

# ALI SHAMKHI

## ARCHITECT

### ABOUT ME

I CONSIDOR MY SELF AN AMBISIOS ARCHITECT OPEN MIND TO ALL DESIGN TYPES AND STYLES AND HOPPING TO CHANGE THE LOCAL REALETY BY TRYING NEW IDEAS NEW STRSTIGES AND NEW DESIGN METHODS THAT CAN BE DONE BY THE LOCAL METHODES OF COUNSTRUCTION

BAGHDAD- ALRUSAFA- UR



ALI-1-RS



ALI-ALKABEE



07722531384

### EDUCATIO



• ALNAHRAIN UNVERSTY  
BACHLELORS DEGREE  
FROM COLLAGE OF  
ENGINEERING -ARCH  
DEPARTMENT 2019-2024

• During my academic journey,  
I dealt with various projects  
(interior\_exterior\_urban)  
with different areas and  
different functional activities  
(educational\_health\_urban\_c  
ommercial\_study\_) from an  
area of 200 m2 to an area of  
450,000 m2.

### SKILLS

- MICRO SOFT WORD
- MICRO SOFT
- 3DS MAX
- REVIT
- SKETCH UP

### EXPERIENCE

#### • ACADIMIC LEVEL

- During my academic journey, I dealt with various projects (interior\_exterior\_urban) with different areas and different functional activities (educational\_health\_urban\_commercial\_study\_) from an area of 200 m2 to an area of 450,000 m2.

#### • GLOBAL LEVEL

- 2023-2024-DEWAN AWARD-THE RIVER ELEVATION OF AL DAKIR ISLAND IN BASRA PROJECT -I JOINED WITH A-TEAM TO DESIGN THE ISLAND OF ALDAKIR IN BASRAA THE PROJECT AREA -40000m2
- 2024-2025-DEWAN AWARD-the IRAQI PAVILLION IN BAGHDAD -ALMANSOUR -I JOINED IN THIS VERSION OF THE COMPOTITION BY MY SELF AND DESIGNED APROJECT THAT I PROUD OF

#### • LOCAL LEVEL

- FREE LANCE ARCHITECT DURING COLLAGE
- TRAINEE AT -ABRAJ ALMUTHANA COMPANY IN BAGHDAD -ZAYOUNA -2022
- FREE LANCE ARCHITECT AT INJAZAT COMPANY -BAGHDAD-ALDURA-2024
- FULL TIME ARCHITECT AT QASR AL-JAMAL COMPANY -BAGHDAD -ZAYOUNA- 2024
- FULL TIME ARCHITECT & INTERIOR DESIGNER AT ROME COMPANY -BAGHDAD-ALSADUN-2024-2025



ROME

Dewan

Architects +  
Engineers

### SKILLS

- CHAOS V-RAY
- CHAOS ENSCAPE
- LUMION
- PS PHOTO SHOP
- Id INDESIGN

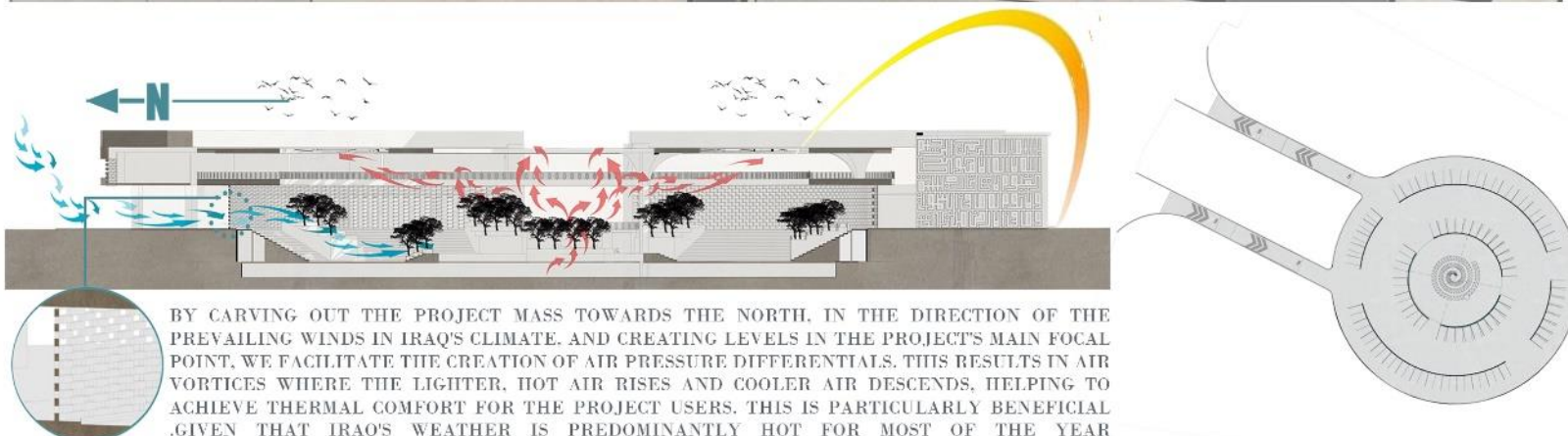
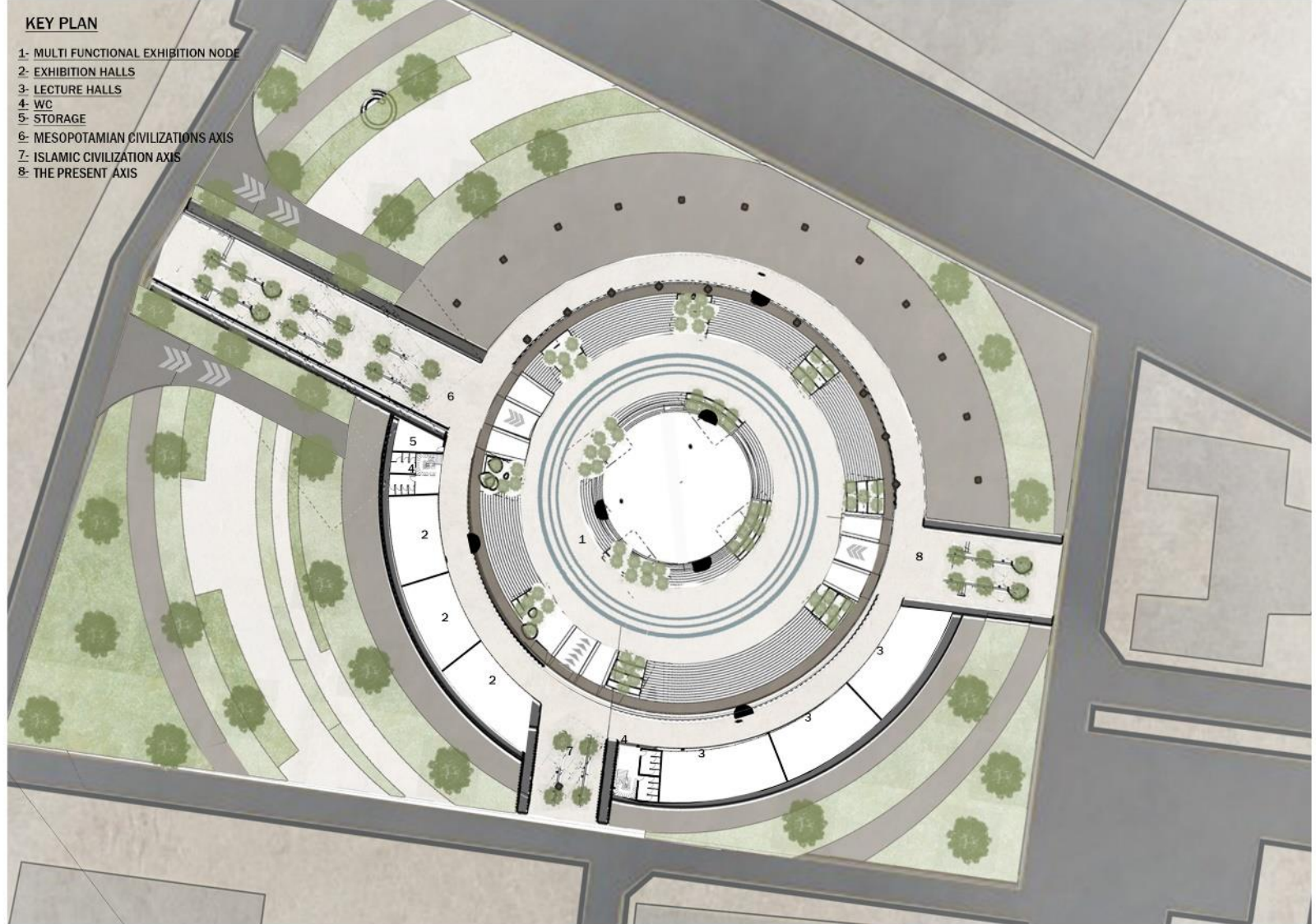


