

PORTFOLIO
2026
Antara Mutalik



RESUME

Antara Mutalik
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Brooklyn NY + Berkeley CA

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EDUCATION

2024-2029
Pratt Institute School of Architecture
Bachelor of Architecture
GPA: 3.82
President's list 3 semesters

June 2023
UC Berkeley embARC Summer Pre-College Design Academy

2020-2024
Albany High School
GPA: 3.86 unweighted, 4.06 weighted

EXPERIENCE

Research assistant
LIAVH, Pratt Institute, Brooklyn NY
January 2026 - Present
Conducting a material science study with Professor Uzma Rizvi on ancient mud brick. Identifying and experimenting with mud brick ingredients to fabricate a lightweight, resilient, and economical building unit.

Teaching assistant
Pratt Institute School of Architecture, Brooklyn NY
August 2025 - Present
Teaching assistant for Danielle Kemble's design 101 and 102 architecture studios. Supported students in developing their design understanding through models and drawings.

Cashier, gallery assistant
Abrams Claghorn Gallery and Gift Shop, Albany CA
June 2024 - August 2024
Set up product displays, clerical duties, formatted art information into a booklet for gallery shows, assisted in store events. Managed the front desk, took calls from artists and customers.

ACHIEVEMENTS

- Projects archived by Pratt Institute: Design 101 (2024), Design 102 (2025), Materials 261 (2025)
- Pratt Institute presidential scholarship awardee
- 2024: Scholastic art and writing competition, awarded gold key and honorable mention.

SKILLS

- Rhinoceros 8, Autodesk Fusion, SketchUp
- V-ray, Enscape, D5 render
- Grasshopper + Rhino
- Adobe photoshop, illustrator, inDesign
- Photography and photo editing, DSLR camera
- Wood working
- Visual artist: painting, drawing from life
- Model making
- Computer programming languages: Java and Python

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Gowanus Canal Park Spring 2025

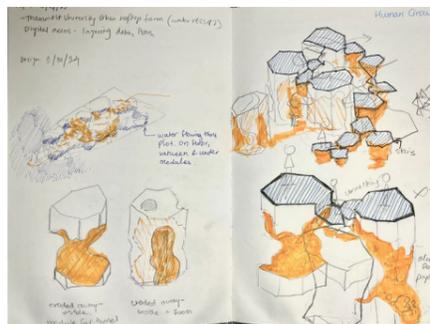
This project is a park designed for the Gowanus Canal, a superfund site in Brooklyn NY. Previously a creek surrounded by rich saltwater marsh full of plant and animal life, the canal water is now highly contaminated due to centuries of use by the shipping industry. My park design seeks to revitalize the native saltwater marsh plant life in Gowanus while the canal is being cleaned, and allow people to interact with the plant life and the waterfront.

I developed a rule-based generative system of cutting away corners of squares in a grid drawing to mimic the natural carved pieces of land in a saltwater marsh, and the effect of erosion caused by water and the changing tides.

Variations in scale of land masses provide different vantage points for visitors, and different environment conditions for plants. Streams carve through and around the land masses to accommodate for changes in tide throughout the day, and increasing water levels due to climate change.



