



ALEKYA
MALLADI

selected works



ALEKYA MALLADI

✉ alekysmalladi@gmail.com ☎ (213)285-6160 [in linkedin.com/in/alekymalladi/](https://www.linkedin.com/in/alekymalladi/)
🌐 www.alekymalladi.com [vimeo.com/alekymalladi](https://www.vimeo.com/alekymalladi)

EDUCATION

- 2019-2020 **MASTER OF ARCHITECTURE** | University of California Los Angeles (UCLA)
Los Angeles, California, USA
Post Professional degree specializing in Entertainment
- 2012-2017 **BACHELOR OF ARCHITECTURE** | Rashtreeya Vidyalaya College of Engineering (RVCE)
Bengaluru, Karnataka, India

EXPERIENCE

- 2020 **INTERN ARCHITECT & 3D ARTIST** | Formlessfinder LLC
Los Angeles, CA, USA
Worked as a 3D artist creating narrative based environments for "[Future of the Past: Episode 0](#)", by the winner of the 2020 Architectural League Prize.
- 2017-2019 **JUNIOR ARCHITECT** | Design Elements
Visakhapatnam, AP, India
I created design development and construction drawings for residential and interior design projects. I participated throughout all project phases like design, execution and communications.
- 2016-2017 **INTERN ARCHITECT** | Mandapati Architects
Visakhapatnam, AP, India
I developed construction drawings for residences, interior design, institutional buildings like hospitals and colleges. My roles included draftsmanship, delineation and technical support.

SOFTWARE PROFICIENCY

Autodesk

AutoCAD | Rhinoceros 3D | Revit | Maya

Adobe Creative Suite

Photoshop | InDesign | Illustrator | After Effects | Premier Pro | Substance Painter

3D Modelling, Rendering and Animation

Sketch-Up | Maxon Cinema 4D | Octane Renderer | Unreal Engine 4 | Agisoft Metashape | Meshlab | Unity Hub

Microsoft Office

Word | Excel | Power Point | Outlook | Powerpoint

AWARDS, LEADERSHIP & ACTIVITIES

Presentations | Model Making | Laser cutting | Sketching | Designing Booklets

AWARDS, LEADERSHIP & ACTIVITIES

- 2020 [Incognito - Archinect](#) feature in 2020
Official nominee for Best Film/Animation (student) by [CG Architect](#) Architecture 3D Awards 2020
Official selection (Animation) by Accolade Global Film Festival
Best Experimental Film and official selection as Best Student Film Director (Female) - short by [IndieX](#) Film Festival
- 2020 **Graduated with Distinction** in Master of Architecture II at UCLA AUD - IDEAS Entertainment.
- 2019 Poster designer for UCLA AUD at summer IDEAS studio exhibition called 'trans.figure'.
- 2015 Organizer for corridor and studio decors during the annual architecture exhibition.

MEMBERSHIP & LICENSURE

- June 2020 **Associate AIA** (The American Institute of Architects)
- July 2019 Registered Architect in India, recognized by the National Council of Architectural Registration Boards Certification (NCARB) by the Council of Architecture, India - Credential ID: **CA/2019/109844**





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01.

INCOGNITO

an investigation through media and memory

PROJECT BRIEF

- Work : Stranger than fiction
Entertainment studio, spring quarter - UCLA AUD
- Time : January - June 2020
- Team : Alekya Malladi, Gesthimani Roumpani and Yanrong Yang
- Instructors : Natasha Sandmeier and Nathan Su

Motivated by the impending collaboration of humans and AI, the film "Incognito" challenges the idea of objective or infallible memories, suggesting that memory is not a record of the past; it is a creative act that weaves together an experience and an environment with its associated senses and emotions.

In the year 2023, a young girl goes missing in Salton Sea, CA. The police officer on the case and AI analyst AVA, are collecting evidence and data, to stitch stories and spaces together. The success of their investigation depends on the accuracy and balance between human, digital, and object-imprinted memories. This film serves as an exposé on memory, spatial reconstruction, and the role of contemporary media in delivering fact and fiction. How far is the truth from a series of stories put together in a well-strung narrative?

The final result included concept art renders, physical and documented evidence, previsualization and a book.

Platforms:



[Trailer:](#)

[The book:](#)



SOMEWHERE IN SALTON SEA

Eileen Taylor's car, reconstructed by the AVA to establish her timeline before she went missing.



The Abandoned Car

The police finding her car abandoned near Salton Sea. She has recently reported missing.



THE LAUNDROMAT

The laundromat links the missing person case to an insidious game called Incognito, which is believed to aid or abet her disappearance.



THE BEDROOM

Her social media account leads the police to Eileen Taylor's bedroom where they discover more clues leading to her disappearance.



PEMEX GAS STATION

The Pemex gas station wasn't documented or discoverable. Officer Cullen finds it through a Yelp review.



SECRET ROOM

A secret room was found behind the washers in the Lavanderia, suspected to be one of the markers in the game.



EVIDENCE ROOM

02.

COLLECTIVE INDIVIDUALISM

a twisted documentation of places we inhabit

PROJECT BRIEF

- Work : My living room is public
tech seminar, fall quarter - UCLA AUD
- Time : April - June 2020
- Team : Alekya Malladi, Gesthimani Roumpani, Chinmayi Suri
and Luis Garcia
- Instructors : Yara Feghali

Challenging this new normal of our pandemic lifestyle, collective individualism imagines a new live-work space that lets us self-isolate and collaborate. Four distinct living rooms, for four distinct owners, within four walls separated by four mere pieces of furniture.

The design of the project was in three stages :
photogrammetry of the living rooms, drawing survey of the combined living rooms while developing playful GIFs and the development of the room as a game.
#safer@home

The final result included drawings, GIFs and a game.

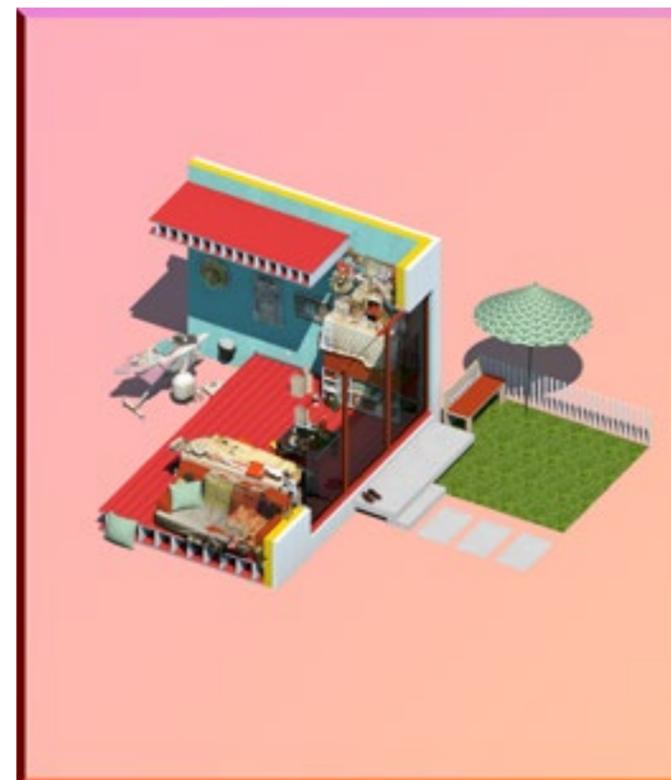
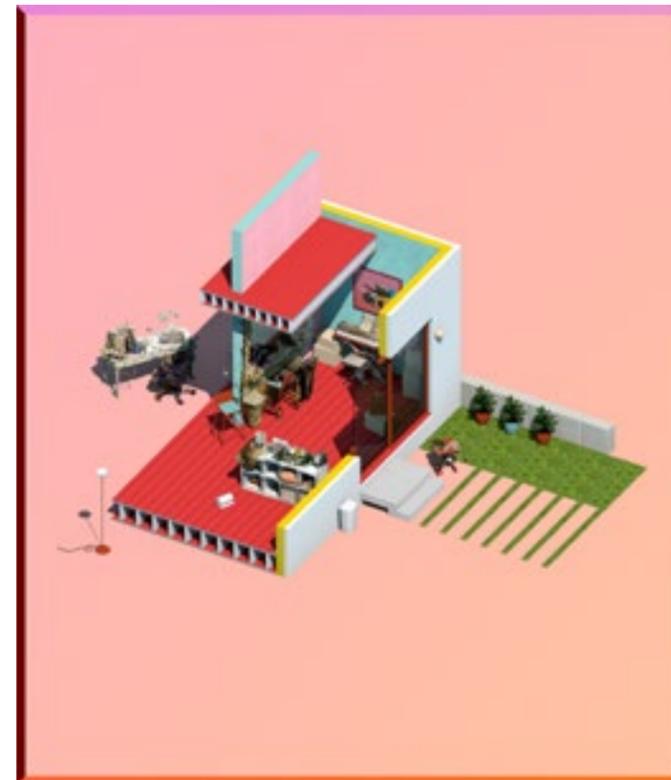
Platforms:



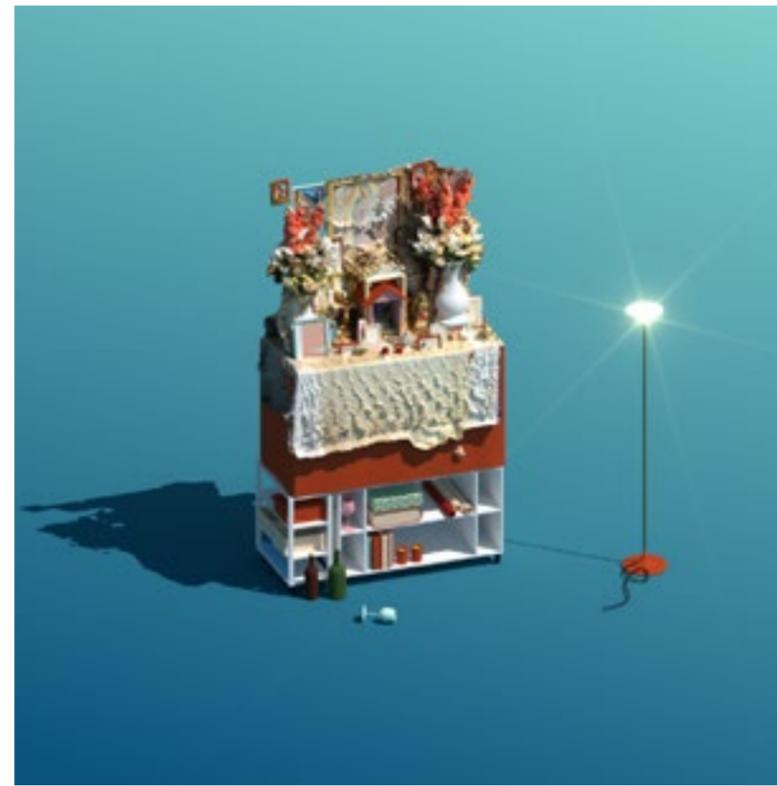
fun GIFs



DRAWING SURVEY



PLAYABLE DIGITAL KIT



03.

THE TETHER

an allegorical echo chamber

PROJECT BRIEF

- Work : Stranger than fiction
tech seminar, winter quarter - UCLA AUD
- Time : January - March 2020
- Team : Alekya Malladi and Aishwarya Rajasekar
- Instructors : Nathan Su

According to mythology, A Labyrinth is known for being unnavigable. Theseus is believed to have made his way out using Ariadne's thread. Similarly, internet threads get more confusing with disseminating information. Echo chamber is a metaphorical description of a situation by which people are able to seek out information that reinforces their existing views, potentially as an unconscious exercise of confirmation bias.

By the time information reaches an individual, it becomes an inescapable labyrinth that becomes extremely complicated to navigate through. As we are set on a journey to find the ground truth and progress from the chaos of corrupted data, we face the obstacles of socio-cultural bias, prejudice, misinformation, personal beliefs, etc. As the journey progresses through the threads of information that connect to the center, we start approaching the truth. But, like in a labyrinth, we always approach this center but never actually reach it.

The final output included a video, renders and a booklet.