THE FIRST CIVILIZATION AND THE FIRST SCRIPT  
SINCE THE PROJECT IS A GLOBAL EXHIBITION REPRESENTING A NARRATIVE ABOUT IRAQ, I CHOSE NOT TO FOCUS ON A SPECIFIC CIVILIZATION AS A MODEL FOR IRAQ. INSTEAD, I USED IRAQ'S HISTORY AS A TIMELINE TO EXPRESS A STORY THROUGH MY DESIGN. NEVERTHELESS, I HONORED THE SANCTITY OF BAGHDAD AND ITS PAST, WHICH PLAYS A SIGNIFICANT ROLE IN THE OVERALL NARRATIVE OF IRAQ, AS IT IS THE MAIN CONSTRUCTED PART OF THE PROJECT AND DESERVES A PROMINENT EXPRESSION  
I BEGAN BY DERIVING INSPIRATION FROM THE CIRCULAR GEOMETRY EMBODIED BY THE ROUND CITY OF BAGHDAD, ALONGSIDE THE CIRCULAR FORM REPRESENTING ONE OF THE MOST SIGNIFICANT INNOVATIONS OF MESOPOTAMIAN CIVILIZATION: THE WHEEL, WHICH CONTINUES TO BE UTILIZED TODAY



# DEWAN COMPOTITION-IRAQI PAVILIION-2024-

FROM THE TIMELINE FILLED WITH GREAT CIVILIZATIONS, I DISTILLED IRAQ INTO THREE TEMPORAL PERIODS: THE MAGNIFICENT PAST REPRESENTED BY MESOPOTAMIAN CIVILIZATIONS, THE GOLDEN AGE EPITOMIZED BY THE ROUND CITY OF BAGHDAD DURING THE ISLAMIC ERA, AND THE PRESENT REPRESENTED BY MONUMENTS AND WORKS THAT EXTEND FROM THE AFOREMENTIONED CIVILIZATIONS  
I DEFINED DYNAMIC VISUAL AXES THAT ILLUSTRATE A NARRATIVE PATHWAY CLARIFYING EACH TEMPORAL CONTEXT AND ITS ASSOCIATED INSCRIPTIONS AND CONSIDERATIONS  
FOR THE MESOPOTAMIAN CIVILIZATION AXIS, I UTILIZED MYTHICAL ILLUSTRATIONS AND CUNEIFORM WRITING AS VISUAL EXPRESSIONS. FOR THE ISLAMIC PERIOD, I ADOPTED THE KUFIC SCRIPT AS AN EXPRESSION. IN THE PRESENT AXIS, I REFERENCED MONUMENTS SUCH AS THE MARTYRS' MONUMENT AS A FORM OF REPRESENTATION

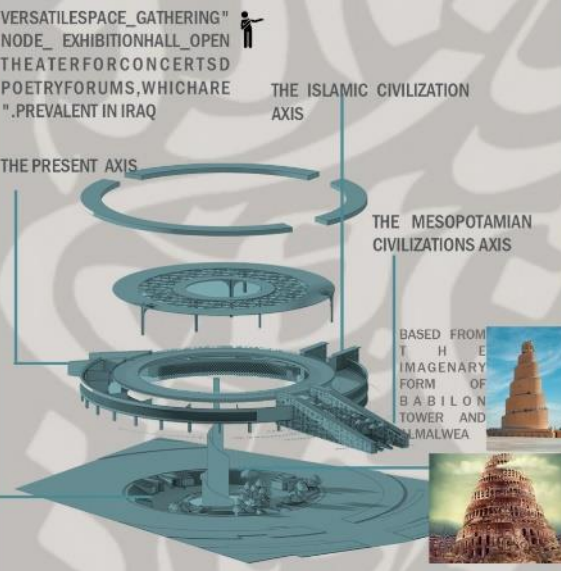
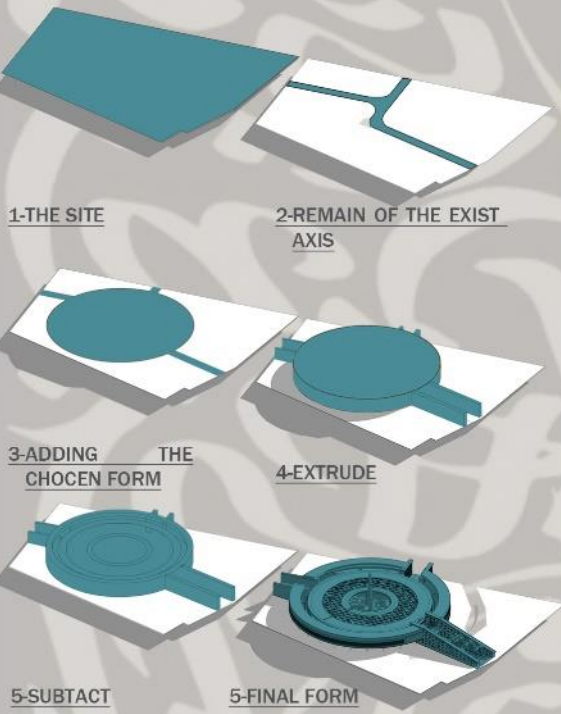