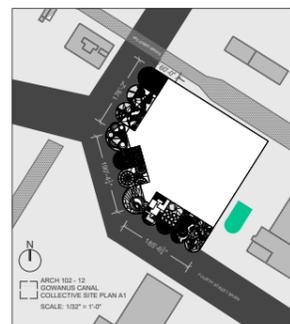
Sketchbook process

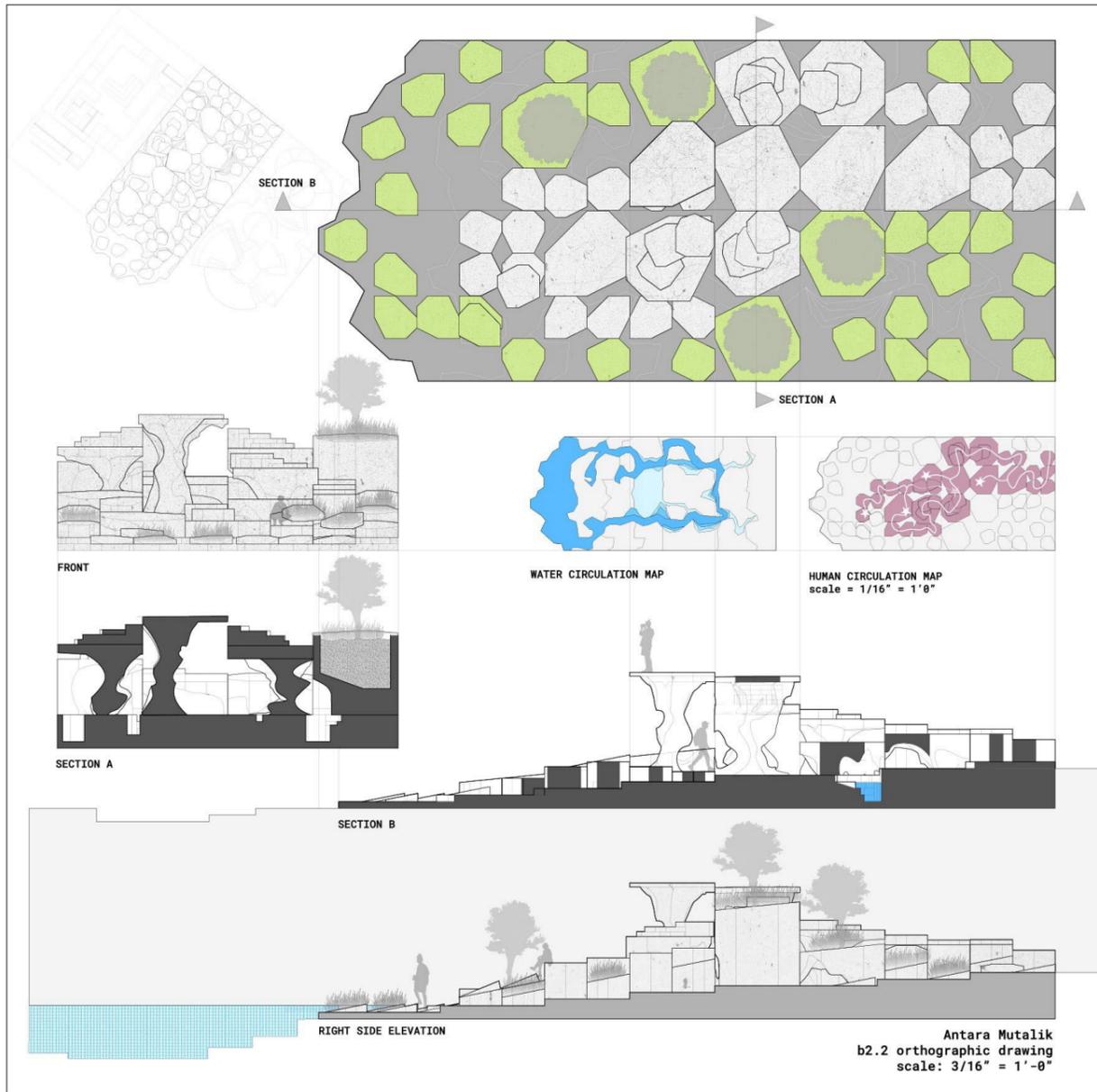


Midterm study models.
Experiments with the form of modules.

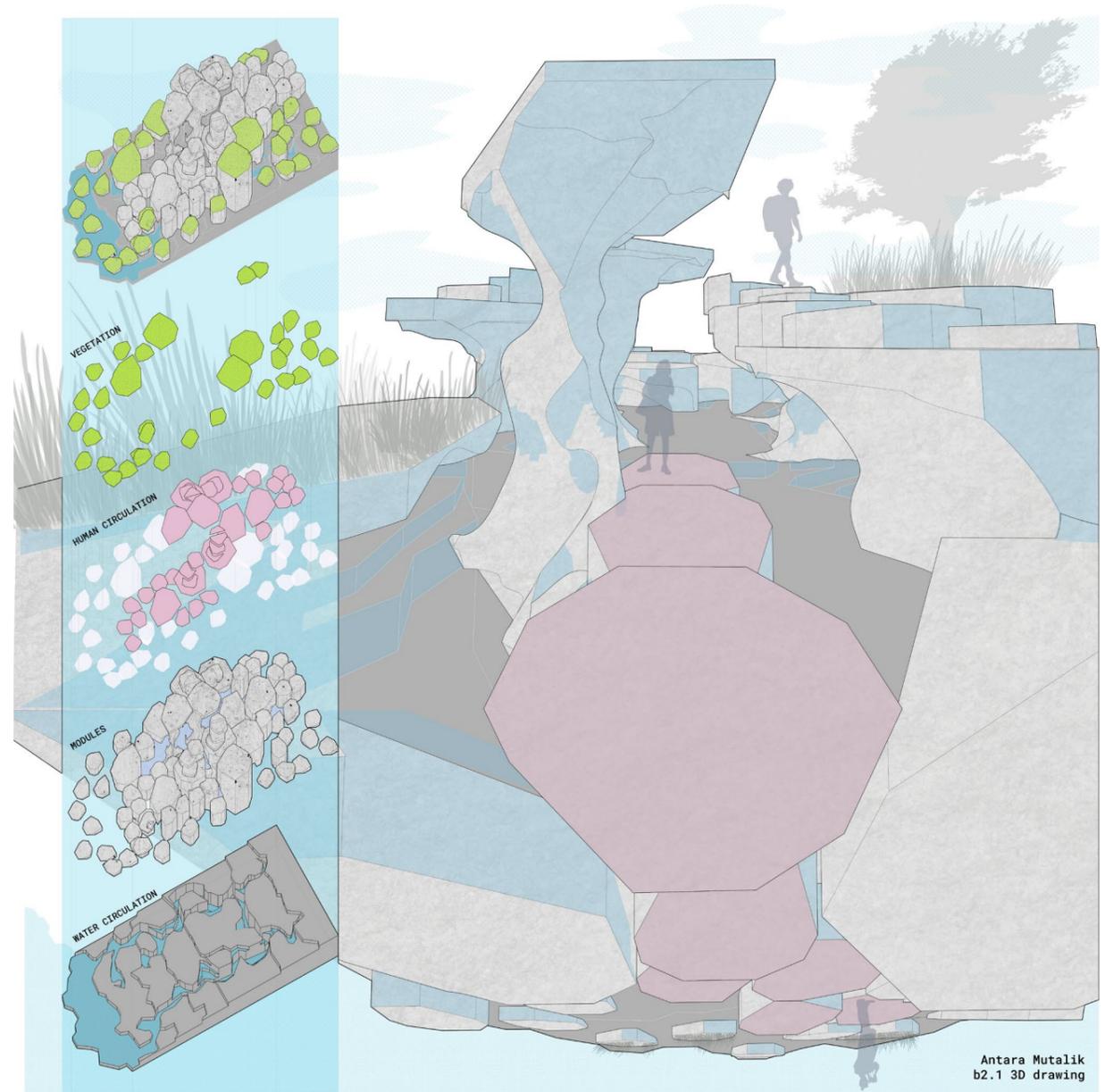


My studio's site map. The green plot is my section.





Final orthographic views drawing. Rhino 8 and Illustrator.



