



DESIGN PORTFOLIO

FARREL ADYUTA
WIRATAMA
KUSPRIYADI

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adyutafarrel@gmail.com
(+62) 81216388824



FARREL ADYUTA WIRATAMA KUSPRIYADI

Date of birth : 24 May 2001
Age : 23
Nationality : Indonesian

Bachelor of Architecture graduate with a completed Architecture Professional Program at ITS Surabaya. My experience spans design, research, and international exposure, with achievements including 2nd place in the Ampel Support Area National Design Competition, Best Thesis Presentation at AFAIR UI, and 1st place for Best Thesis Project (KTA 2023). I have participated in global programs such as the Research Outbound Mobility at Osaka University, the MVRDV Venice Studio 2025, AASC 2022, and AR+DC 2020/2022.

WORK EXPERIENCE

Architectural designer Self Run Business - Padya Collective
Current Surabaya, Indonesia

Intern Architect - Andyrahman Architect
28 FEB 2024 - 1 JUN 2024 Sidoarjo, Indonesia

Graphic designer - PT. Fauz Sanjita Gemilang
MAR 2022 - MAR 2023 Remote Work

Maquette Builder Self Run Business - Under PT. Aninda Kerta Wiguna
NOV 2022 - JAN 2023 Surabaya, Indonesia

STUDY AND TRAINING

Professional Architecture Program Institut Teknologi Sepuluh Nopember
AUG 2023 - SEP 2024 Surabaya, Indonesia
Field of study Architecture and town planning Final, grade 3.33, Satisfactory

Bachelor of Architecture Institut Teknologi Sepuluh Nopember
AUG 2019 - AUG 2024 Surabaya, Indonesia
Field of study Architecture and town planning Final, grade 3.81, Cum Laude

Highschool SMA Al-Hikmah Surabaya
2016 - 2019 Surabaya, Indonesia

Junior High School SMP Al-Hikmah Surabaya
2013 - 2017 Surabaya, Indonesia

OTHER EXPERIENCES

Asian Architecture Students Colloquium 2022
AUG 2022 Online, Surabaya, Indonesia

Research Outbound Mobility at Osaka University
APR 2023 - MAY 2024 Osaka, Japan

Venice Studio 25 with MVRDV
JUN 2019 - JUL 2025 Venice, Italy

ACHIEVEMENTS

Top 15 Entry, National Design competition for the masterplan of Surabaya people's amusement park, Surabaya 2024
AUG 2024

[National Competition, Organized by The Surabaya City Government, through the Department of Public Housing, Settlement Areas, and Land](#)

Shortlisted Project, Buildner Hospice Design Competition : Home for The Terminally Ill
JUL 2024

[International Competition, Organized by Buildner](#)

Best Presentation by Theme, 4th Place Overall, 'From Us, Tomorrow' Exhibition of AFAIR UI 2024
MAY 2024

[Organized by the Department of Architecture, Universitas Indonesia](#)

1st Place, Design Studies Category Final Project Competition, KTA 2023
OCT 2023

[National student final project design competition, Organized by The Department of Architecture, Institut Teknologi Sepuluh](#)

2nd Place, National Design Competition for the Design of Ampel Tourist Area, Surabaya 2022
SEP 2022

[National student final project design competition, Organized by The Department of Architecture, Institut Teknologi Sepuluh](#)

Peoples Choice, Platinum Design Competition 2022
SEP 2022
[National Competition, Organized by platinum ceramics](#)

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final presentation



1st Place Competition



Osaka University Presentation



2nd Place Competition



AASC 2022



Teaching Assistant



2nd Place Competition



European Cemetery Design



European Cemetery Design



2nd Place Competition



V525 MVRDV



Osaka Outbound Mobility



MVRDV

My passion lies in exploring architecture's potential to drive innovation and create transformative solutions. I am particularly drawn to TU Delft's MSc program for its design-driven and research-based approach, which aligns perfectly with my ambition to deepen both my technical and conceptual capabilities.

The selected projects represent the breadth of skills I have developed so far, ranging from small to large-scale works. They come from diverse experiences—design competitions, studio projects during my bachelor's degree, and professional collaborations during my internship at Andyrahman Architect. These are complemented by my international academic engagements, including the Research Outbound Mobility Program at Osaka University and the Venice Studio program, which broadened my architectural perspective and strengthened my ability to work in multicultural environments.

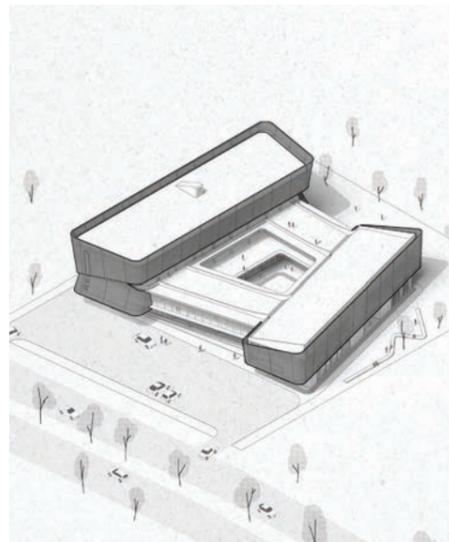
Each project reflects my growth as an architect and demonstrates my capacity to approach design challenges from multiple viewpoints, strengthened by both local practice and global exposure.



KANU: PUBLIC LIBRARY

2ND PLACE COMPETITION
TEAM PROJECT

1



THE RED SCHOOL

4TH SEMESTER, BACHELOR PROJECT
INDIVIDUAL PROJECT

2



KEPUTRAN HUB | THESIS

8TH SEMESTER BACHELOR THESIS
1st PLACE, THESIS COMPETITION
BEST PRESENTATION
INDIVIDUAL PROJECT

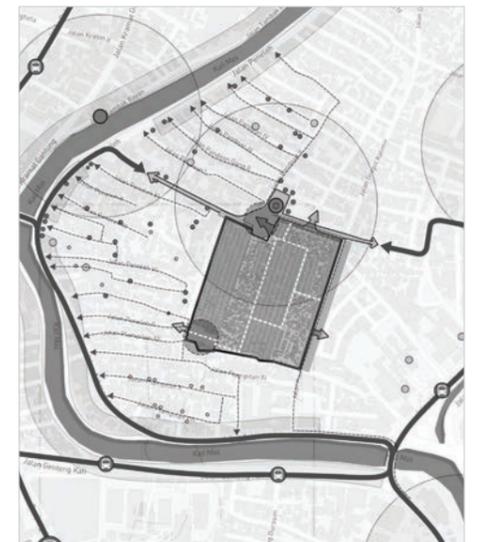
3



KAHANAN HOSPICE

SHORTLISTED INTERNATIONAL
COMPETITION
INDIVIDUAL PROJECT

4



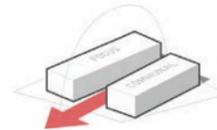
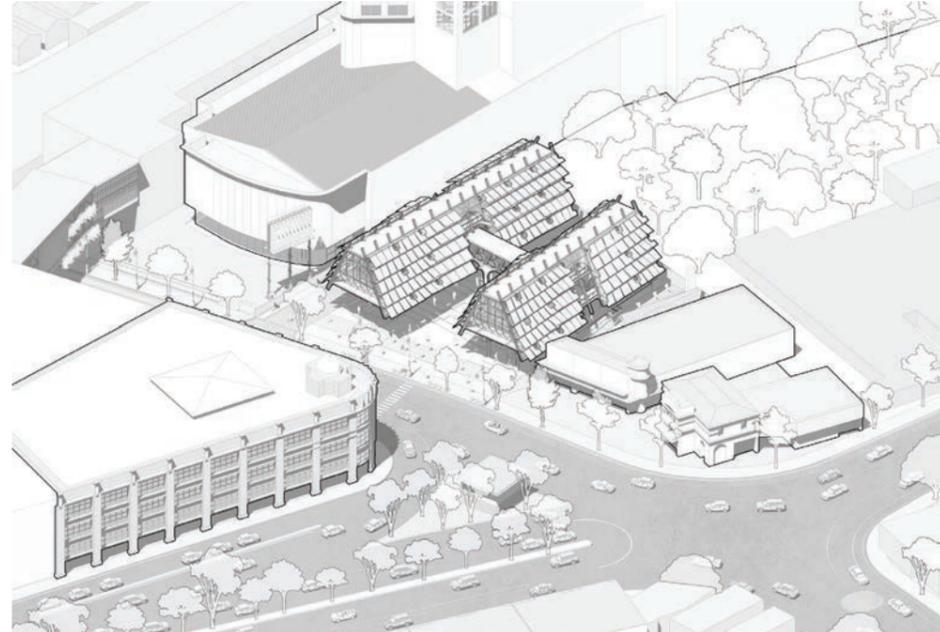
PENELEH CEMETERY

PROFESSIONAL PROJECT | CITY GOVERNMENT
WITH DUTCH STAKEHOLDERS
TEAM PROJECT | ANDYRAHMAN ARCHITECT

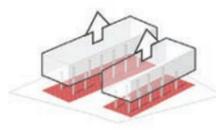
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01