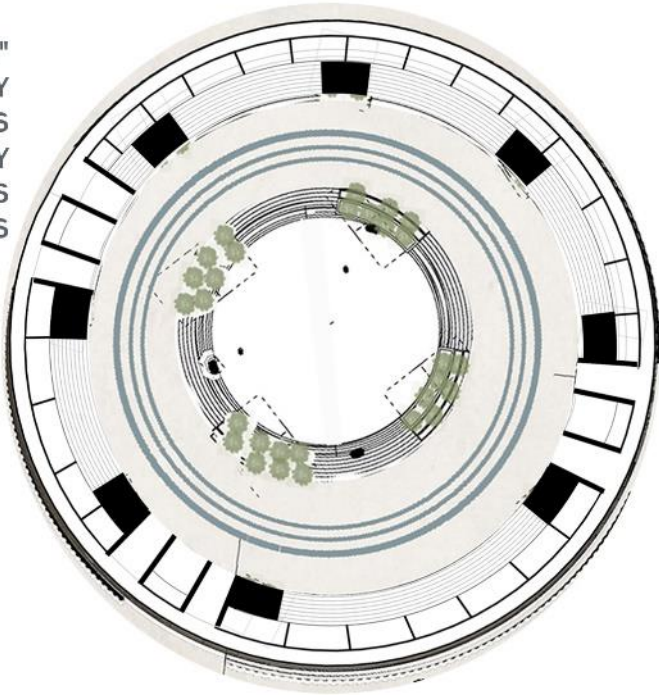
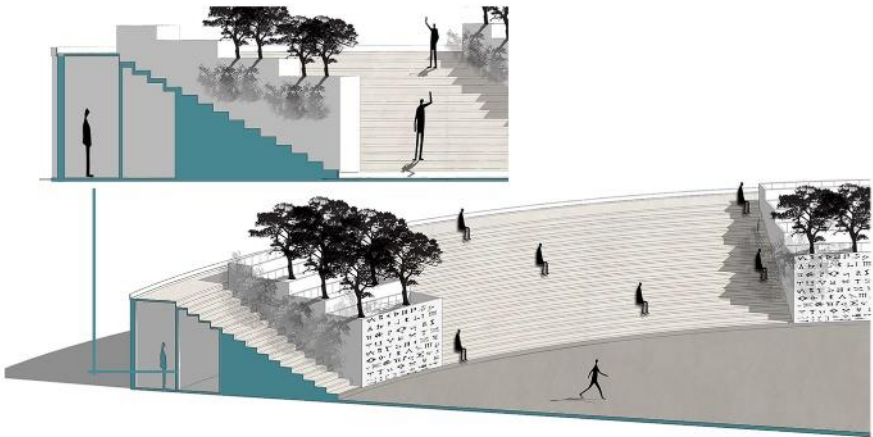
THE SECOND AND MOST IMPORTANT LEVEL OF THE CONCEPT IS ENRICHING THE INTERIOR DESIGN, WHICH IS A COMMON ELEMENT IN ANCIENT IRAQI CIVILIZATIONS THROUGH THE USE OF CENTRAL COURTYARDS, INTRICATE DETAILS, DECORATIONS, AND "INTERIOR ENGRAVINGS"



# DEWAN COMPOTITION-IRAQI PAVILIION-2024-



GIVEN THE NECESSITY FOR THE STORAGE AREAS TO BE NEAR THE "DISPLAY AREA AND THE DIFFERENCE IN THE LEVEL OF THE DISPLAY FOCAL POINT FROM THE GROUND LEVEL, THE STORAGE AREA WAS DESIGNED TO BE BOTH CLOSE TO AND ISOLATED FROM THE DISPLAY AREA. THIS WAS ACHIEVED BY PLACING IT BENEATH THE FOCAL POINT'S "SEATING TIERS





### THE CONCEPT

The design idea for the design of the island is inspired by the ancient urban planning of the city of Basra Follow the system of inward looking in urban cities .  
As used in the Old City of Basra



Strategies have been worked out :

- **Integration** :- a trend that requires special competence and a deep awareness of the possibility of dealing with elements and determinants, the region's historical problems, and exploiting its potential as much as possible, using modern means and techniques to achieve this .

- **Urban Inclusion** This means a set of actions through which we can ensure the continuity of urban fabric .



## DEWAN COMPOTITION-ALDAKIR ISLAND-ALBASRA-2023-

### Problems

- 1- Basra has an important and ancient cultural dimension and an important history, especially in maritime trade and maritime transport .
- 2- The basic urban planning of the city of Basra previously, which cannot be overlooked .

### responsive

- 1- Taking into account the urban master plan of the city of Basra and the design work on this basis and starting from it with ideas that keep pace with the dimension and ancient historical origin .
- 2- Using the system of inward looking , as in the plan of the Old City of Basrah





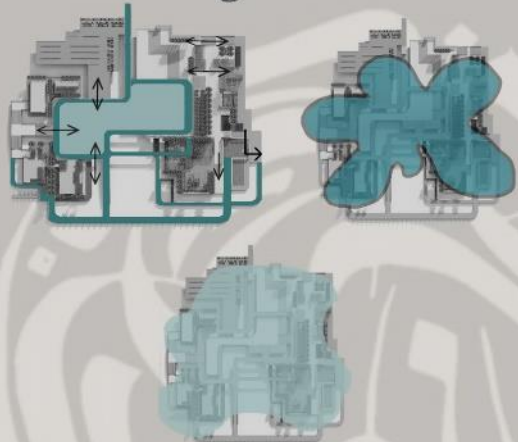
## solutions

1- the use and application of the mechanisms of Inclusion and urban integration in design

