project
Time span : 16 weeks

(2024)



SWIMMING_POOL PROJECT_02

Modernist building waiting for its rescue. This was the brief for semestral project aiming to revive a faded glory of now unmaintained building from Josef Fuchs.

What used to be a facility of Prague's very first artificial outdoor ice ring and scene of a world hockey championship victory, is now aiming to be rebuilt into an outdoor swimming pool, with modern facilities and a revival of the original cafe. New life brought to a hidden jewel on the banks of Vltava river.

28%

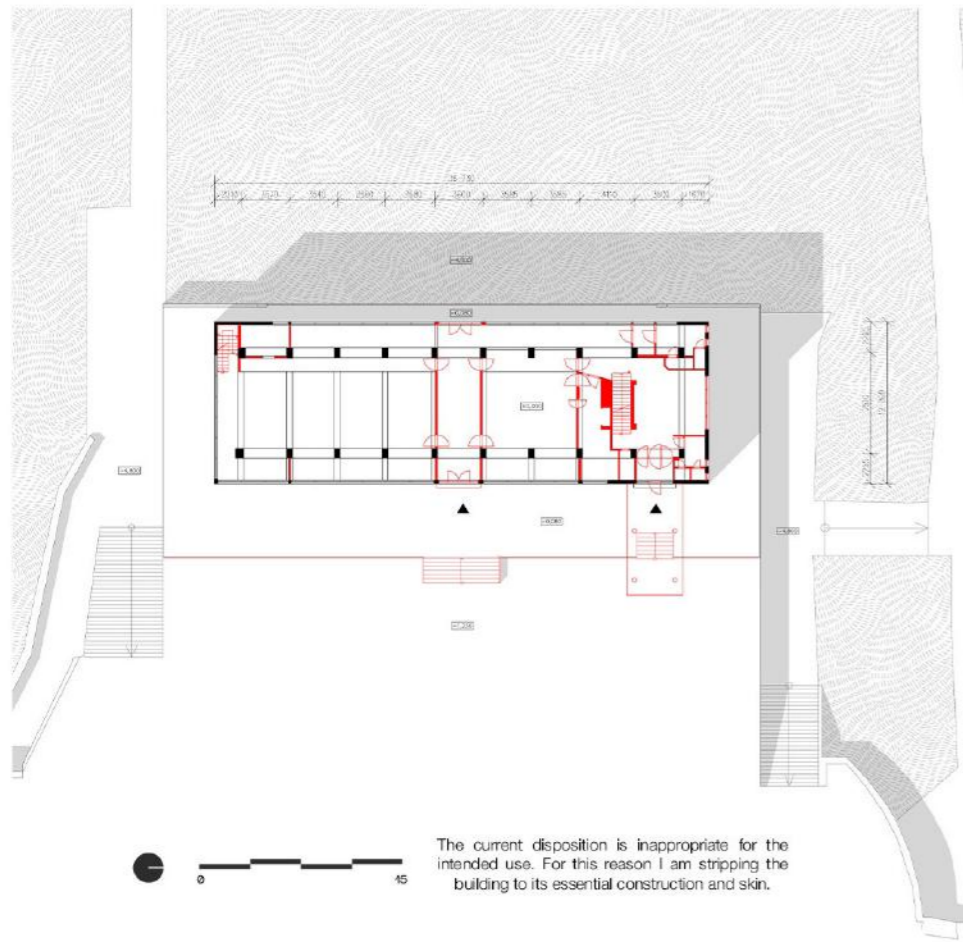


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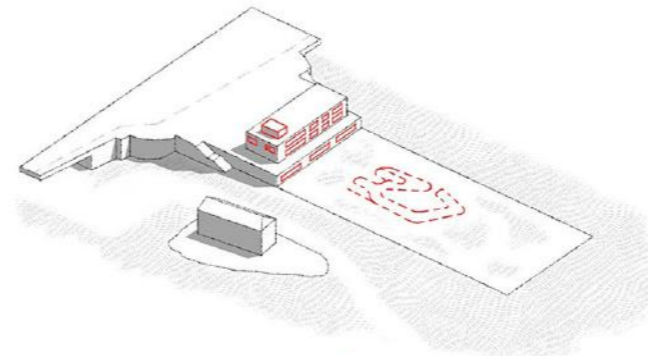


2025

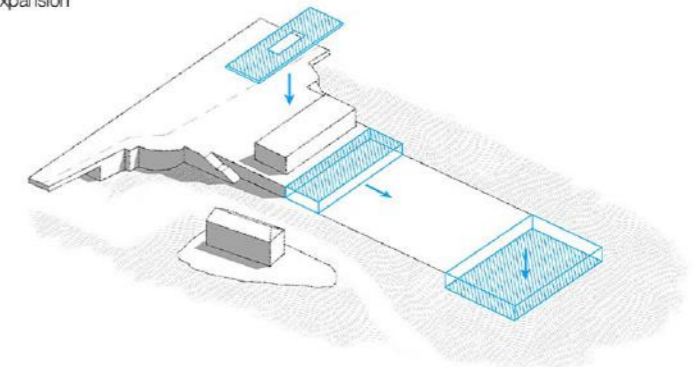




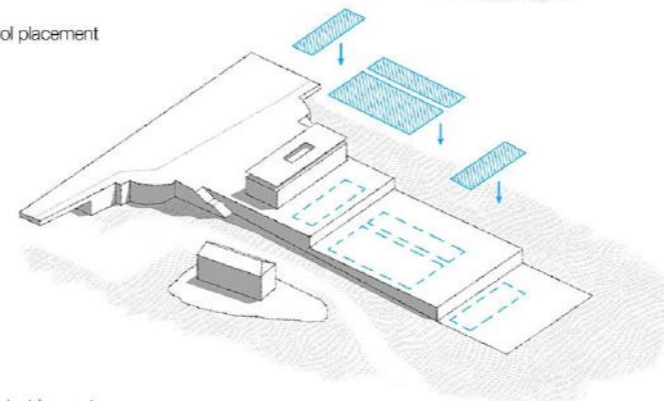
01 | Removal



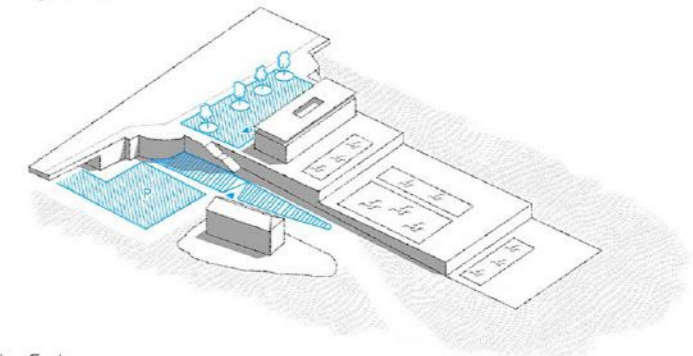
02 | Expansion



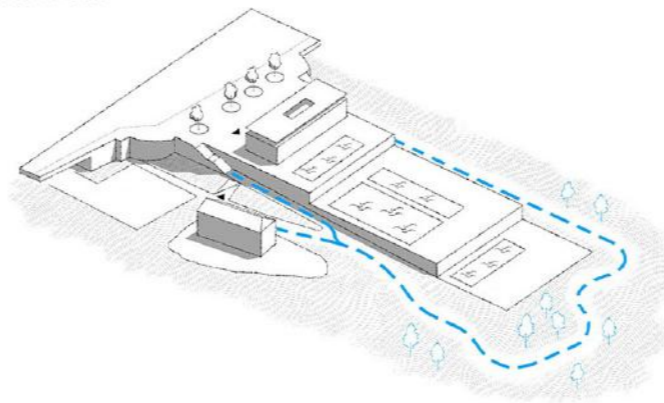
03 | Pool placement



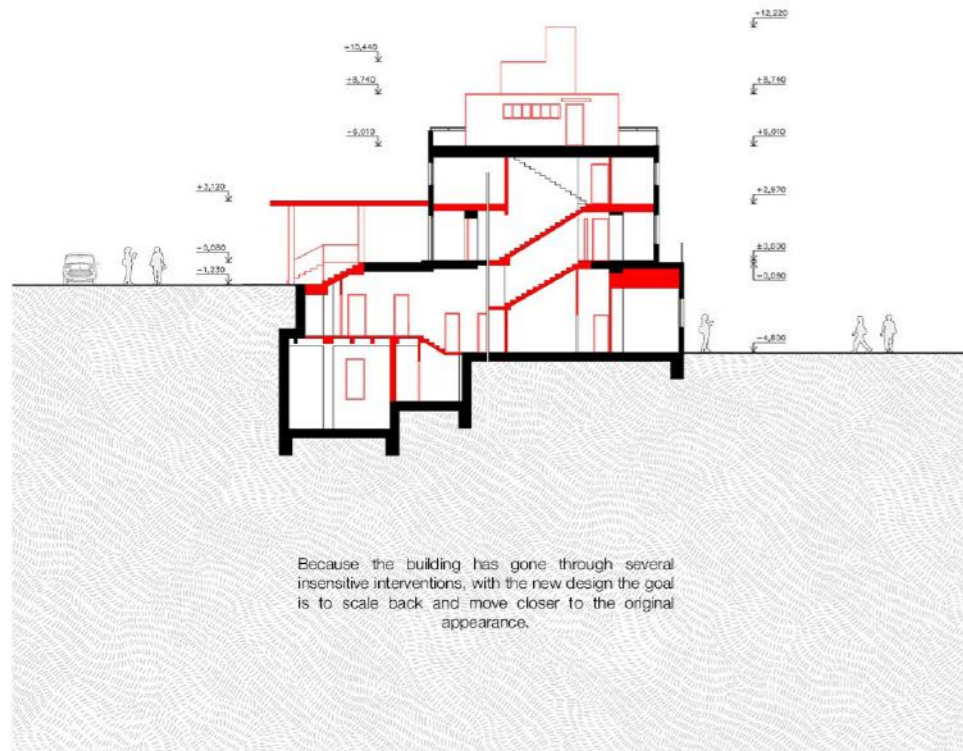
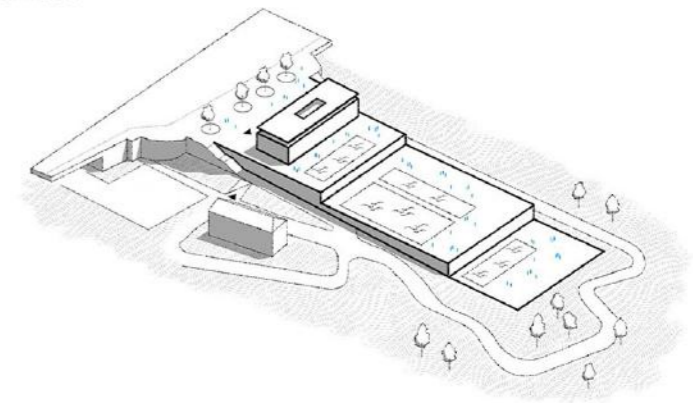
04 | Parking and entrance