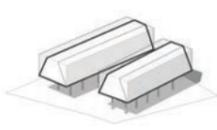
FRONT FACADE



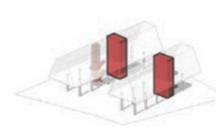
two space functions:
focus and communal



boundless and
flexible public space
below



opening more skies to
the ground level



vertical connection

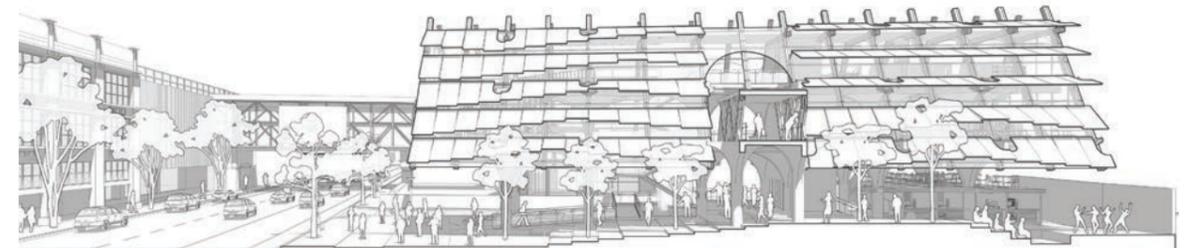


playfull leveling



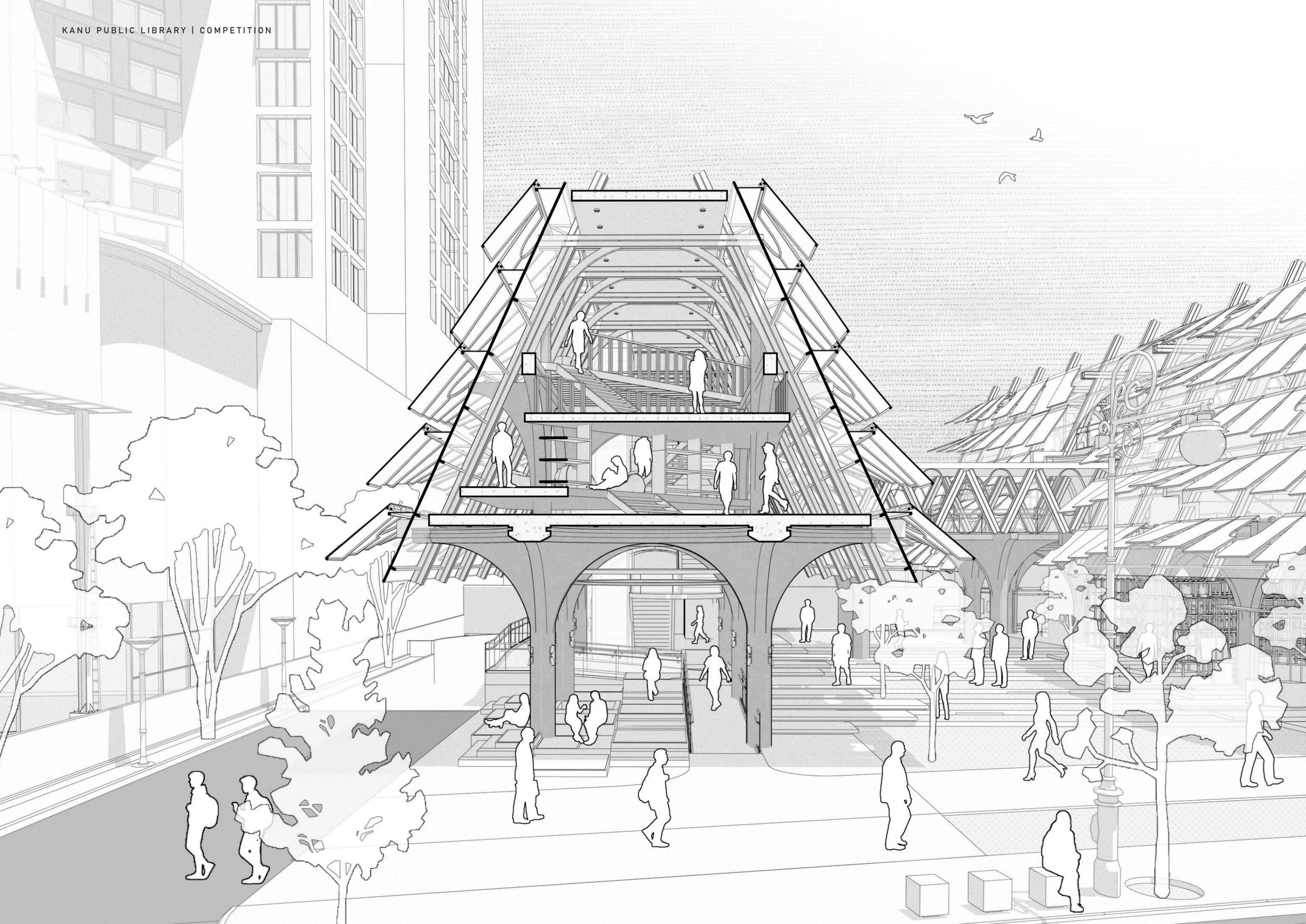
kinteci facade, as
shading device

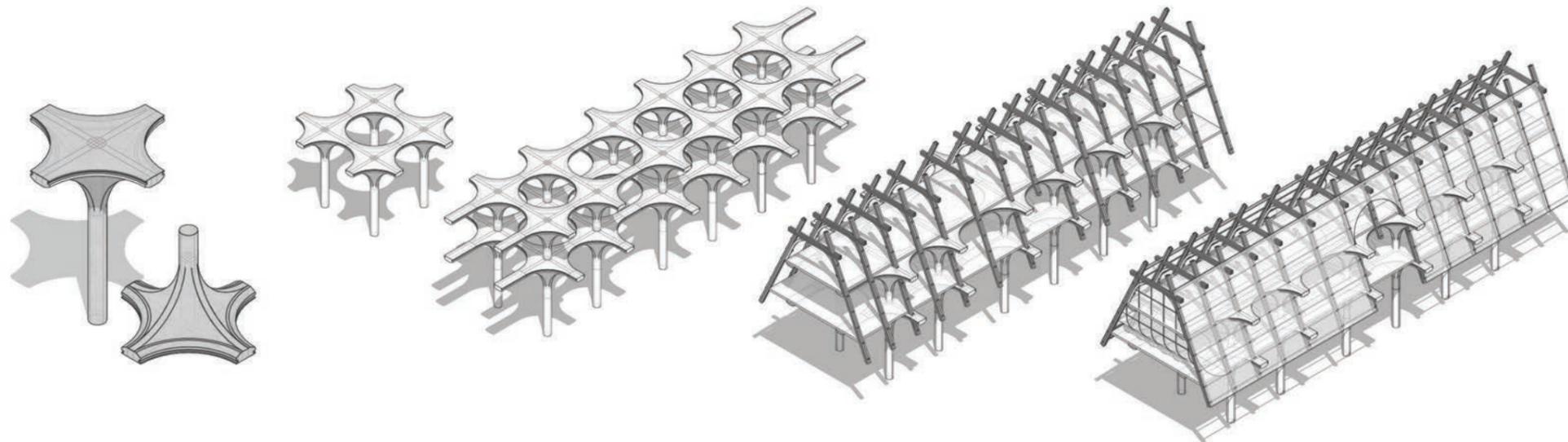
KANU PUBLIC LIBRARY



Level : 2nd Place Educatuion Building Competition
Date : 28 April 2024
Location : Surabaya, Indonesia
Project Type : team project | Competition
Team Members : Krisentia Ivena Kirsanti
 Laurencia Josephine
Contribution : Conceptor + 3D Modeler
 (all image in this portfolio was remade by author)

In Surabaya, where a growing disinterest among students in studying is a concern, there is a noticeable lack of central hubs for students to interact and engage in meaningful activities beyond the classroom. KANU Hub aims to address this gap by providing a dynamic environment where young people can learn, explore, and socialize in a fun and engaging way. KANU Hub draws inspiration from Surabaya's rich history as a bustling port city—a hub of exchange and connection—fostering a vibrant learning community. Its boat-inspired design and kinetic facade, mirroring water dynamics, symbolize adaptability, innovation, and dynamic learning environments.