Platforms:

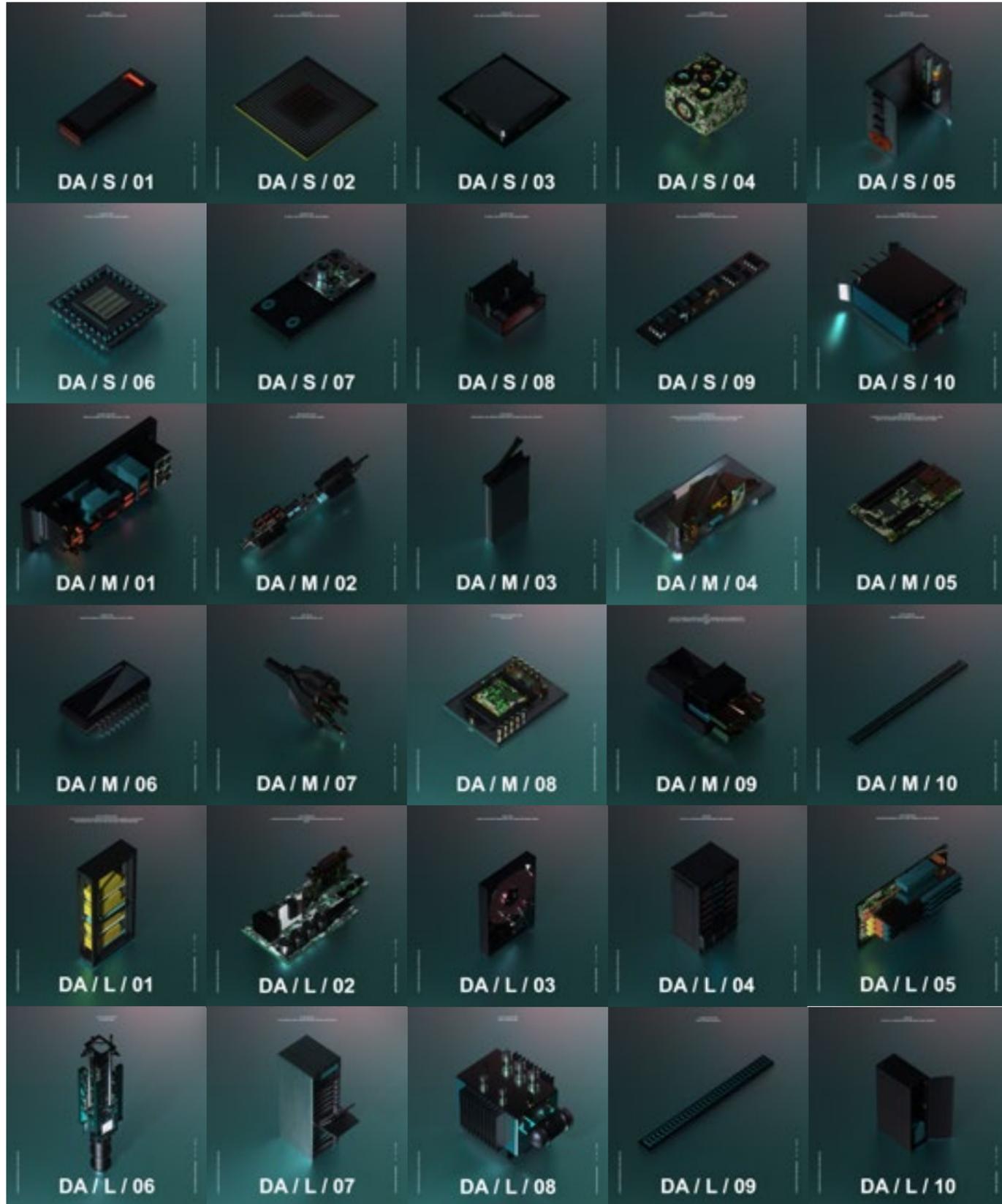


[Video:](#)

[The booklet:](#)



DATA KIT





04.

GROWTH

trans.figure

PROJECT BRIEF

- Work : trans.figure
summer studio - UCLA AUD
- Time : September - October 2019
- Team : Alekya Malladi, Huilin Liu, Nan-Tse Su and
Yaewon Min
- Instructors : Leah Wulfman and Julia Koerner
- Studio Coordinators : Marta Nowak and Benjamin Ennemoser

The aim of this course was to become familiar with tools, softwares and techniques. A given object was subjected to a series of transformations and modifications by experimenting with different means of modelling, representation, fabrication, animation and augmentation. The studio started with each team member modelling one contemporary sculpture each, fragmenting them and making a matrix of the parts. This Kit-bashing led us to examine the relationship between parts and geometry.

The project explores the transition of a condensed core into a series of curves, as a means to establish clear geometric differences between concave internal and external surfaces. We thereby aim to develop a relationship of tension through GROWTH. By applying this strategy, our team combined the kits from the matrix to create a series of morphologies.

The final result included concept art renders, film treatment, a short animation and a book that included prior research.

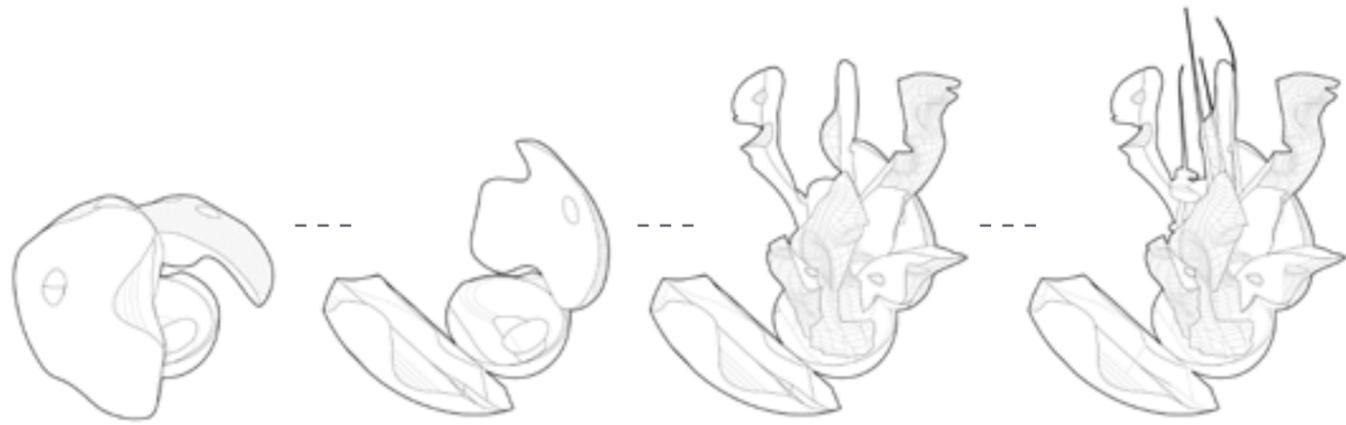
Platforms:



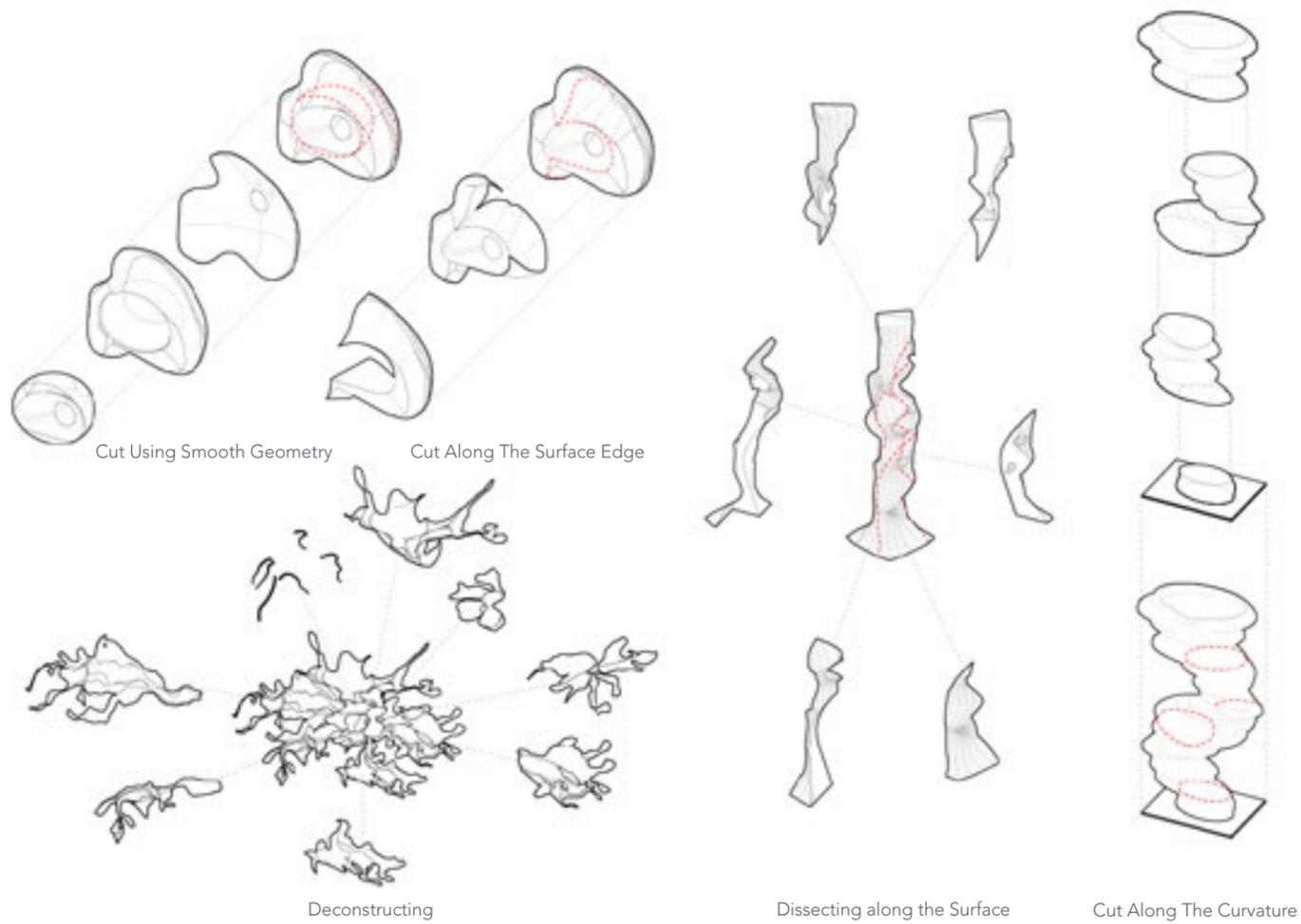
Video:



THESIS STATEMENT



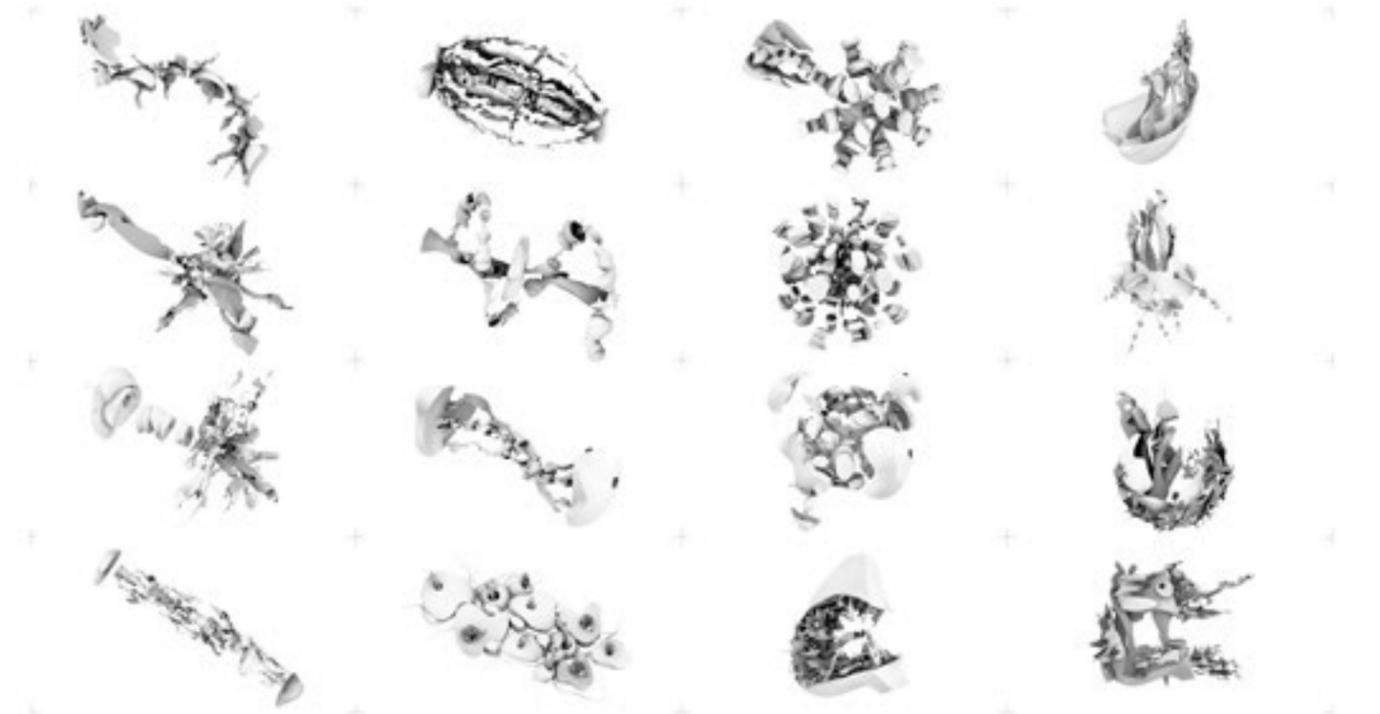
KITBASHING



MATRIX OF PARTS



MORPHOLOGIES



COLOR AND MATERIAL STUDY



Layer 01
Veins



Layer 02
Geometric
Surface



Layer 03
Surface



Combined



05.