Urban

Inclusion formulas that have been used

- Thawing the border



- Thawing the border

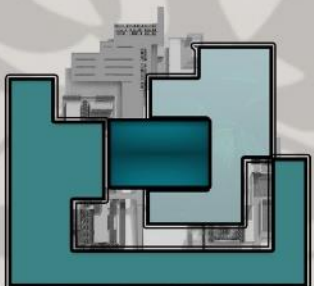


Main axes



# DEWAN COMPOTITION-ALDAKIR ISLAND-ALBASRA-2023-

## LIST OF EVINTS



cultural Commercial entertainment

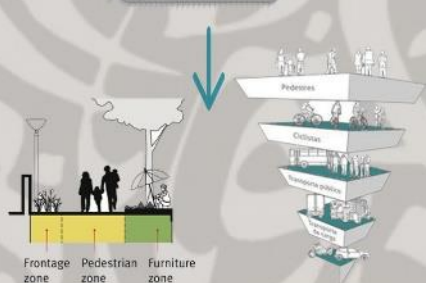


Movement



Open space  
inward looking

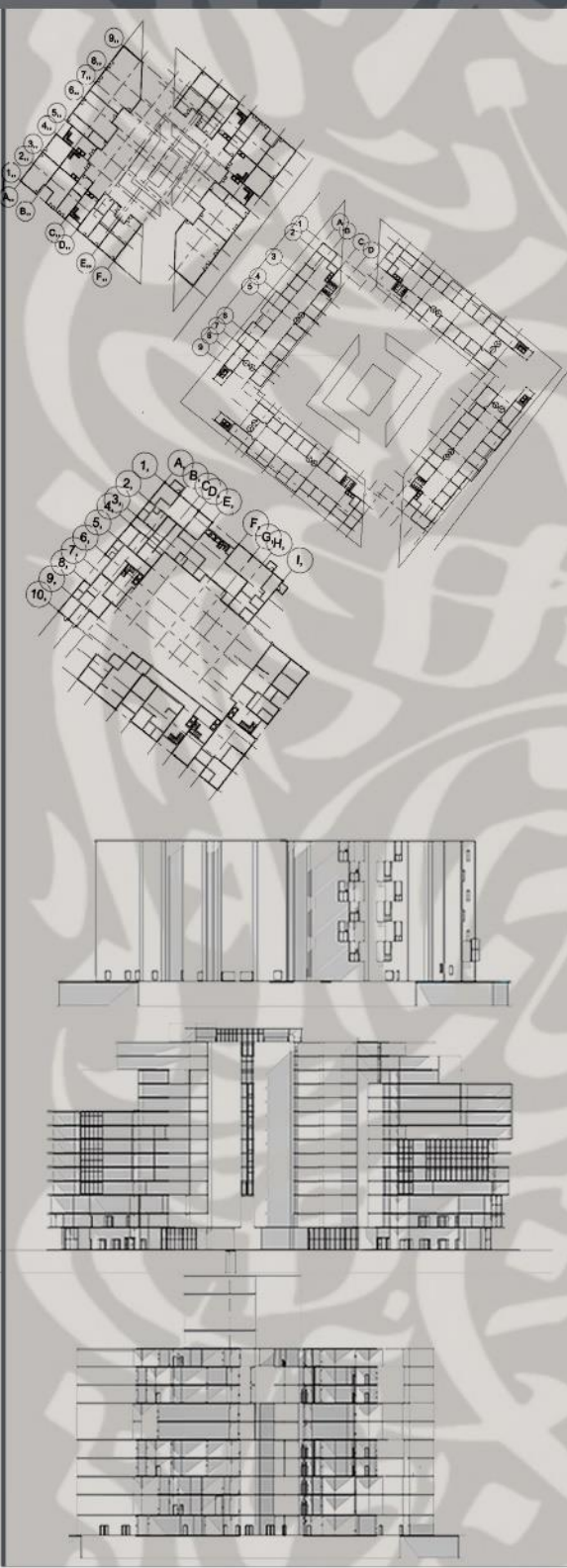
Following the strategy of urban Inclusion and integration by providing structures and policies aimed at better integrating urban areas on the island by following