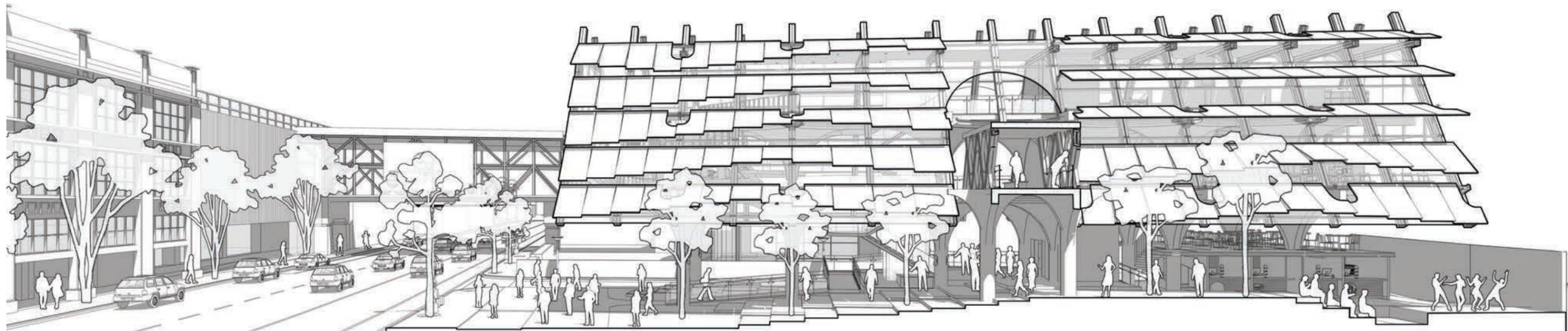


column

column rows,
and stacked

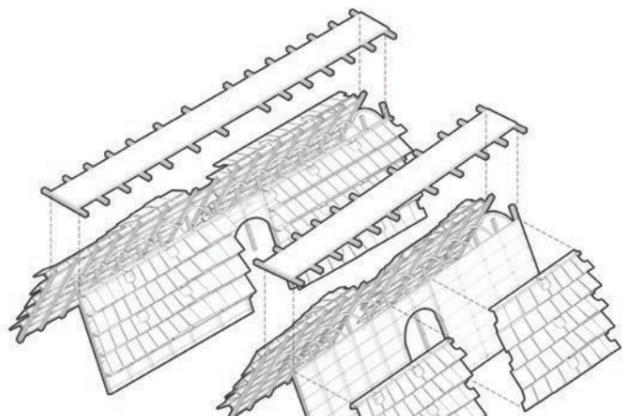
building envelope
structure

glass envelope

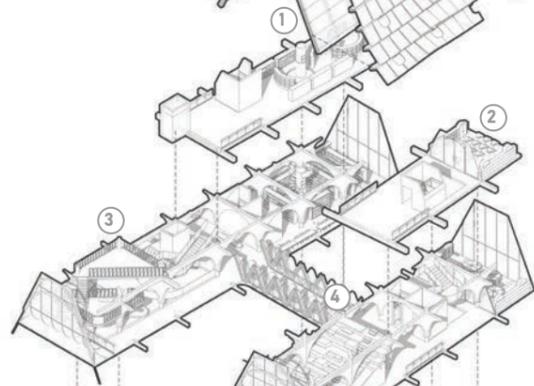




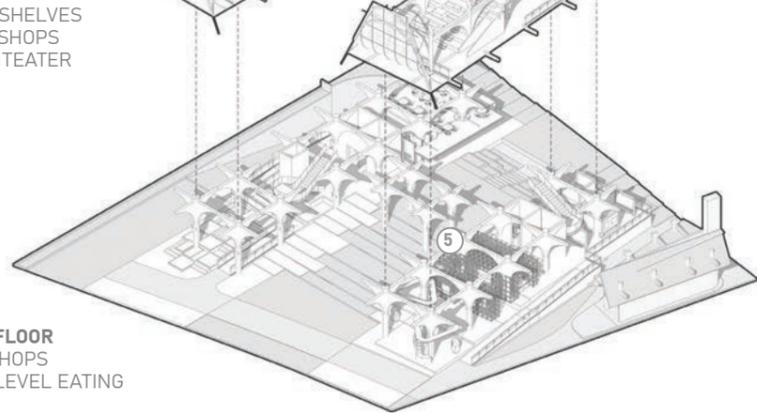
KINETIC FACADE



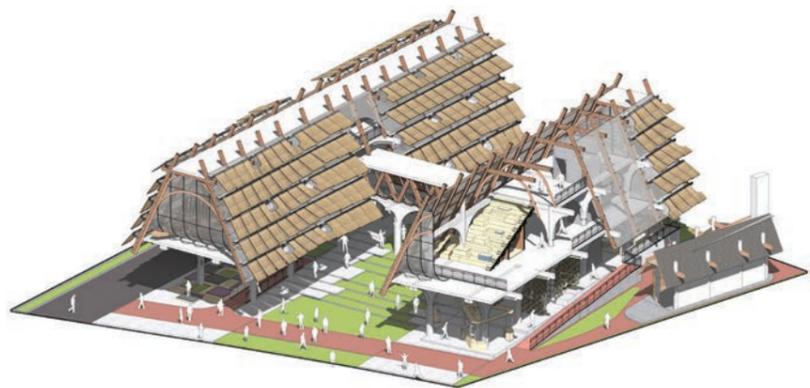
THIRD FLOOR
READING AREA
BOOK SHELVES
WORKSHOPS
TOILETS



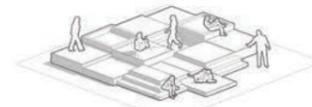
SECOND FLOOR
READING AREA
BOOK SHELVES
WORKSHOPS
AMPHITEATER



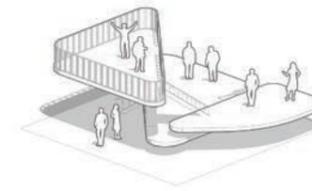
FIRST FLOOR
FOODSHOPS
SPLIT LEVEL EATING
AREA
EXHIBITION AREA



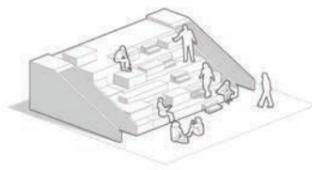
FLEXIBLE VENUE



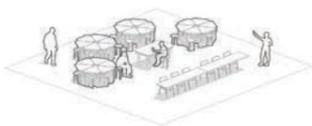
PLAYFULL LEVELING



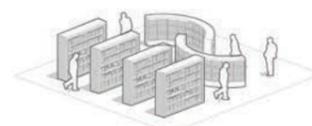
SPLIT LEVEL READING AREA



THEATER SEATING



LEARNING SPACES



LIBRARY SHELVES



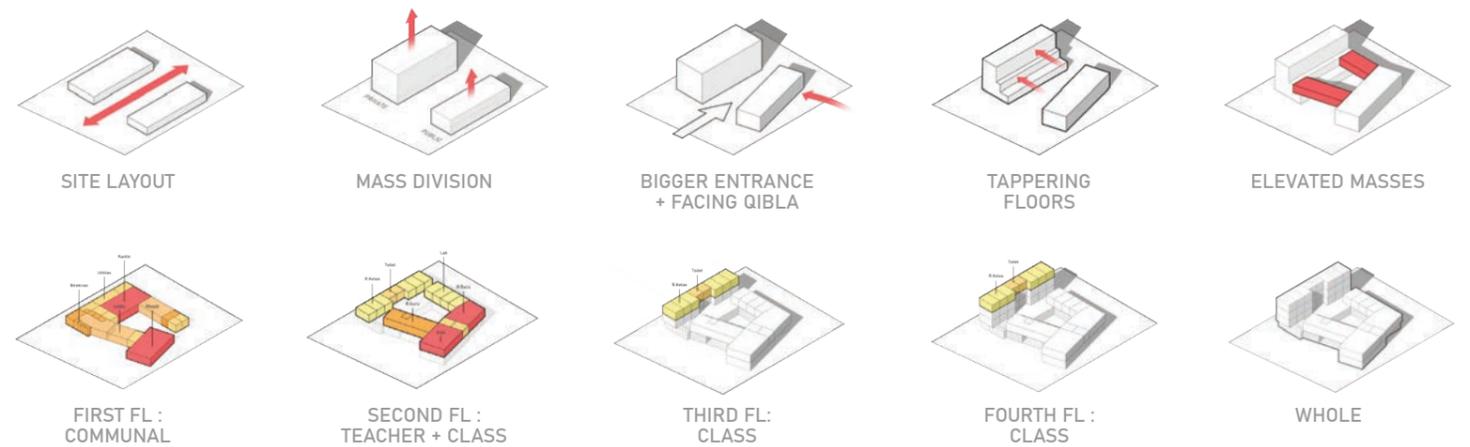
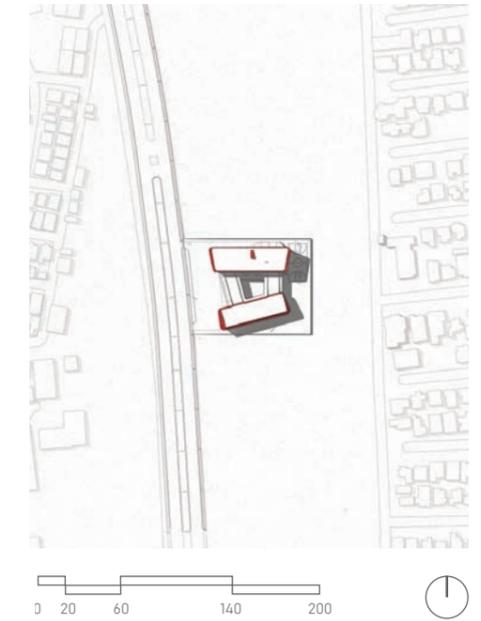
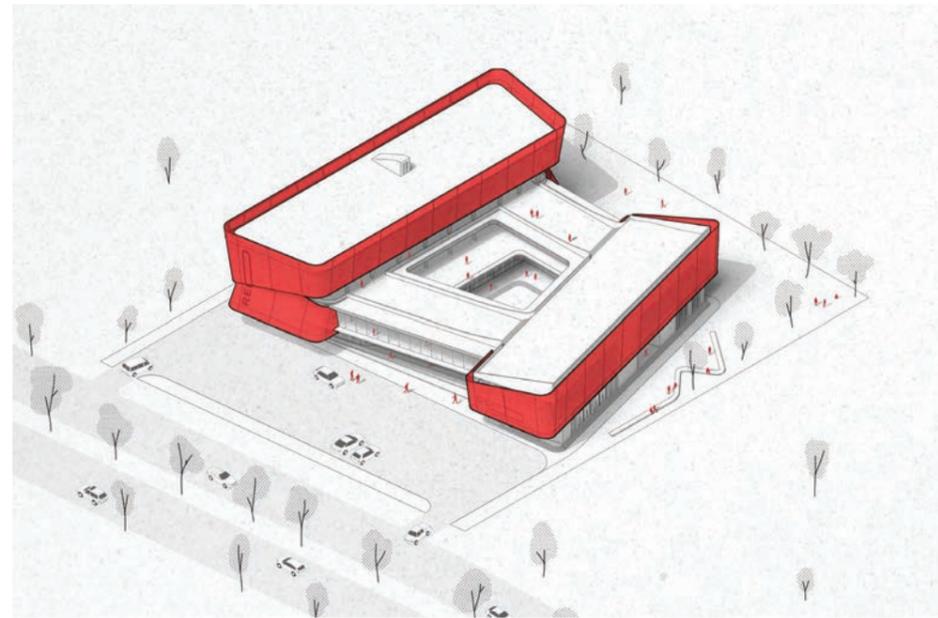
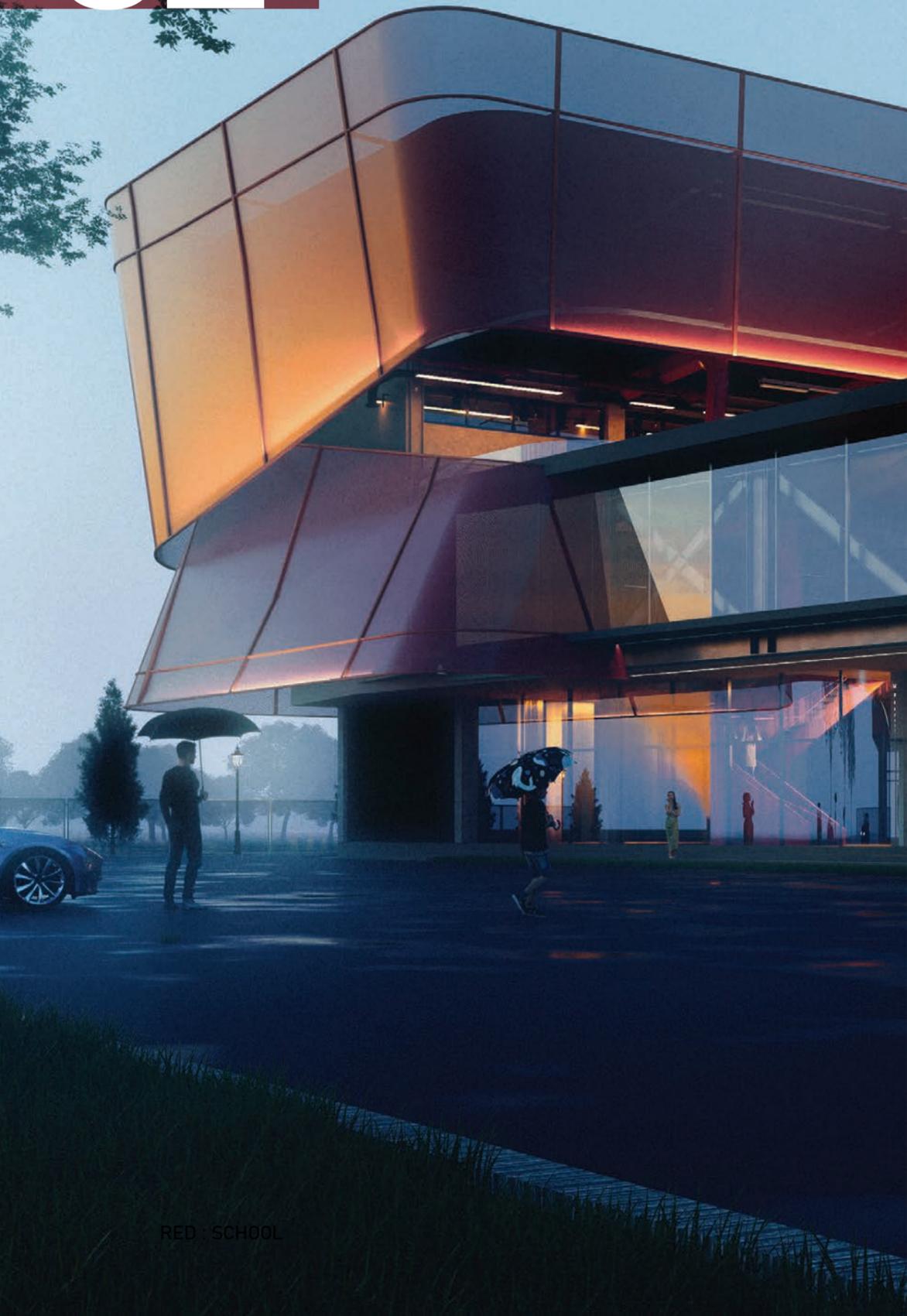
FRONT



KINETIC PANELS



MIDDLE COURTYARD



THE RED SCHOOL



Level : Year 2 (4th Semester)
Date : July 2021
Location : Surabaya, Indonesia
Project Type : Individual | Academic
Supervisor : Ir. Erwin Sudarma, MT
 airwind@arch.its.ac.id

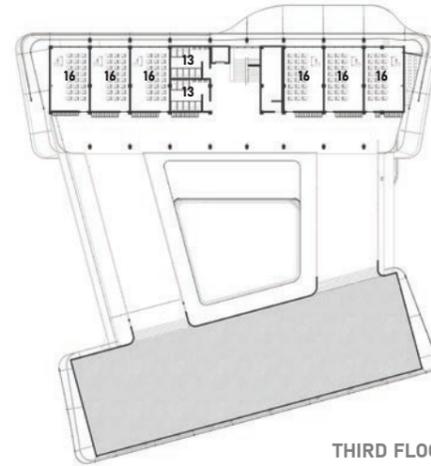
The design studio aimed to teach students the fundamentals of designing multi-story buildings, emphasizing spatial organization, system integration, and functionality. RED School project reimagines an elementary school as a space where learning and play seamlessly coexist. Its layout balances functionality and creativity, fostering vibrant, interactive environments across different floor levels. RED School promotes holistic development, offering young learners a dynamic and supportive atmosphere for academic and social growth.





FIRST FLOOR

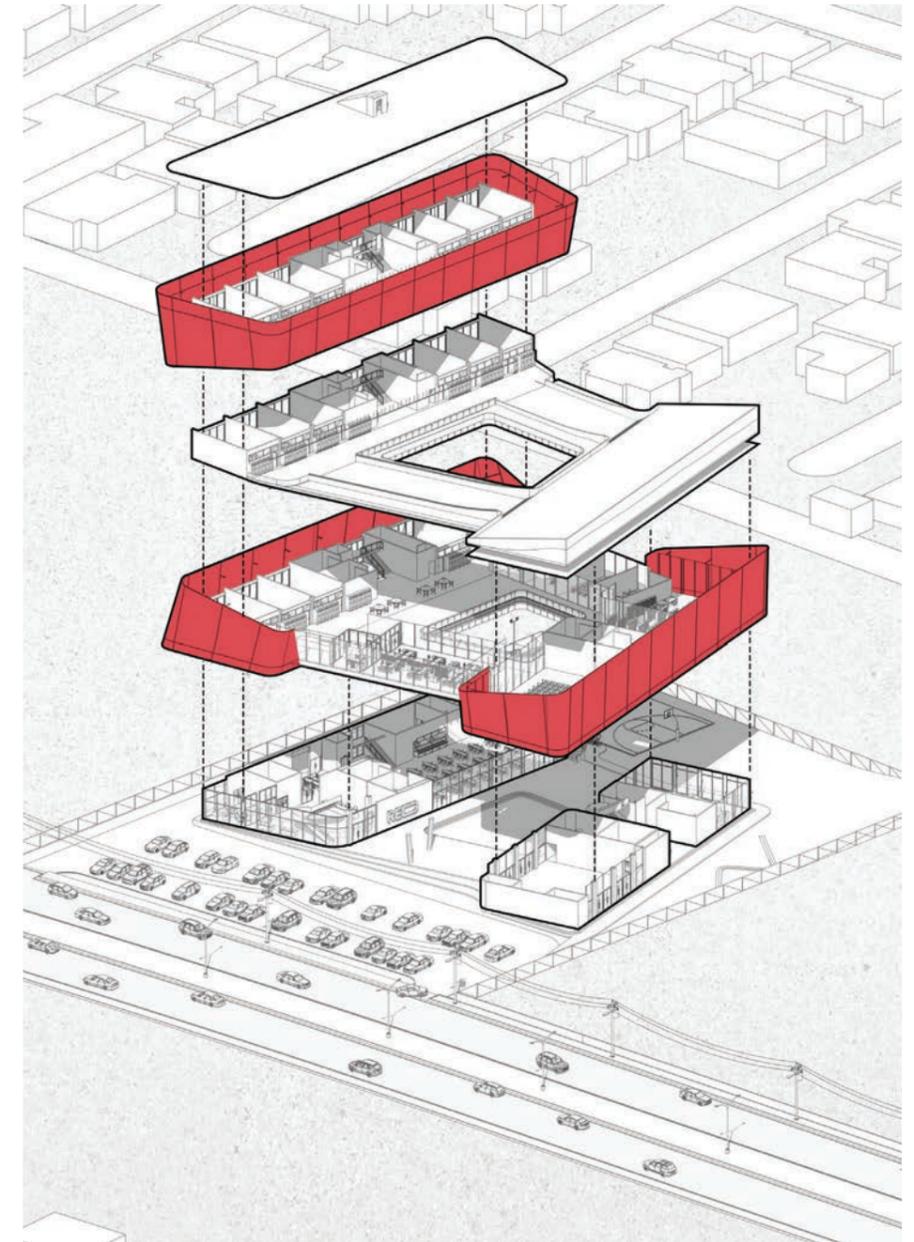
- | | | | |
|----------------------|-------------------|--------------------|------------------------|
| 1. DROP OFF AREA | 7. KITCHEN | 13. TOILETS | 19. LIBRARY |
| 2. SCHOOL LOBBY | 8. CAFETERIA | 14. PLAYROOM | 20. MULTI PURPOSE HALL |
| 3. RECEPTION | 9. STORAGE | 15. PARKING | |
| 4. CONSULTING OFFICE | 10. COURTYARD | 16. CLASSROOM | |
| 5. MEDICAL ROOM | 11. MOSQUE | 17. TEACHERS ROOM | |
| 6. ADMINISTRATION | 12. ABLUTION ROOM | 18. PRINCIPAL ROOM | |



THIRD FLOOR



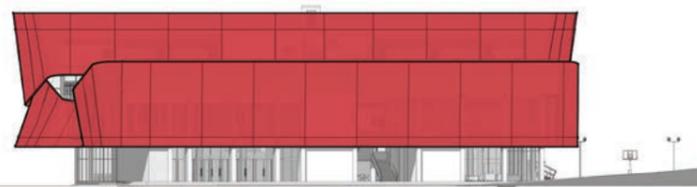
SECOND FLOOR



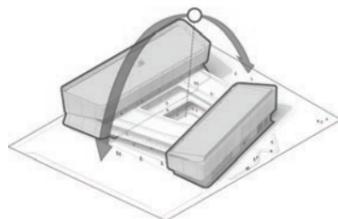
The RED School comprises two primary and two secondary buildings, strategically arranged for functionality and environmental performance. The taller main building, oriented east-west to minimize heat gain, houses private classrooms. The second building, angled to align the mosque with the Qibla, accommodates communal spaces and serves as a visual and acoustic barrier for the garden. An elevated mass connects the two, containing teachers' rooms and labs with views and access to all areas. This design promotes natural light and airflow beneath while creating a central courtyard for orientation and optimal daylighting.