FUTURE OF THE PAST: EPISODE 0

the architecture league 2020

PROJECT BRIEF

Work : Professional
Firm : **Formlessfinder LLC**
Team : Garrett Ricciardi, Julian Rose, Alekya Malladi, Gesthimani Roumpani and Yanrong Yang
Role : Internship - 3D Artist
Responsibilities : Concept Art, 3D Modelling, Compositing, Texturing, Animation
Time : June - July 2020

At a time when building the future seems incompatible with preserving the past, the proposal for the Sabbiyah Highway Archaeology and Infrastructure Research Center in Kuwait Bay, is presented in the form of a film for the **League Prize 2020 Exhibition**, proposing that building new infrastructure and excavating ancient sites are fundamentally related processes, appearing to be in conflict only when not properly coordinated. The discovery of important ancient sites on the north coast of Kuwait Bay offers an unprecedented opportunity for the latest developments to unfold in parallel with these ancient discoveries.

The final result included concept art and a digitally produced film.

Platforms:



Exhibition Link:

<https://archleague.org/article/formlessfinder-digital-installation/>





OFF THE SABBIYAH HIGHWAY

Kuwait Bay

06.

PRADEEP RESIDENCE

duplex residence

PROJECT BRIEF

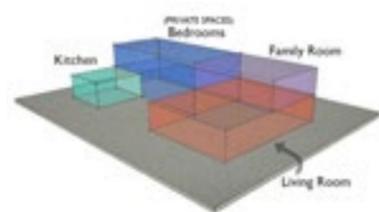
Work : Professional
Firm : Mandapati Architects
Team : Alekya Malladi and Satish Murukurthi
Role : Intern Architect
Responsibilities : Design, Presentation, Drawings, 3D Modelling, Rendering
Time : 2017

The residence was designed in the small town of Simliguda in Odisha, India. It was designed to create a simple Odia household where the public and private spaces are divided clearly as per the client's requirements.

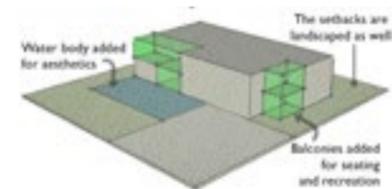
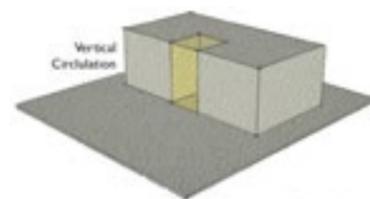
Platforms:



ZONING



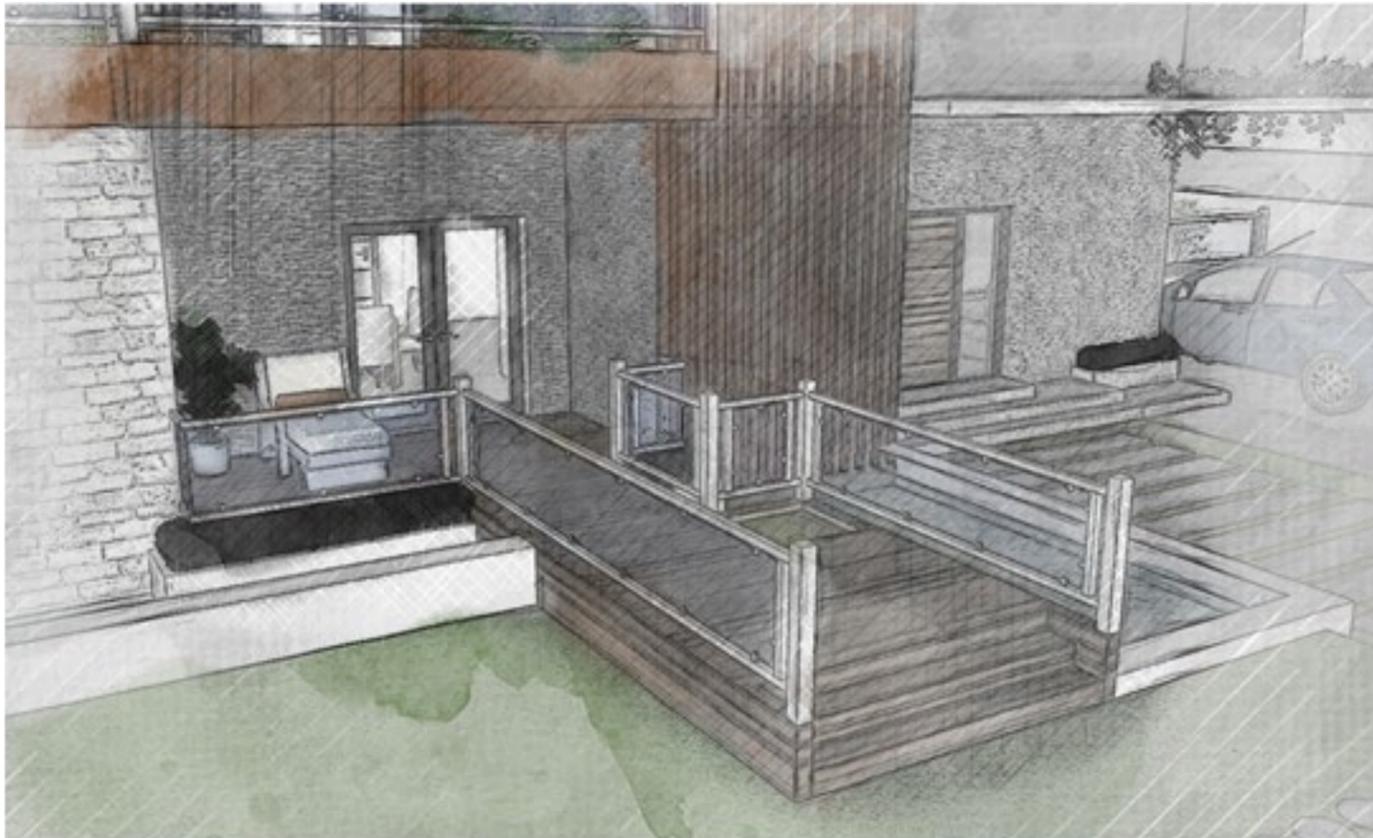
LANDSCAPE



GROUND FLOOR PLAN



FIRST FLOOR PLAN



ISOMETRIC VIEW

07.

SARVA RESIDENCE

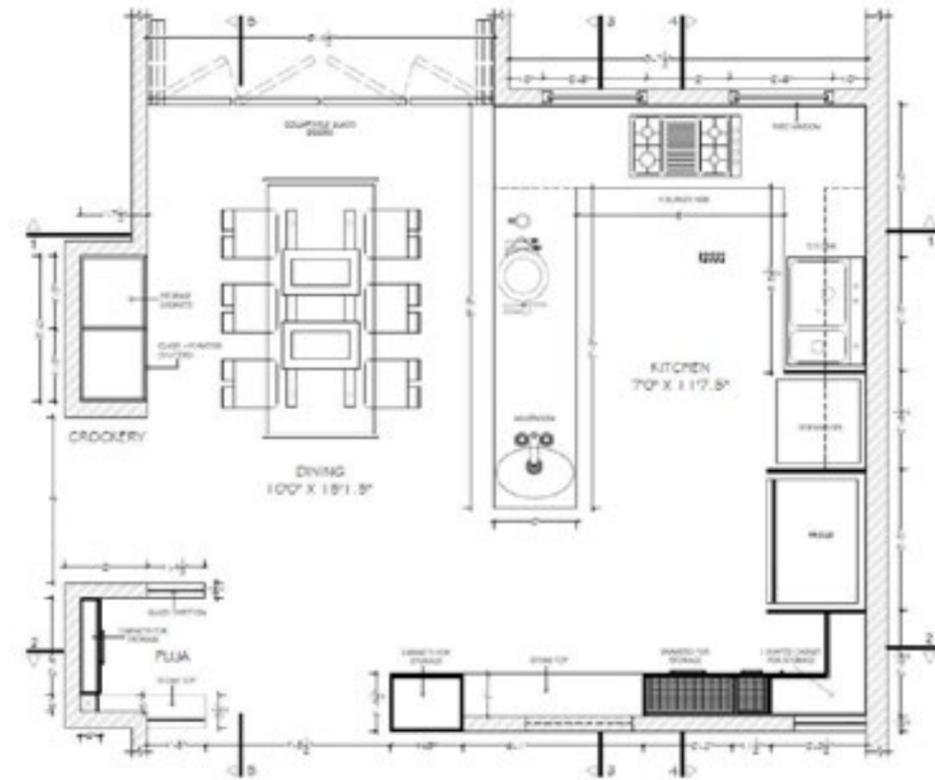
apartment remodel

PROJECT BRIEF

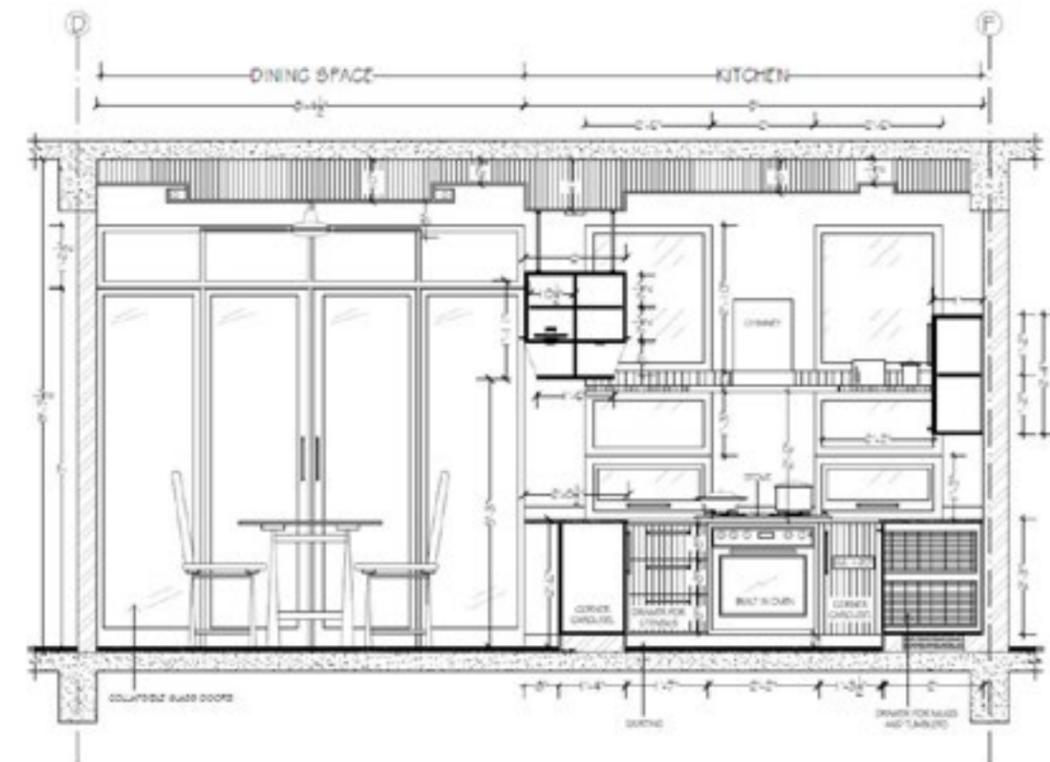
Work : Professional
Firm : Design Elements
Team : Alekya Malladi and Kalyan Chakravarthy
Role : Junior Architect
Responsibilities : Design, drawings, presentation, Client coordination
Time : 2017

An apartment in Hyderabad, India was shared by a family of three and required a remodel after the family expanded to five. The wall separating the dining area and the kitchen is brought down to create an open kitchen with more storage space.