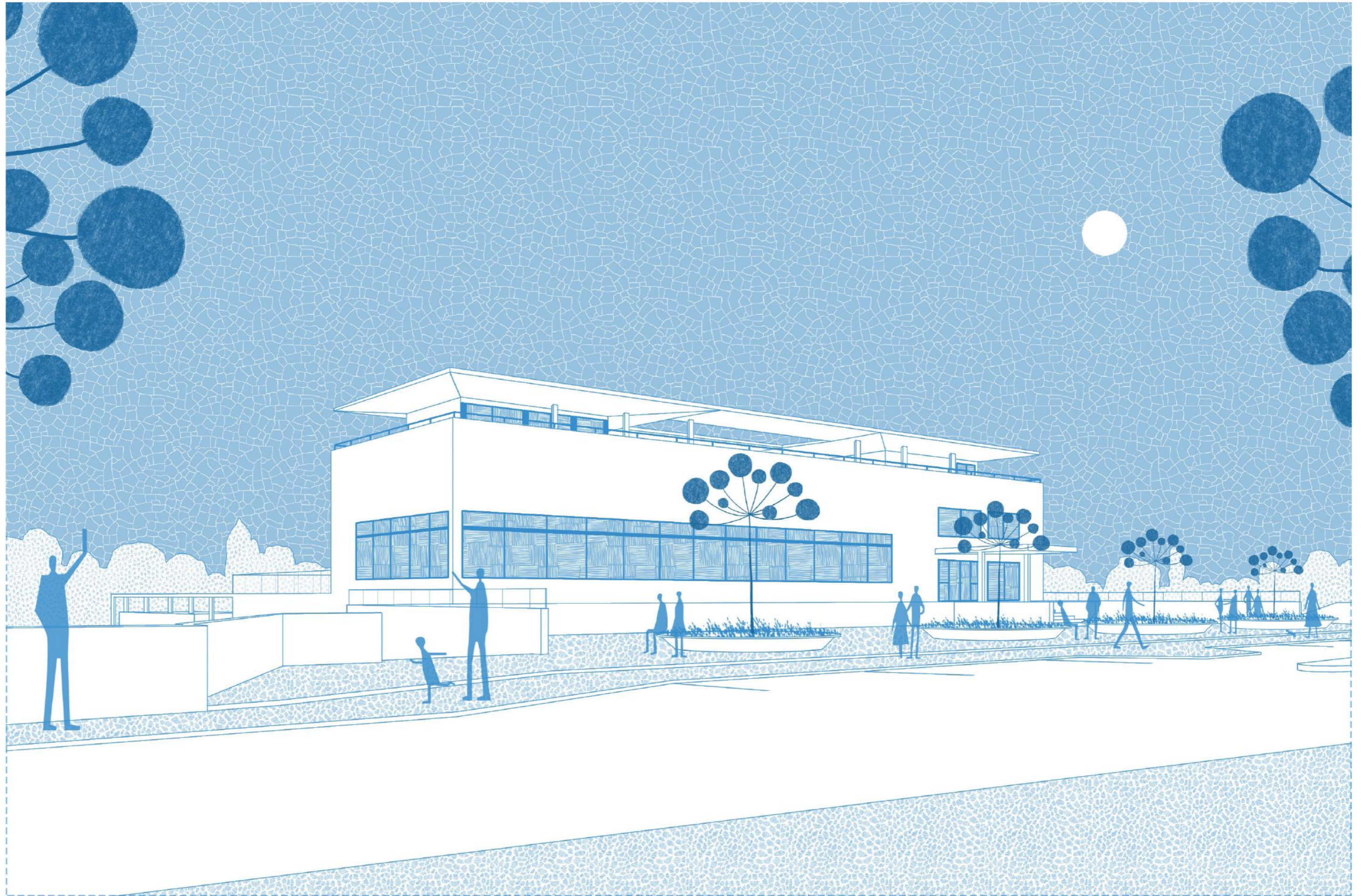


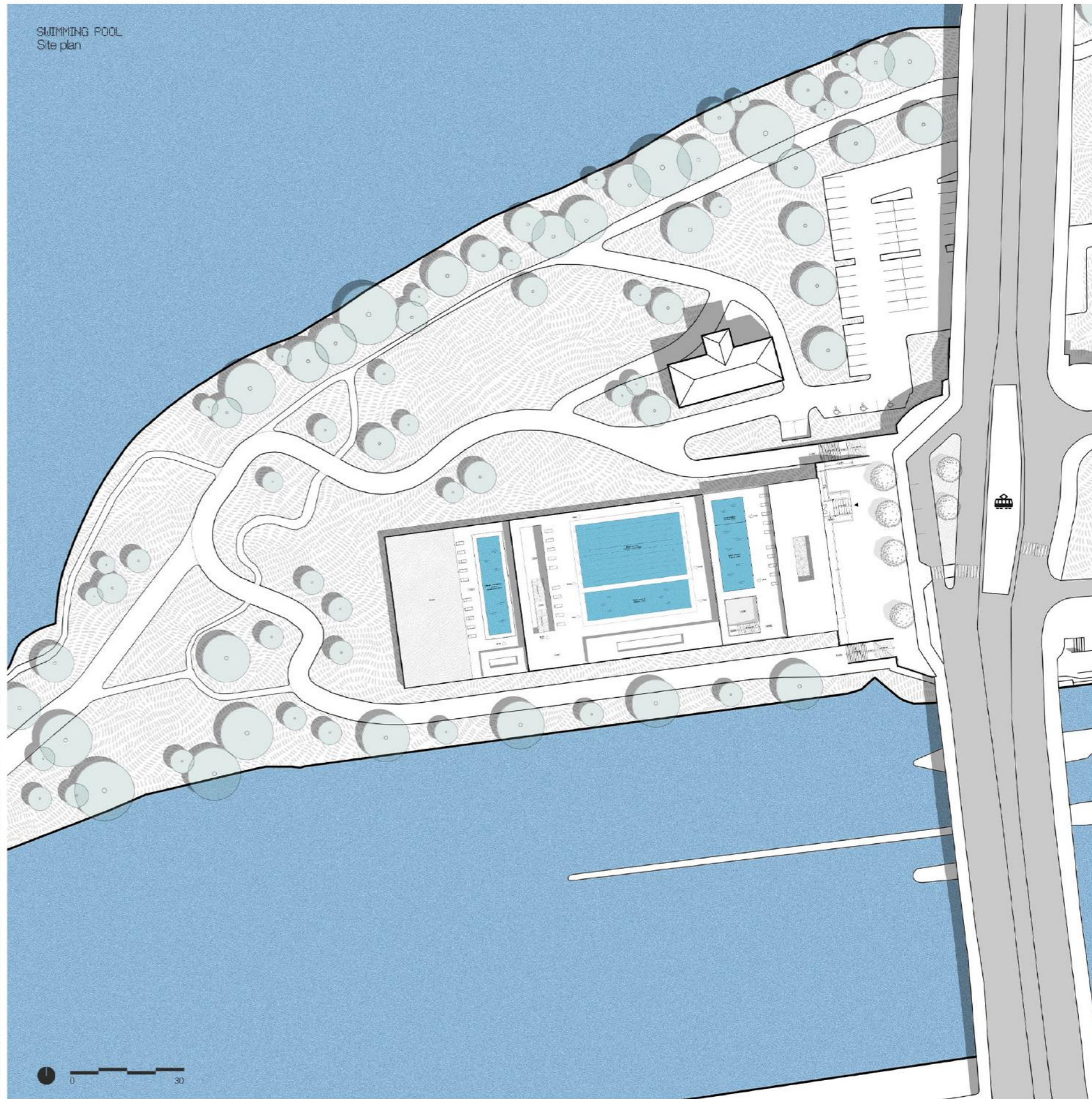
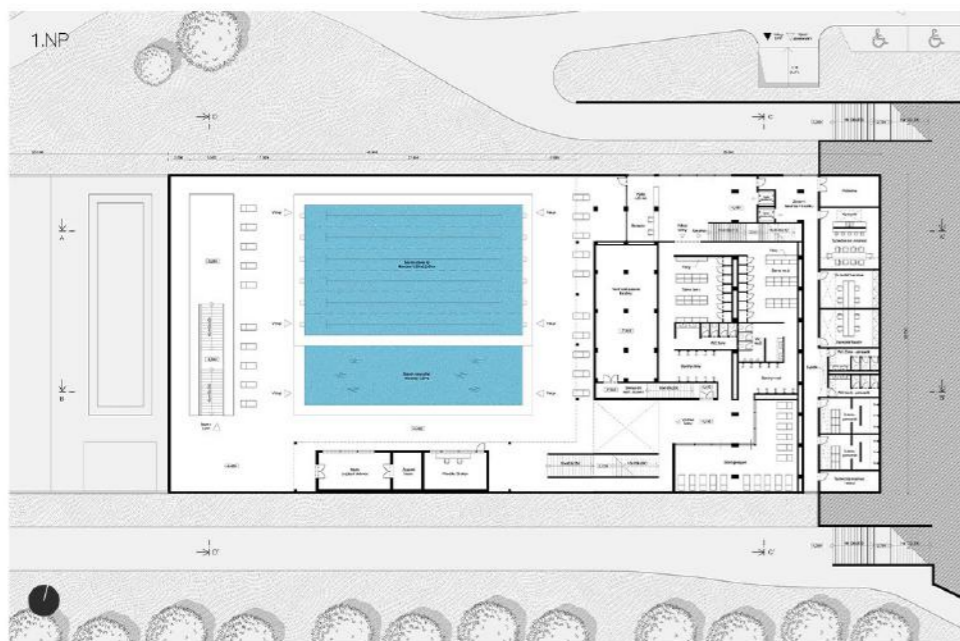
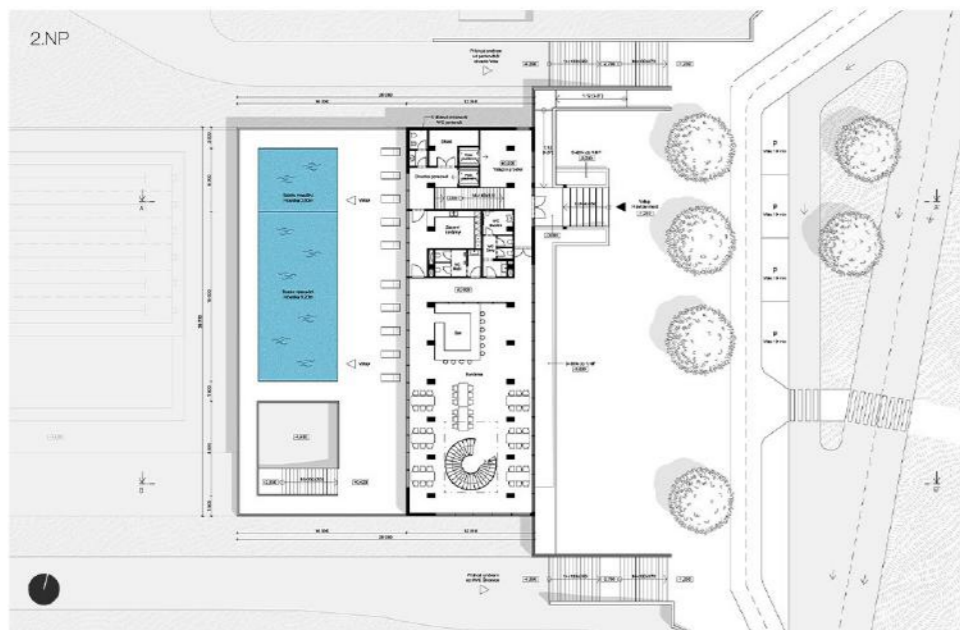
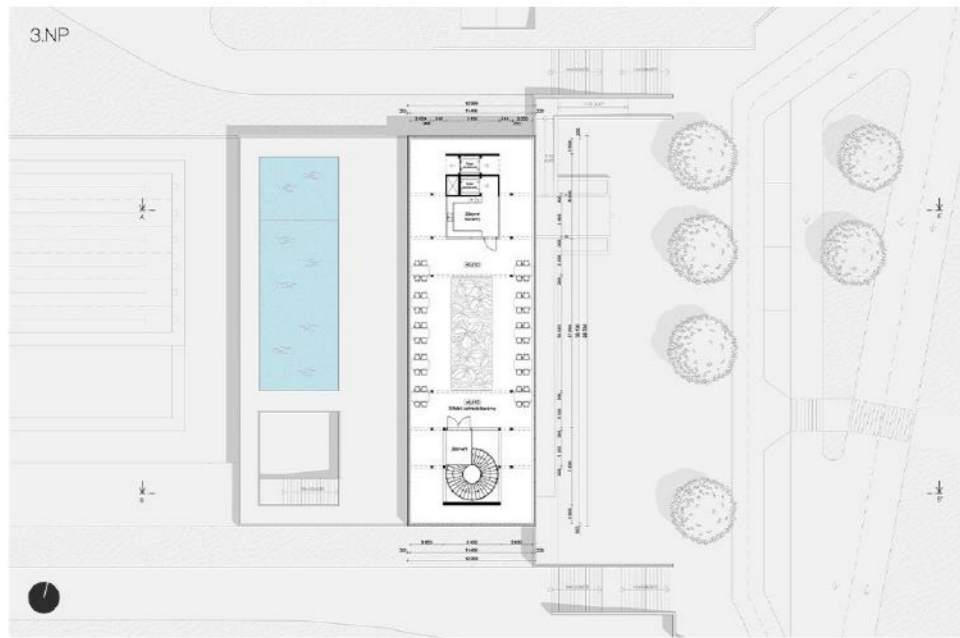
05 | Pedestrian route



