



INTERDISCIPLINARY DESIGNER

PAULA RYDEL

[short about me]

#futuristic #individualization #achiever #learner #input #ENFJ

I am interdisciplinary designer with MSc in Architecture and Urban Planning from GUT (Poland), Architecture for Sustainable Design from POLITO (Italy) under the Erasmus+ programme and prospective Master in Design for Emergent Futures at IAAC (Spain). I've gained experience in Poland and The Netherlands with expertise in public space design, climate adaptation, biodiversity restoration, and future scenarios with an active role in design and visual storytelling. Additionally, I have been actively engaged in international sustainable volunteering projects.

My current research in design focuses on more-than-human cohabitation, interspecies communication and the exploration of the potential of mycelium in design and ecosystem planning with support of artificial intelligence. My work is not just moved by professional ambitions, but comes as an extension of my personal mission and belief in creating designs that not only serve immediate purposes, but also contribute to a healthier, regenerative, symbiotic future.

→ [LINKEDIN PROFILE LINK](#)



PROJECTS WORLDWIDE

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[EDUCATION]

- 2018/2019 **MSC & B.Arch IN ARCHITECTURE AND URBAN PLANNING | GDANSK UNIVERSITY OF TECHNOLOGY**
Thesis project: Hybrid spaces as an answer to the shaping of contemporary urban areas. Verification of model's potential on the example of the Vistula Waterfront in Gdańsk, Poland. / Supervisor: Piotr Marczak
- 2018/2019 **ERASMUS+ STUDENT EXCHANGE PROGRAMME: ARCHITECTURE FOR SUSTAINABLE DESIGN | POLITECNICO DI TORINO**
Main project: Biolent Cities: Resilient Territories. / Supervisor: Claudio Rossi

[PROFESSIONAL EXPERIENCES]

- 2024 **INTERDISCIPLINARY DESIGNER | INDEPENDENT RESEARCH AND COMPETITION PROJECTS | WORLDWIDE**
> Research in more-than-human cohabitation, interspecies communication, the exploration of the potential of mycelium in design and ecosystem planning with support of AI and future speculations.
- 2023
Jan/Dec **LANDSCAPE DESIGNER | FLUX LANDSCAPE ARCHITECTURE | UTRECHT, THE NETHERLANDS**
Selected projects:
> Perspectieven Mooi Nederland. I had an active role in integrating the storytelling of the six different themes of the project (agriculture, urbanization, water, energy, nature, economy) through isometric illustrations for 2030, 2050 and 2100 visions, as well as creating of collage-images of 2100 vision for each future scenarios.

> New Hoefkwartier Amersfoort. In this project scope of my work was design of public spaces with an climate-adaptive park and station square. The tasks included the design from sketches to the required drawings of plans, sections, and axonometrics to complete the VO phase of the project.

> Dordrecht City Park. < [link](#) > My responsibilities included visual storytelling aligned with Flux's strategic vision for the park, as well as assisting in the design of urban furniture, pavilions, and pathway markers.

> Graphic Visions. Visual storytelling based on research and strategy for projects like: Climate Adaptive Stations < [link](#) >, Binckhorst Den Haag, Stadscampus Deventer, Hamerkwartier in Amsterdam Noord and other.

Other: insight into Dutch design model, international work environment, work-life balance, hybrid work, storytelling.
- 2022 **VOLUNTEER DESIGNER-BUILDER | WORKAWAY | PORTUGAL, SPAIN, ITALY**
My participation included the design of an eco-center for gambling addicts in Portugal, design tasks related to the recreation area with food forest in Spain, construction of a tiny house made of biomaterials, renovation projects of old sheds in Portugal and Italy and permaculture work.

Other: rapidity of learning, adaptability to new conditions, multi-sensory exploration of design, self-management of time.
- 2020/2021
Jun/Oct **ASSISTANT DESIGNER | PALMETT, LANDSCAPE ARCHITECTURE OFFICE | WARSAW, POLAND**
Selected projects:
> Competition projects: Wilanów Park, Park of Changes, and Chmielna Street, Make it green! I had an active role in creating the park and street concept, from research to main ideas and drawings.

> Design of the square and streets as part of the prototyping project of the "New life of the city square" in Szczecin < [link to participation process](#) >. My tasks included active participation in the concept design and the initial phase of the building project, participation in multi-actors meetings in the municipality, and site surveys.