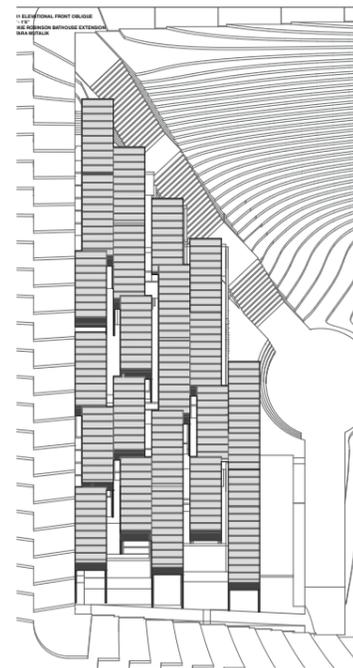
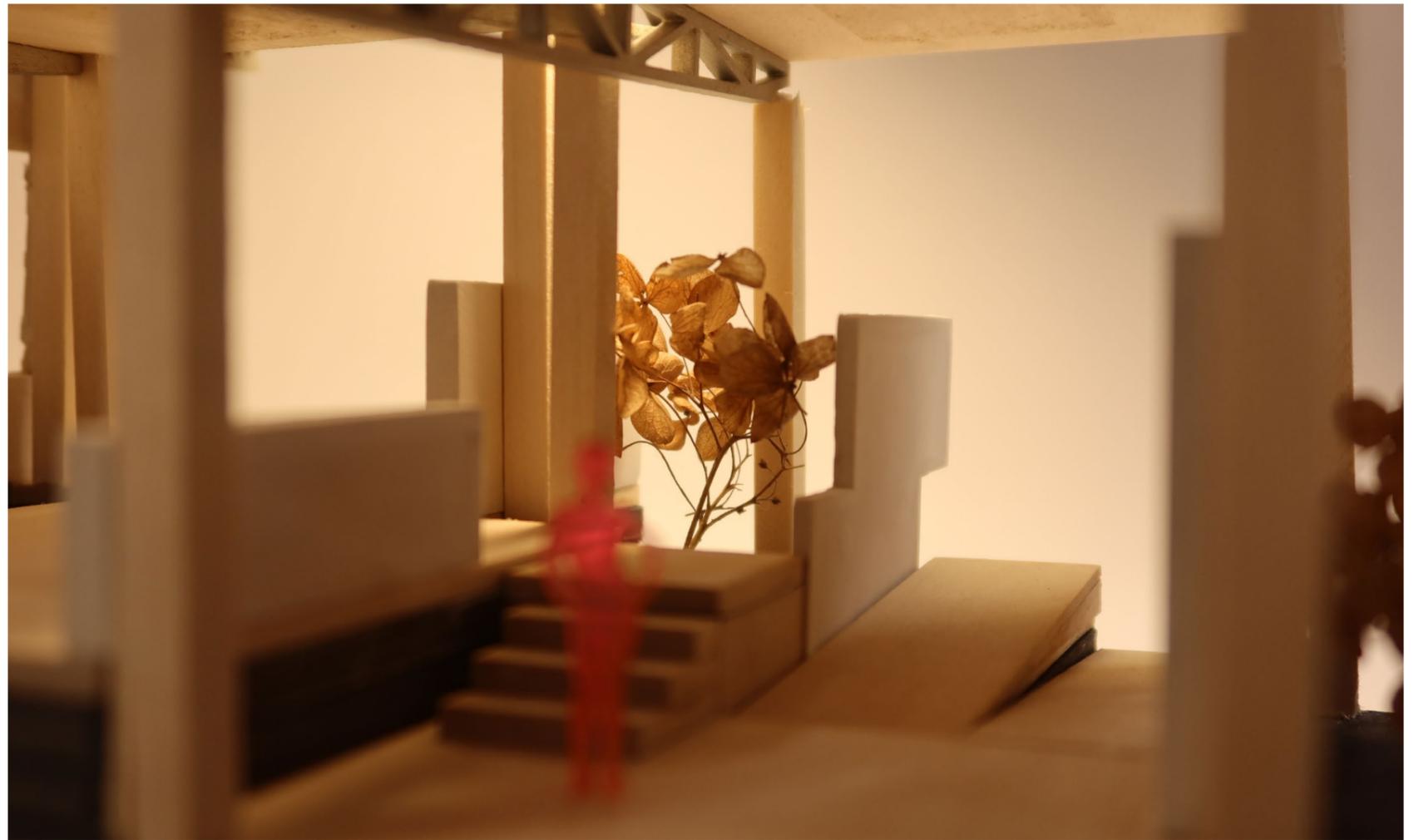
Final 3D views drawing. Rhino 8 and Illustrator.

Jackie Robinson Bathhouse Fall 2025

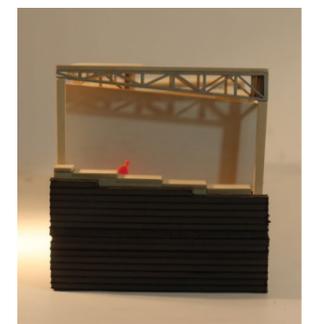
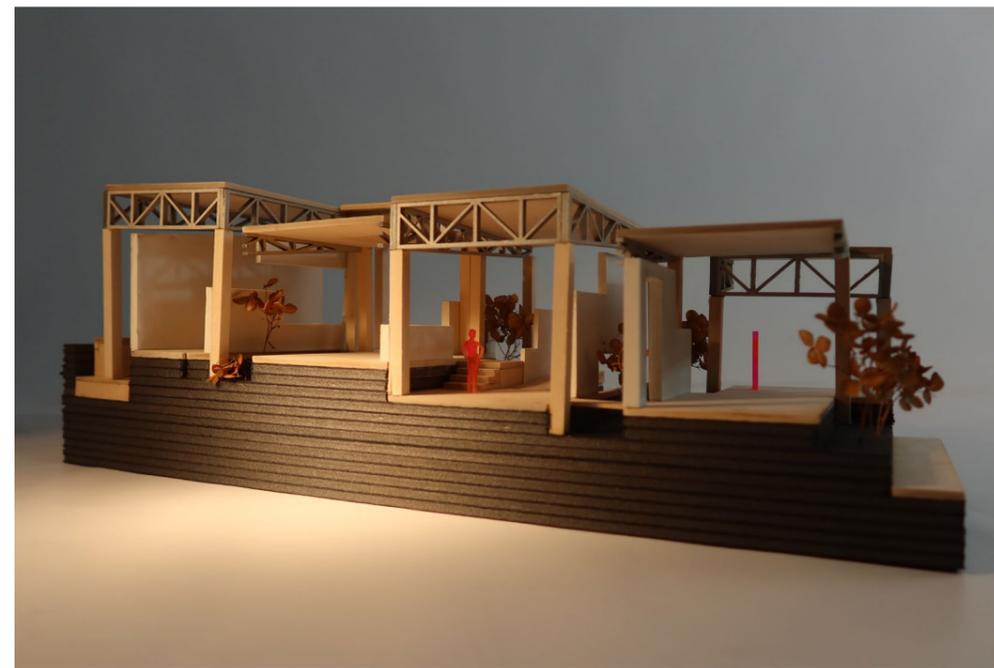
A bathhouse designed for the Jackie Robinson Park next to the Jackie Robinson Pool, in Harlem, Manhattan, NY. NYC pools are open only 10 weeks during the summer, so the bathhouse offers free year-round access to indoor cool, temperate, and hot pools, as well as saunas and showers.