06 | New Fuchs









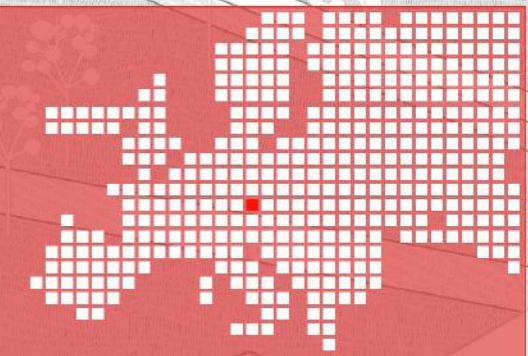
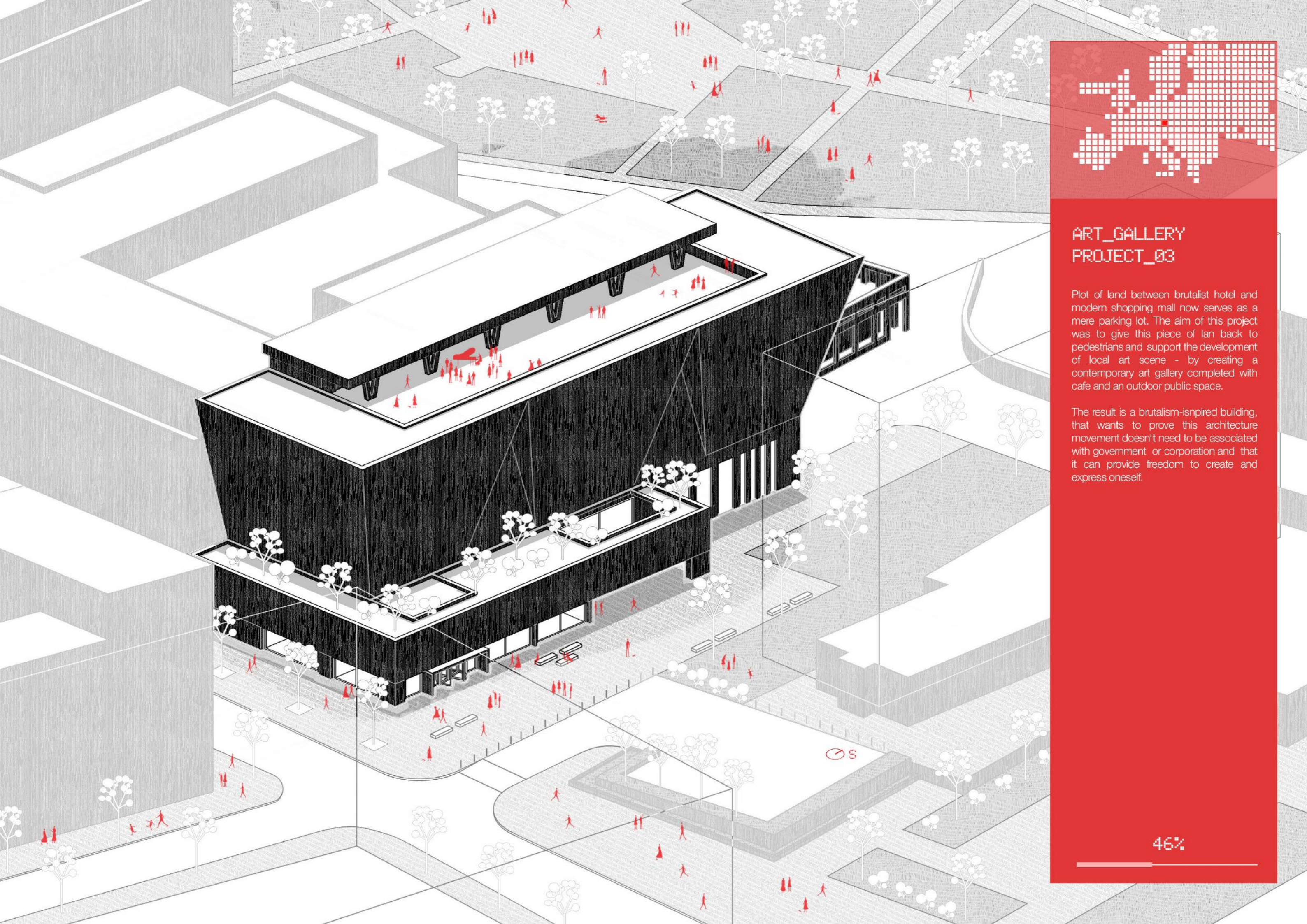
ART GALLERY

(03)

Location : Czechia, Prague
Type : University project
Time span : 16 weeks

(2025)



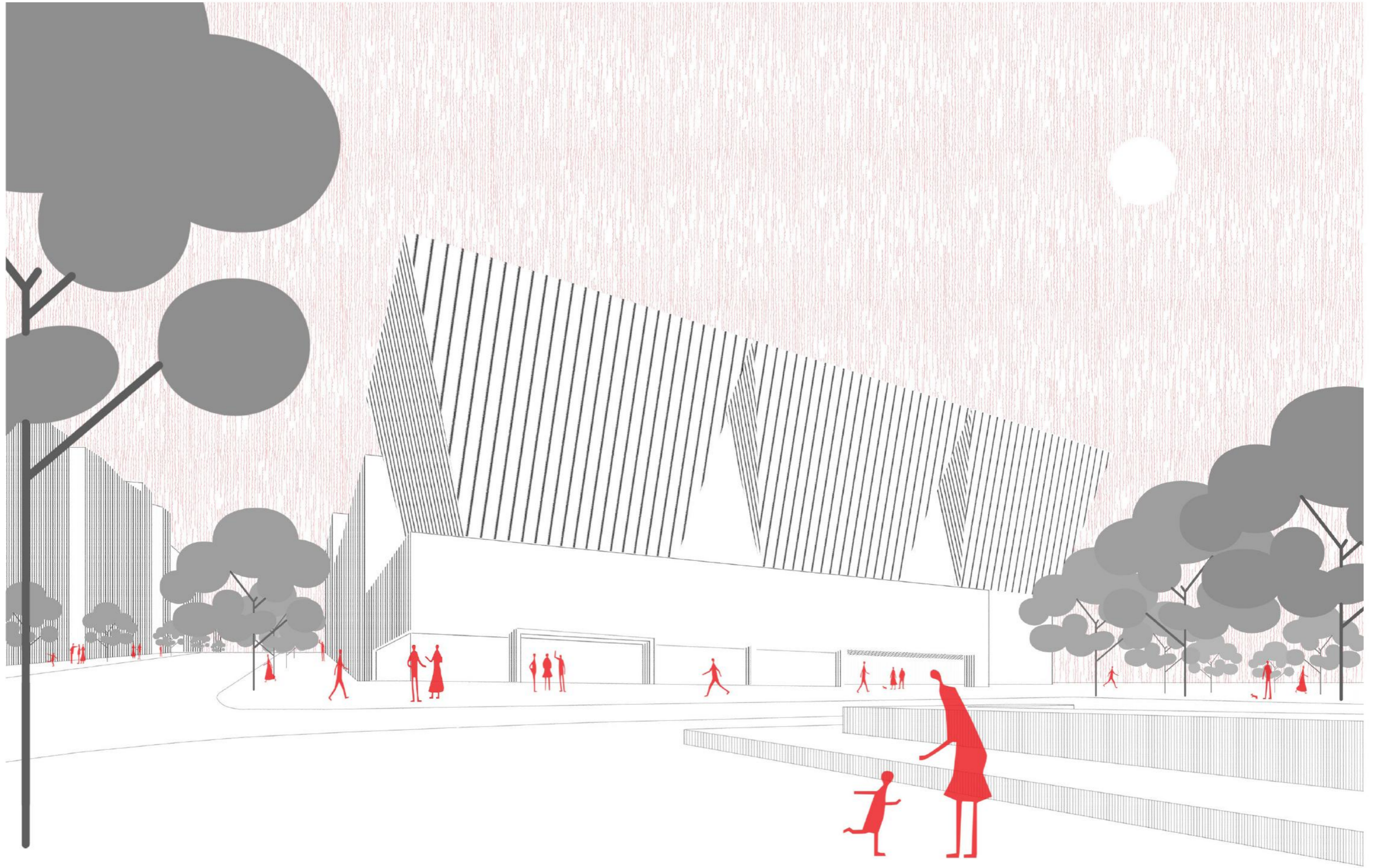


ART_GALLERY PROJECT_03

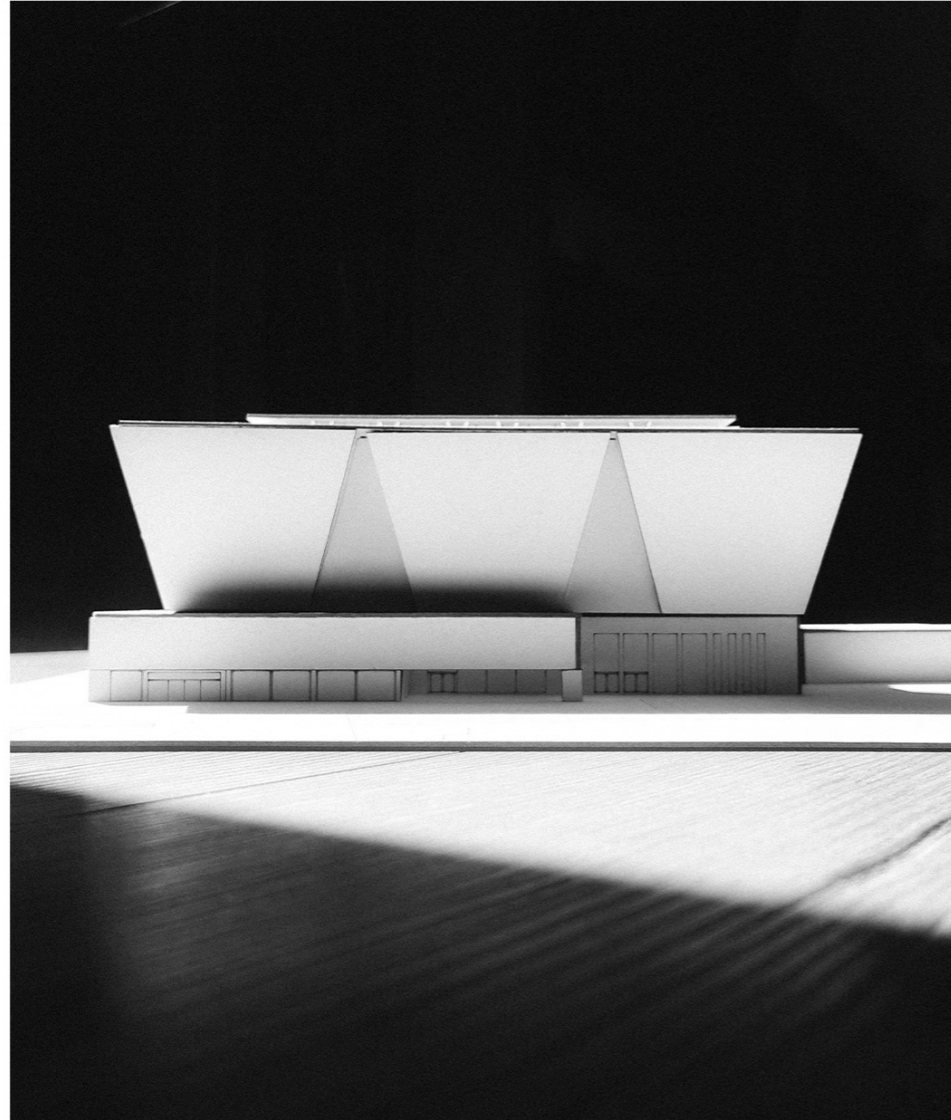
Plot of land between brutalist hotel and modern shopping mall now serves as a mere parking lot. The aim of this project was to give this piece of land back to pedestrians and support the development of local art scene - by creating a contemporary art gallery completed with cafe and an outdoor public space.

The result is a brutalism-inspired building, that wants to prove this architecture movement doesn't need to be associated with government or corporation and that it can provide freedom to create and express oneself.