> Development of the Schiller Passage area in Łódź. Participation in the construction project, site inventory, participation in multi-actors meetings, drawing technical details.

Other: cooperation with municipality as well as private clients, effectiveness of teamwork, complex work in BIM.

2018/2019

ASSISTANT ARCHITECT | MENTHOL, INTERDISCIPLINARY DESIGN OFFICE | WROCŁAW, POLAND

Oct/Feb

> Concept for organization of groundfloor zones in the Old Town in Wrocław < [link to document](#) >. The task was to conduct research on the organization of Christmas fairs.

> Polish pavilion for World Urban Forum (WUF10) in Abu Dhabi. My task involved assisting with the pavilion's interior design, selecting exhibition elements, contributing to technical drawings, and actively participating in the pavilion's implementation in the UAE.

Other: going through the whole design process, executive abroad, importance of good atmosphere at work.

2017/2019

INTERN AND DESIGNER | DESIGN OFFICE OF MUNICIPAL ENGINEERING (BPBK S.A.) | GDAŃSK, POLAND

Tasks related to the development of competition projects for public spaces and park, from concepts with all drawings, collages, and inter-industry coordination.

Other: independence, good work organisation, working with multidisciplinary team, working under time pressure.

2016

INTERN | ROAD AND GREENERY CITY ADMINISTRATION – PUBLIC SPACE DEPARTMENT | GDAŃSK, POLAND

Analyzing the possibilities of planting trees, participating in a meeting on the development of a local plan, small design tasks.

Other: insight into the municipal design model.

[EXTRACURRICULAR ACTIVITIES]

Workshop with kids using design thinking method within the Biblioplaner project, Gdansk | volunteer-tutor

EXPO Milano 2015. Feeding the planet, energy for life, Milano | volunteer

Science Club „TUP młodzi” at GUT (under the patronage of the Society of Polish Town Planners) | member

Imphedulo workshop – alternatives notions of peri – urban agricultural processes, Durban | participant – university representative

Lecture during the III urban marathon in the framework of Baltic Science Festival, Gdansk | speaker

„Architektura-murator” Workshop: innovations in architecture. New prefabrication, Warsaw | participant

Organization of the event „Jane’s walk: women in architecture”, Gdansk | organizer and speaker

Outdoor workshop festival as part of building survival organized by SPOT, Rajec Poduchowny | participant

Article in # 34.3/-topias/Utopia edition of Atlantis Magazine by POLIS TU Delft < [link to article](#) > | author

[AWARDS]

2024	2ND PRIZE WINNER < link to results > in the 10th edition of the Advanced Architecture Contest, organized by Institute for Advanced Architecture of Catalonia (IAAC), held under the theme “AI for the Built Environment”.
2023	GRAND PRIX + SPECIAL AWARD IN SUSTAINABLE DESIGN < link to interview > in the national contest „Bathroom of the year 2023” for mobile pavilion organized by Geberit and Association of Polish Architects.
2021	HONORABLE MENTION in the national landscape design competition for Wilanów Park in Warsaw, in cooperation with Palmett.
2020	2ND BEST MASTER DIPLOMA PROJECT IN POLAND in competition for the best urban design master diploma project awarded by the Society of Polish Town Planners.
2020	WINNER PROJECT + REALIZATION Polish pavilion for 10th World Urban Forum in Abu Dhabi, in cooperation with Menthol Architects.
2019	1ST PRIZE WINNER EX AEQUO in the national student competition for the best student project in Poland organized by the journal „Architektura-Murator” and the printed publication in the march edition 03/2019//294.
2018	1ST PRIZE WINNER in a student competition for the green areas with park infrastructure in Ustka awarded by the City of Ustka.
2018	3RD PRIZE WINNER in the national competition for the project of central park in Gdynia, in cooperation with BPPK s.a.
2017	HONORABLE MENTION in a student competition for coastal landscape path in Puck organised by the City of Puck.

[SKILLS]

Softwares	Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe AfterEffects, Adobe PremierePro, Vectorworks, Revit, Autocad, SketchUp, Enscape, Midjourney, Miro.
Softskills	adaptability, empathy, responsibility, time management, self management, critical thinking.
Languages	Polish (Native), English (Fluent), Italian (Basic), Spanish (Basic reading).
Interests	sustainability, future, biomaterials, permaculture, travelling, human, digital collages, instruments playing.



THANK YOU FOR
GETTING TO KNOW ME & MY WORK BETTER!
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