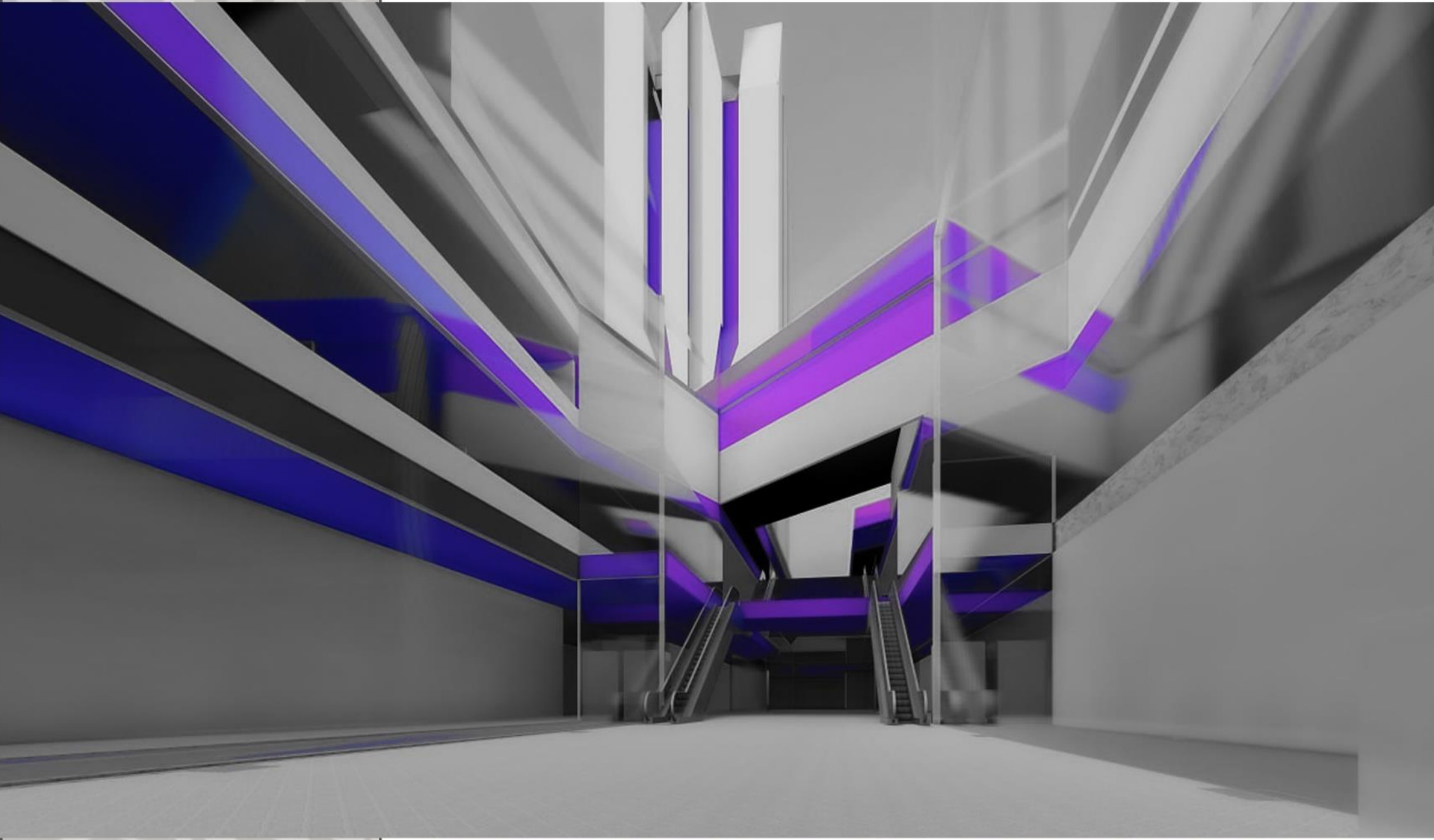




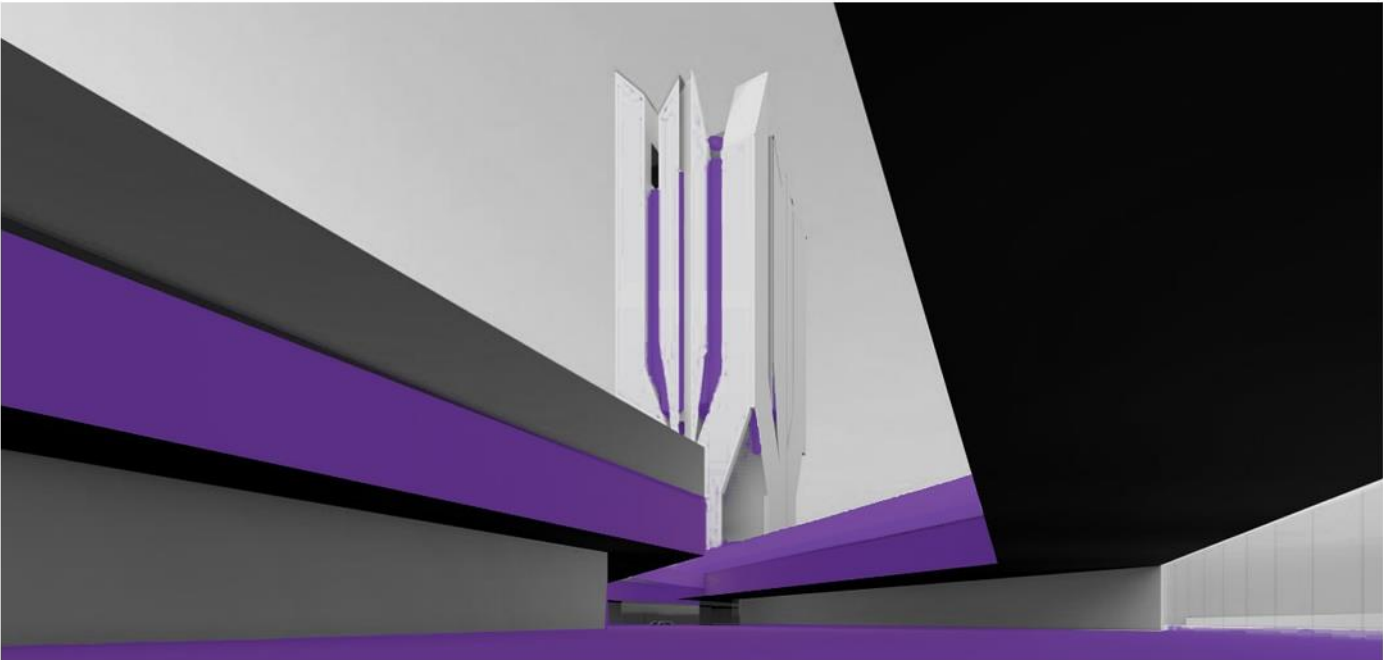
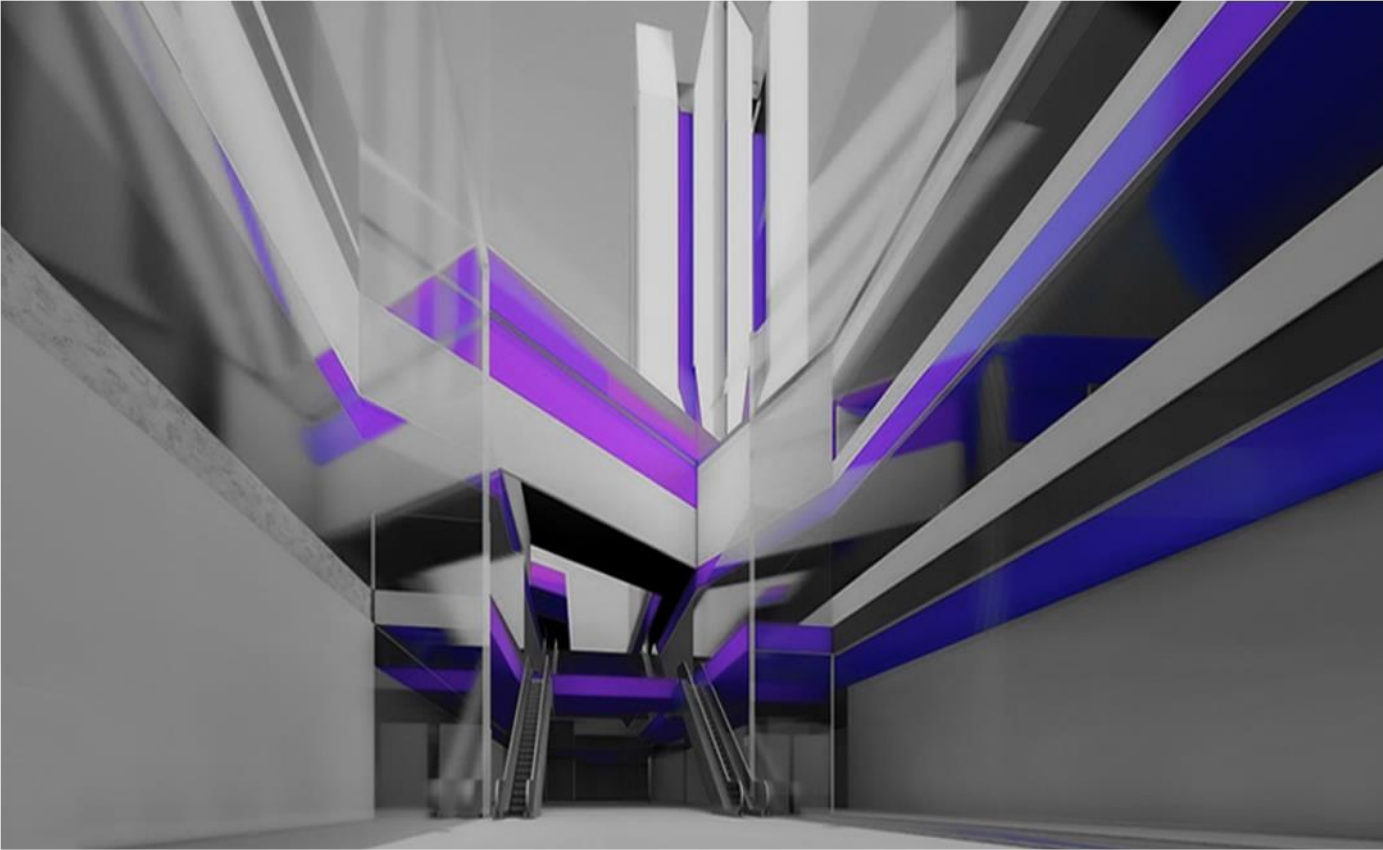