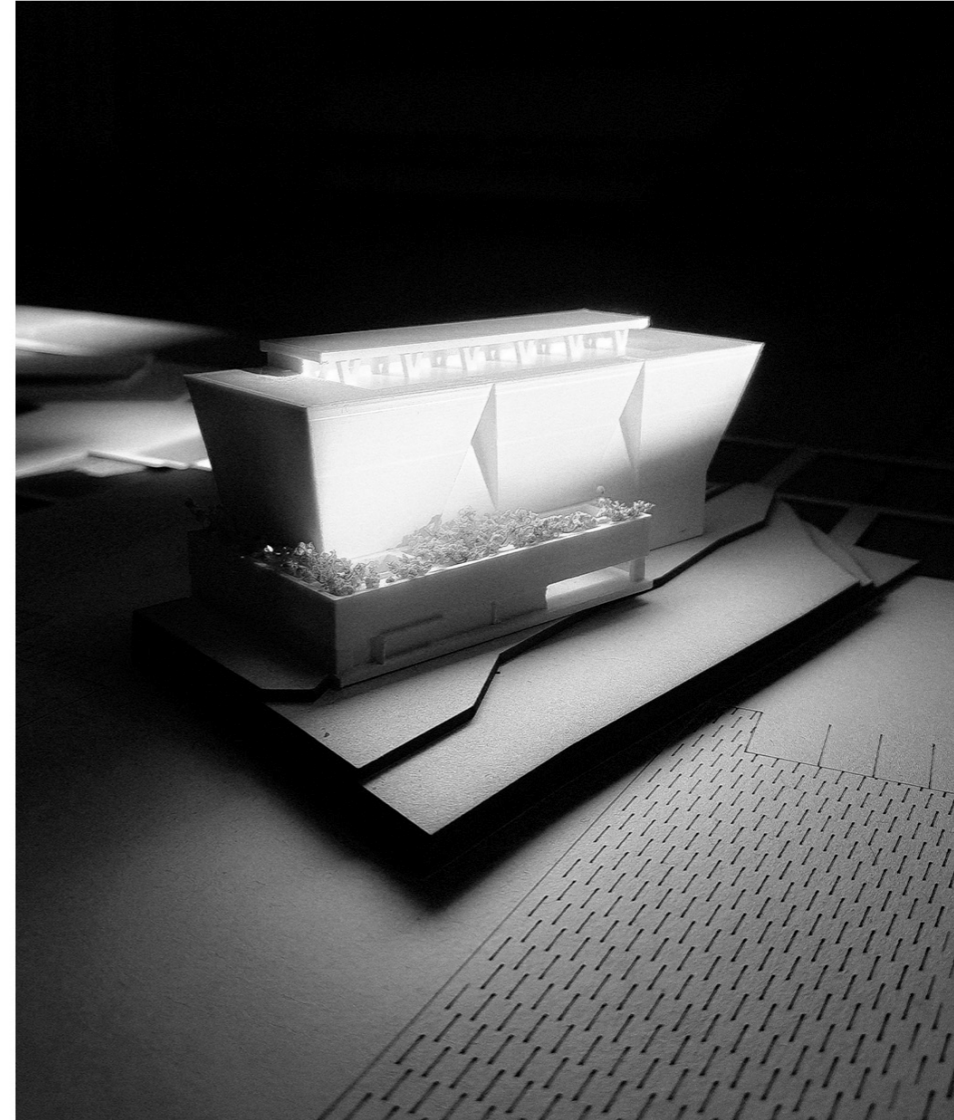
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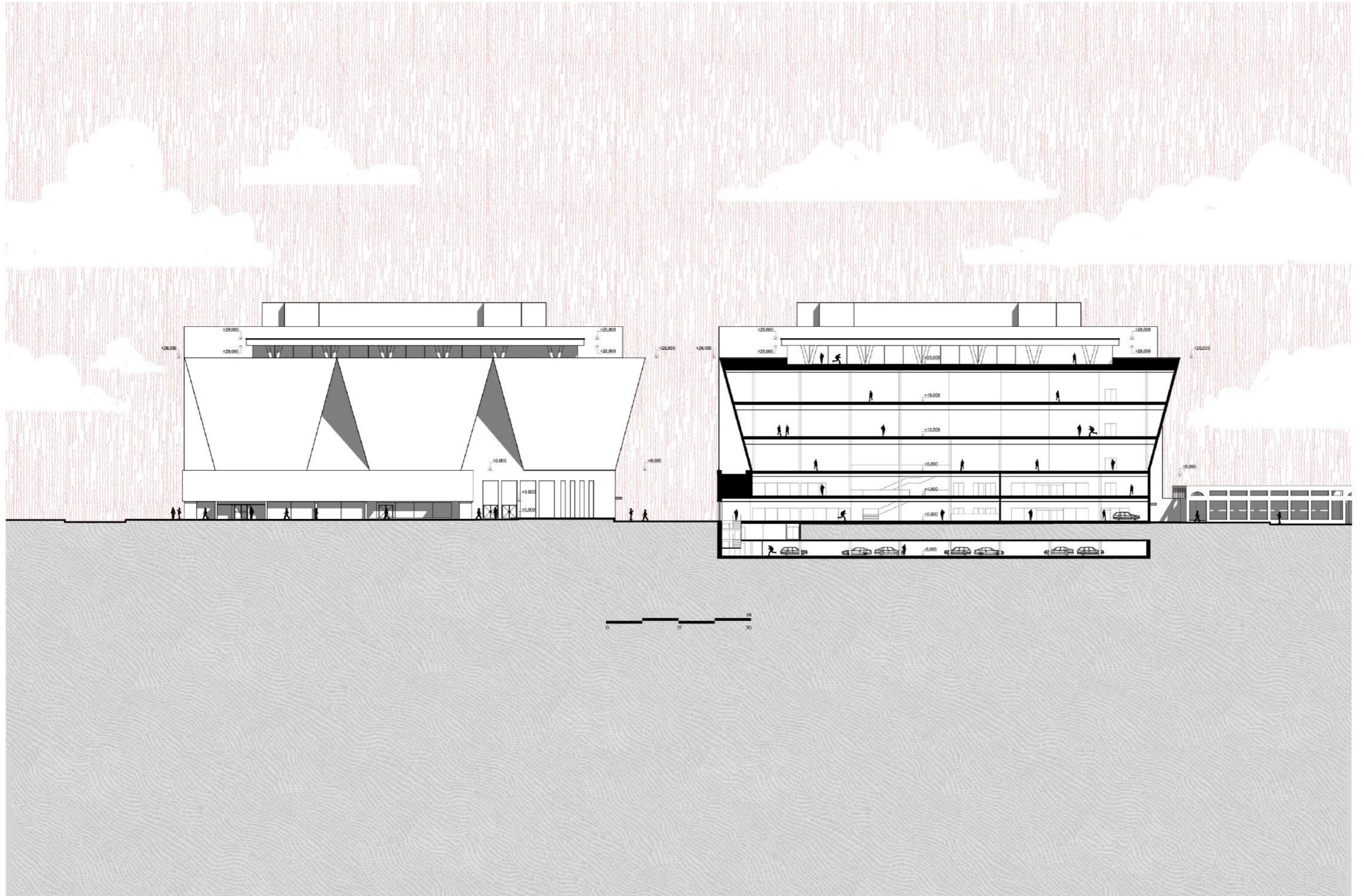
1:250 Physical model

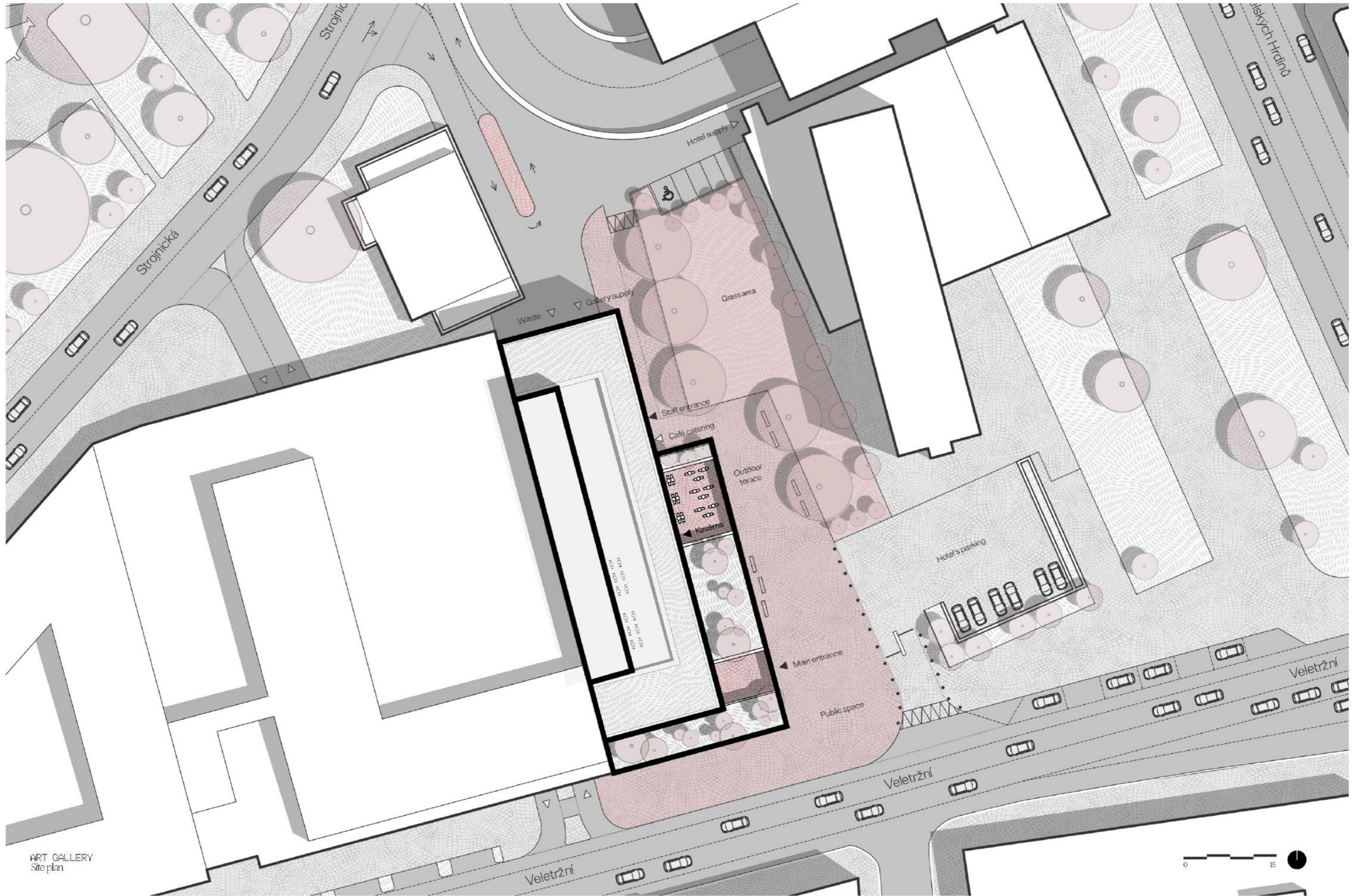


1:500 Physical model



The gallery's proportions refer to the neighbour brutalist hotel, while its back side seamlessly connects to the shopping center. This dynamic composition creates an expressive and memorable silhouette.