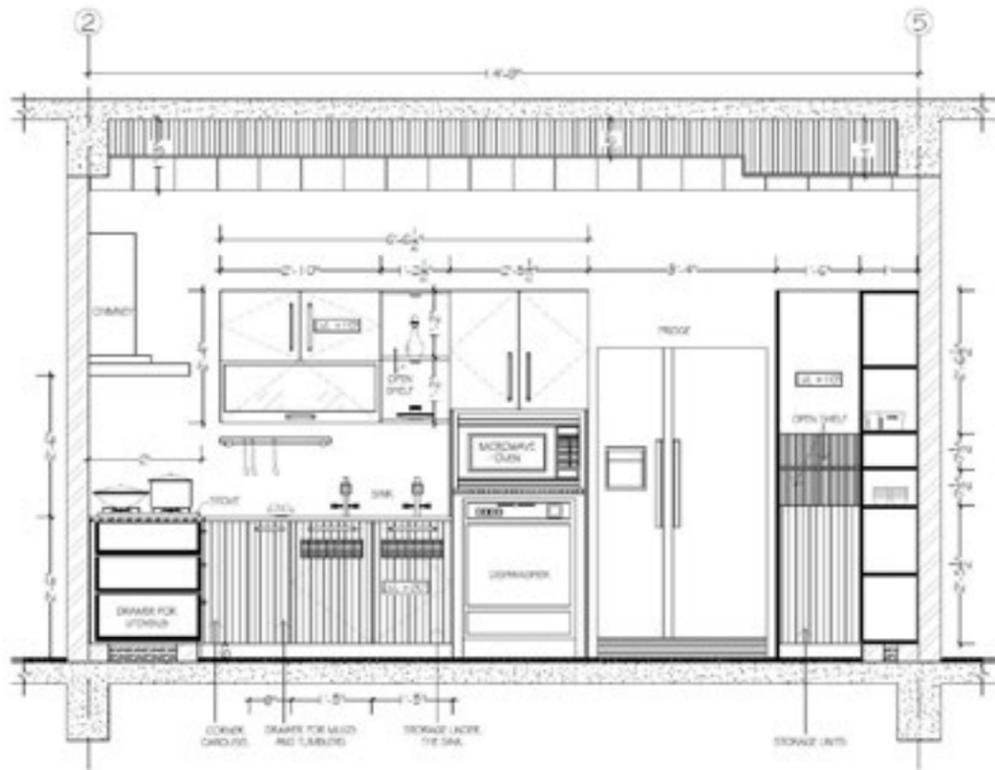
Platforms:



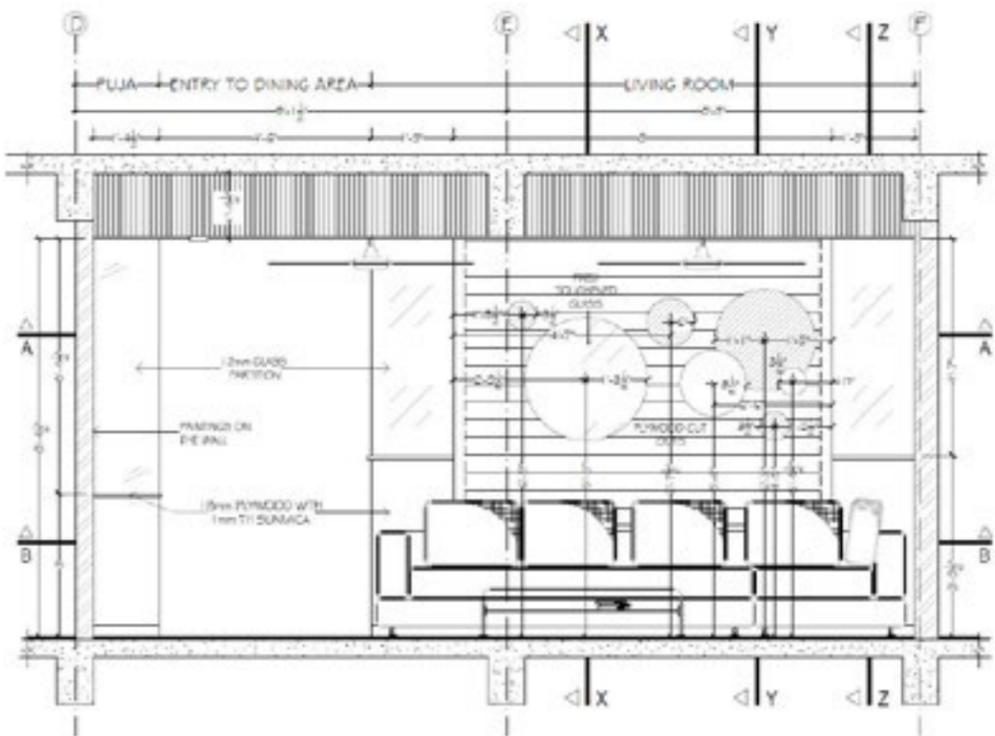
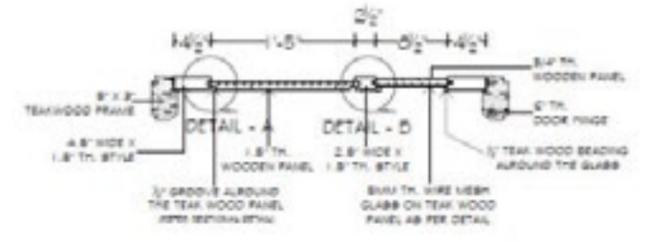
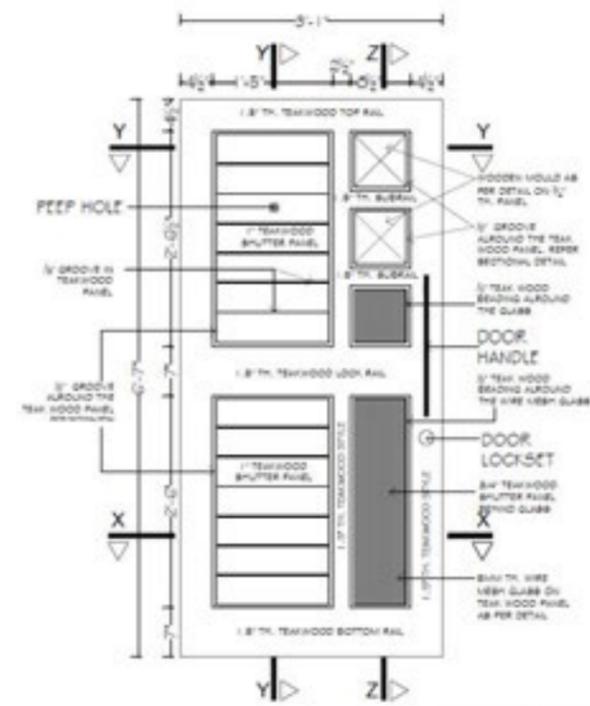
FLOOR PLAN



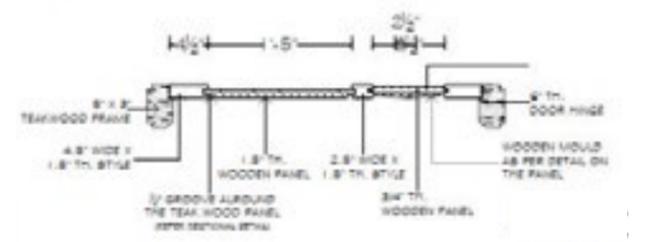
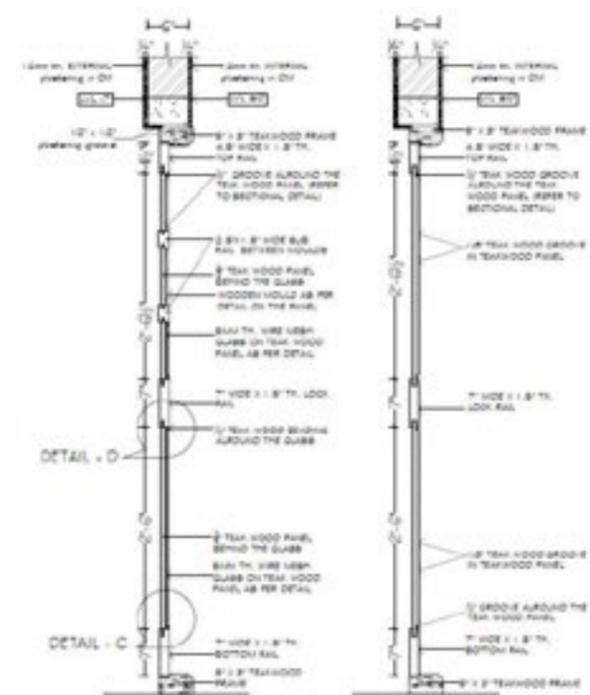
SECTION : DINING AREA AND KITCHEN



SECTION: KITCHEN



SECTION : LIVING ROOM



DOOR SHUTTER DETAILS

08.

GREEN VALLEY RESORTS

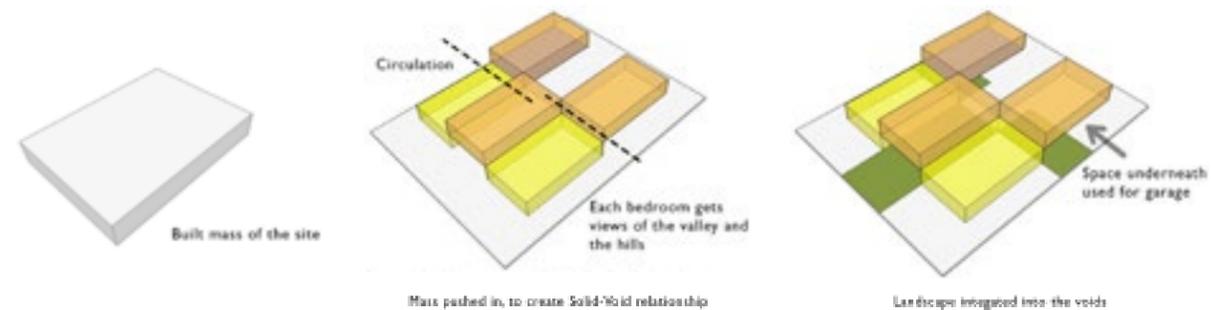
resort in araku valley

PROJECT BRIEF

- Work : Professional
- Firm : Mandapati Architects
- Team : Alekya Malladi and Satish Murukurthi
- Role : Intern Architect
- Responsibilities : Design, schematic and design development drawings
- Time : 2016

The Green Valley Resorts is located in the valley of Araku in Visakhapatnam district. Araku is a hill station known for its lush hills and serene climate. It is a famous tourist spot which is also frequented by the locals. The cottages are a part of a larger resort with many amenities. They are exclusive and designed to provide an ideal stay for a family to stay the night and watch the sunrise.