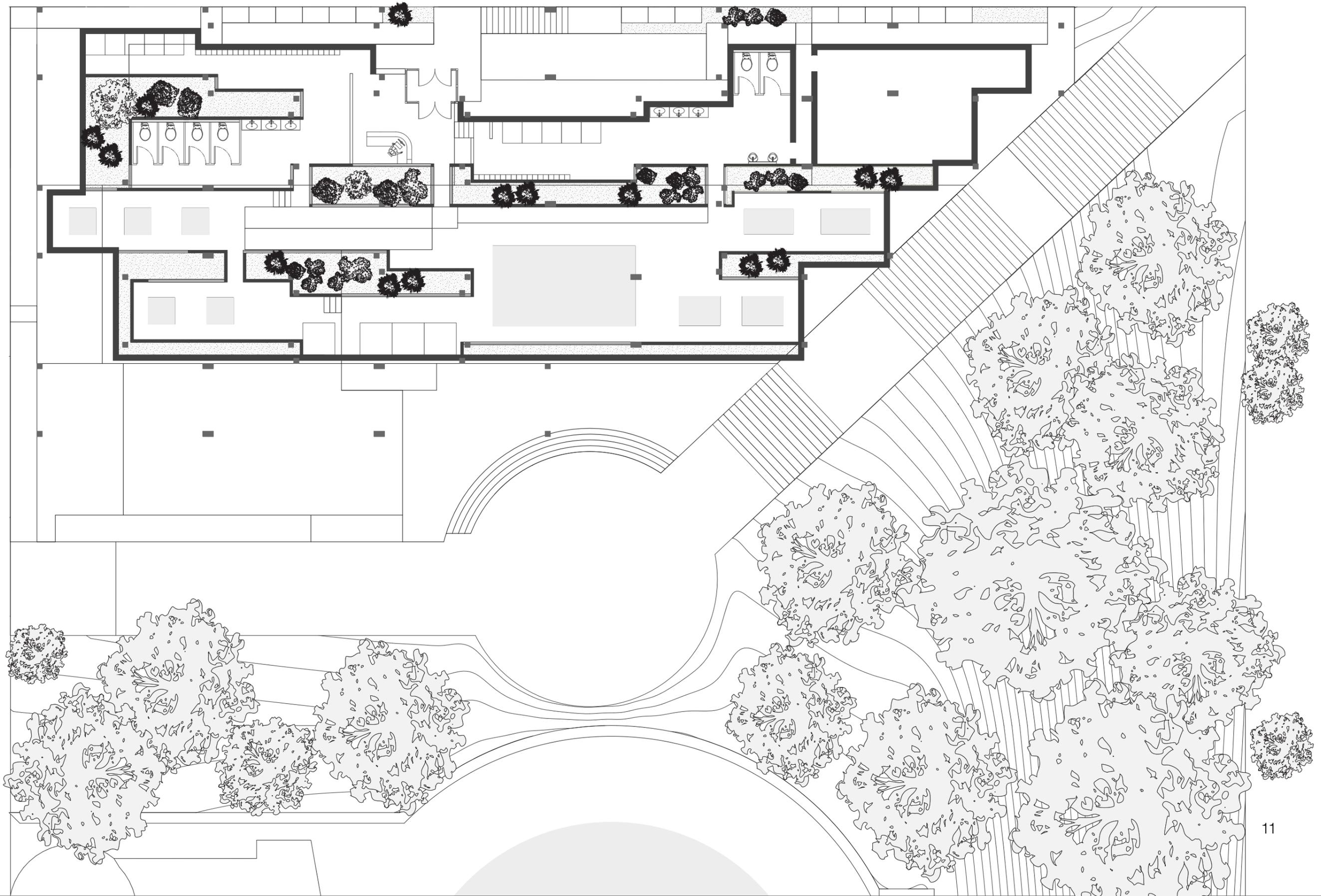
I designed my bathhouse to be as porous as possible while keeping the interior experience private. I wanted the existing park users, usually people who want to take a scenic, natural shortcut through the busy street blocks, to still have access to their park and shortcut route. These parameters helped me organize the layout and form of my project in a way that allowed for porosity in experience.

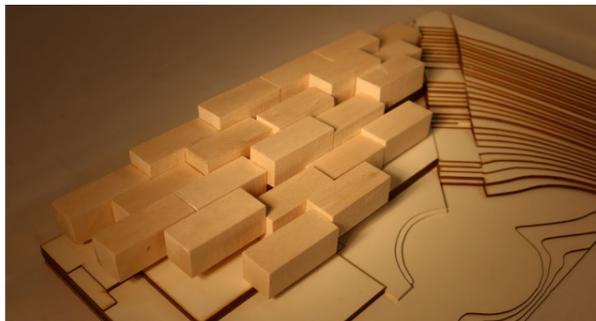
I developed a modular truss-roof-column system, in which gaps between the roof canopy became courtyards. They acted as walls running through the bathhouse, and allowed the sloped natural landscape to come through.