ART GALLERY
Site plan

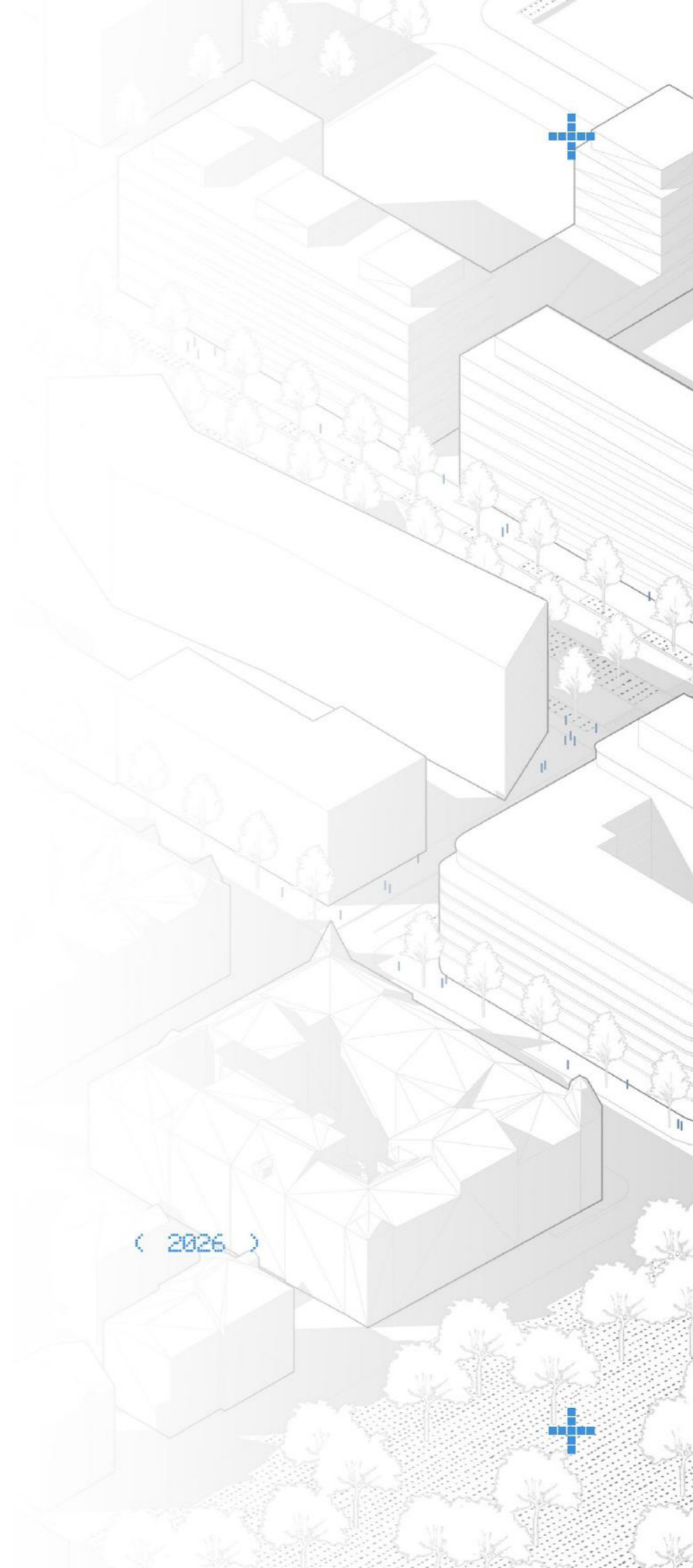


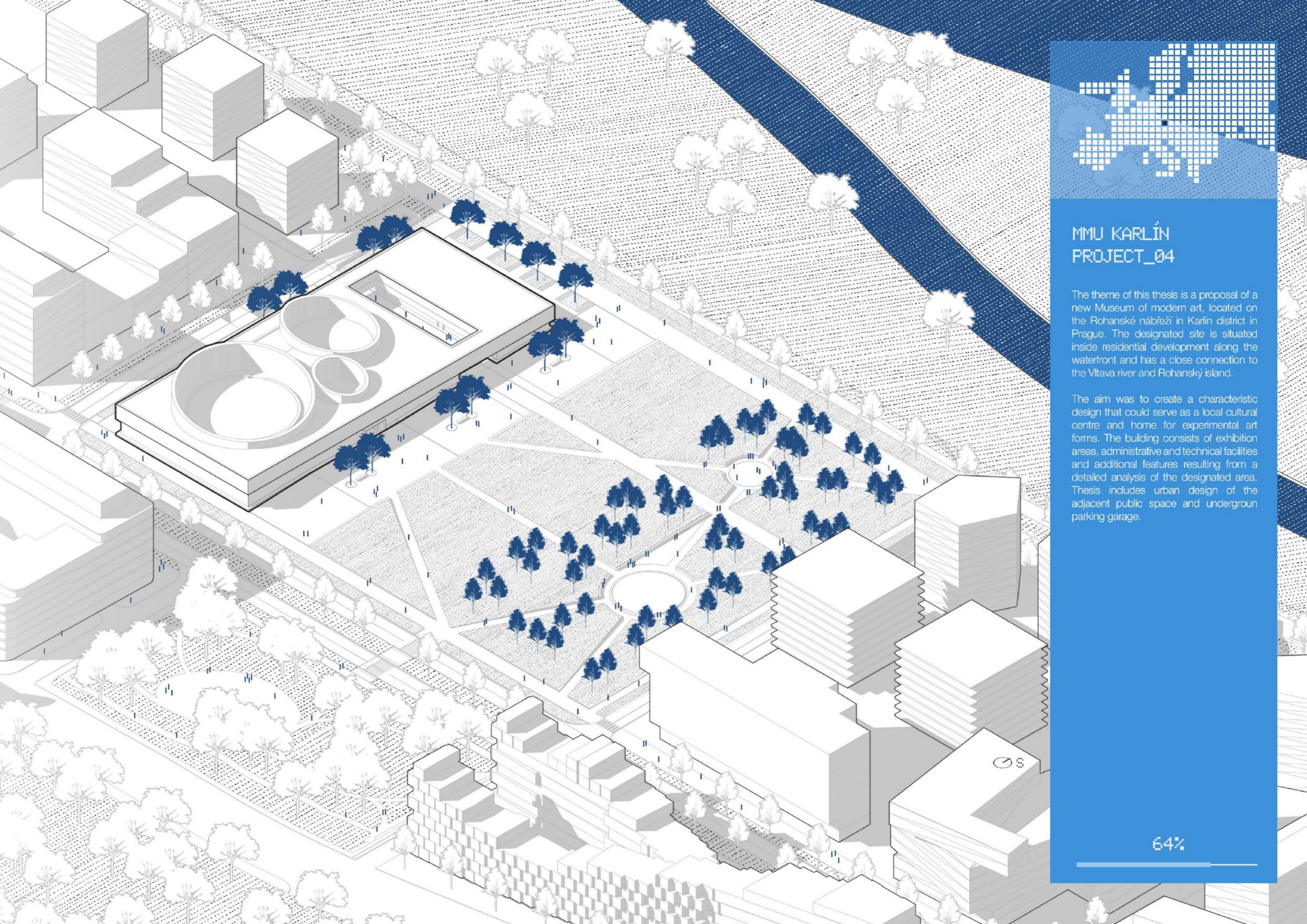
MOMA KARLÍN

(04)

Location: Prague, Karlín
Type: Master's degree thesis
Time span: 32 weeks

(2026)





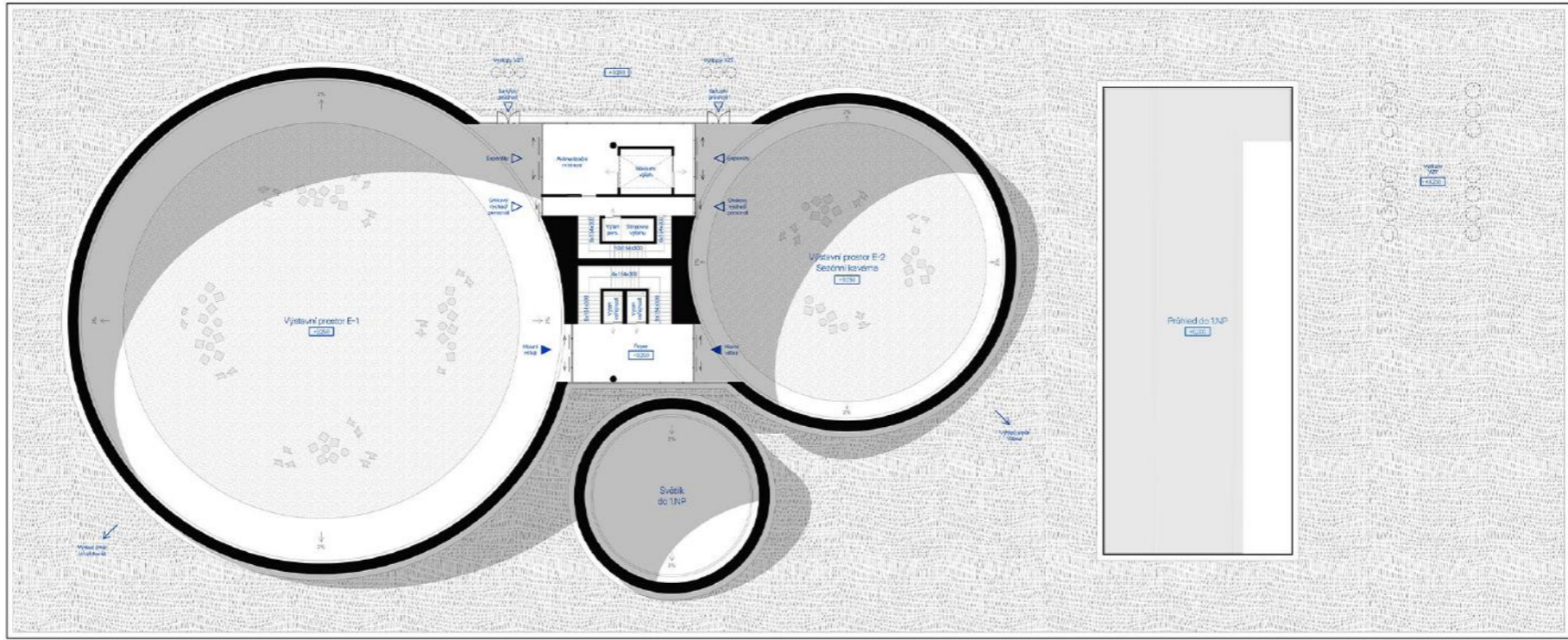
MMU KARLÍN PROJECT_04

The theme of this thesis is a proposal of a new Museum of modern art, located on the Rohanské nábřeží in Karlín district in Prague. The designated site is situated inside residential development along the waterfront and has a close connection to the Vltava river and Rohanský island.

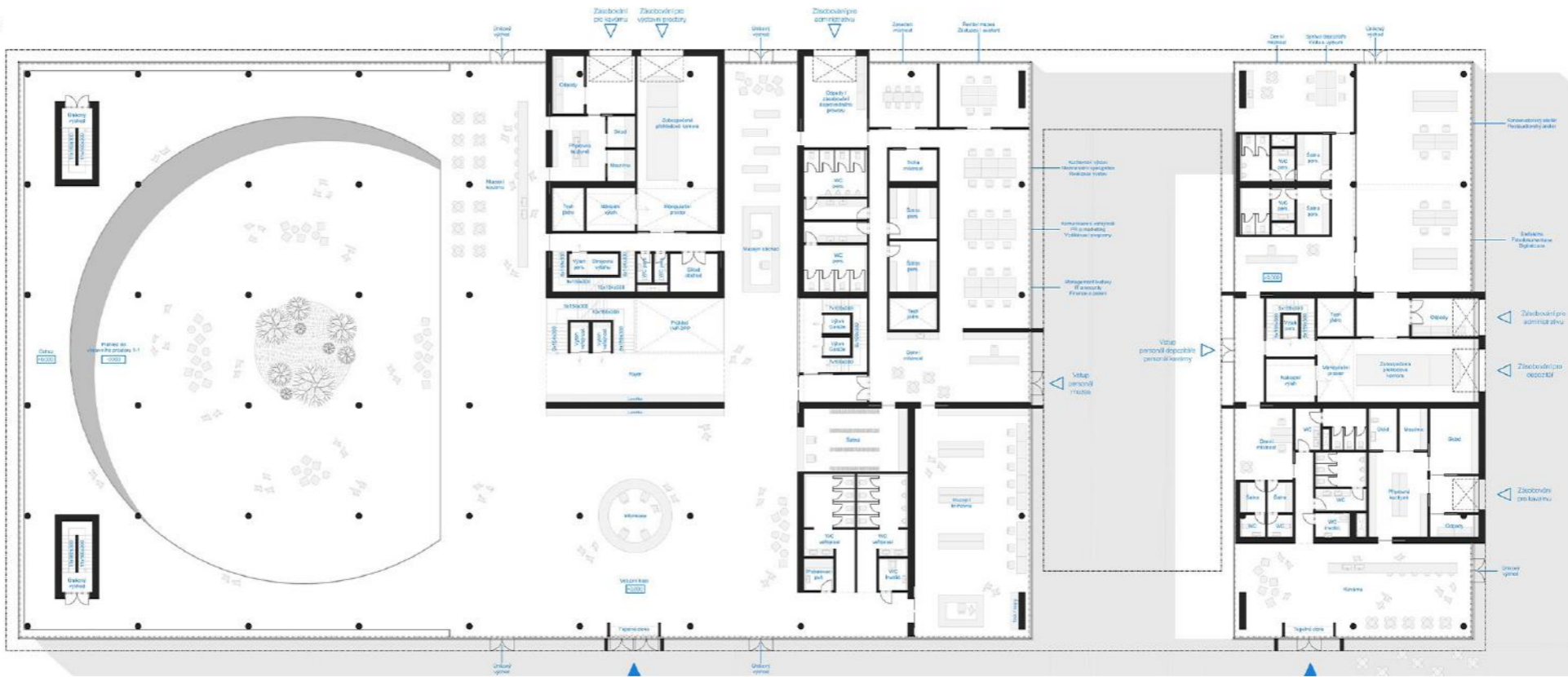
The aim was to create a characteristic design that could serve as a local cultural centre and home for experimental art forms. The building consists of exhibition areas, administrative and technical facilities and additional features resulting from a detailed analysis of the designated area. Thesis includes urban design of the adjacent public space and underground parking garage.

64%

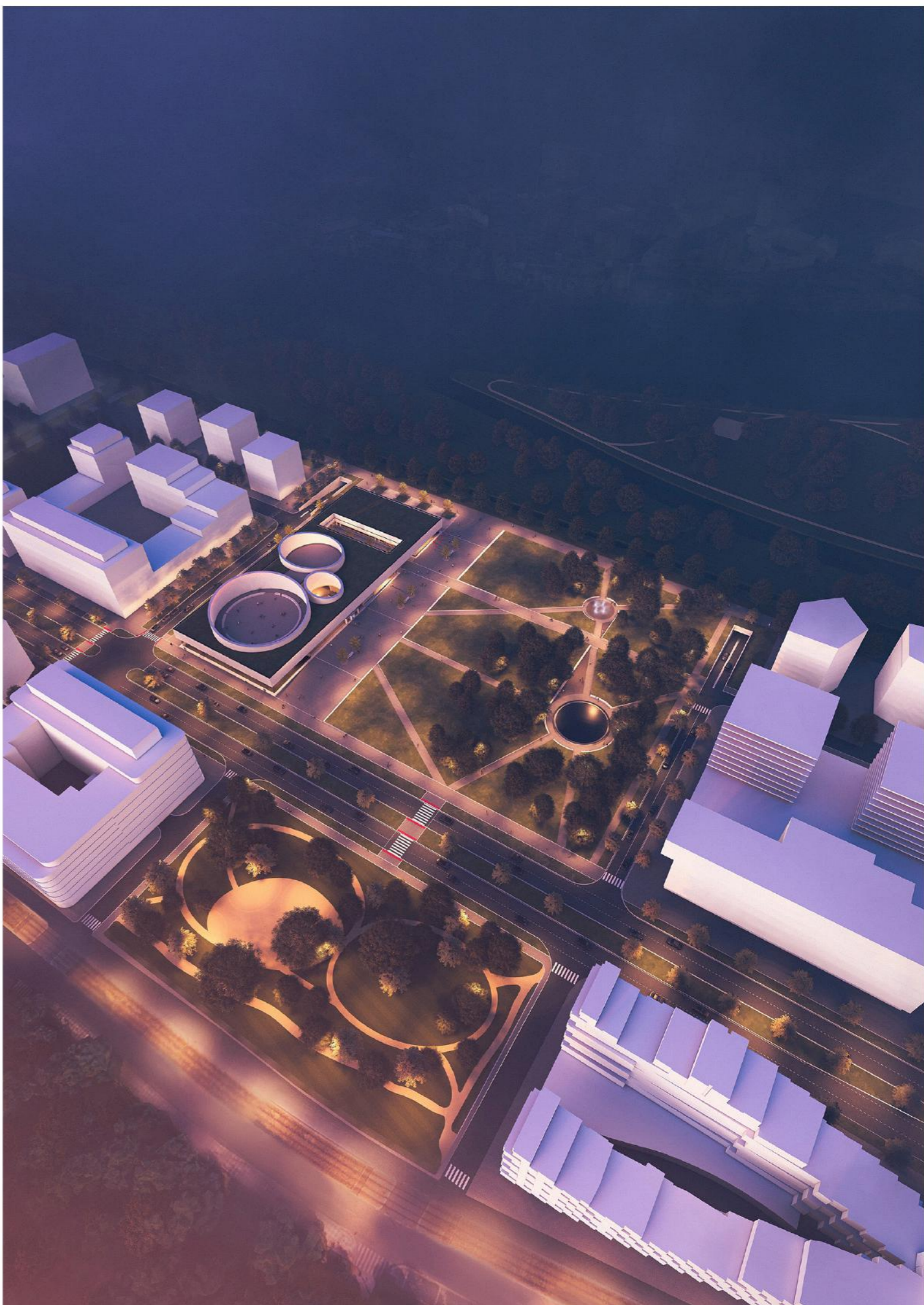
3.NP
Site plan



3.NP
Site plan











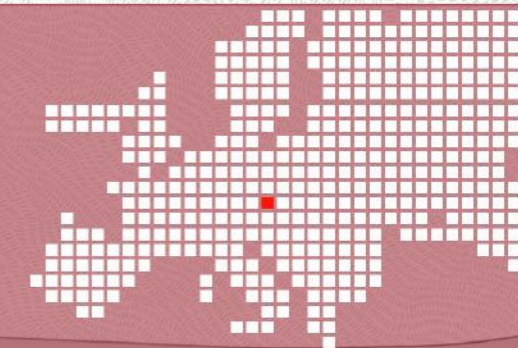
PRCHALOV

(05)