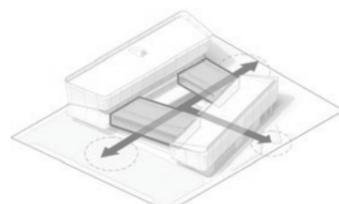
FRONT ELEVATION



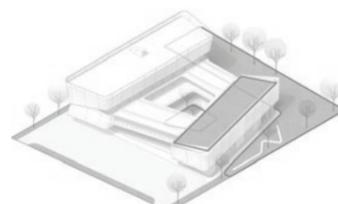
SIDE ELEVATION



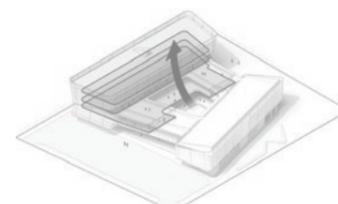
BUILDING ORIENTATION



CIRCULATION & CONNECTION



PARK FOR PLAY



MULTI LEVELS



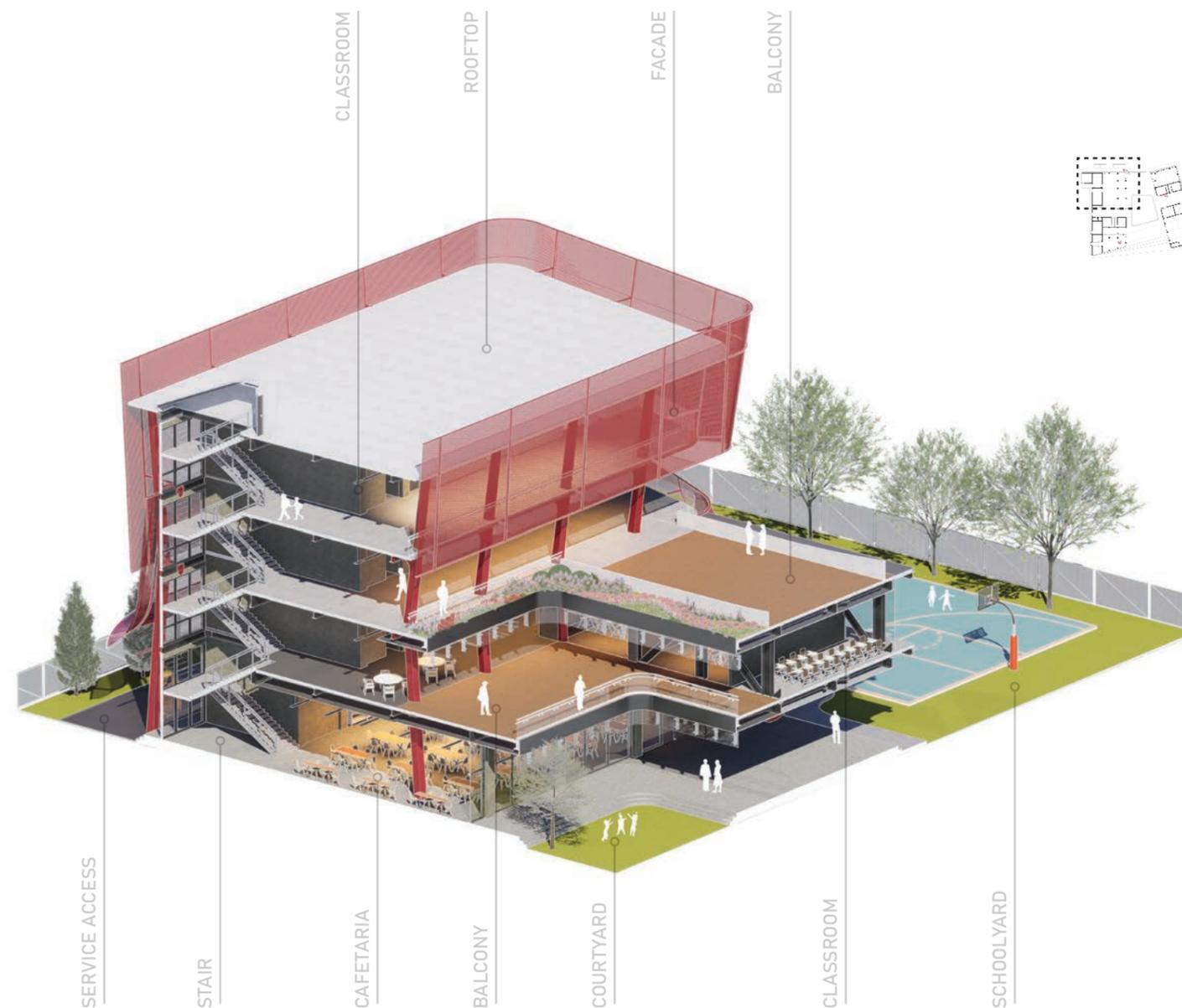
FACADE



COURTYARD

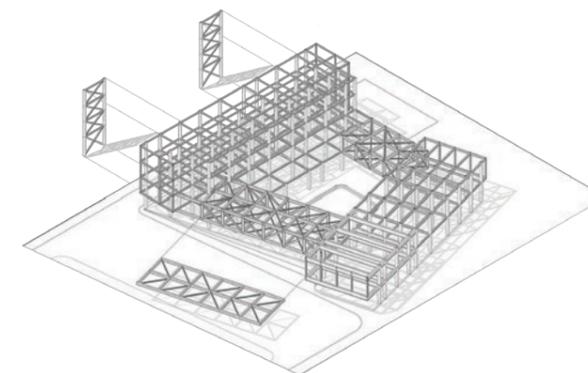


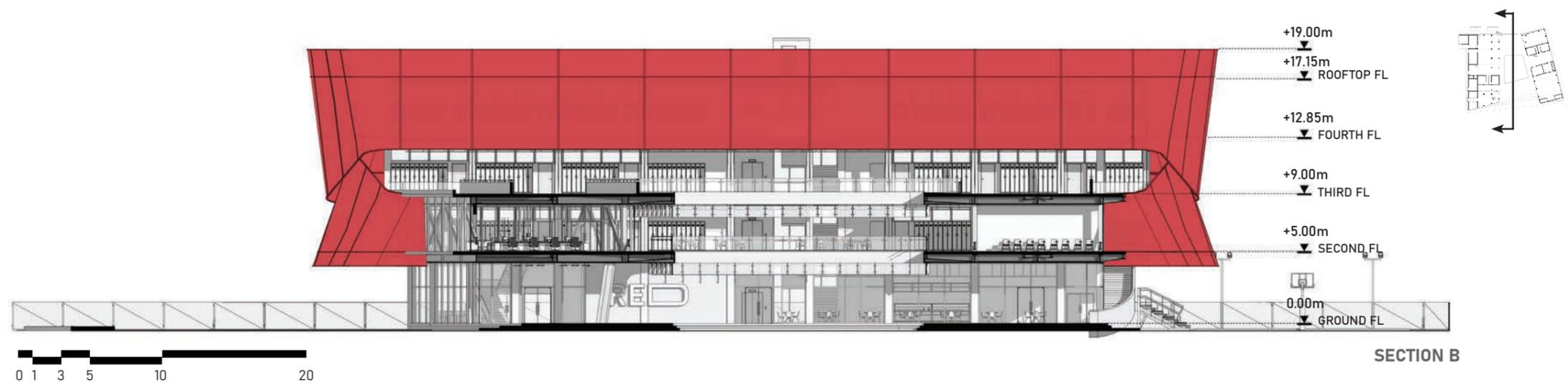
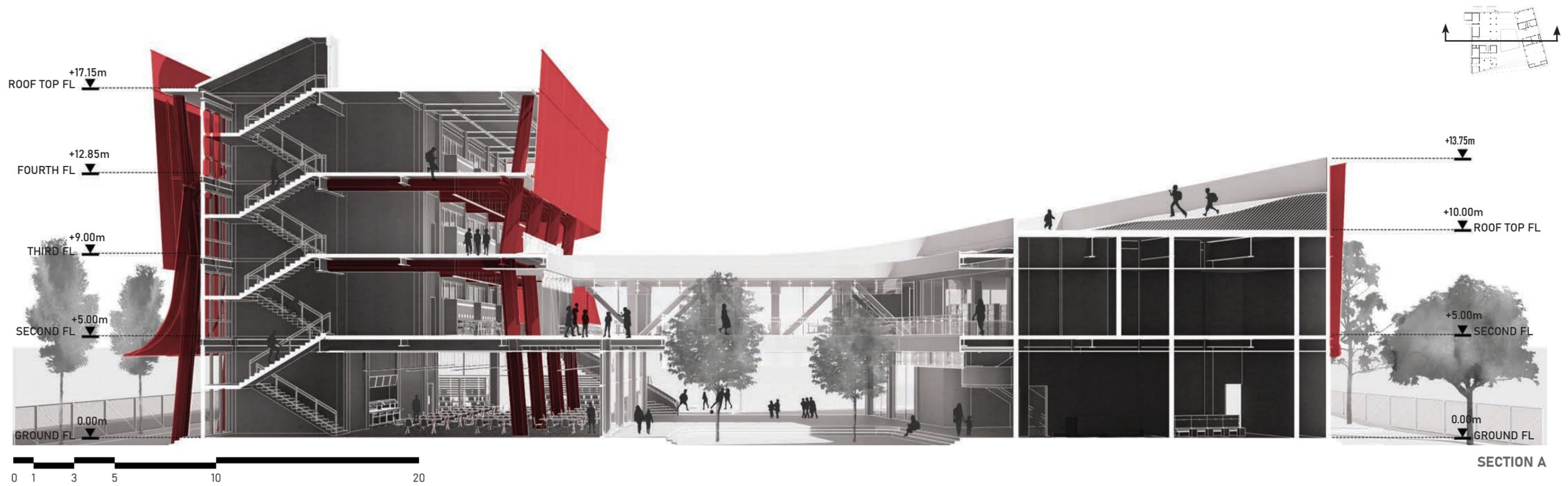
AERIAL VIEW



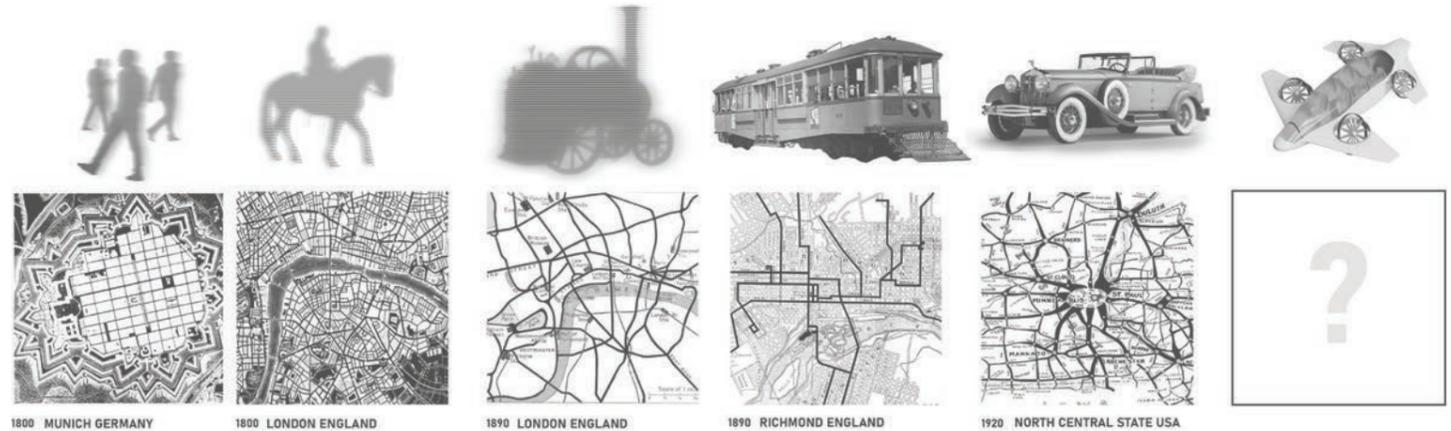
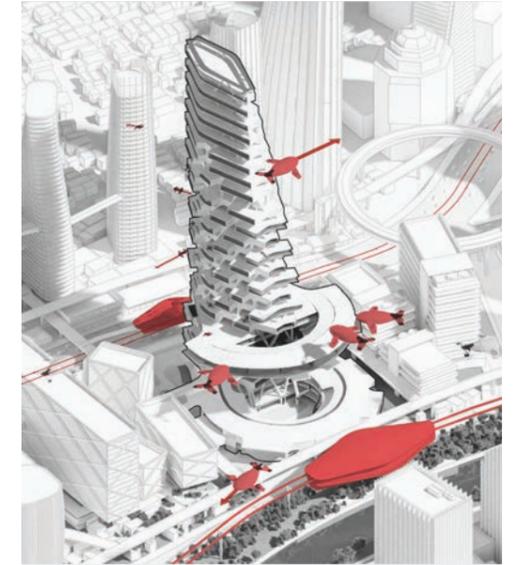
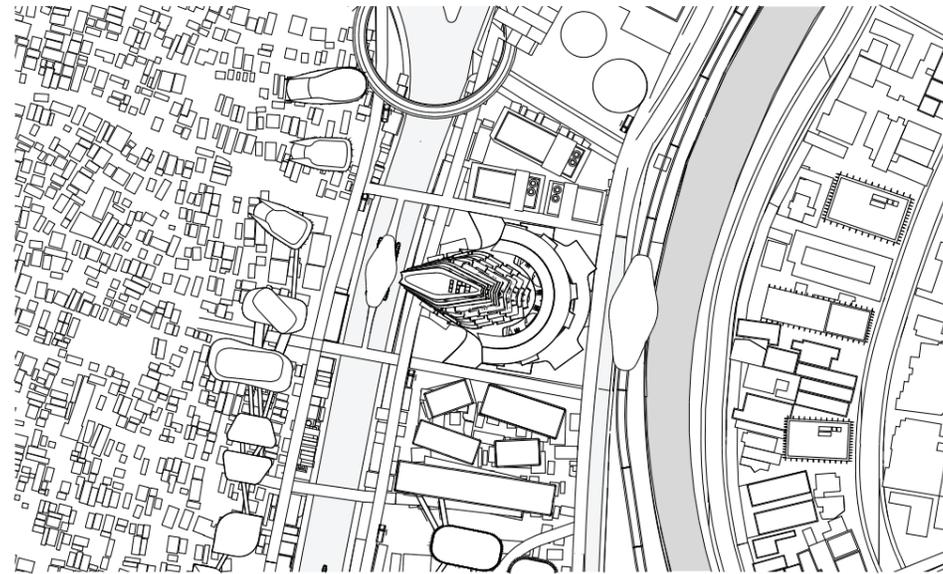
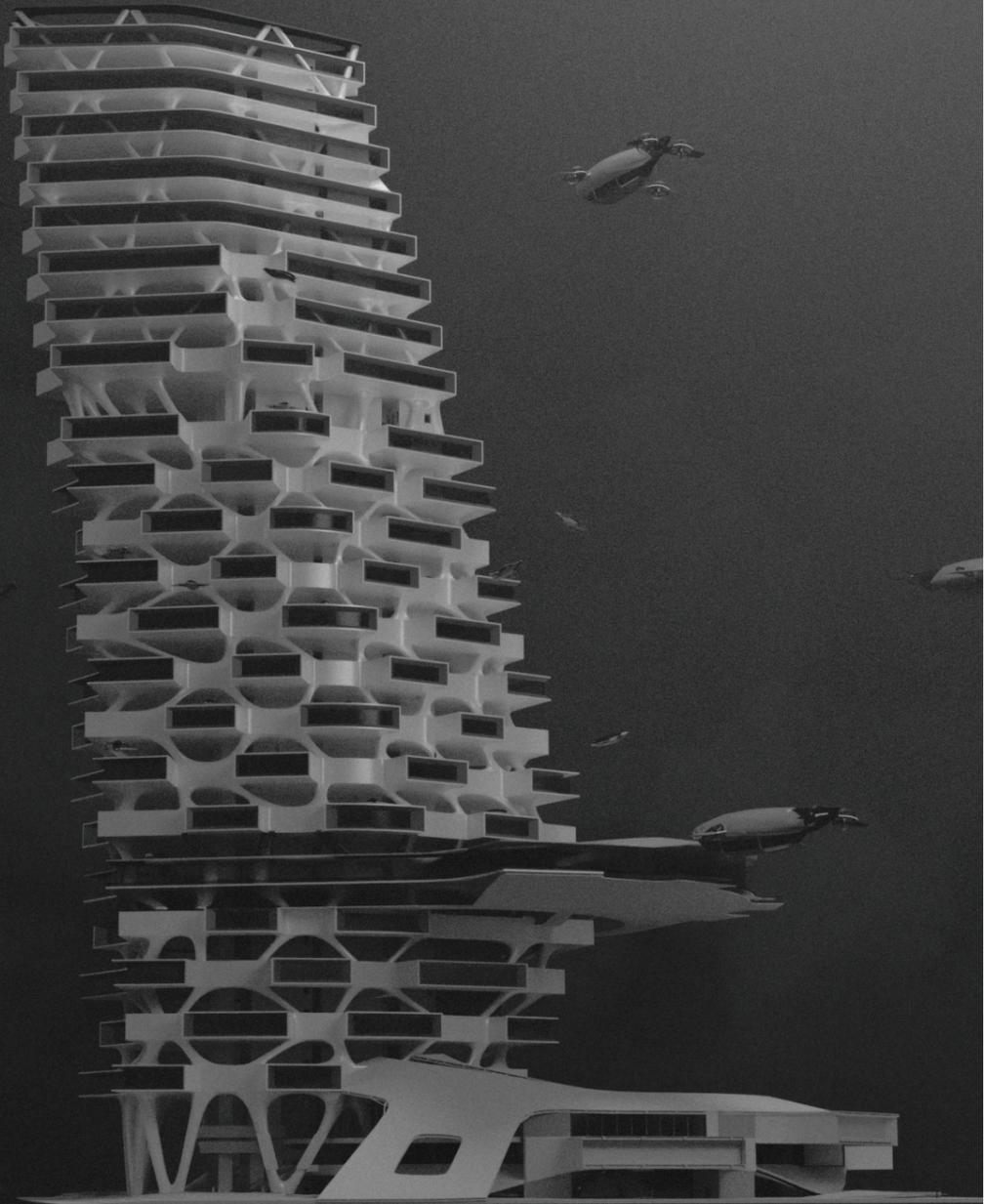
DESIGN - SYSTEM INTEGRATION