Platforms:



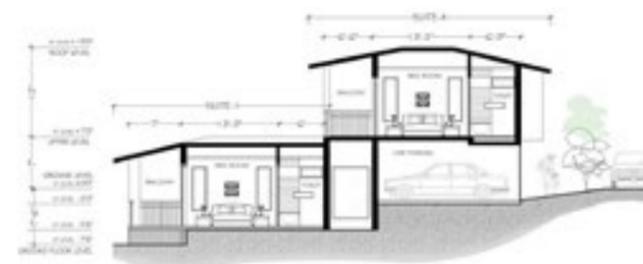
PHASE 01: COTTAGES



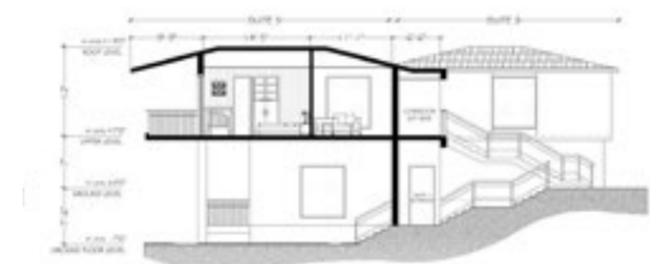
GROUND FLOOR PLAN



FIRST FLOOR PLAN

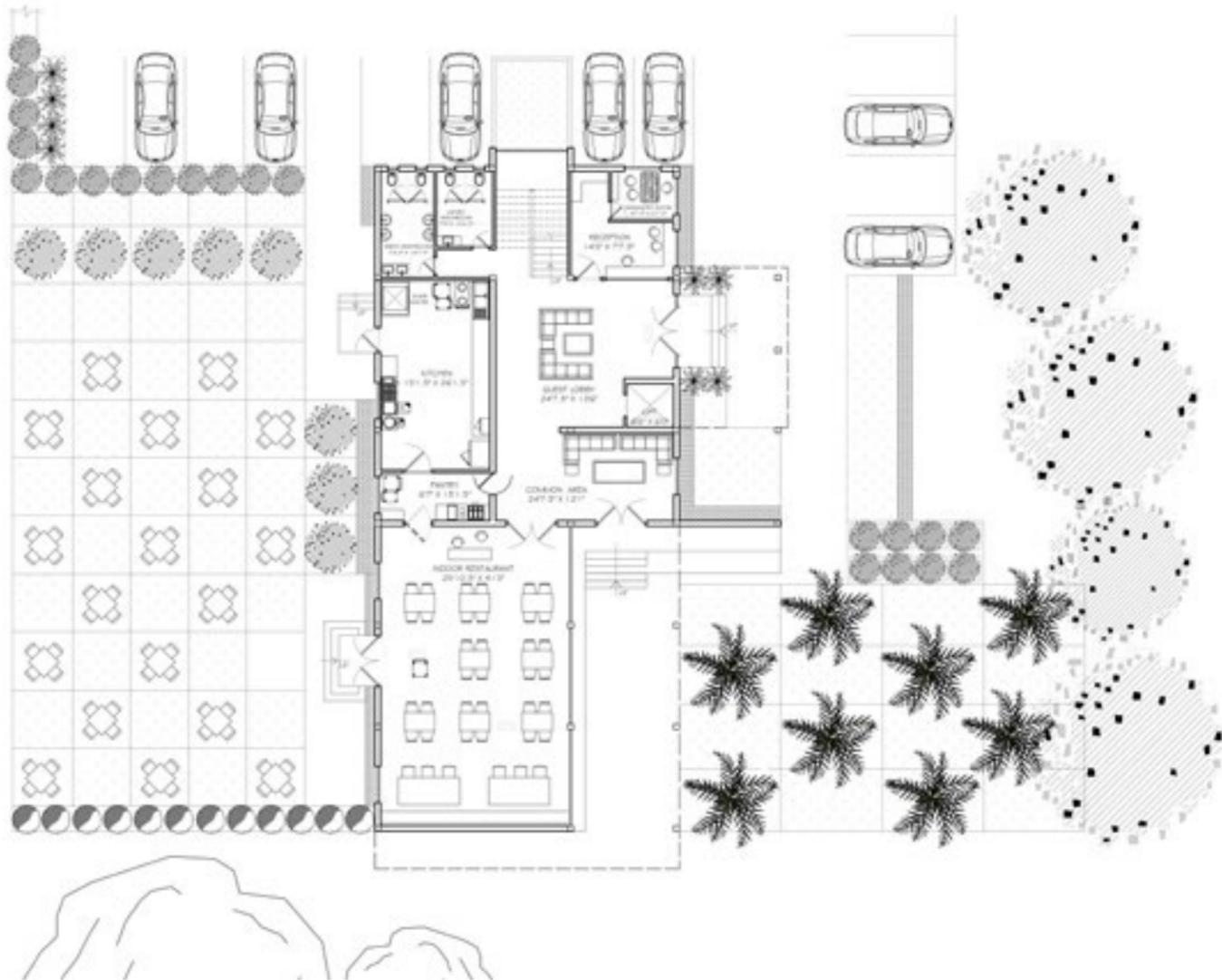


SECTION A

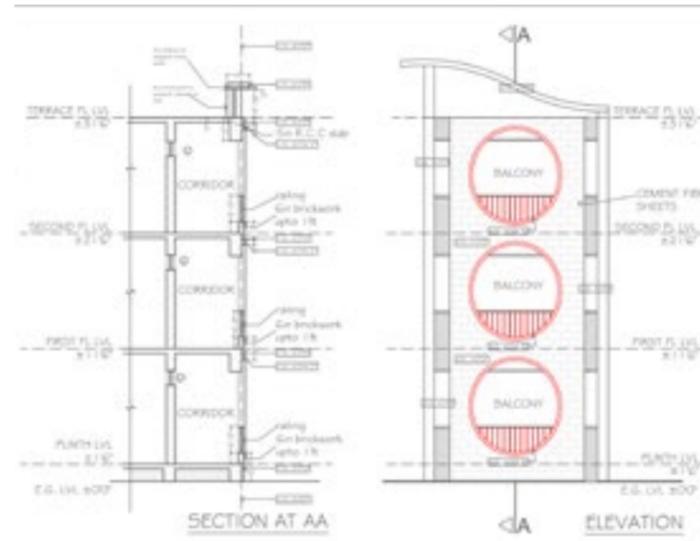


SECTION B

PHASE 02: RESTAURANT

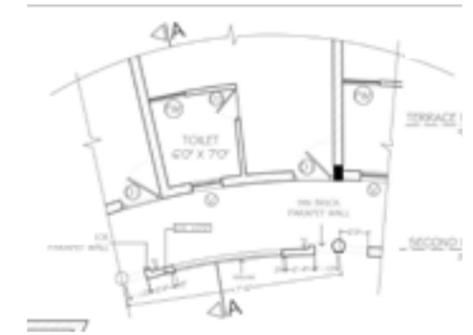


PHASE 03: HOTEL

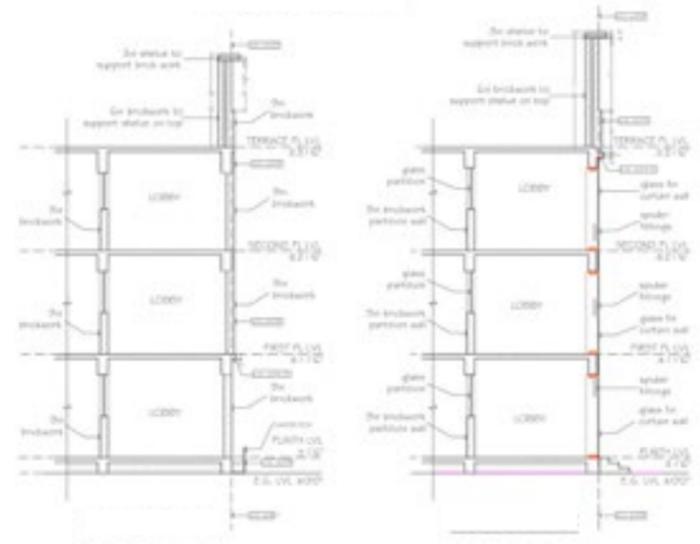


SECTION AT A

ELEVATION

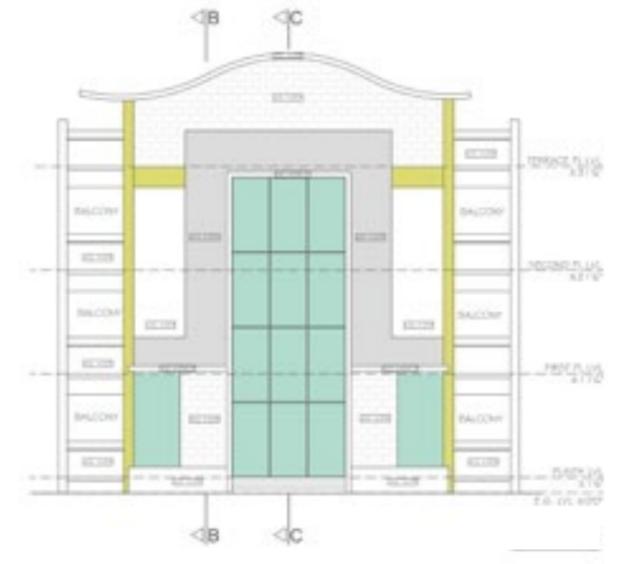


PLAN



SECTION AT B

SECTION AT C



ELEVATION

09.

CENTER FOR STUDY OF CULTURE AND SOCIETY

campus design

PROJECT BRIEF

Work : Campus design studio
 Time : 2014
 Team : Individual
 Instructors : Thomas Oomen and Anitha Suseelan

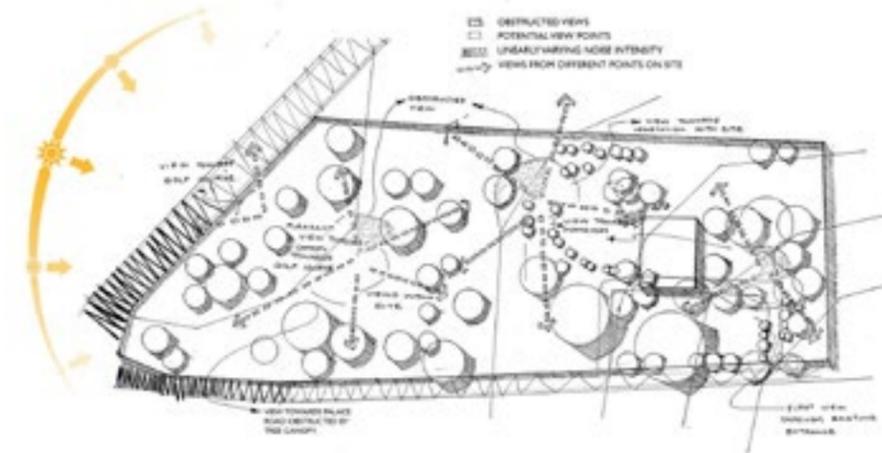
Manikavelu Mansion in Bangalore is a historical artefact, acting as the face of the institution. It aims at involving the everyday lives of the people as part of academic as well as a social function. This requires spaces of interaction between the students and the public.

The pedagogical framework of this institute attempts to study 'culture' from an inclusive, every day, interdisciplinary framework by attempting to create and be a 'crossroad' or 'meeting place' of the human sciences - history, language studies, art practices, economics and development studies as well as philosophy. The stress is therefore not only on research and knowledge production by incubating an academic environment that breeds collaboration, but being a 'place' in Bangalore where 'culture'-viewed as an 'everyday' and ongoing phenomenon in production - is itself hosted and produced.