Location : Czechia, Prchalov
Type : University team project
Collaborator : Bc. Roman Rudakov
Time span : 28 weeks

(2025)





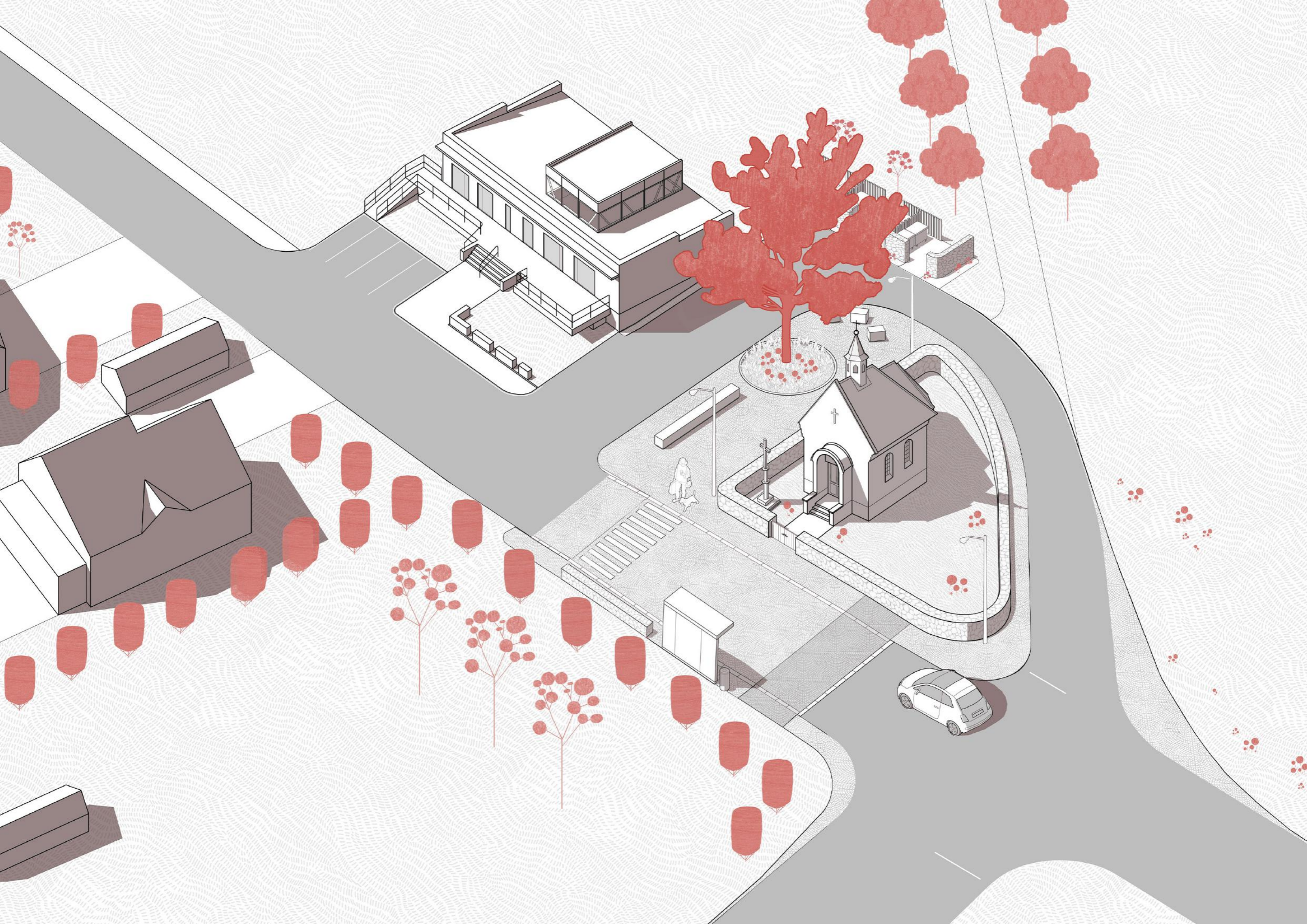
VILLAGE_SQUARE PROJECT_05

Our university was tasked for an urban redesign of key areas of a growing village Prchalov. Through transition phase, with new generations and young families moving in, a desire for new community spaces and more representable facade was needed.

The final proposition consisted of two separate outcomes by different teams of students. My work focused on the historic centre and pedestrian route, as well as creating the visual identity. Each design was consulted with the government and architects of a maternal town Přebor.

82%

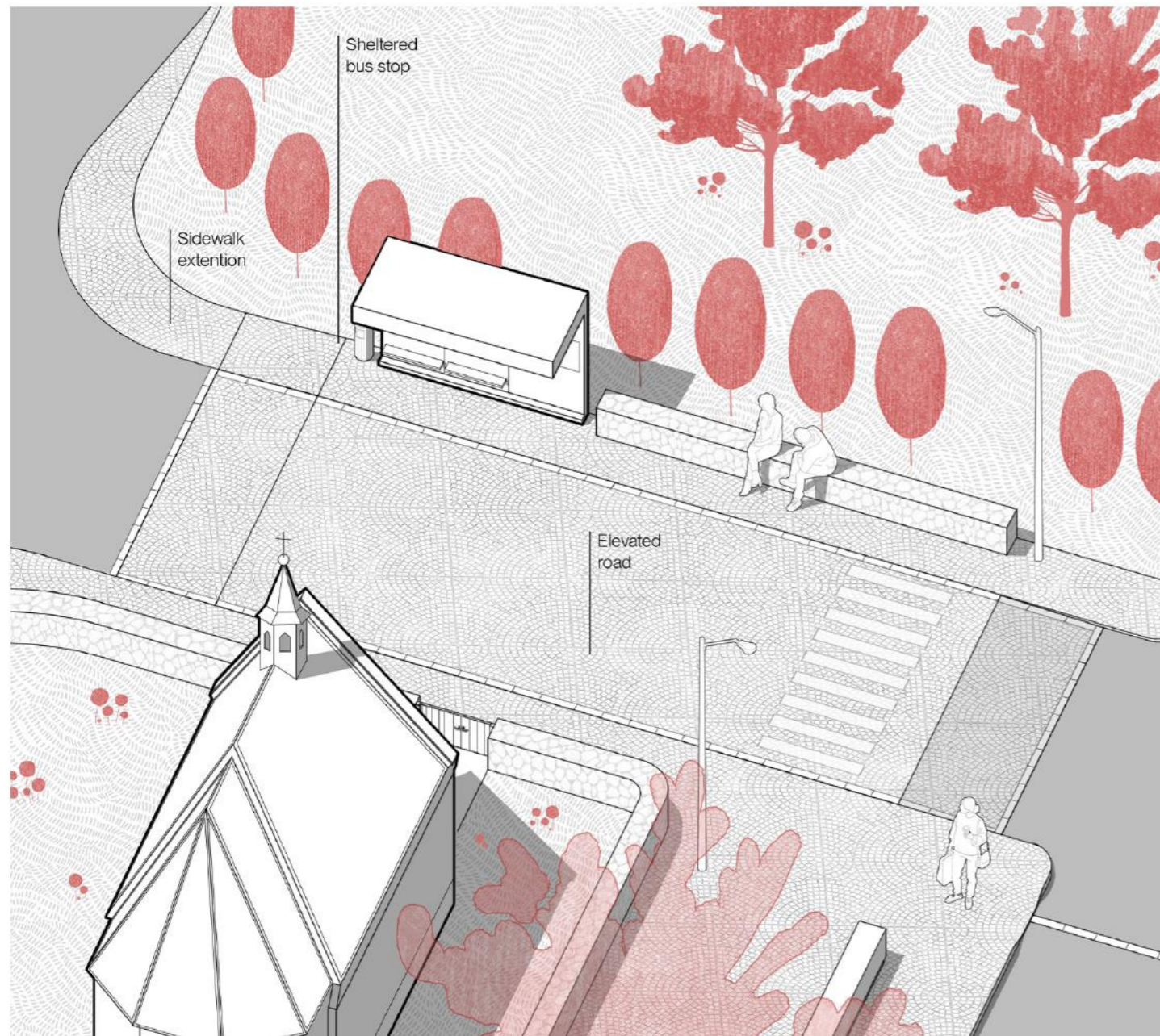




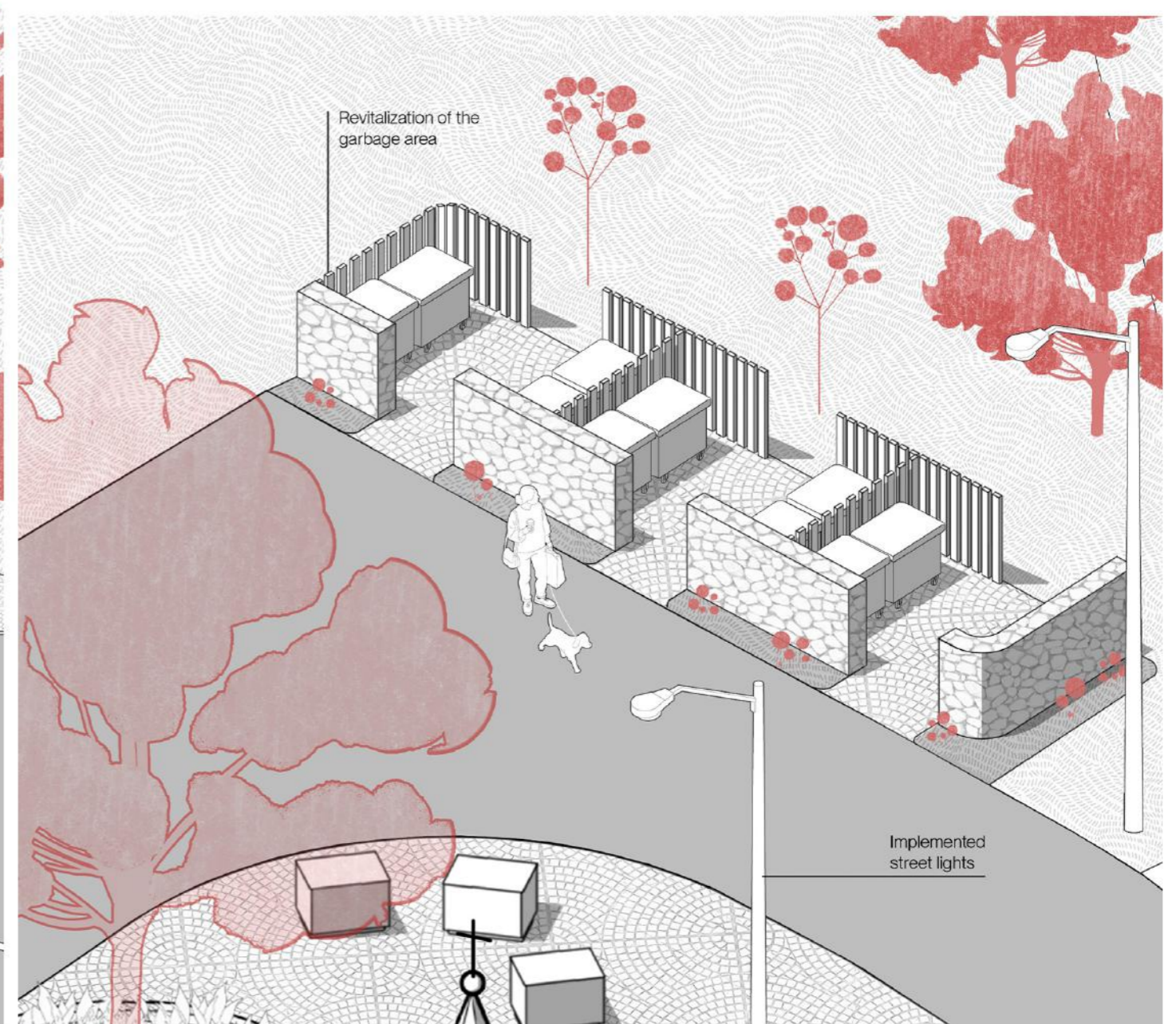
VILLAGE SQUARE

The heart of a village consists of two buildings. Old chappell with unmaintained surroundings and new community centre by architect Kamil Mrva. Our task was to focus on the close area around these buildings and to transform it into a pedestrian friendly zone that slows down traffic and prioritizes free movement of people.