Final chunk model

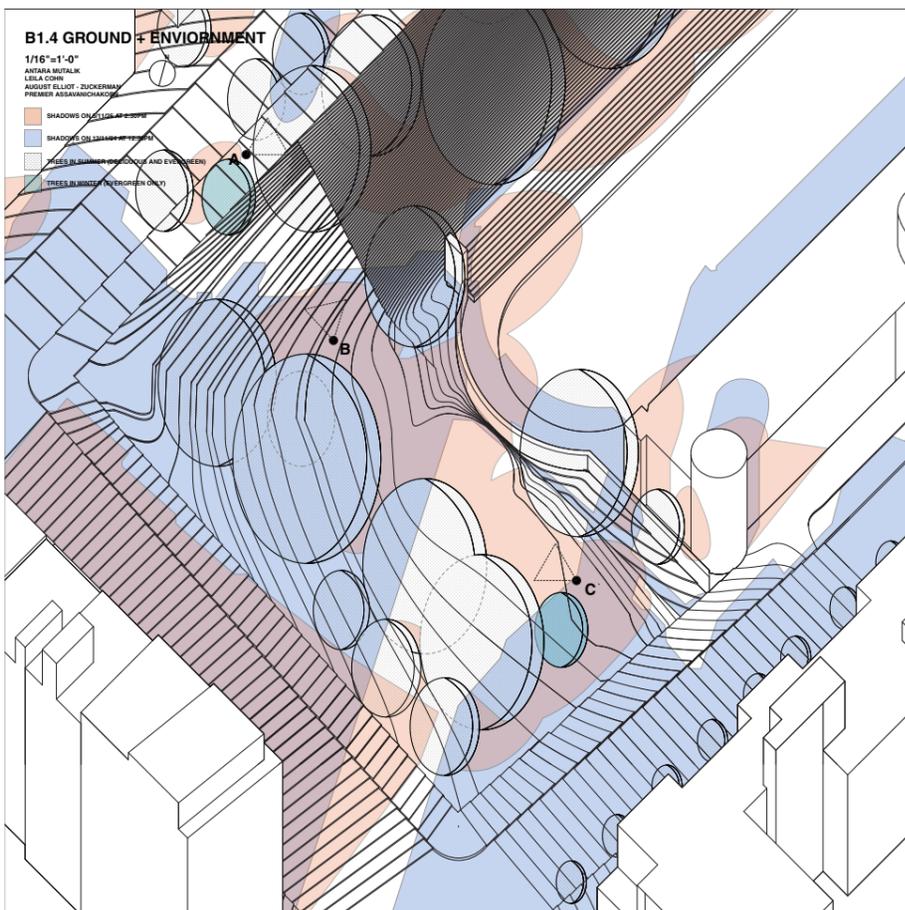




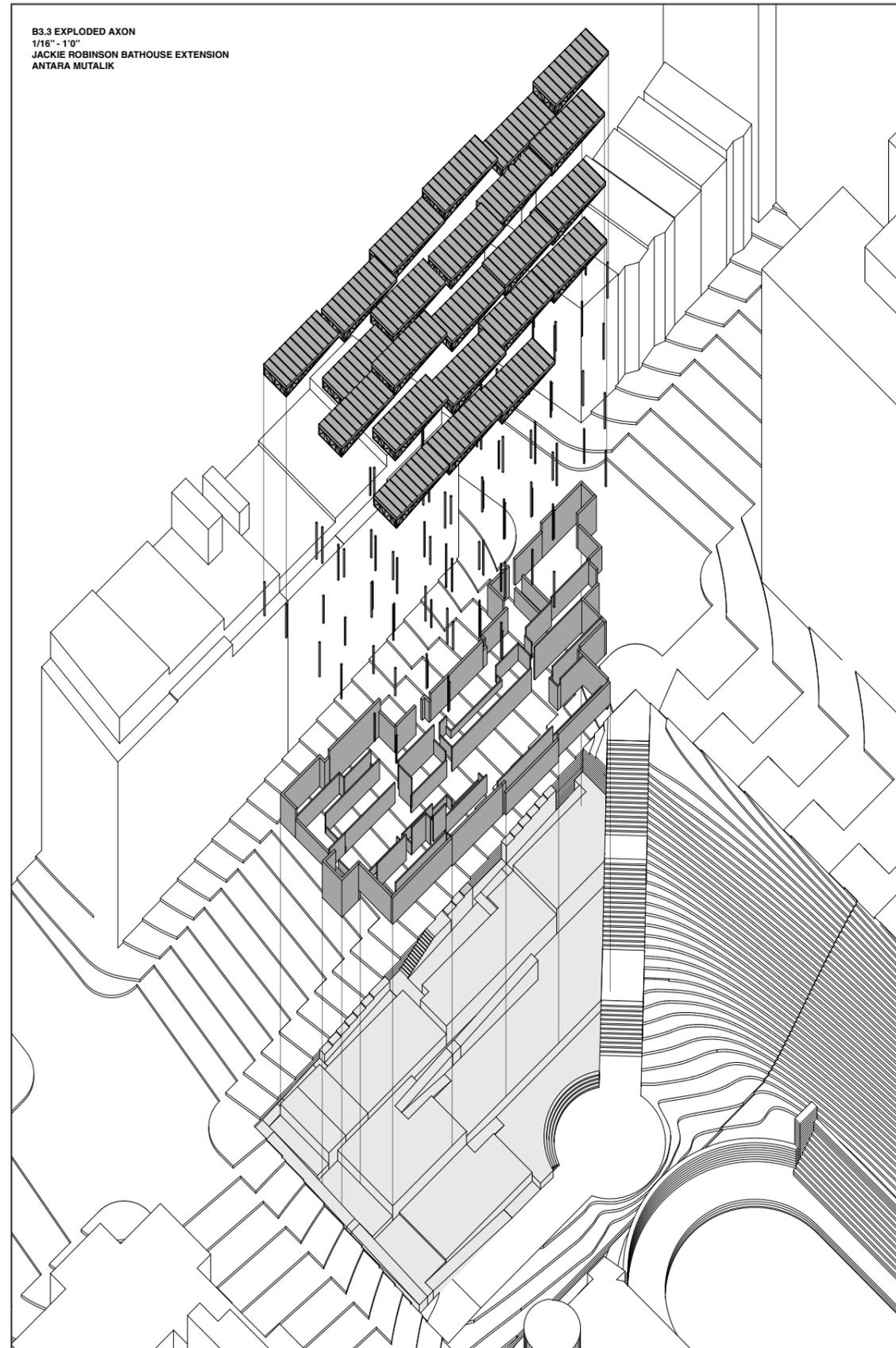


Topography and massing model iteration #1

Topography and massing model iteration #2



Shade map, for environmental conditions analysis.
 by Antara Mutalik, Rhino 8 and Illustrator.