Platforms:



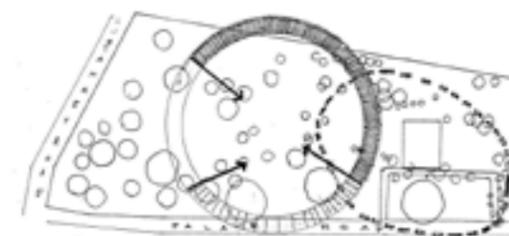
ANALYSIS



Noise and Buffers



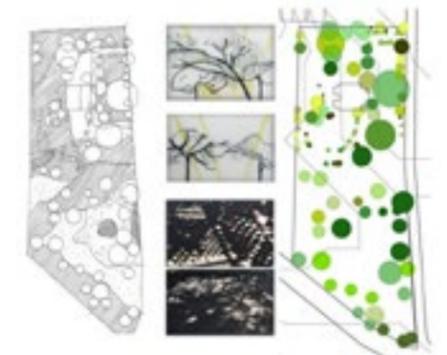
Traffic Study



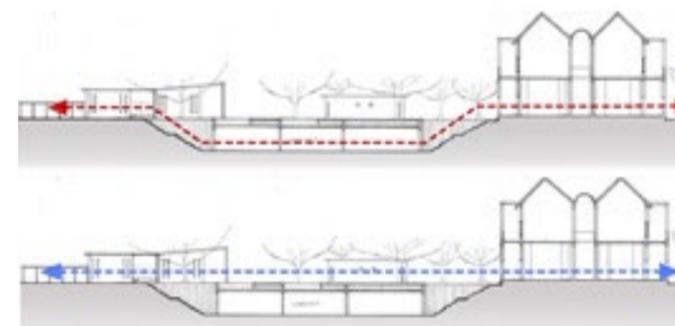
Noise and Buffers



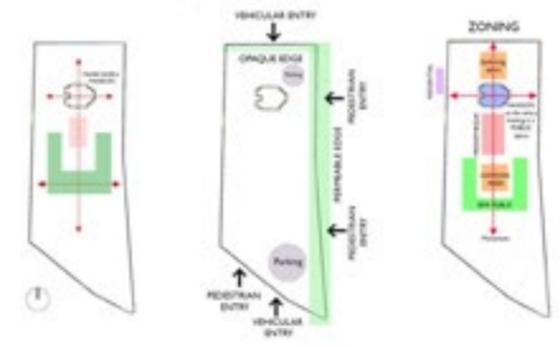
Vegetation and buffers



Vegetation, Soil and perimeter



Movement across the space

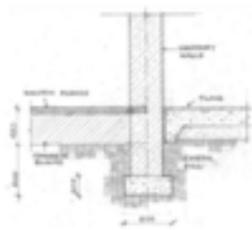


Movement across the space





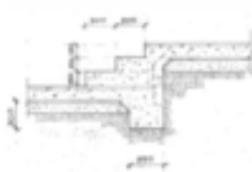
SITE PLAN



WOODEN DECK



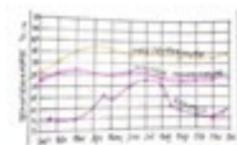
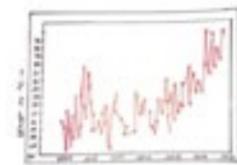
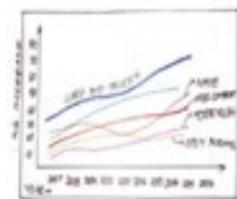
FOUNDATION DETAILS



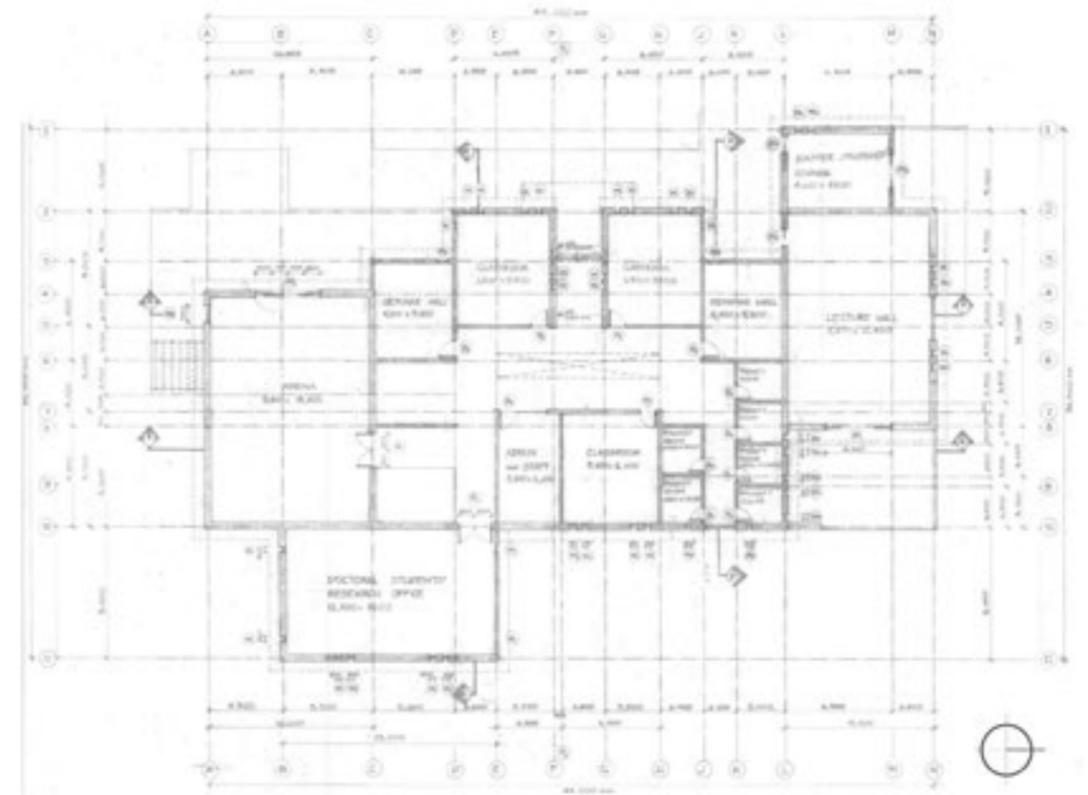
DIFFERENCE IN LEVELS



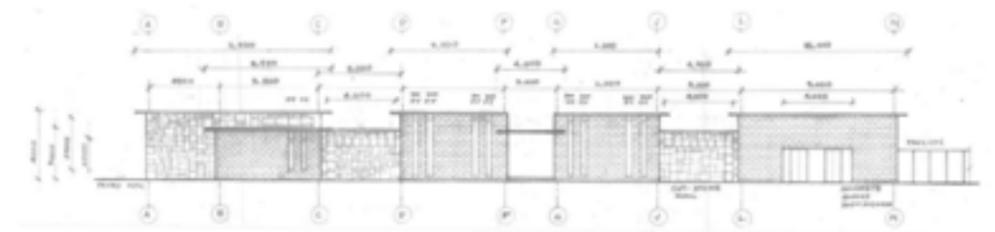
DOOR DETAIL



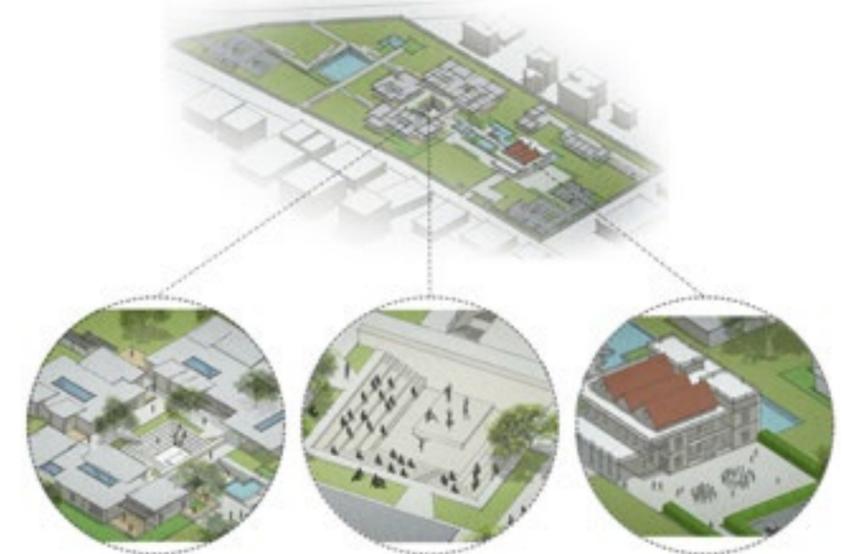
Climatology Study



GROUND FLOOR PLAN



EAST ELEVATION



The classrooms and studios around the open air theatre encourage interaction amongst the users

10.

HERITAGE TRANSIT

an urban intervention

PROJECT BRIEF

Work : Urban design studio
Time : 2015
Team : Individual
Instructors : Guru Prasanna and Anitha Suseelan

Though developed as an important trading port, the trade in the port of Kochi, Kerala, has almost come to nil with time. The project is a proposal to benefit the growing urban scenario of the island.

POTENTIAL

After an extensive analysis of the precinct, the precinct is noted to have potential for development of community/tourism related activities. Though populated by underdeveloped waterfront, dilapidated buildings and non-functional godowns, it has the potential to become an essential transit for pedestrians as well as the transport facilities like the buses and the boat jetty.

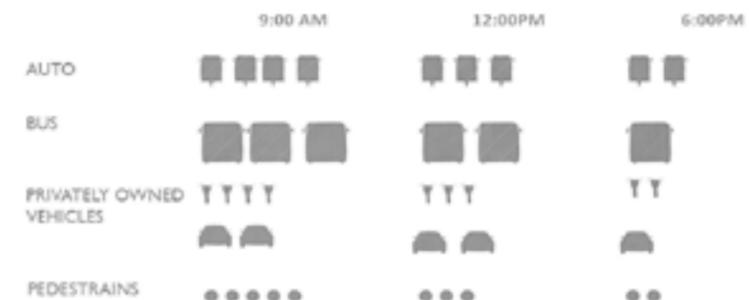
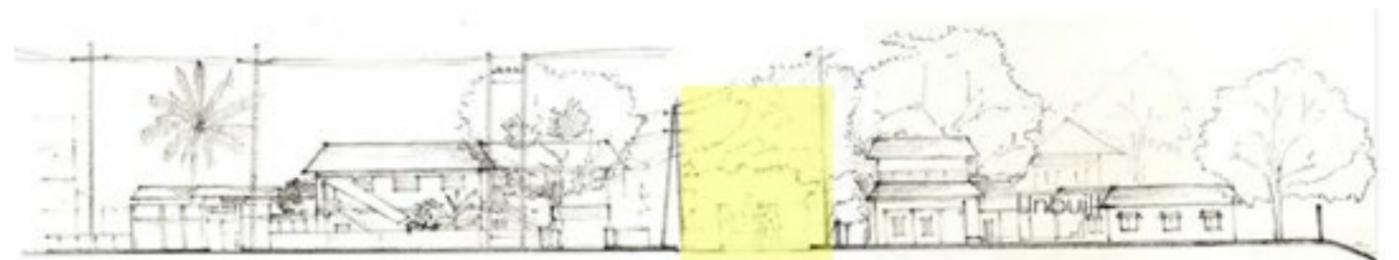
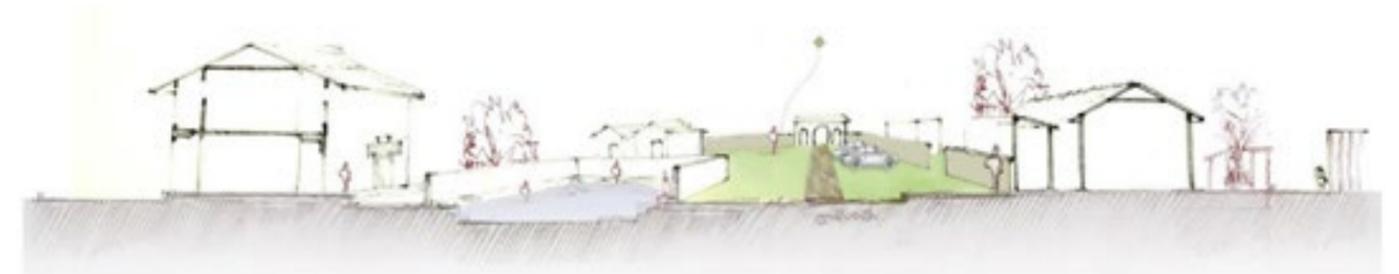
RESPONSE

The vision was to maximise the meeting interface between communities while preserving the cultural uniqueness and acknowledging their differences. The proposal was to introduce a cultural center as a primary function to address cultural diversity and expanding commerce as the secondary function.