This project highlights the integration of vertical space planning with supporting systems, achieving a balance between functionality and design. It incorporates varied levels, seamless circulation, flexible structures, outdoor spaces, and sustainable elements.





03

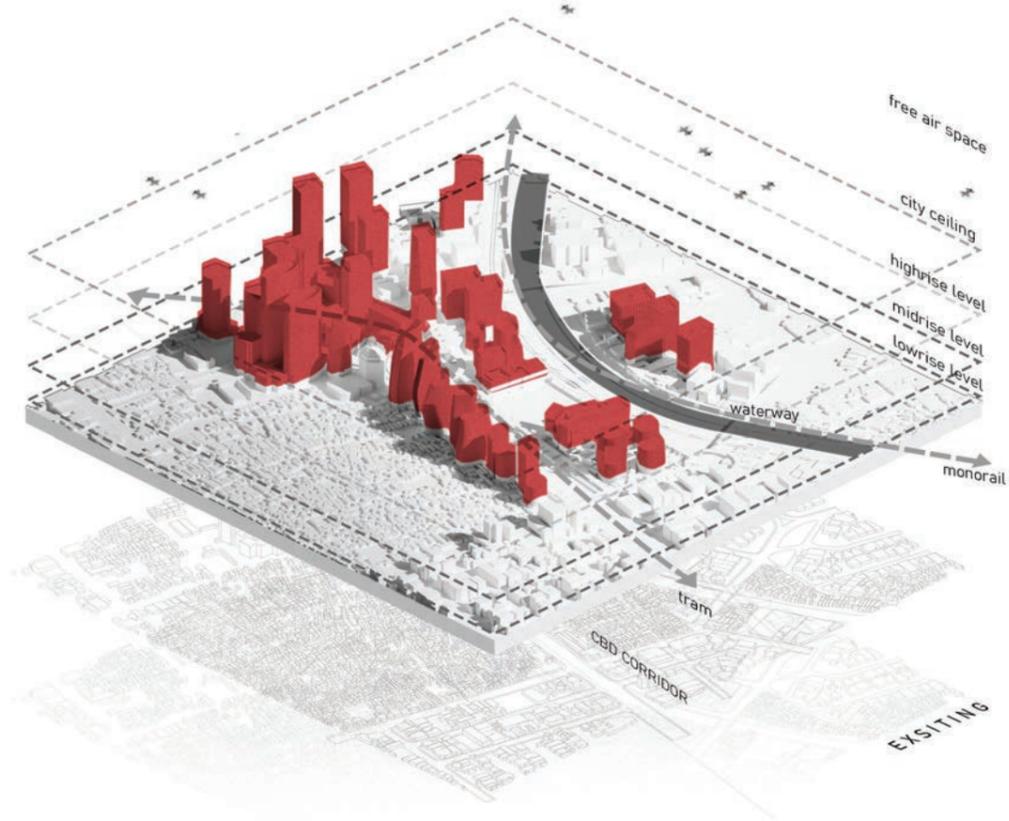


Keputran Hub

Level : Year 4 (Thesis)
 Date : September 2023
 Location : Surabaya, Indonesia
 Project Type : Individual, Academic
 Supervisor : Dr. Arina Hayati, ST. MT
 arina_h@arch.its.ac.id



The influence of transportation on urban form and architecture is evident throughout the history of city development. This project involves designing a transportation hub using site-contextual design theory, speculating on the future of Surabaya with the integration of VTOL (Vertical Take-Off and Landing) technology. The design explores the impact of flying vehicles on aspects such as circulation, spatial organization, structural systems, and architectural form. The final design outcome offers an exploration of forms tailored to accommodate flying vehicles within the context of a future urban landscape.

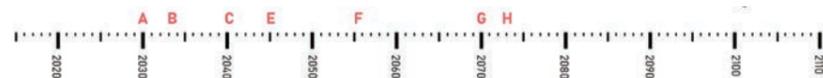
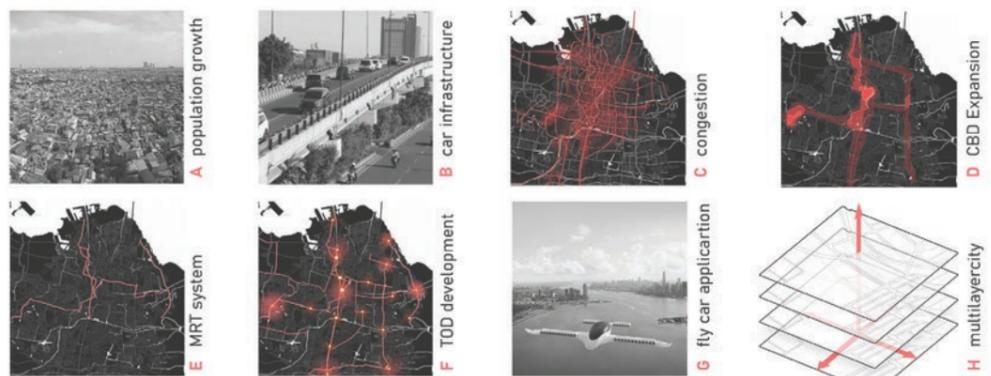
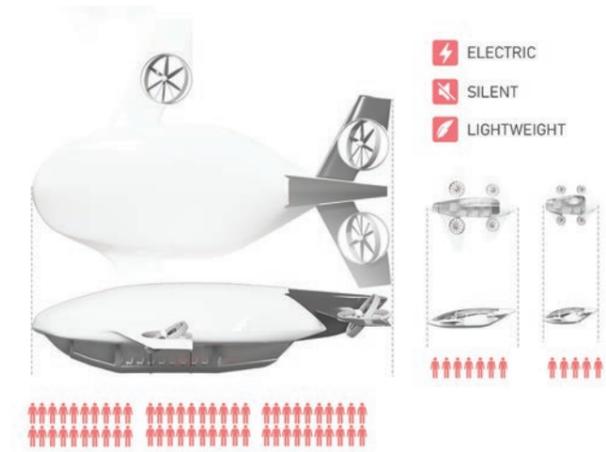


Surabaya Development



MULTILAYER CITY

Keputran is a strategic district with diverse functions, MRT access, and strong riverfront connectivity. The area combines an expanding business zone with preserved Kampong and green spaces along the Kalimas River. Supported by main and secondary roads, multiple junctions, and pedestrian links, it is well-positioned for future growth. According to Surabaya's 2030 Masterplan by City Form Lab (2014), planned upgrades—including trams, monorails, and a green belt—will enhance mobility and the riverfront environment. With a height limit of 150–200 meters, Keputran is designated for vertical development, making it a prime location for high-rise, mixed-use projects that accommodate rising density and optimize land use. Creating a more three dimensional space.