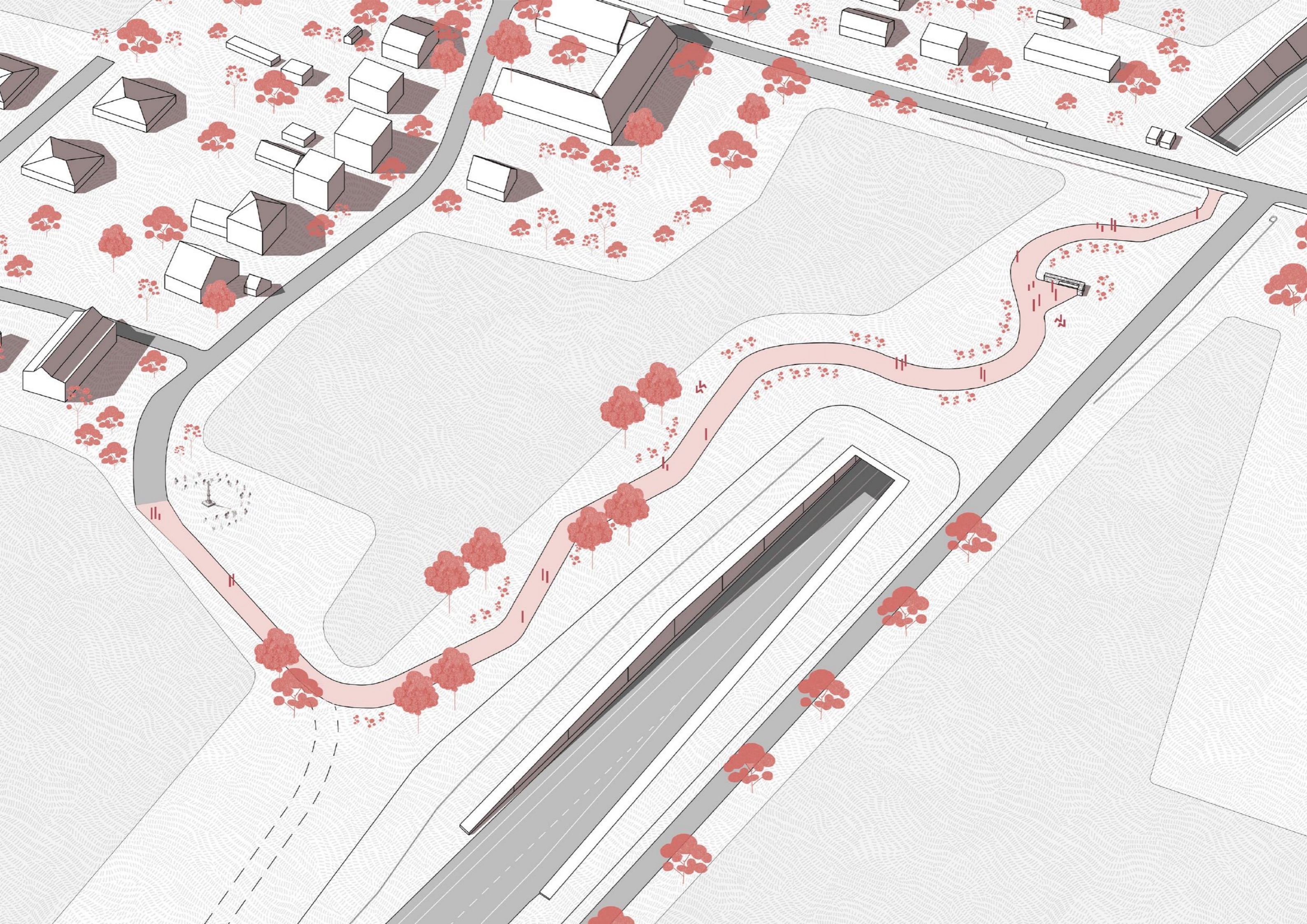
Problem : Traffic speed, lack of gathering area, narrow sidewalks and bus stop, patchy space around chapel
Solution : Road elevation, new bus stop and paved area around the chapel for gathering, pedestrian friendly solutions



Bus stop area



Containers hideout

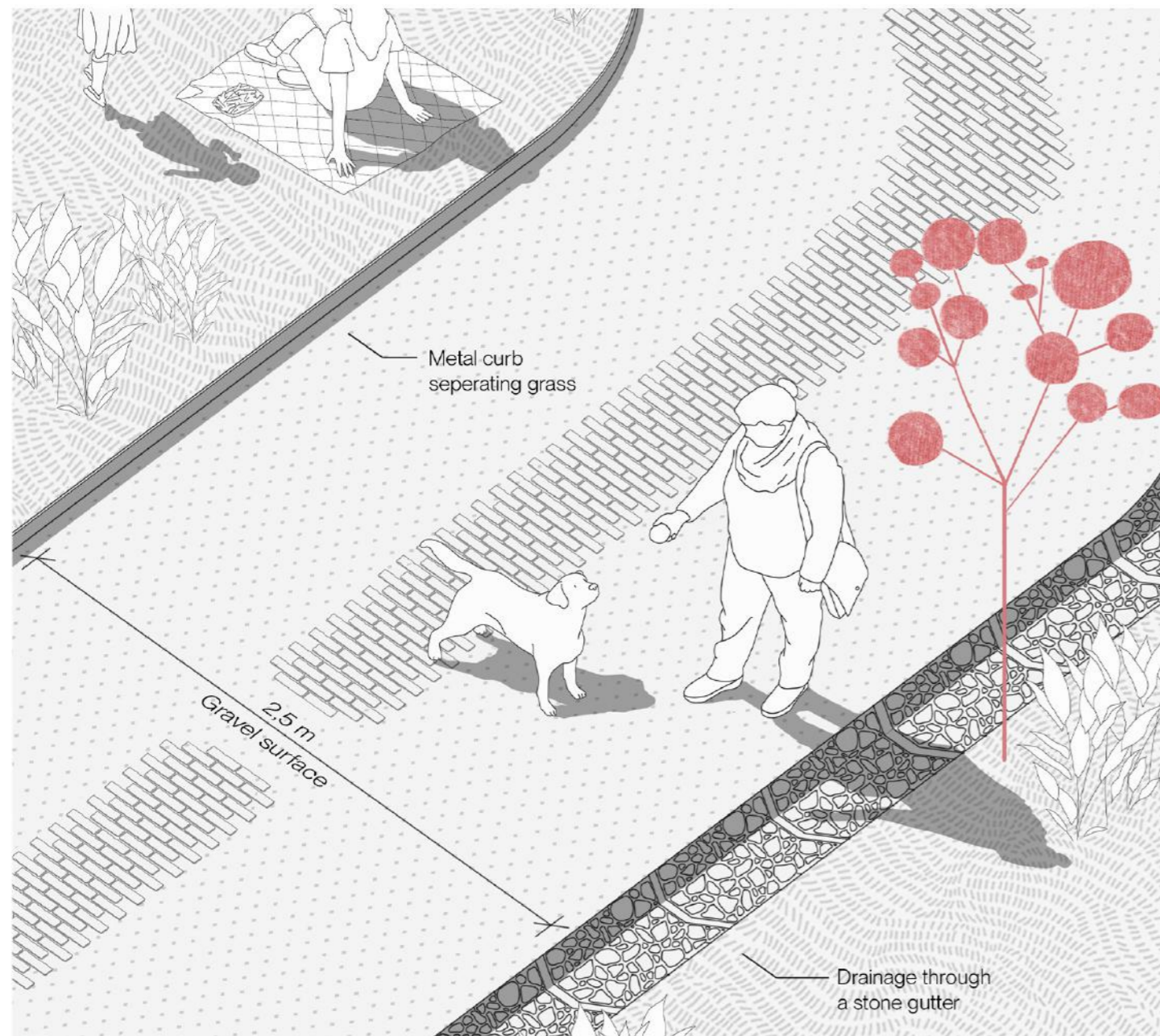


PEDESTRIAN ROUTE

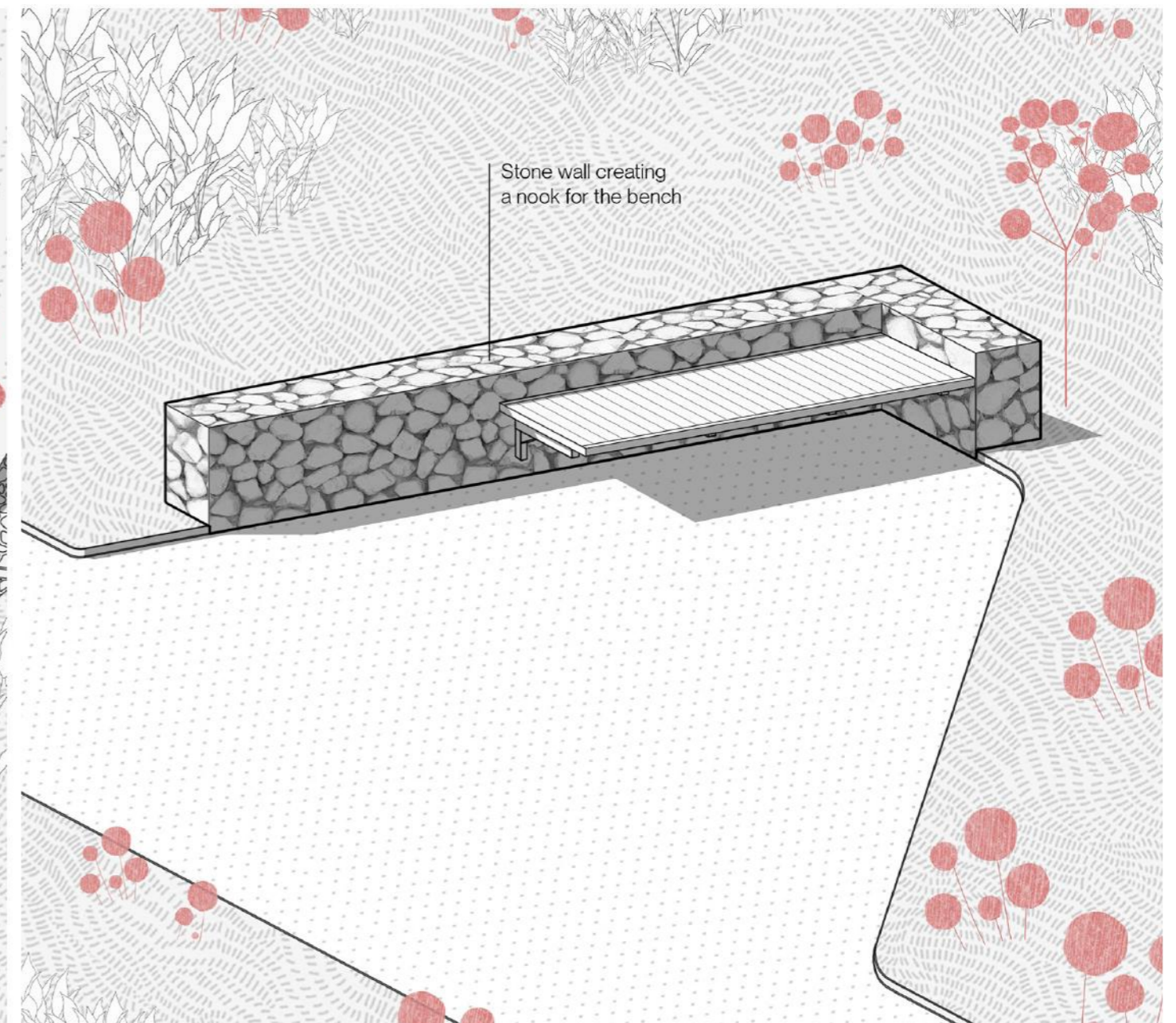
New imposter has appeared! Highway tunnel piercing right through the guts of the village. Above it, an unused grass area, with opportunities to propose something new - in our minds a new pedestrian route for pet walks and spending outdoor time together. Proposal included material definition, vegetation type and original bench design.