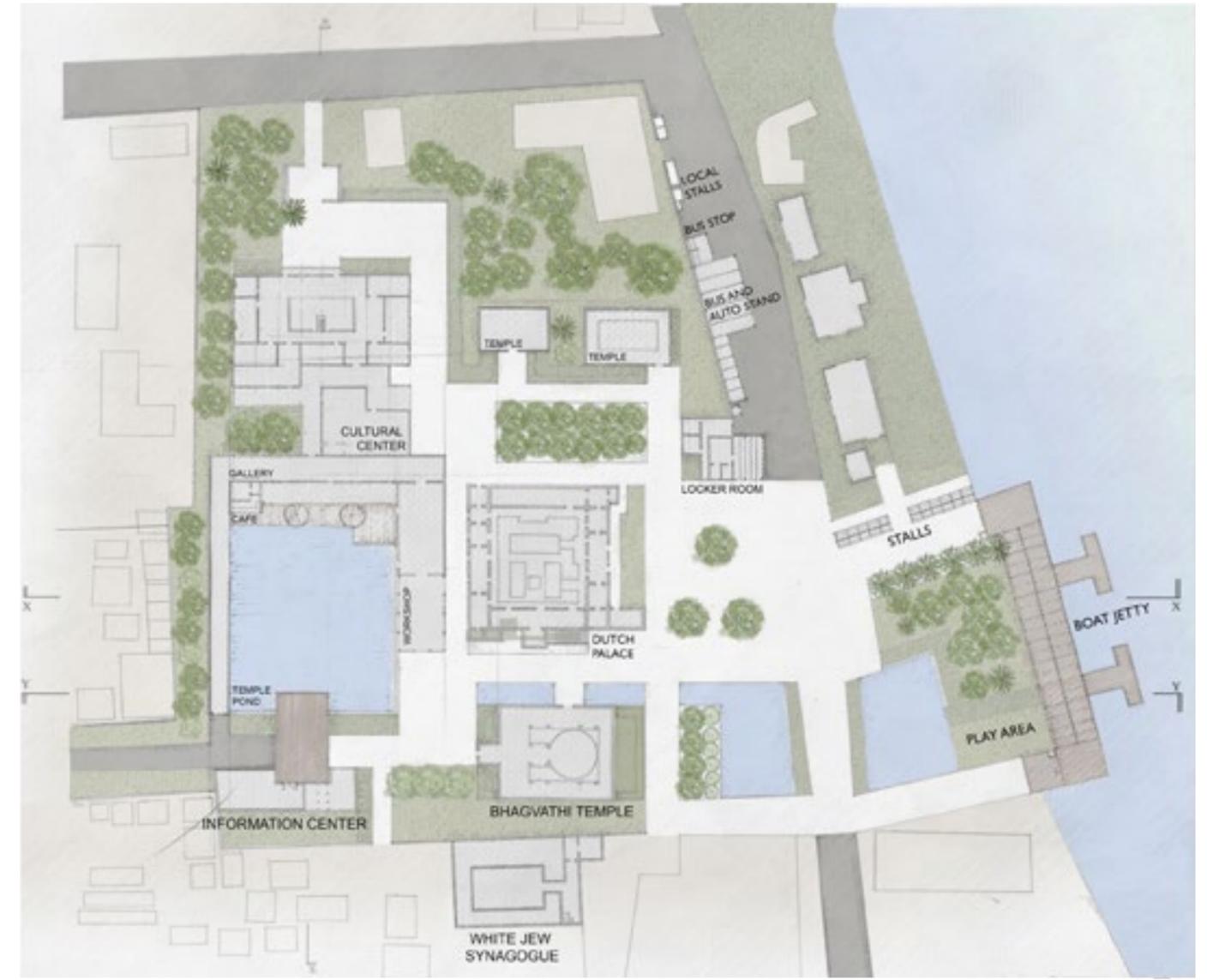
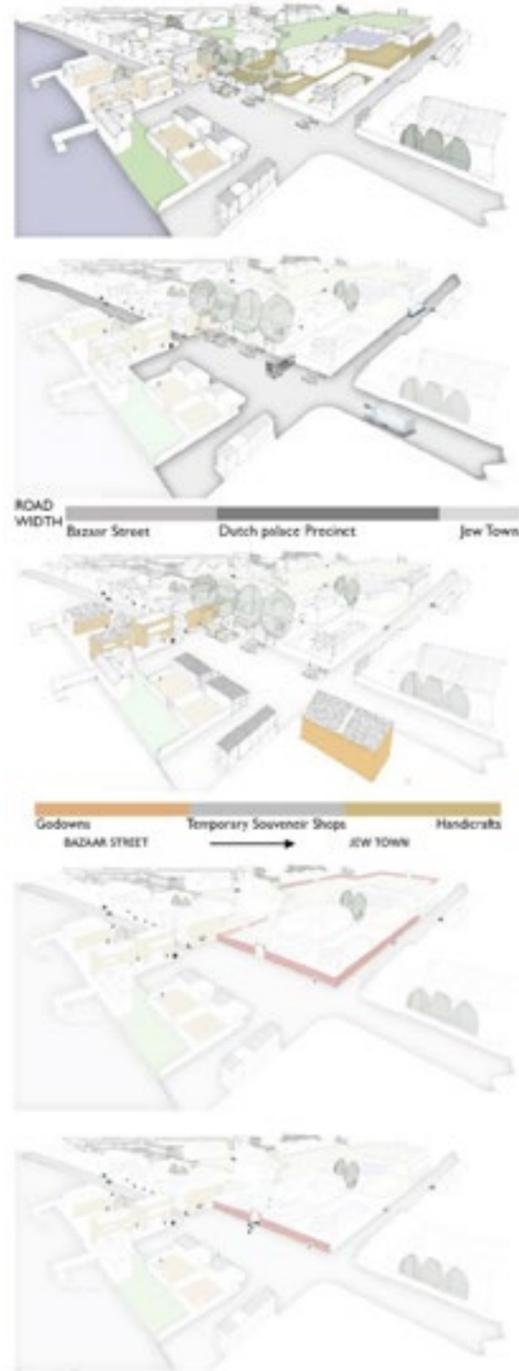
Platforms:



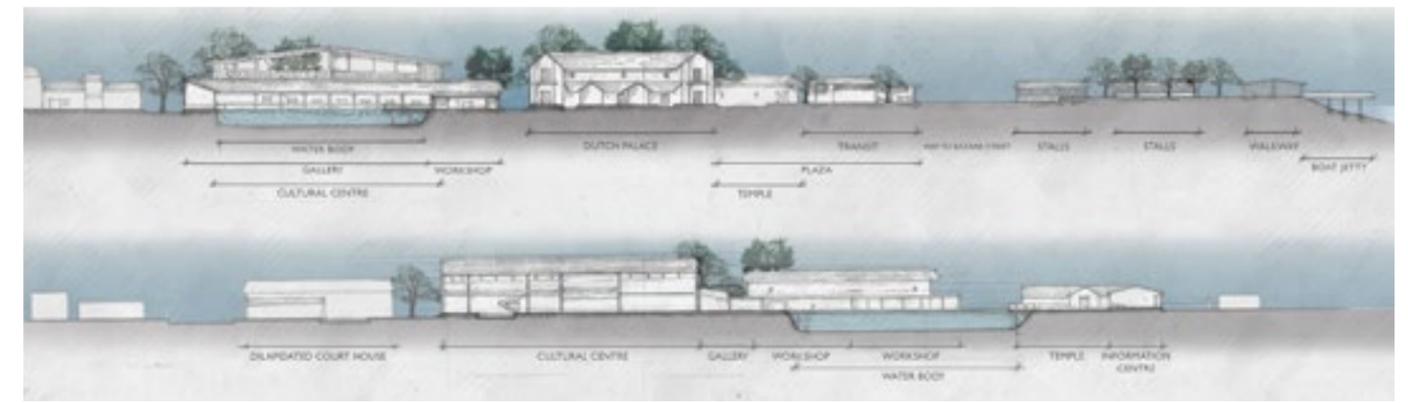
ANALYSIS



ANALYSIS

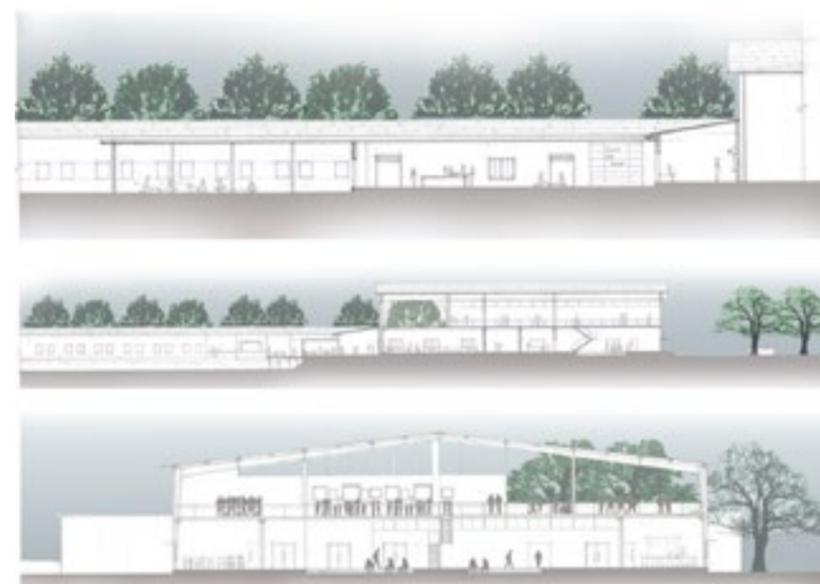
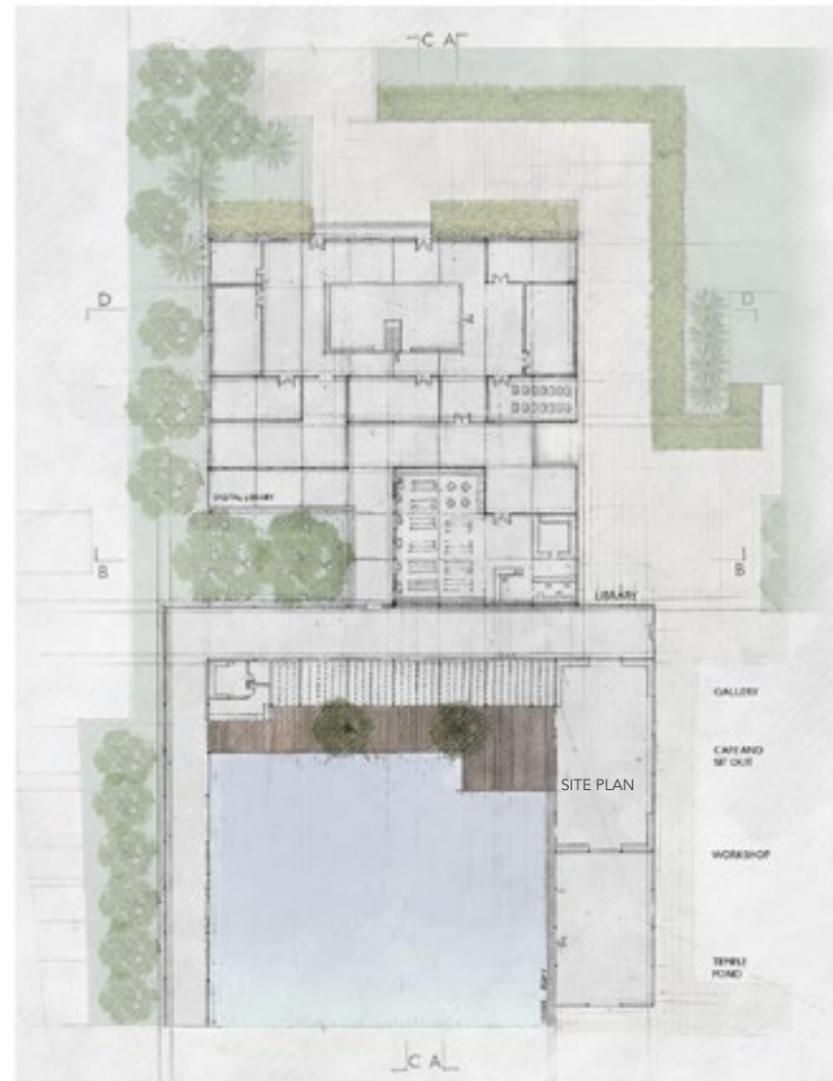
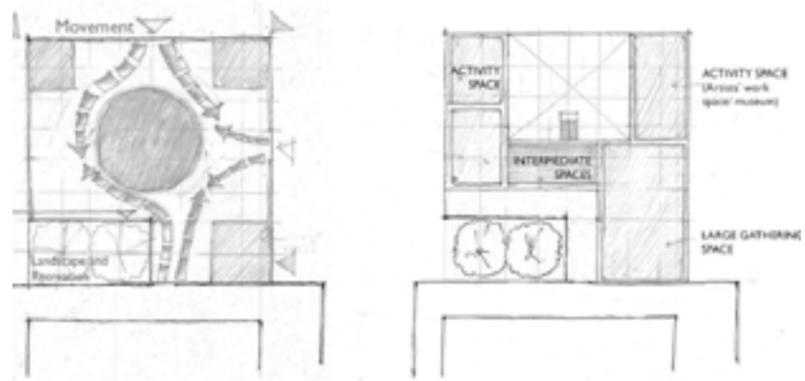


SITE PLAN



SECTIONS ACROSS THE SITE

CULTURAL CENTER AND GALLERY



SECTIONS ACROSS THE SITE



THE TRANSIT



ROAD TRANSPORT



BOAT JETTY



CAFE GALLERY

11.

TIMELESS FABRIC

interior design

PROJECT BRIEF

Work : Interior design studio
Time : 2015
Team : Individual
Instructors : Nandita Srinivas

Set up at the Halsuru Metro station, Timeless Fabric provides an opportunity for professionals, designers, entrepreneurs, hobbyists and enthusiasts to discuss and innovate with fabric.