Existing Context



Speculated Future Context



SKY LOBBY

WEST PORT

GATE A

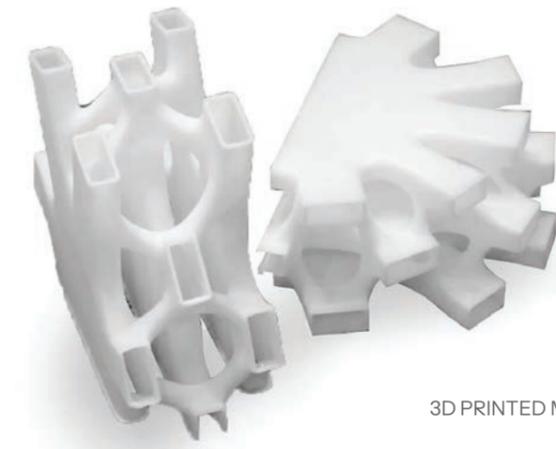
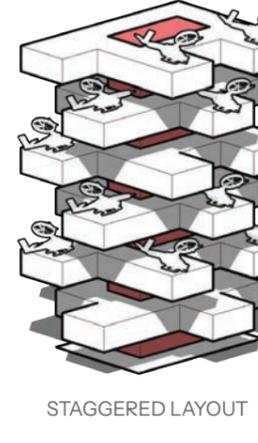
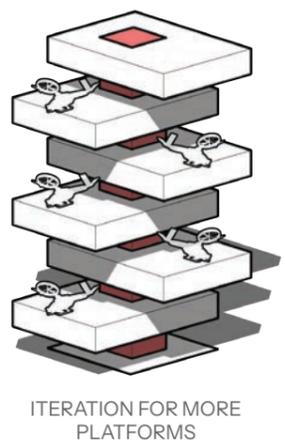
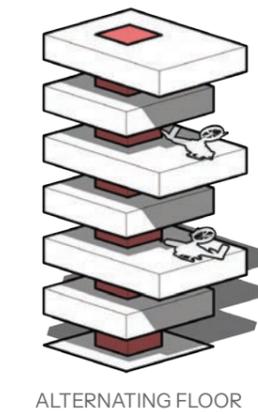
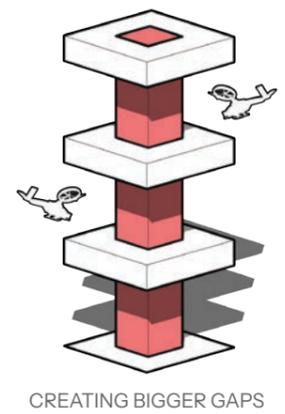
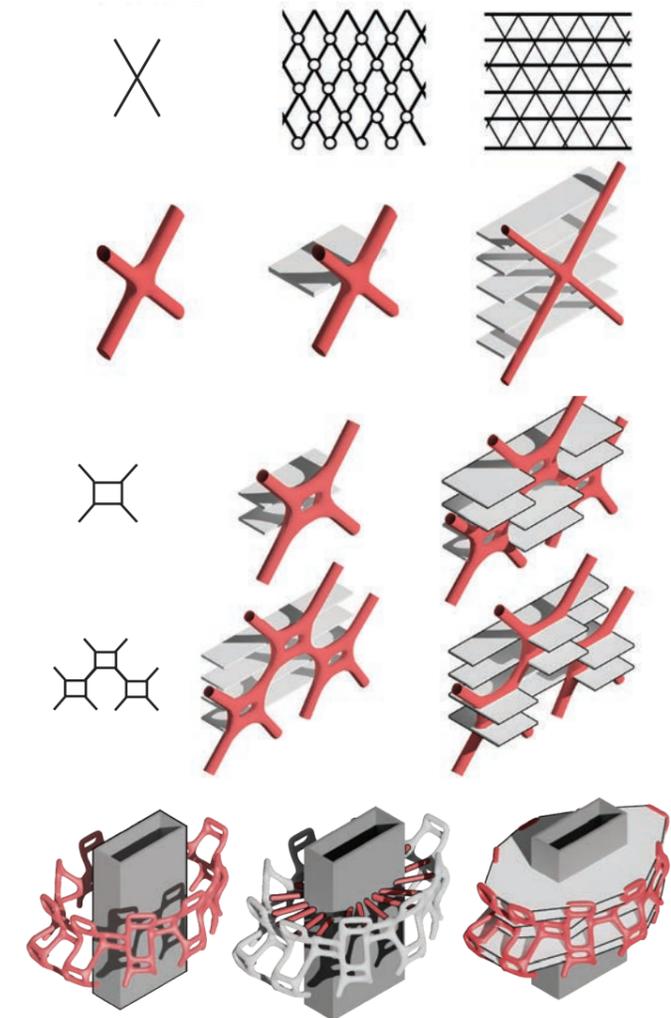
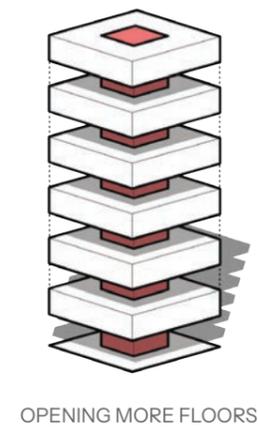
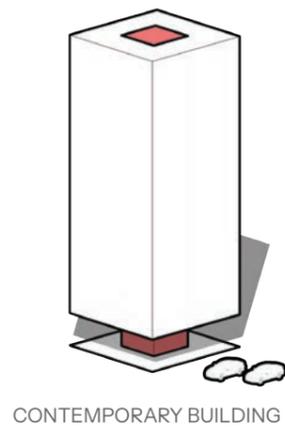
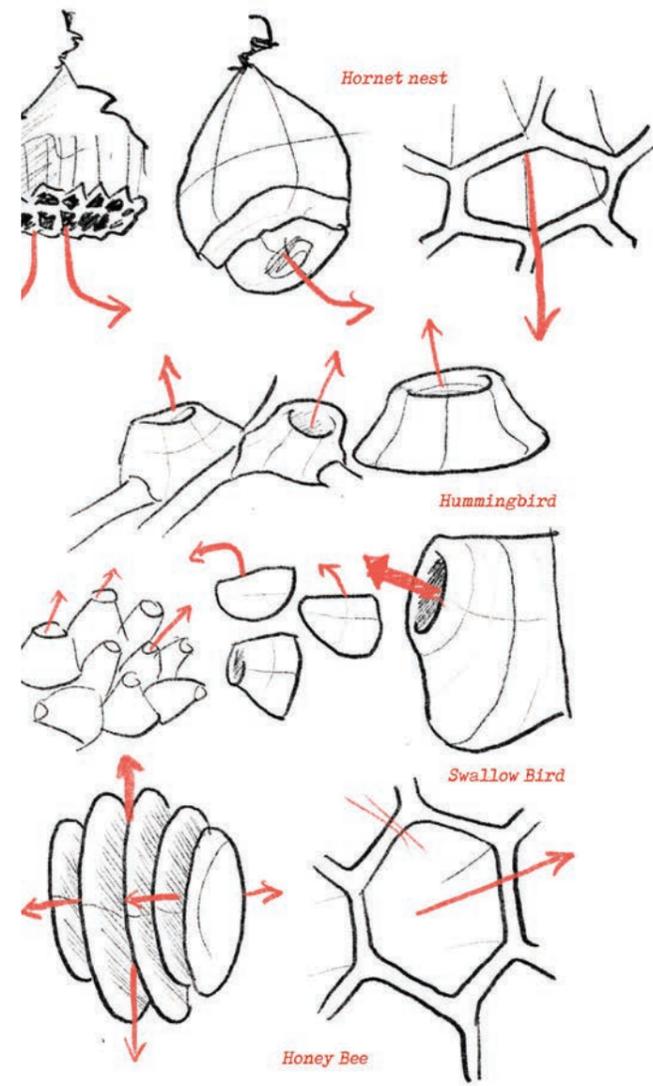
OPERATIONAL OFFICE

LOBBY

SERVICE UNDERGROUND PARKING

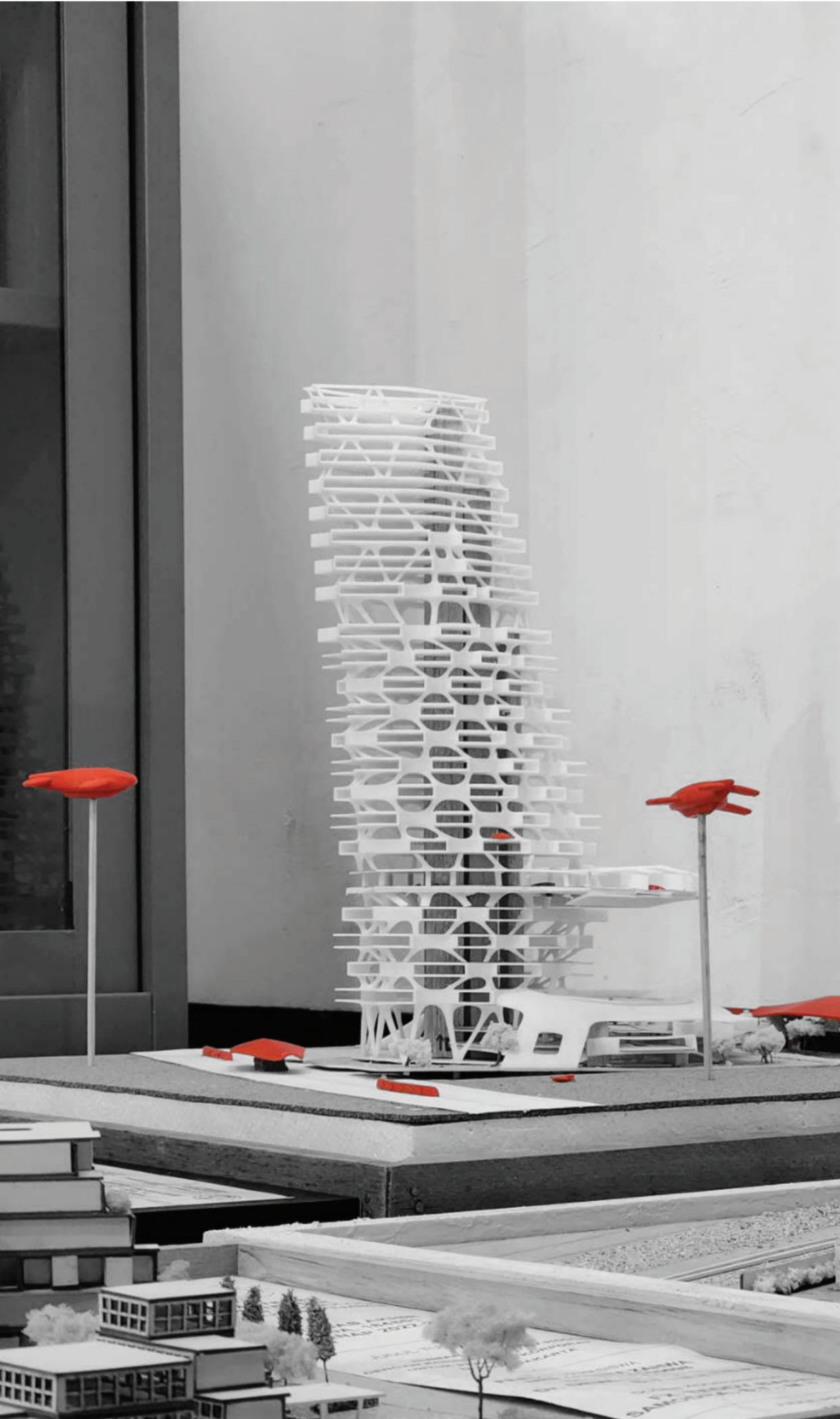
PODIUM WALKWAY

CONNER



THREE DIMENSION MOBILITY

The higher mobility of flying cars would enable the entrance to a building to be placed anywhere, above, sideways, or even beneath the building. Thus building would be more flexible. Building now can be entered through any direction, eliminating the restriction of 2 dimensional plane on the ground. Thus we can take a look at some examples from creatures that are able to move in 3D directions.



UPPER | MULTIFUNCTION



It is uncertain how this new air mobility will influence the vertical arrangement of functions. However, upper floors are expected to accommodate small to medium airborne vehicles, integrating them seamlessly into the building's operations.

