

BIO

Alina Nazmeeva is a designer and a researcher currently pursuing a Post-Professional Master of Science in Architecture studies (Urbanism) degree at MIT. She previously studied in The New Normal program at Strelka Institute of Media, Architecture and Design and the Moscow Architecture Institute in Russia. She has an extensive academic and practical experience in design across various scales, media, and urban and architectural spaces. She has been a finalist and a winner of several urban design competitions in Russia and internationally and was awarded research fellowships at MIT and in Russia. Her research engages aesthetics, politics, and social implications of new media and technology and their manifestation in urban realm. As a designer, she approaches the practice from the position of protocol design: design of rules, conditions, systems, rather than their static representations and objects. Alina is particularly interested in the interplay between invisible protocols: social, cultural or algorithmic, and their manifestations, in mediated or immediate space.

Her recent work is focused on the underlying design logic and rhetoric of the spaces of

- Concept design
- Protocol Design
- System and Strategy Design
- Urban Research and Analysis
- Speculative narratives
- Art Direction

EDUCATION

09.2017-06.2019	MASSACHUSETTS INSTITUTE OF TECHNOLOGY Master Of Science In Architecture Studies,Urbanism
02.2017-07.2017	STRELKA INSTITUTE FOR MEDIA, ARCHITECTURE AND DESIGN Postgraduate program New Normal, Project Common Task
2013-2014, 2015-2016	MOSCOW ARCHITECTURE INSTITUTE Specialist Of Architecture,Thesis Moscow_Intervals
06.-08.2016	FONTAINEBLEAU SCHOOL, FRANCE <i>Beaux Arts immersion alongside composers and musicians</i>
09.-10.2013 09.-10.2014	SHIBAURA INSTITUTE OF TECHNOLOGY+MARCHI, TOKYO <i>Development strategy for one of the districts of Tokyo</i>
2009-2013	MOSCOW ARCHITECTURE INSTITUTE Bachelor Of Architecture

SELECTED ACADEMIC EXPERIENCES

01.-06.2019	CONSTRUCTING THE VIRTUAL AS A SOCIAL FORM SMArchS Thesis Project and Dissertation <i>investigation of underlying spatial and programmed protocols in virtual worlds; an experimental prototype for a social virtual world with</i>
07.-08.2018	MIGRATING THE CITY, BERLIN MIT IAP workshop, led by prof. Rafi Segal <i>alternative reading of urban vacancy and speculative proposal for re-inhabitation</i>
01.-02.2018	PHYSICAL/DIGITAL WORKSHOP, PERU MIT IAP workshop, led by prof. Sheila Kennedy <i>proposal for the integration of smart systems in outskirts of Lima</i>

TEACHING& RESEARCH &CRITICISM

2019	Guest Critic: Making of Cities, taught by prof. Rafi Segal and Lauren Jacobi, MIT <i>invited to critique mid- and final reviews of student research projects</i>
02.2019-06.2019	Teaching Assistant: Option Studio Antwerp Plazas, with prof. Alexander D'hooghe, MIT <i>consulting and desk critique of student research and proposals; administrative work and facilitation</i>
09.2018-12.2018	Teaching Assistant: Joint Urban Studio California Dreamin', taught by prof. Rafi Segal, Alan M. Berger and Jonah Susskind, MIT <i>consulting and desk critique of student research and proposals; administrative work and facilitation</i>
09.2017-05.2018	Research Assistant: work with Rafi Segal on the village development in Kigali< Rwanda and preparation of the documents for the Housing + biennale at MIT SA+P <i>conceptual development of the project</i>

AWARDS	04.2019	MIT Sandbox Innovation Fund Award Extension for project Mappo, MIT
	12.2018	MIT Sandbox Innovation Fund Award for project Mappo, MIT
	10.2018	DesignX finalist, with the project Mappo, in collaboration with Helena Rong, MIT
	2018-2019	Graduate Merit Fellowship, MIT
	06.2018	Julian Beinart Research Award, MIT
	2017-2019	W. Danforth Compton Memorial Graduate Fellowship, MIT
	2015	1st prize: Development Strategy For The River, Russia, Kaluga
	2014	2nd prize: Development Strategy For Konigsberg Castle Square
	2013	1st prize in Russian Tour: Middle School Design In Turkey, Gaziantep

EXHIBITIONS I PRESS	04.2019	BOSTON CREATIVE MIXER EXHIBITION <i>Screening of the movie, Content, produced in collaboration with Kyle Branchesi, Molly Mason, Helena Rong and Qiuanhui Liang</i>
	05.2018	HOUSING + <i>The exhibition of the work on villages in Rwanda with Rafi Segal</i>
	2016	MOSCOW BIENALLE OF ARCHITECTURE <i>Moscow_Intervals Exhibition</i>
	08.2016	ARCHI.RU <i>An article about my thesis Moscow_Intervals: 'educational laboratory'</i> http://su0.ru/Ua57
	08.2016	METRO <i>An article about my thesis Moscow_Intervals: 'an abandoned block was offered to be given to craftsmen'</i> http://su0.ru/P9hQ

PROFESSIONAL EXPERIENCE	06.2018-07.2018	URBAN DEVELOPMENT DEPARTMENT, VERACRUZ, MEXICO <i>Proposed and designed the revitalization strategy for the abandoned property in the historical center of Veracruz.</i>
	06.2014-12.2016	STUDIO WALL, MOSCOW <i>As a lead architect, designed more than 30 projects from development strategies of cities' districts to small forest pavilions.</i>

SKILLS

Architectural Design: Rhinoceros, Autocad, Sketch Up

Urban Analysis: ArcGIS, QGIS

Still Image Production: Adobe Photoshop, Illustrator, Indesign

3D and Animation: 3DS Max + Vray, Cinema 4D, After Effects

Prototyping: Adobe XD

Interactive Media: Unity + C#; Unreal Engine