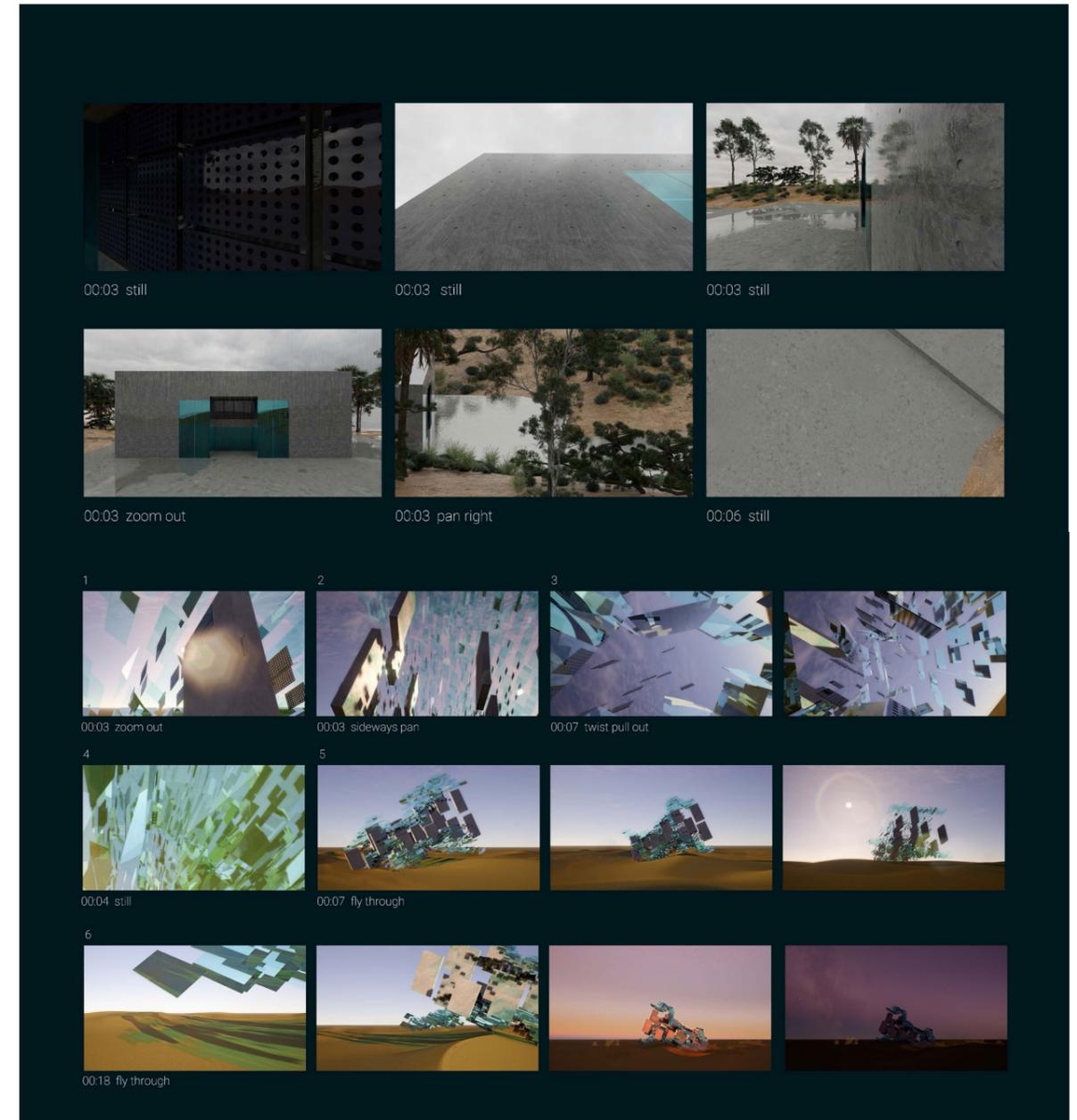
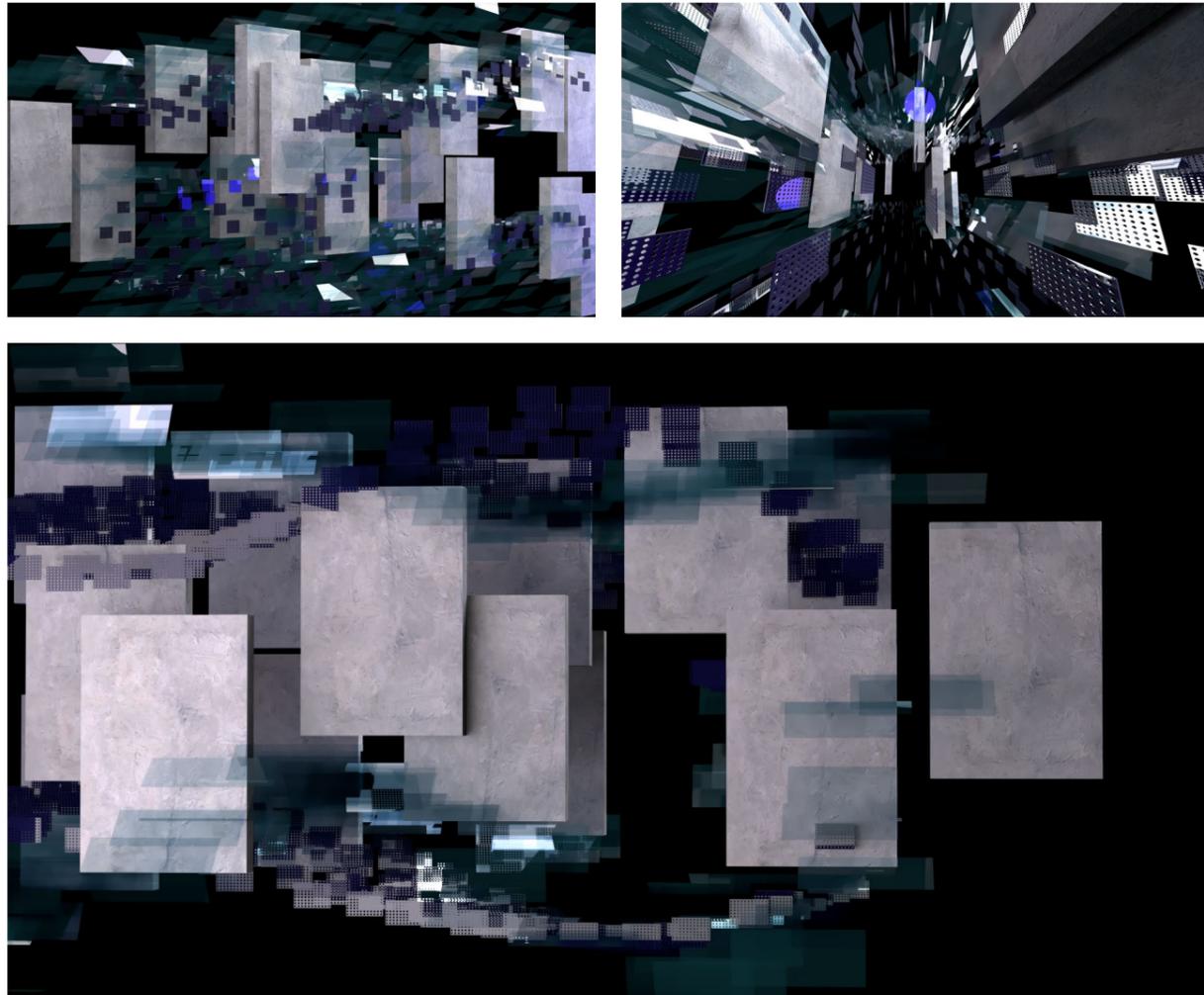