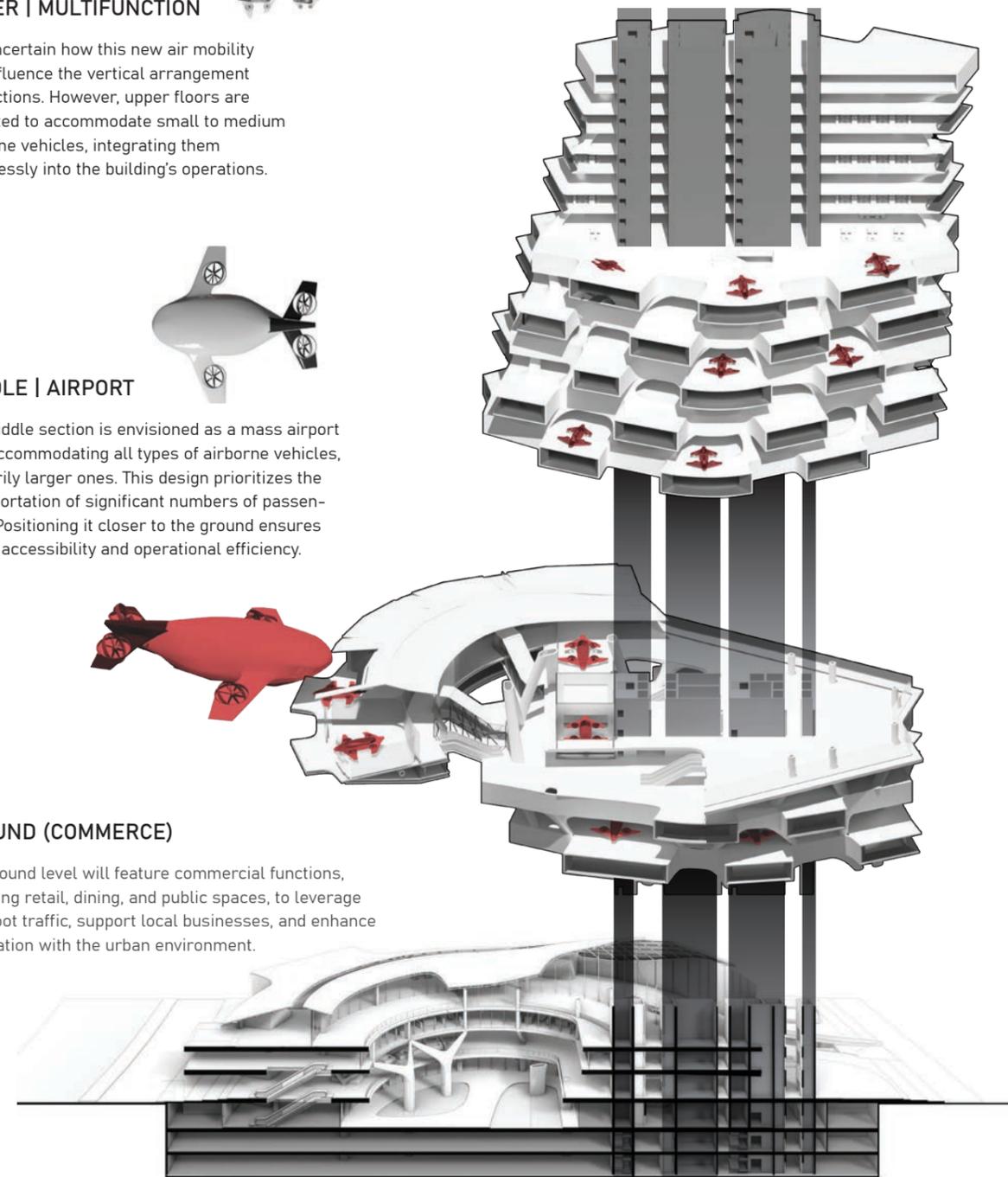
MIDDLE | AIRPORT

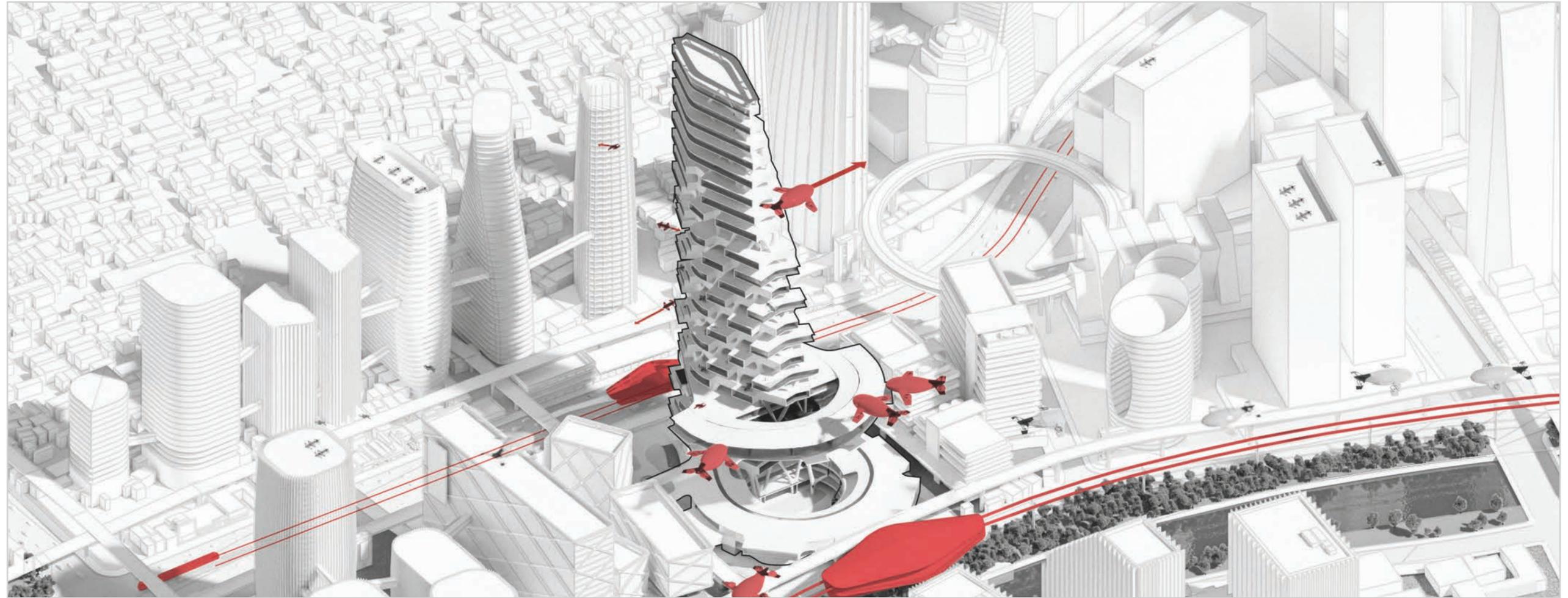


The middle section is envisioned as a mass airport hub, accommodating all types of airborne vehicles, primarily larger ones. This design prioritizes the transportation of significant numbers of passengers. Positioning it closer to the ground ensures better accessibility and operational efficiency.

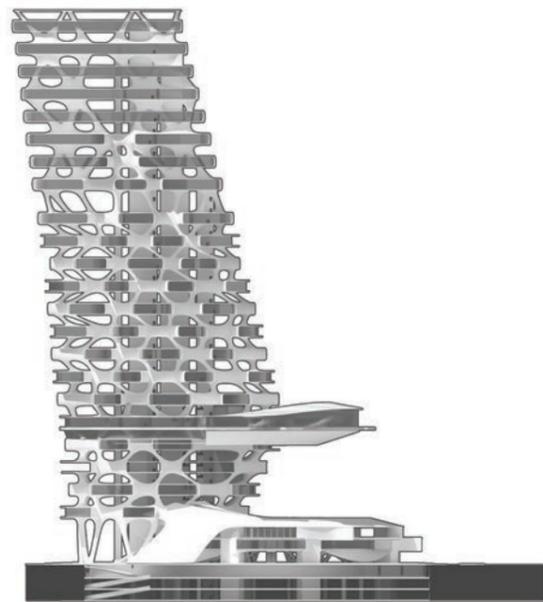
GROUND (COMMERCE)

The ground level will feature commercial functions, including retail, dining, and public spaces, to leverage high foot traffic, support local businesses, and enhance integration with the urban environment.