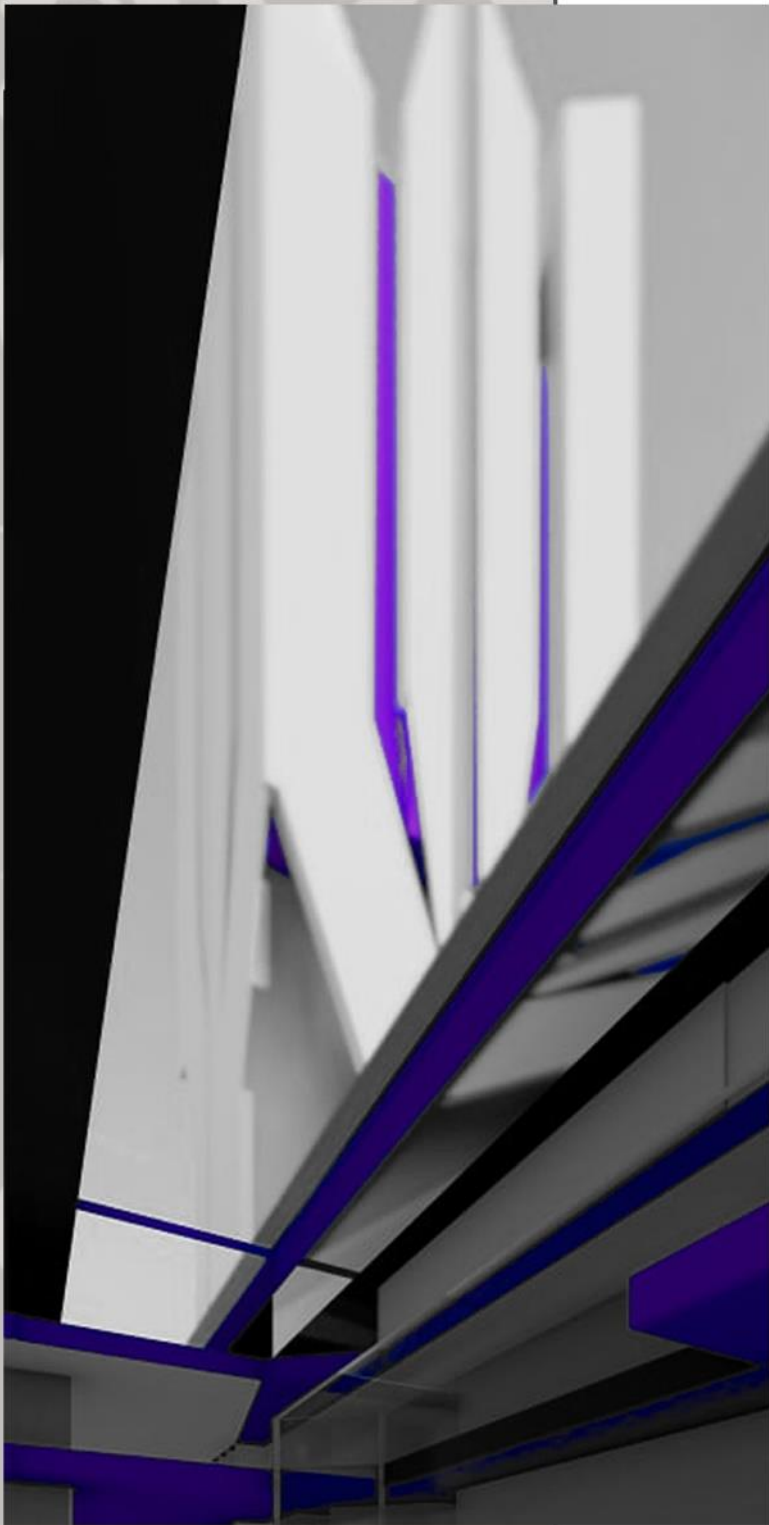
# ACADIMIAN PROJECT-HOUSING PROJECT DESIGN