Salk Institute, Abstracted Fall 2025

An exploration of abstracting the facade of the Salk Institute East building extension. I used drawings, rendered images, and animations to propose how the building could look in the future.

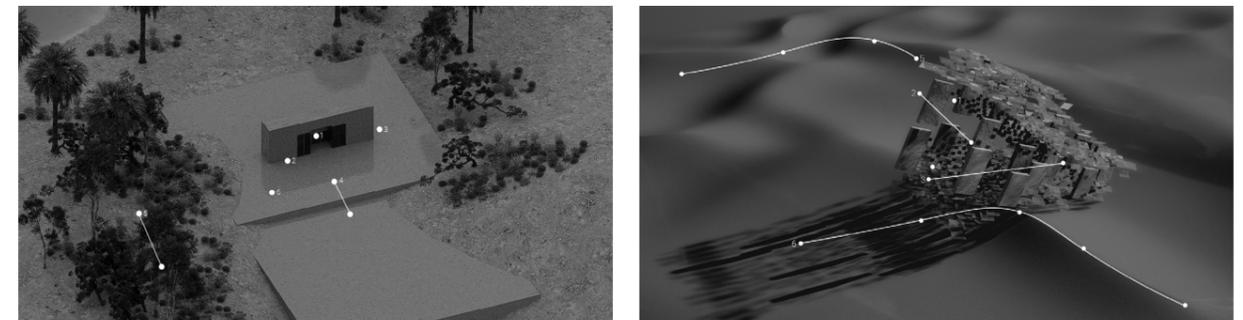
Renders and animation made using D5 and Vray. Model made using Rhinoceros 8. Post-exploded Salk made using Grasshopper.

Process renders. Grasshopper experiments.



Storyboard of my final animation. Top 6 is pre-explosion in La Jolla, California, bottom 12 is post-explosion, in a post-apocalyptic world.

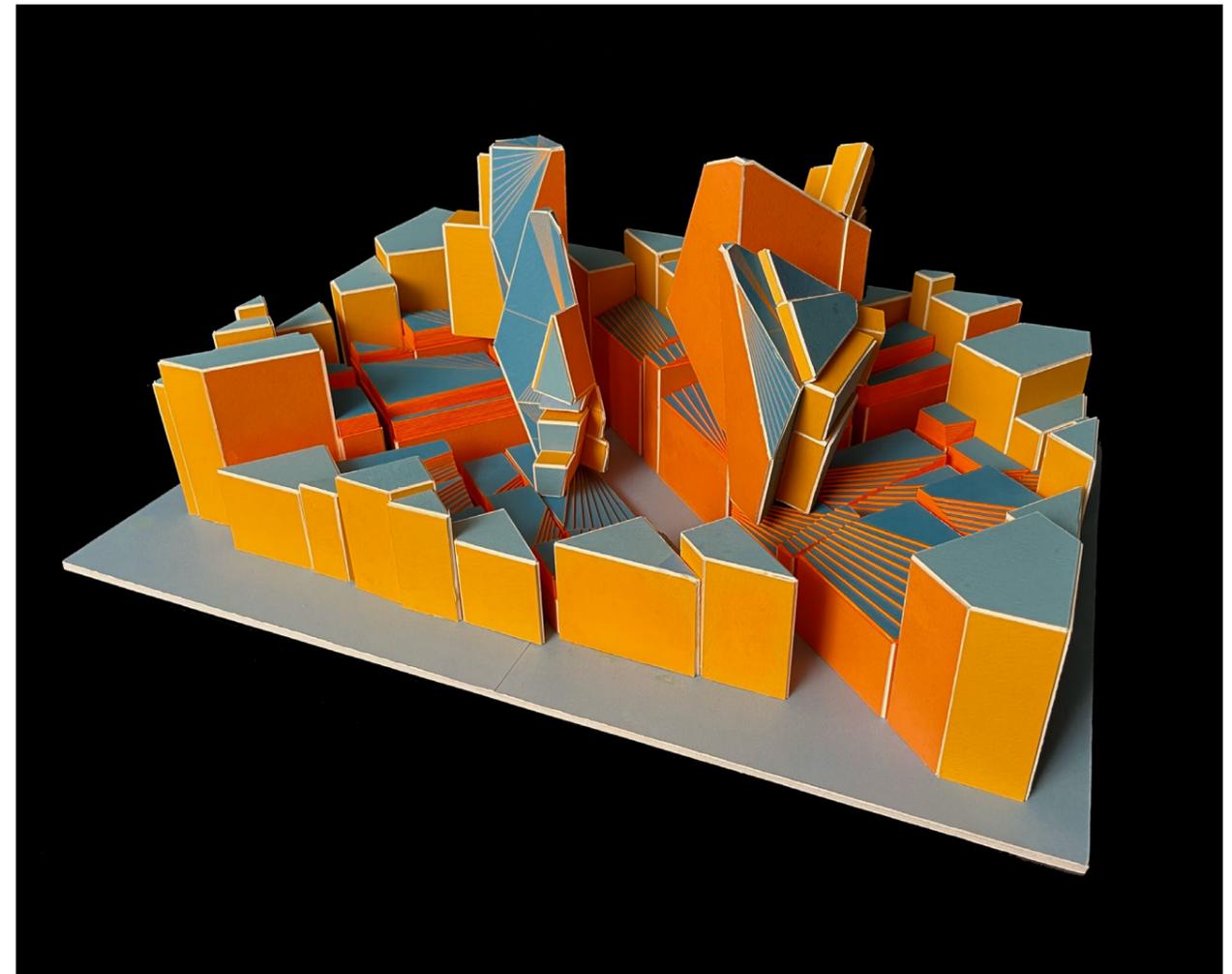
Map of camera movements in my final animation.