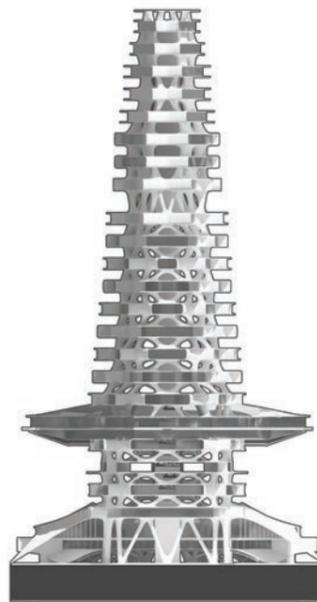




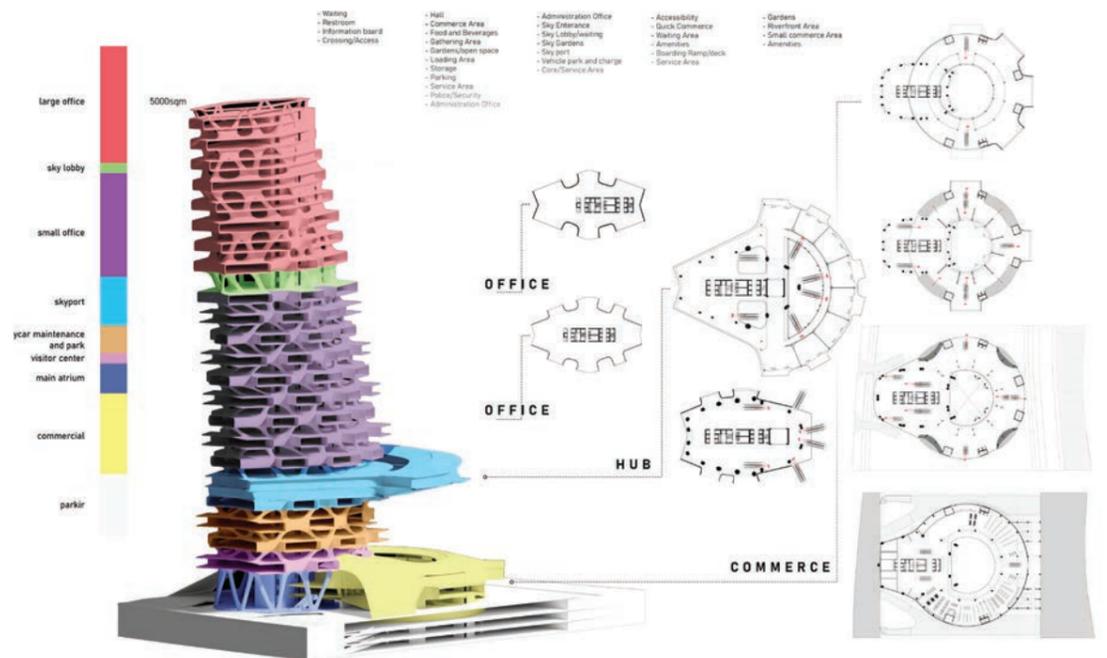
BACK ELEVATION



SIDE ELEVATION

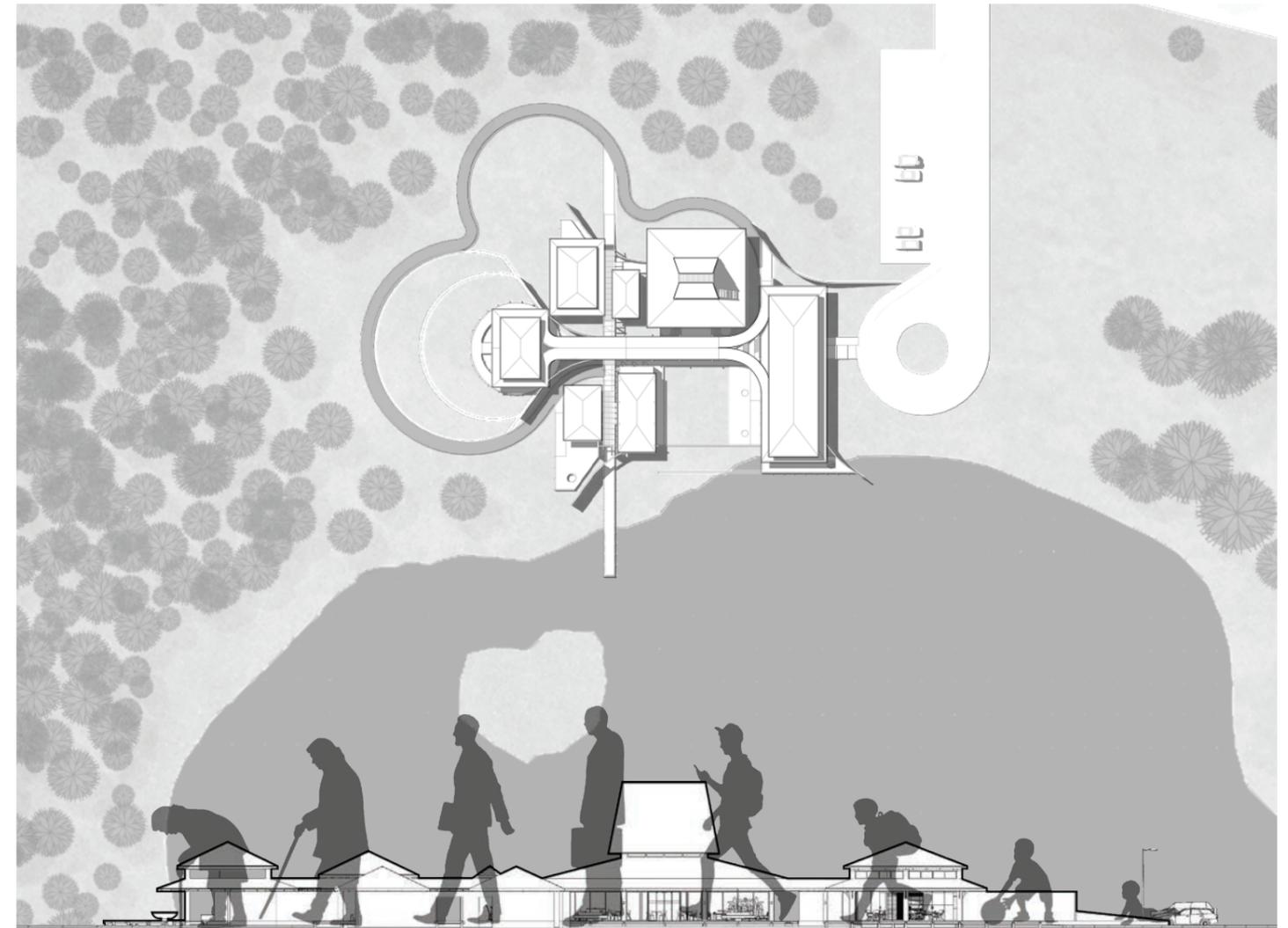


FRONT ELEVATION





HISTORIA
Y TEORÍA
DEL CINE
FRANCÉS
A

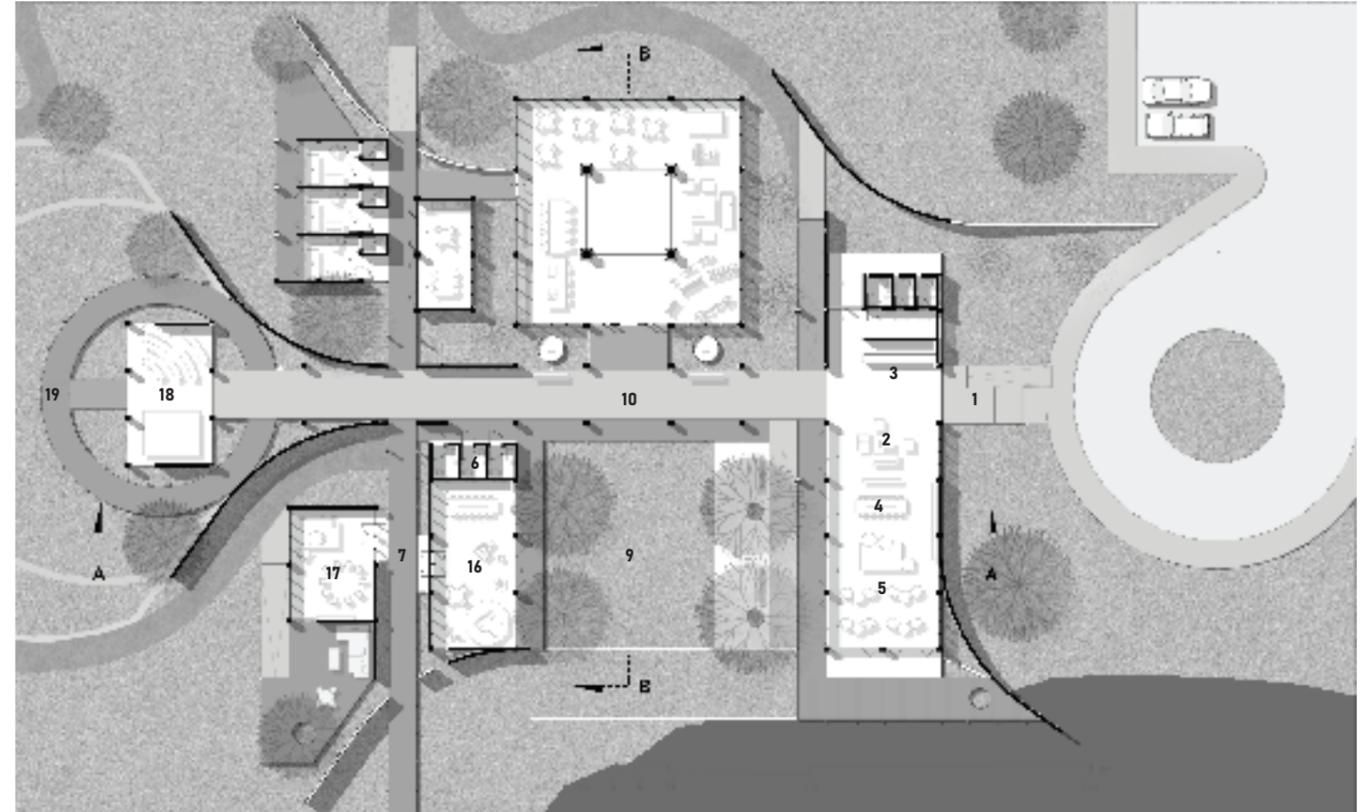


KAHANAN: HOSPICE

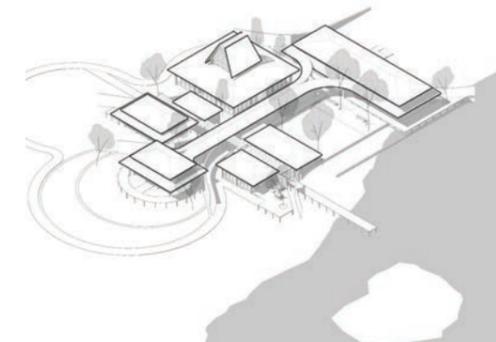
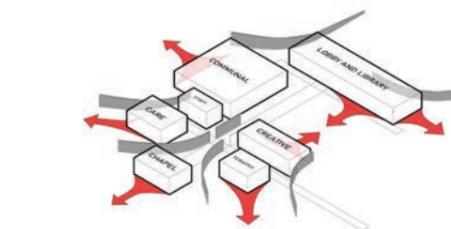
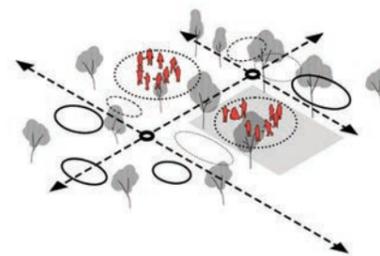
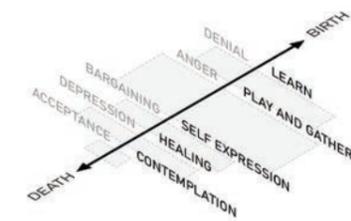


Level : Shortlisted Project
(International Competition)
Date : October, 2024
Location : Surabaya, Indonesia
Project Type : Individual, Competition
Competition : Buildner Hospice :
Home for the terminally ill

No matter where you are in the process of dying, you are living. Conversely, no matter where you are in the process of living, you are dying. This project explores what it means to be a mortal being, to both live life and eventually leave life. In the revelation of death, one might see it as a disaster. Others might see it as freedom. To actually live as if this is 'their last moment' in this life, one will appreciate life like never before. In fact, that might be the liveliest they have ever been. To leave life, on the other hand, will never be easy. Therefore, the design program is dictated by the five stages of facing death: Denial, Anger, Bargaining, Depression, and finally, Acceptance.

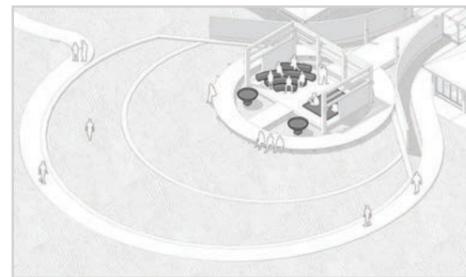
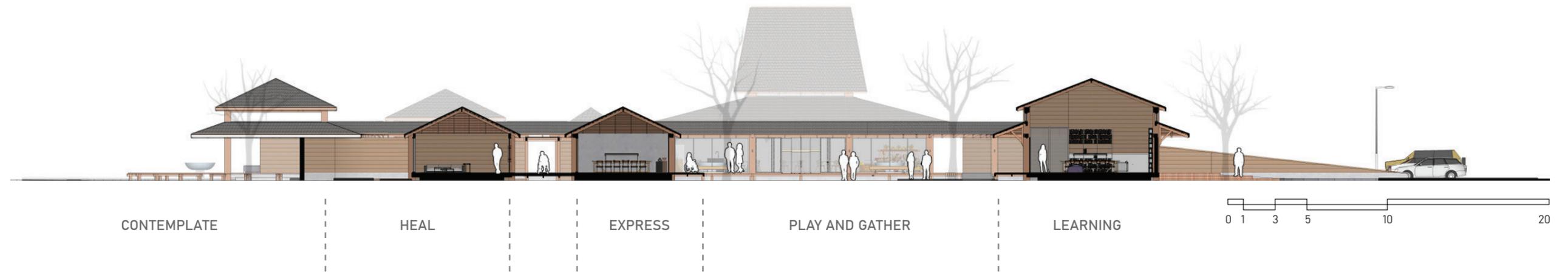


- | | | | |
|-------------------|-------------------|--------------------|------------------------|
| 1. Entrance | 6. Toilet | 11. Kitchen | 16. Creative Room |
| 2. Lobby | 7. Hallway | 12. Cafeteria | 17. Teraphy Room |
| 3. Reception | 8. Garden | 13. Communal Space | 18. Chappel |
| 4. Gathering Room | 9. Courtyard | 14. Staff Room | 19. Forest of memories |
| 5. Library | 10. Main Corridor | 15. Nurse Room | |



The design prioritizes peacefulness, with strategies aimed at fostering closeness while maintaining privacy. Each room offers a private view, separated by curving walls, reflecting the concept of acceptance and continuity through integration with nature.

This hospice supports the journey through the five stages of coming to terms with death, culminating in acceptance. It is designed to provide healing not only for those facing death but also for their families, offering a space for reflection and connection.



CONTEMPLATION SPACE

Contemplation space consist of chapel and the 'forest of memories' where each patient can plant their tree on their first day.



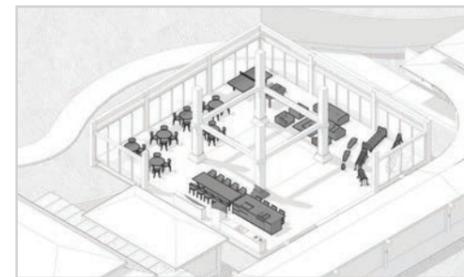
HEALING SPACE

Healing space provides ease for pain experienced, both physically and mentally.



SELF EXPRESSION

Self Expression room gives the patients opportunity to explore and experience of being their own selves.



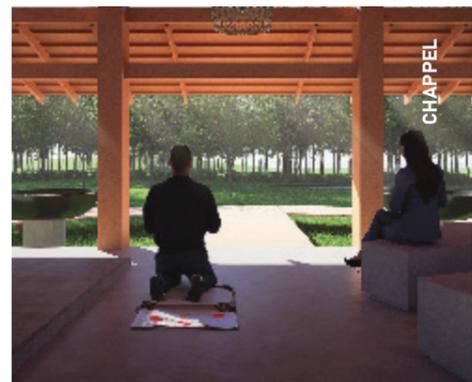
PLAY AND GATHER

Play and Gather space allows the patients and visitors to engage in playful and fun activities together in spacious and open space..



LEARNING SPACES

Learning spaces aims to provide a calming space to talk, discuss, and learn, especially about death, with open view to garden and lake.





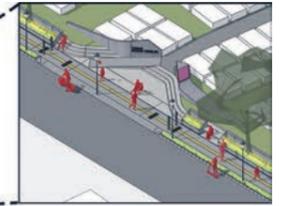
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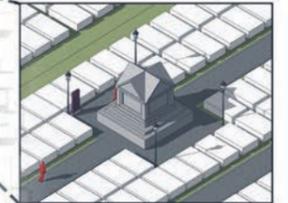
We plan to repurpose the existing community health center into a museum. This main entrance will also serve as an information center for visitors interested in the history and uniqueness of Peneleh Cemetery. It is designed to provide a comfortable and informative experience for all visitors.



The comfort and social activities of the surrounding community remain a priority. A public space is provided to strengthen connections and host various community events.

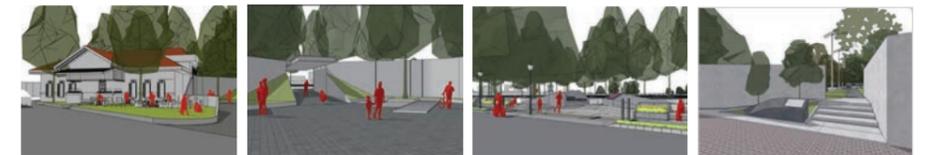


As a Living Library, we aim to provide easy access to information by installing panels. These panels will offer detailed insights into eight prominent figures who significantly shaped Surabaya's history and development and are now buried at Peneleh Cemetery.



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PENELEH CEMETERY



Level	: Work Project Government Initiative
Date	: May 2024
Location	: Surabaya, Indonesia
Project Type	: Teamwork Professional Project
Firm	: Andyrahman architect
Team	: Adhitya Wira Ekaraga Ima Tiara Nashrularul

Peneleh Cemetery in Surabaya is closely linked to other historical sites like the KRI Pasopati Submarine Monument and the November 10th Museum, enriching visitors' understanding of Surabaya's and the Netherlands' shared history. With many historical landmarks along the Kalimas River corridor, strengthening connections is vital for advancing the city's heritage tourism. Peneleh, a historic neighborhood, can be integrated into this network through tourist bus routes, Kalimas River revitalization, and neighborhood rejuvenation, creating a cohesive and engaging historical experience.



MAIN GATE RENDER



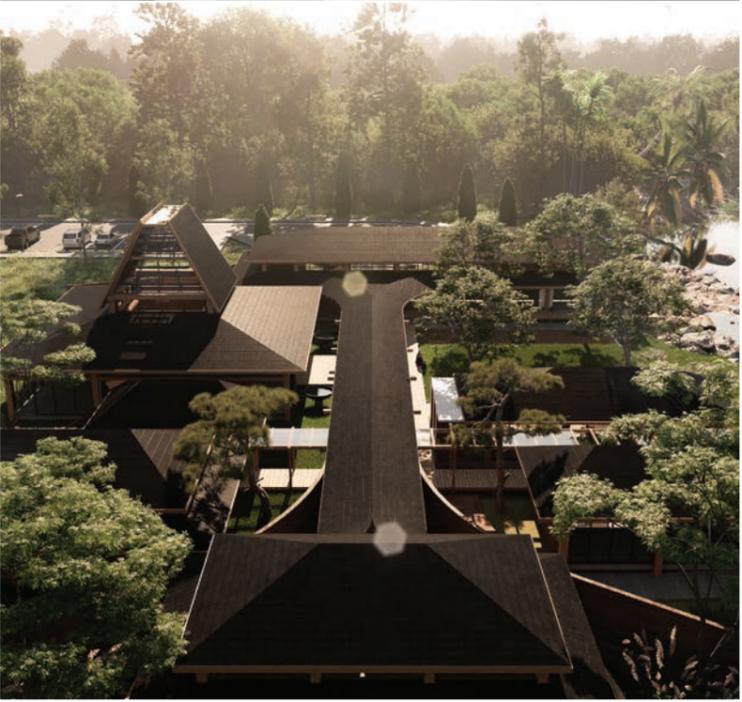
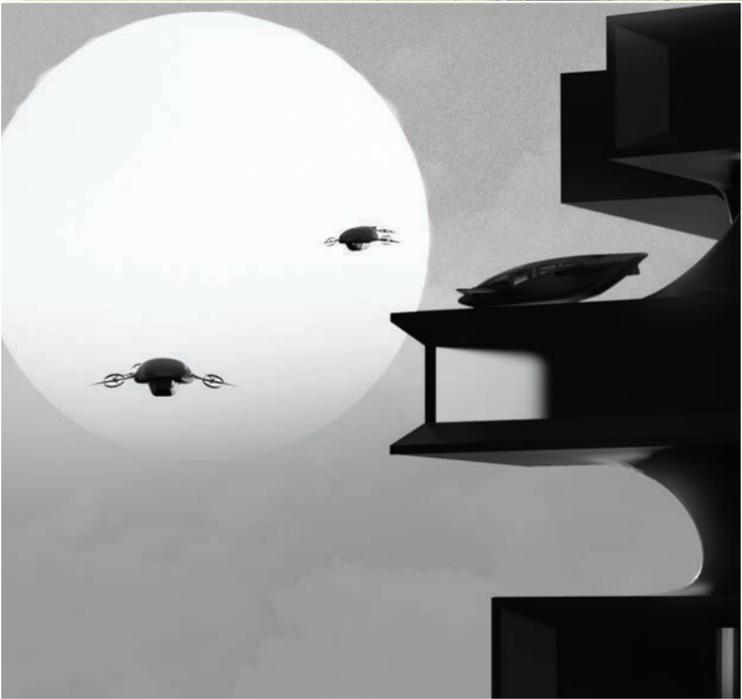
PRESENTING THE DESIGN



PROJECT BOARD



This project was part of a social initiative supported by the Surabaya city government and the Indonesian Architect Association, involving key stakeholders like Dutch Culture, Begandring Organization, and TiMe Timmer and Meijer. Several design consultants were invited to contribute ideas to revitalize the historic Peneleh Cemetery. I was part of the design team from Andryrahman Architect, and had the opportunity to present our design to an audience, including H.E. Mr. Lambert Grijns, former Ambassador of the Kingdom of the Netherlands to Indonesia, Timor Leste, and ASEAN. This project was an invaluable experience, broadening my perspective on how design can and will continue to impact our environments and lives.





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SCHOOL OF
HOPE | PALESTINE