USER PROFILE

Have a large wardrobe full of clothes? Meet like minded people, Make and Reuse fabric to Create and innovate in the studio, for a fabric which is eternal aimed to involve the residents at Halasuru and the metro users. The studio provides tools, equipment and work space to elevate the simple material.

CONCEPT

Timeless Fabric aims to provide a studio space for work. Cutting, stitching, sewing, drawing, design, a digital bench and a printer. The space extends into a display+sell area facing the metro to attract the attention of metro users. The mezzanine houses work areas which can be leased by designers which would give the designers and the Halasuru residents to interact and create 'Timeless Fabric'.

Platforms:



GROUND FLOOR PLAN



SECTION

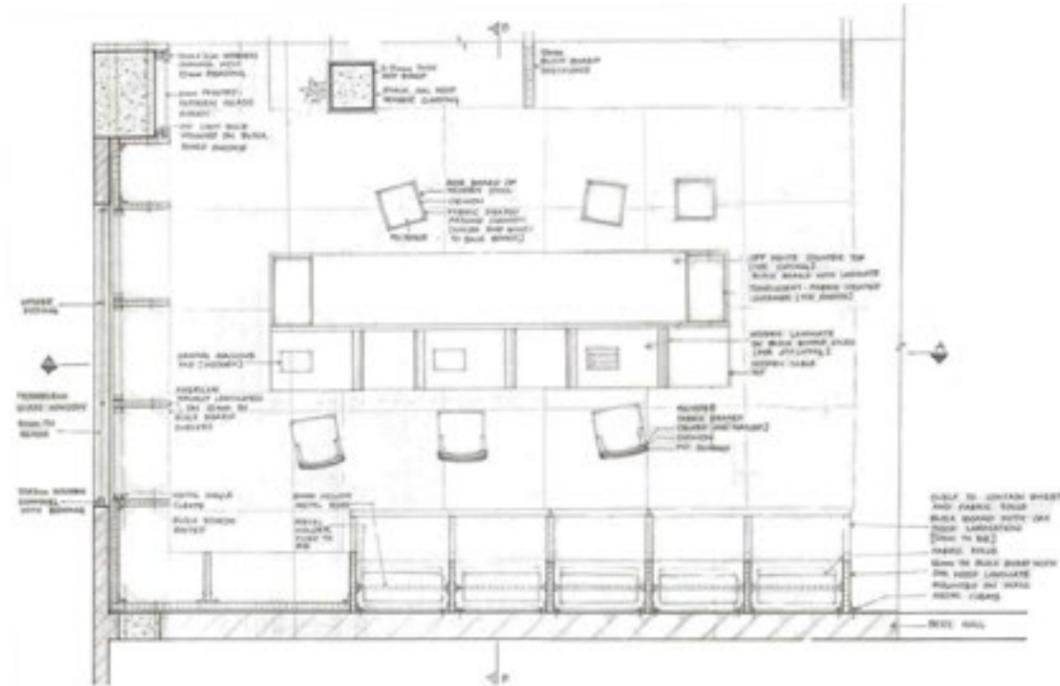
DRAWINGS AND VIEWS



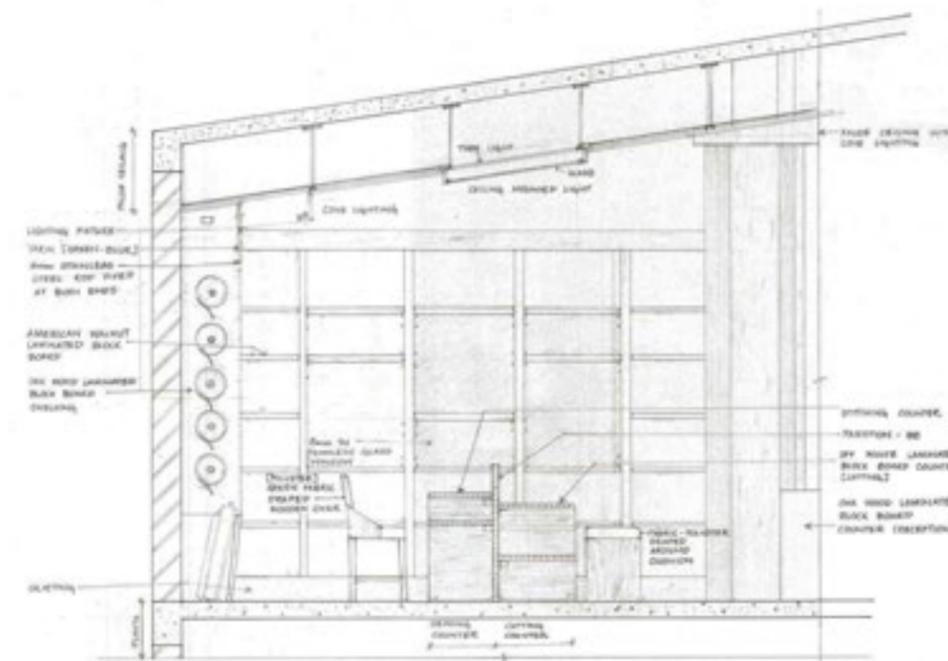
DETAILED VIEW



WORKSTATION



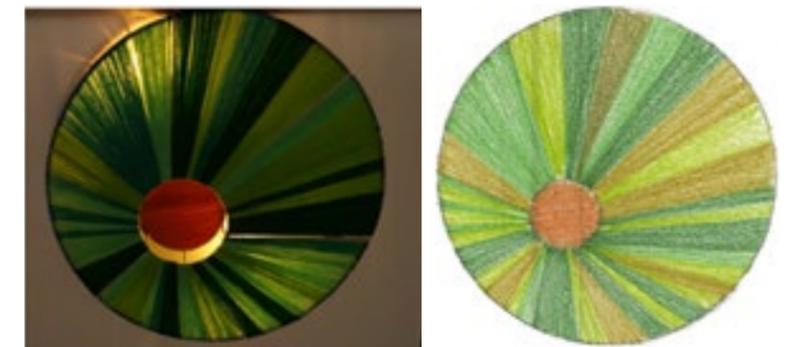
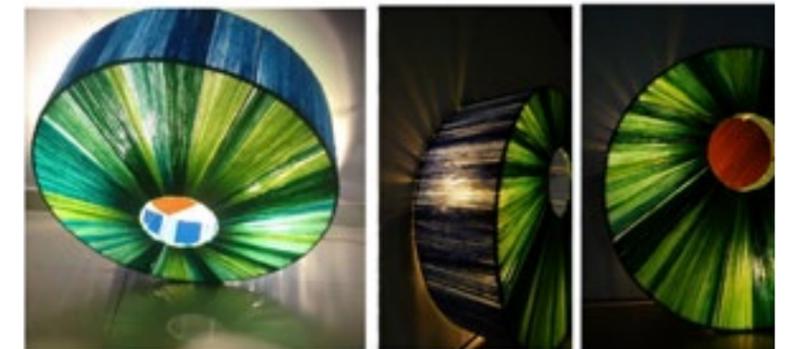
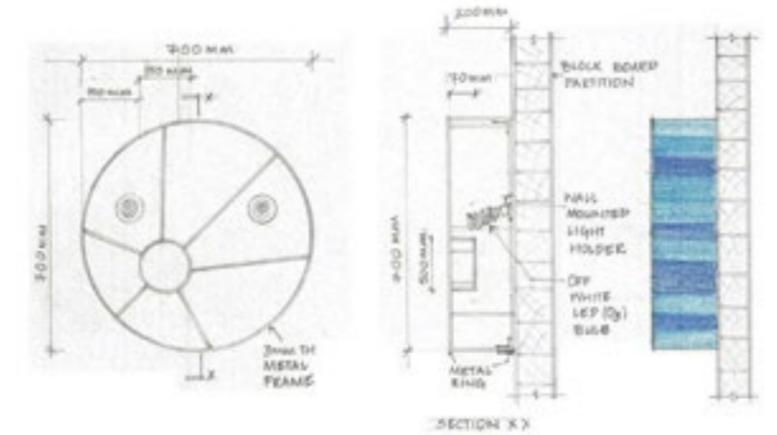
DETAILED PLAN

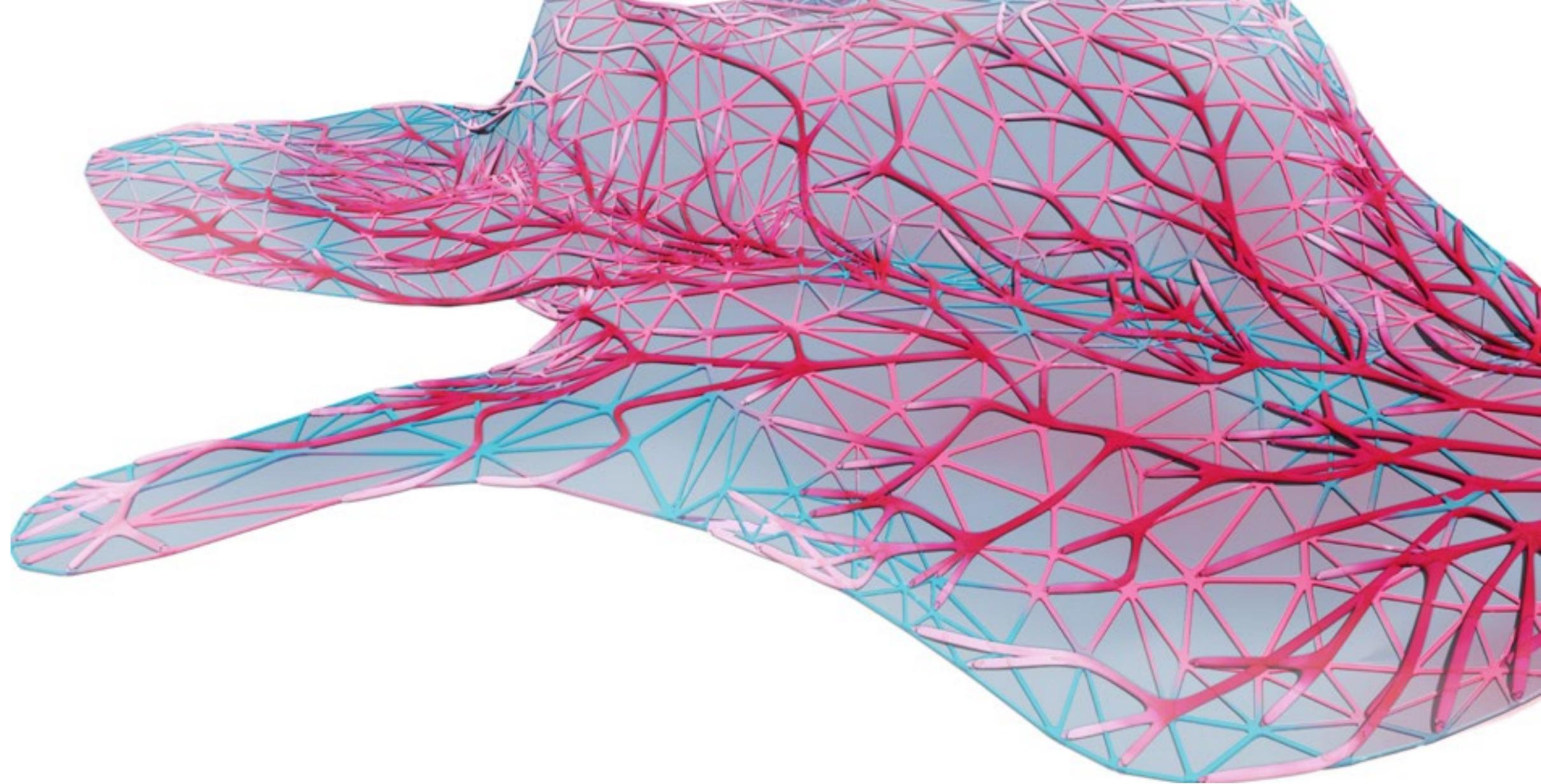


SECTION

LIGHTING FIXTURE

A prototype of handmade lighting feature made of yarn and metal for the central lobby. It can either be suspended from the ceiling or mounted on the wall. As the light gets filtered through the yarn, it creates a relaxing ambience.





ALEKYA MALLADI

<https://www.alekymalladi.com/>
alekysmalladi@gmail.com
+(213)-285-6160

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