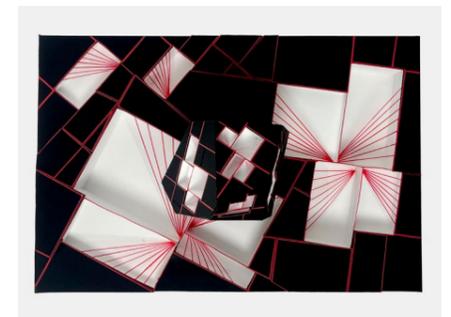
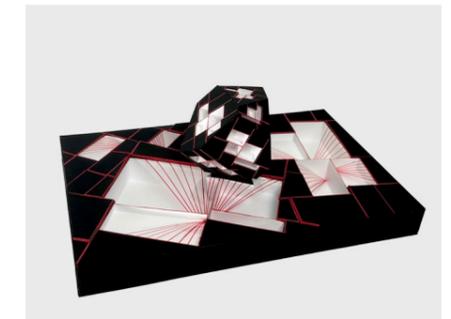
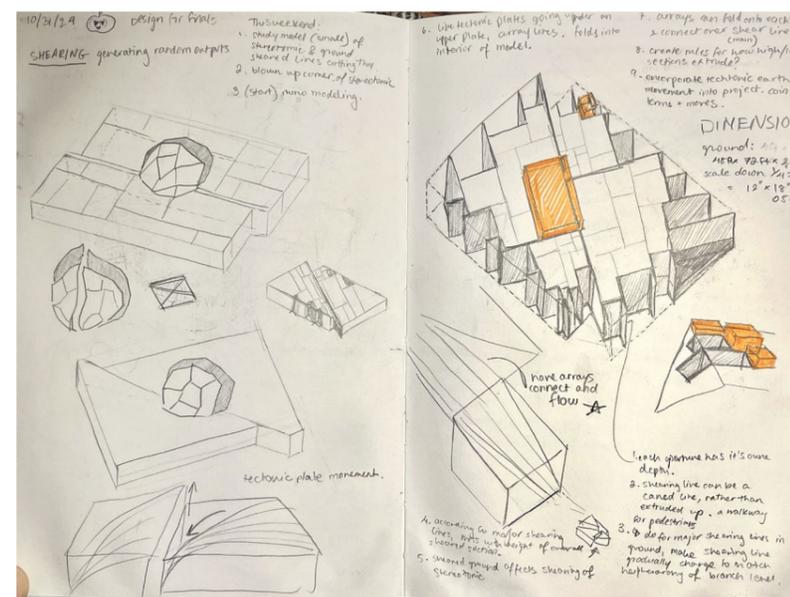
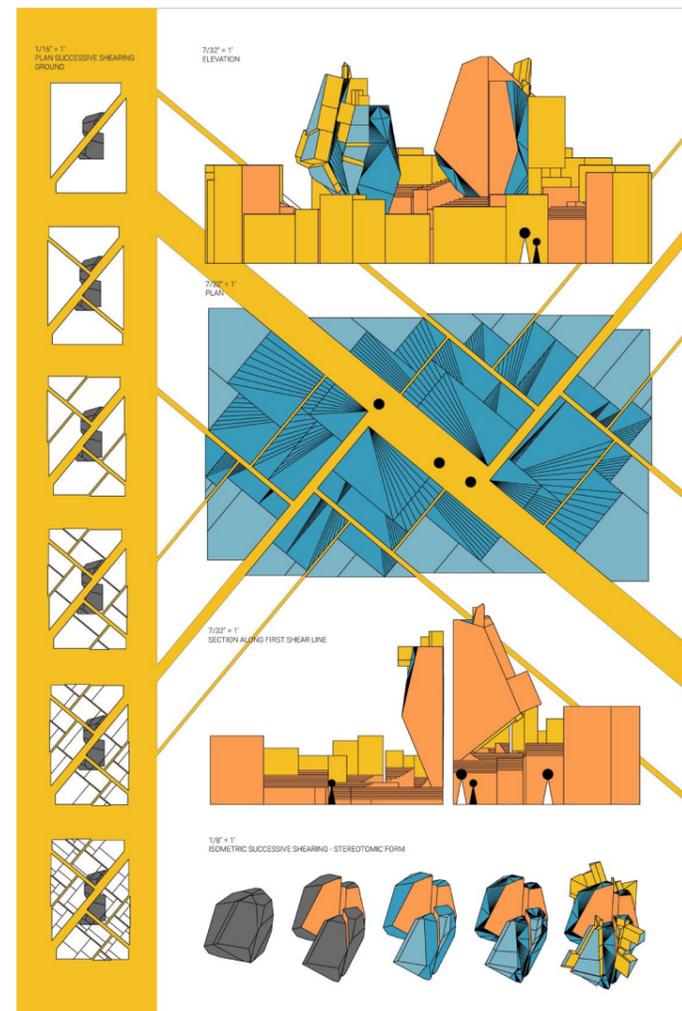
Tessellating Lines - Shearing Sections Fall 2024

A rigorous exploration of a rule-based generative drawing producing a proto-architectural landscape and building. Forms shear horizontally and vertically to create a variety of spaces for humans to explore.

My first introduction to the design-iteration cycle.



Final model



Study models

Thank you!