Problem : Limited budget and staff for maintenance, limitations of national Directorate of Roads and Highways

Solution : Creating easy to main, pedestrian only route, with low vegetation that is in accordance with native species



Pedestrian route



Bench design

PASKOV

(06)

Location : Czechia, Paskov
Type : University project
Time span : 16 weeks

(2026)



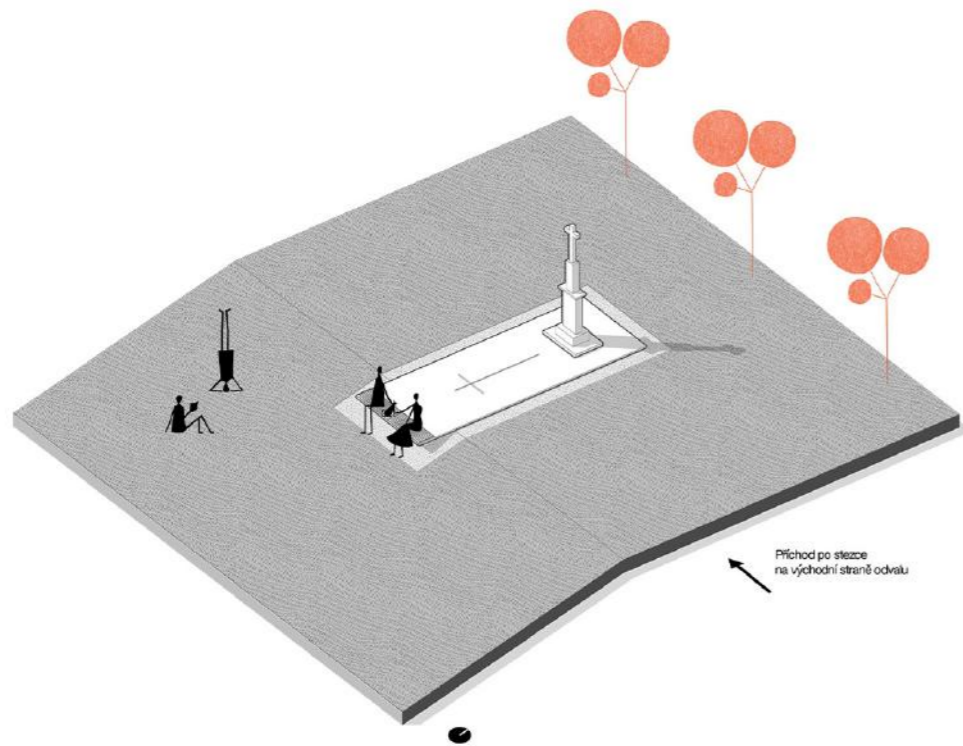
PASKOV PROJECT_06

The project aims to revitalize area between the railway bridge over Ostravice river and the newly built industrial complex. This is a post-industrial area with great potential for revitalization, which is unlocked with the help of small-scale architecture.

The project is divided into three sections - the river's bank and each of the former mine dumps. The solution consists of renewal of an old cross, a bird-watching tower with lookout point and kiosk with sitting place by the river.

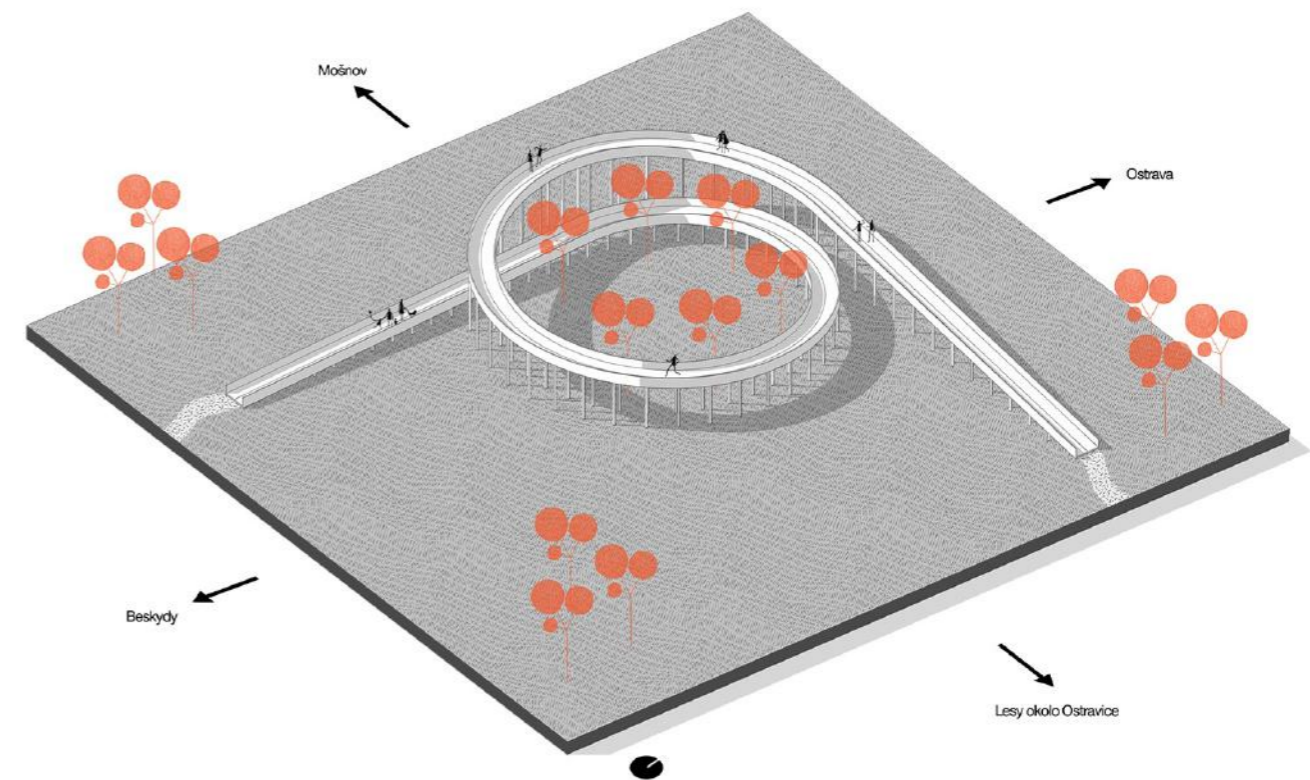
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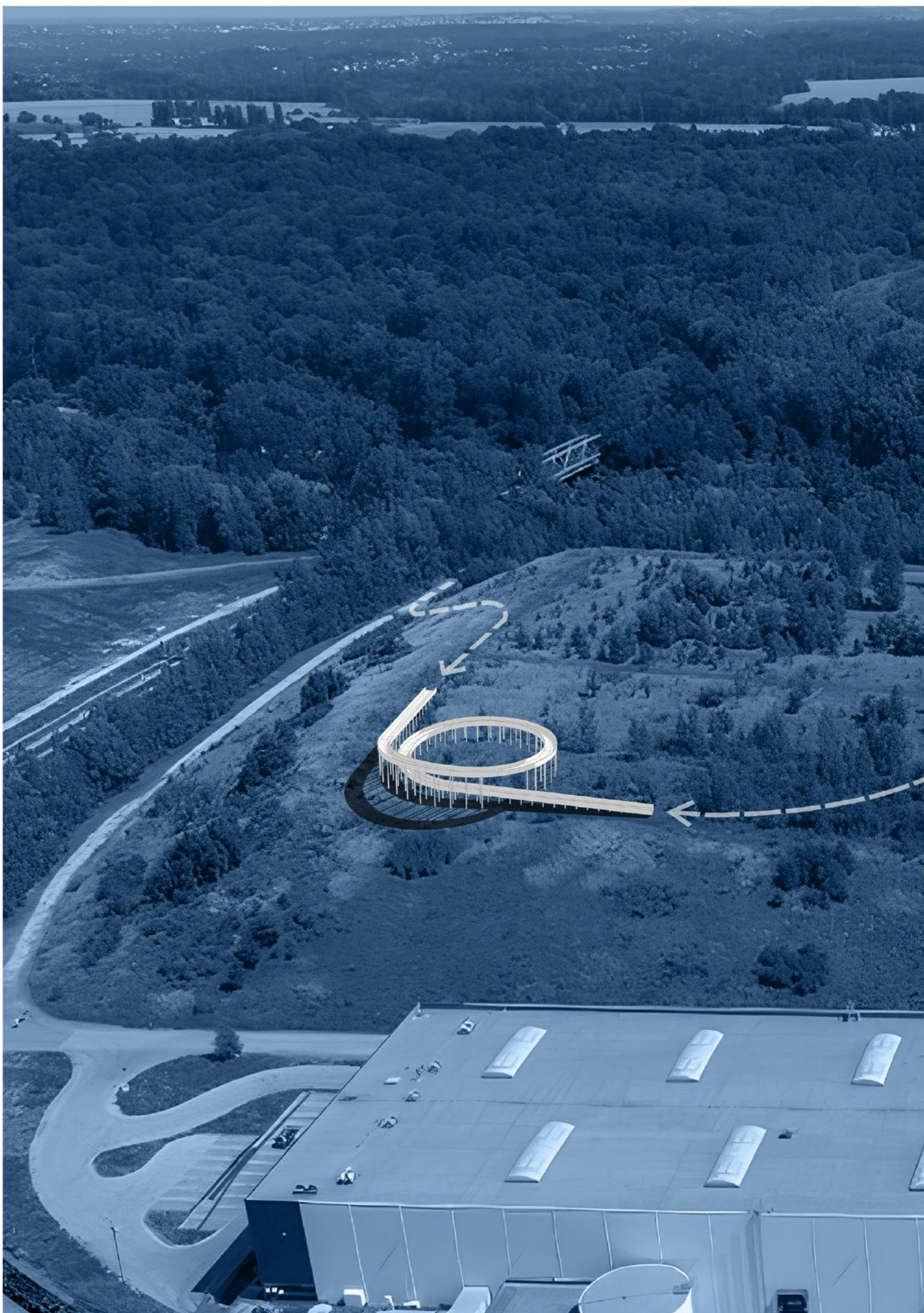
Šeda's cross

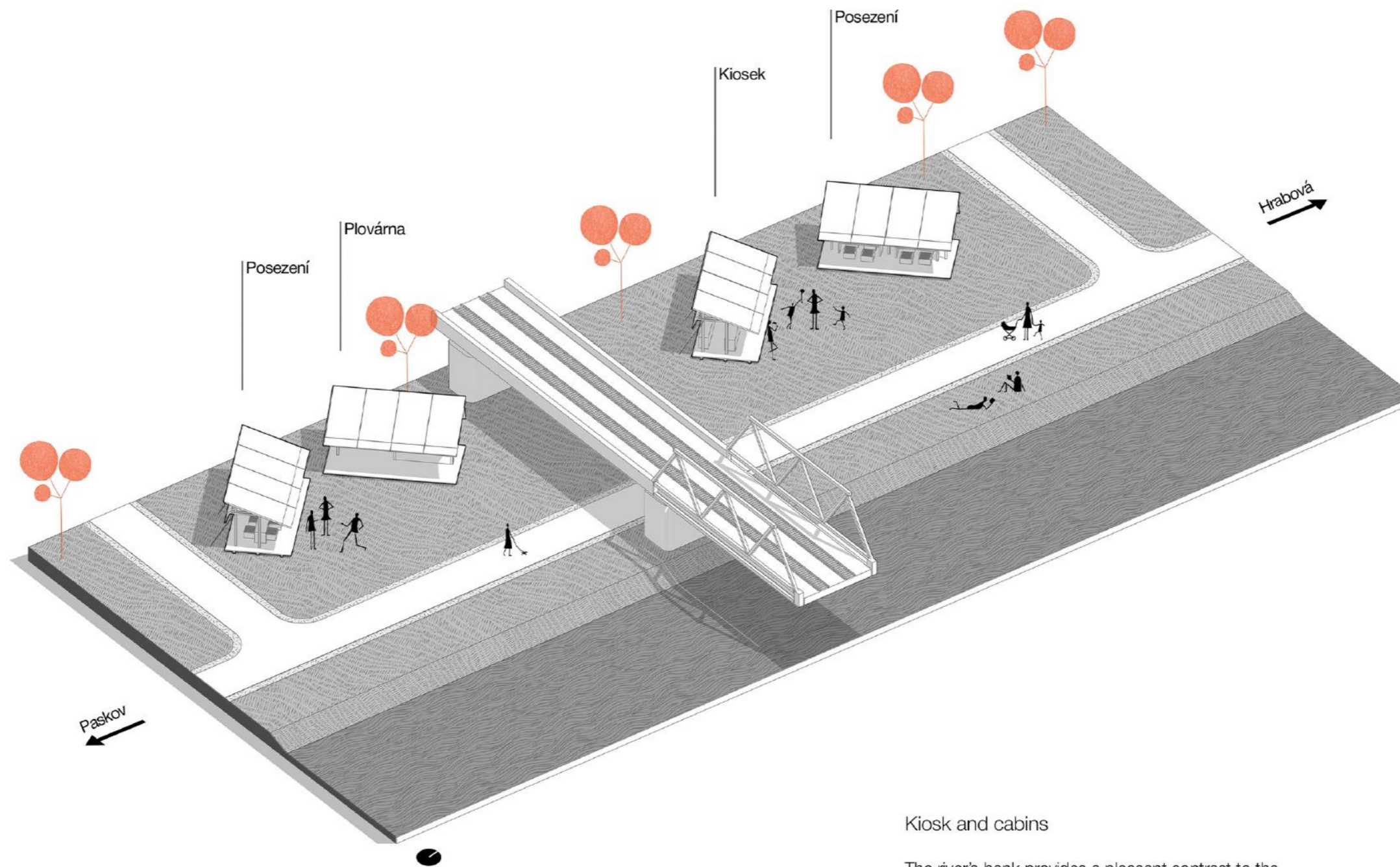
Šeda's cross was located on the border between towns Paskov and Hrabová. Its exact meaning is unknown, but it probably served as a reminder of a tragic event. The original cross was removed during the construction of the Paskov mine. This proposal returns its replica near the original location.



Bird-watching tower

The higher of the two mounds offers the opportunity to take advantage of its considerable elevation with a view of Ostrava and the Beskydy Mountains. The new spiral lookout point serves as a resting place and an observation point.





Kiosk and cabins

The river's bank provides a pleasant contrast to the surrounding post-industrial landscape. I tried to enhance this atmosphere by installing a seasonal kiosk and cabins for changing clothes for people who want to cool down in the water.