-ACADIMIAN PROJECT -TOWER DESIGN







## EXTERIOR DESIGN







## EXTERIOR DESIGN







## EXTERIOR DESIGN







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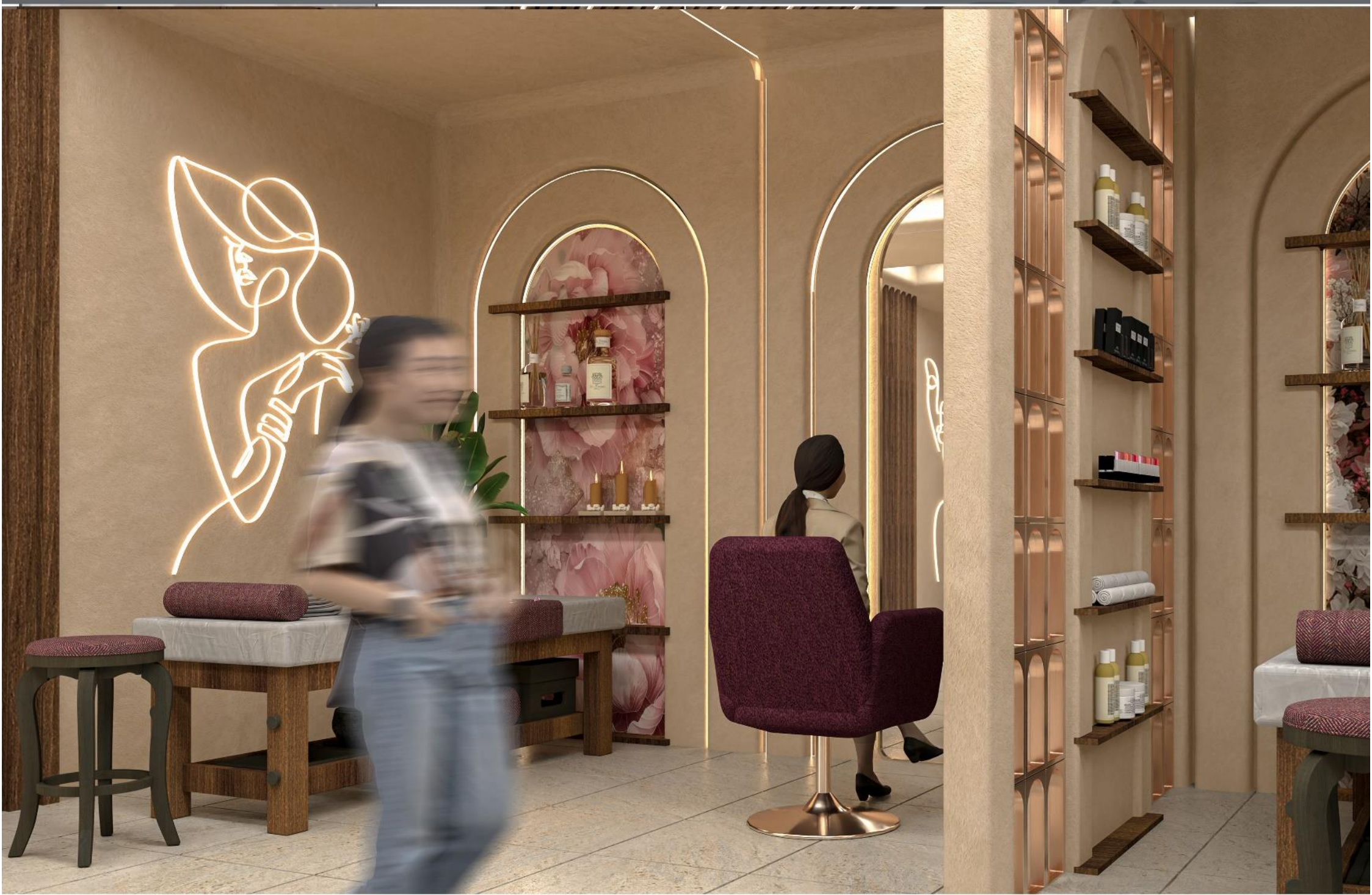
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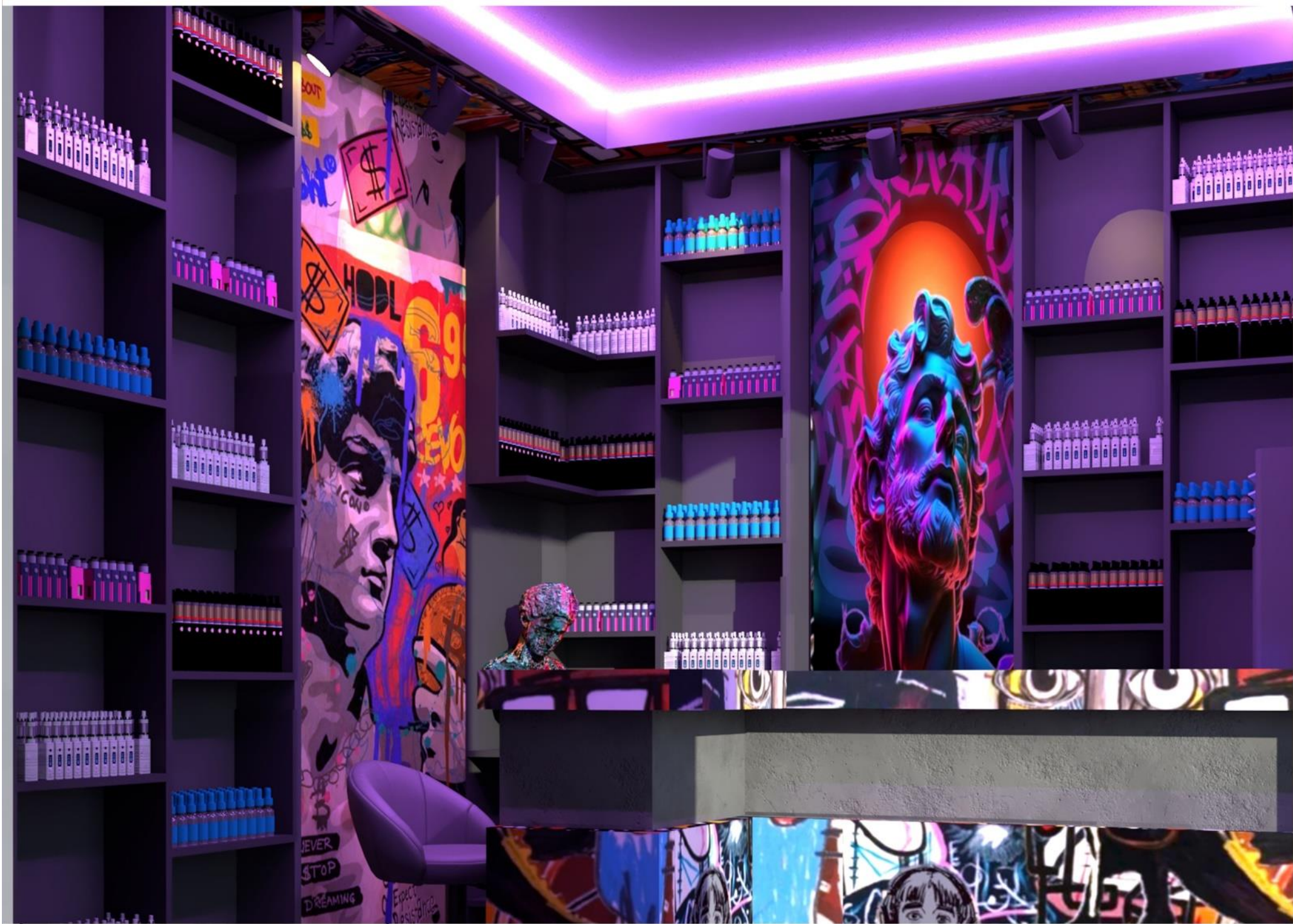
company  
logo

# INTERIOR DESIGN



company  
logo





## INTERIOR DESIGN



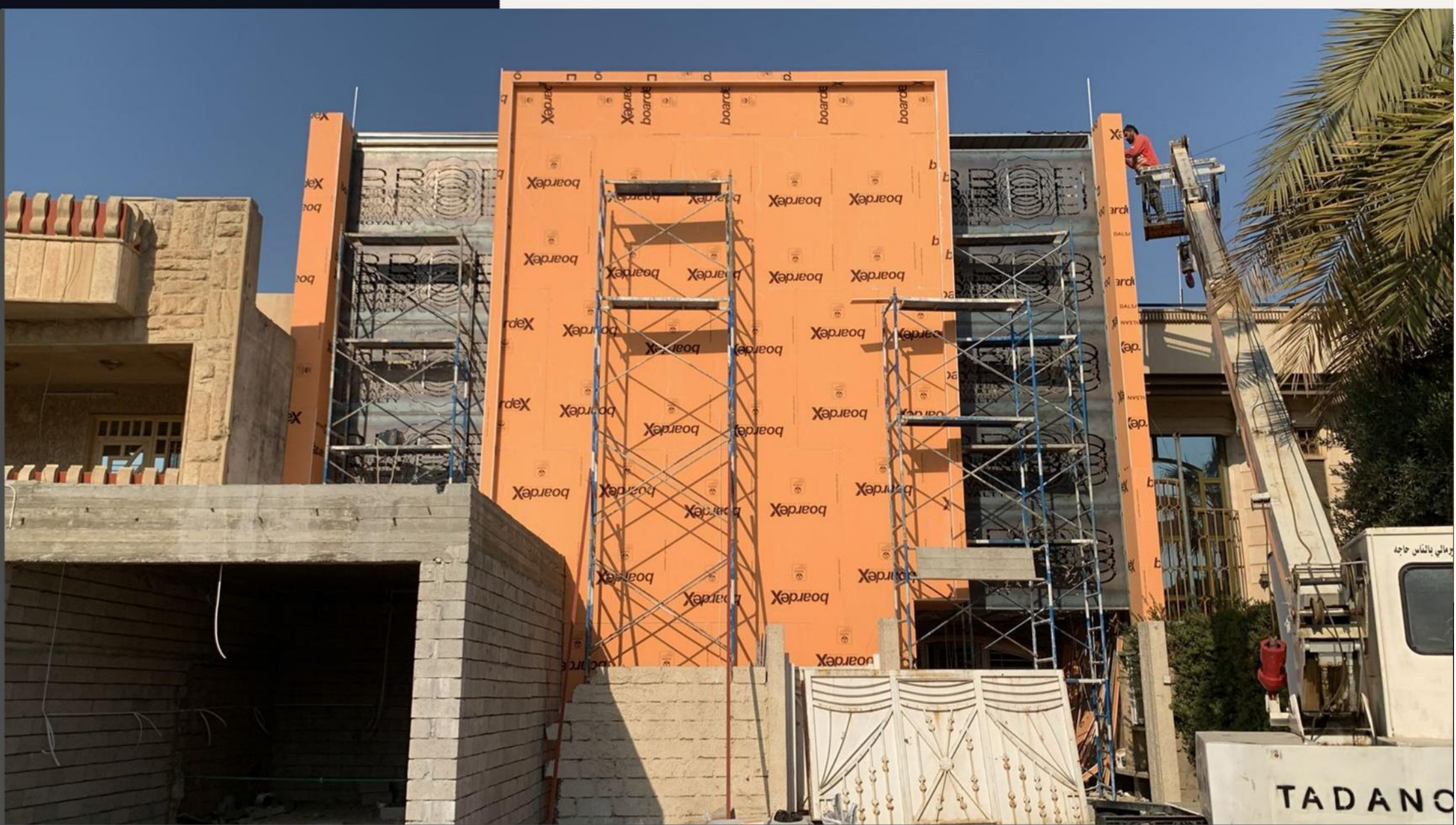




# INTERIOR DESIGN







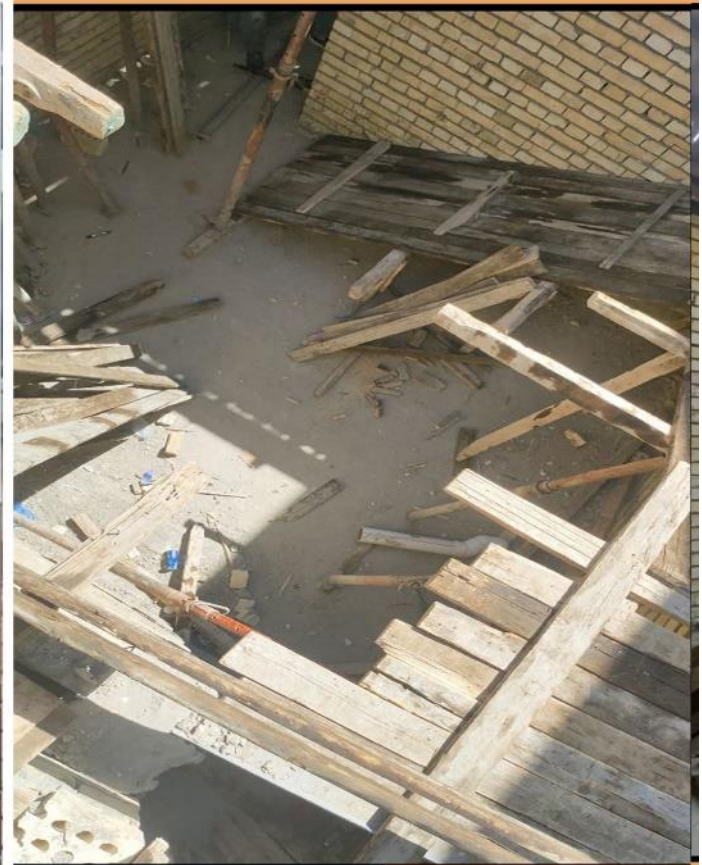




## SITE SUPERVISION



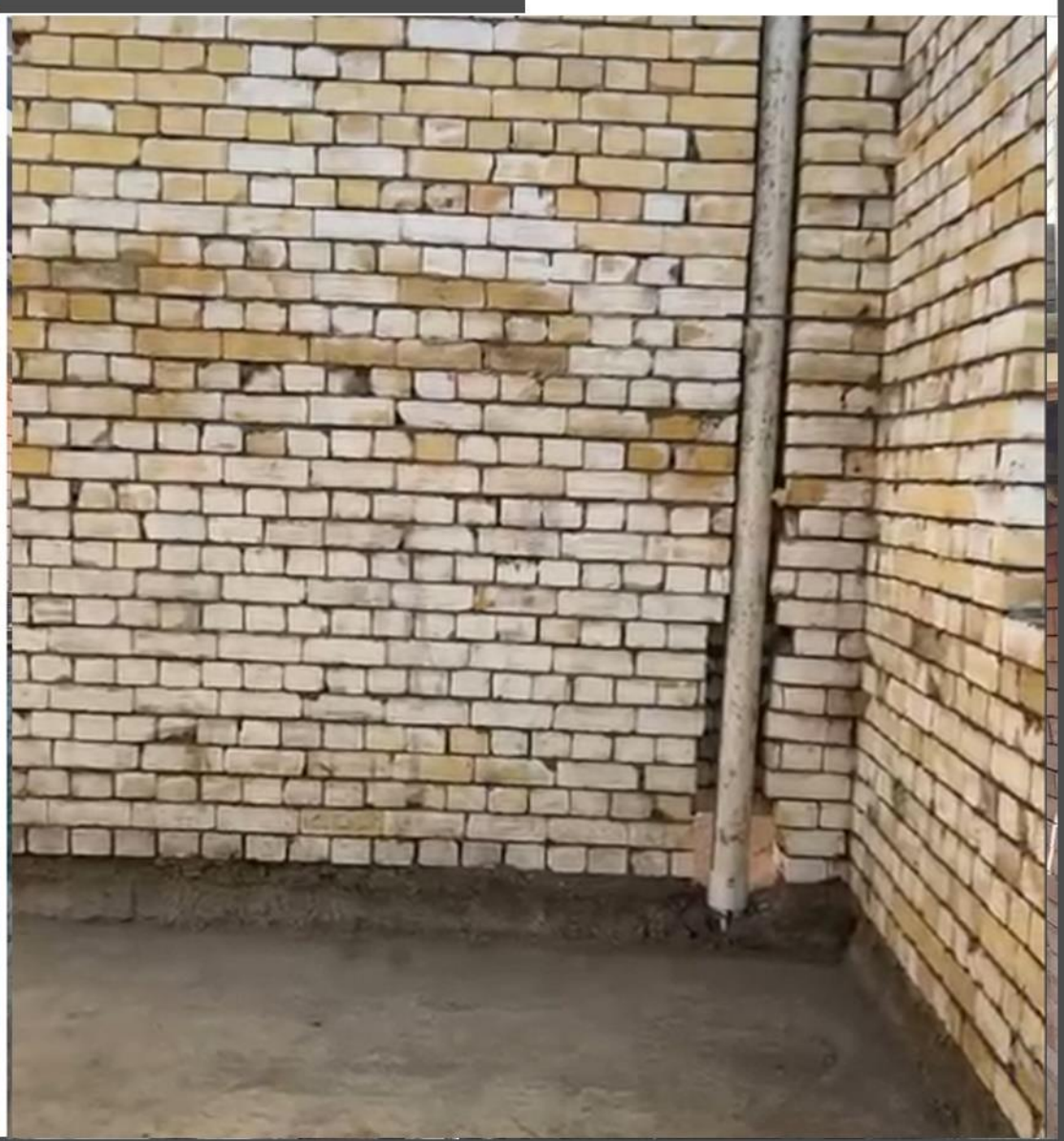




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