sara eggers interior design

selected works 2023

CURRICULUM VITAE

SARA EGGERS

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ABOUT ME

I have a deep appreciation and passion for creating sympathetic connections and facilitating emotional responses to place, materials and concept, in order to provide meaning and enrich our lives.

I am driven by the idea that we can transform our world through innovative design, be that creating a personal retreat or solving macro-level, societal problems. My previous career positioned me to question the norm, look for unconventional solutions, think strategically and problem solve. In design, I aim to challenge design assumptions and rethink how we live and organise in interior spaces.

I am enthusiastic about Japanese architecture and interiors, Modernism and sustainable, natural materials. I love to talk about how I think Le Corbusier was inspired by Japanese design! My designs typically feature conceptual storytelling, architecture-led forms, directed natural light, clever spatial planning and biophilic elements.

SKILLS

Creative: Big-picture thinking, Brainstorming, Collaboration, Concept and design development, Idea generation, Open-mindedness

Software: Adobe InDesign, Adobe Photoshop, AutoCAD, Enscape for SketchUp, EstiPC, Microsoft Office, SketchUp, Revit, Vray for SketchUp

Technical: 3D-software modeling, FF&E specifications, Rendering, Spatial planning, Technical drawings

Transferable skills: Billing and budgeting, Client management, Client presentations, Organisation, Project coordination, Research

ADDITIONAL QUALIFICATIONS

2016 IRS Enrolled Agent (USA)
2008 Chartered Accountant (UK)
2004 Certified Public Accountant (USA)

AWARDS

2023	RIBA Award for Design Drawing winner
2023	Shalini Misra Award for Design Innovation
	highly commended
2023	BA (Hons) Interior Design top student
2022	Taylor Howes Award for Interior Illustration
	winner
2022	Diploma HE Applied Interior Design top
	student

EDUCATION

2004

July 2023	BA (Hons) Interior Design (1st Class) KLC School of Design, London, UK Validated by University of Brighton			
2022	Diploma HE (Distinction) KLC School o Validated by	f Design, Lo	ondon, UK	Design

Masters of Accounting

Tulane University, New Orleans, USA

2022	Run For The Hills	
	Interior Design Intern	

WORK EXPERIENCE

Prepared technical drawings, sourced furniture, fixtures and materials, prepared specifications and schedules, coordinated trade estimates for residential and hospitality projects.

PREVIOUS CAREER

2015-2019	Freelance Expatriate lax Consulting
2013-2014	Ernst & Young
	Global Mobility Tax Manager
2011-2012	The Shaw Group
	Global Tax and Immigration Manager
2010-2011	Bank of America Merrill Lynch
	EMEA Regional Tax Manager
2004-2009	PricewaterhouseCoopers
	US/UK Expatriate Tax Manager

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Acted as a subject matter expert for global mobility strategy, policies, processes and operating model design for global mobility program builds and transformations. Additionally acted as a subject matter expert for global cross-border personal income tax, social security, compensation, payroll and immigration issues.

01

GATHERING

COMMERCIAL RESTAURANT AND LOUNGE

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SPROUT

COMMERCIAL
COMMUNITY CHILDREN'S LIBRARY

03

CASCADE OF CHANGE

COMMERCIAL AND RESIDENTIAL CO-LIVING SOCIAL DESIGN



■ GATHERING: CONCEPT DEVELOPMENT **GATHERING: EXPLODING ISOMETRIC VIEW** ■

THE CONCEPT: Gathering brings together or assembles. A gathering is a group of people who come together for a shared purpose. Gathering, as in foraging, is the act of finding food in the wild. In nature, a gathering is a cluster or an accumulation of vegetation. In mass and volume, gathering can refer to a growth, swelling or increase.

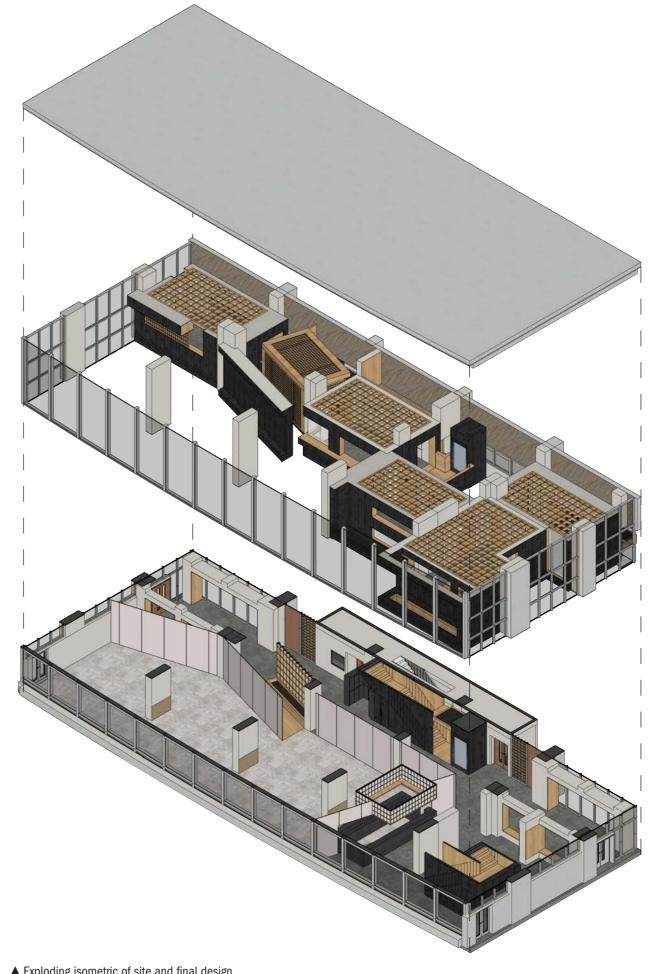
Gathering has deep meaning for the client and the site. Both have embedded the act of gathering into their core ethos, celebrating the bringing together of people, experiences, food, inclusivity, wellbeing, innovation and culture. In response, this design uses a variety of interpretations of gathering to facilitate interaction and connection within the space.



INITIAL SKETCHING BASED ON DEFINITIONS AMASS ASSEMBLE ACCUMULATE **CONSIDER DESIGN DEVICES AND STRATEGIES** COMPRESSION OVERLAP FRAMED NEWS RELEASE

▲ Concept development process

▲ Gathering concept image **COMBINE DEFINITIONS** AND STRATEGIES FOR MORE COMPLEX FORMS



▲ Exploding isometric of site and final design



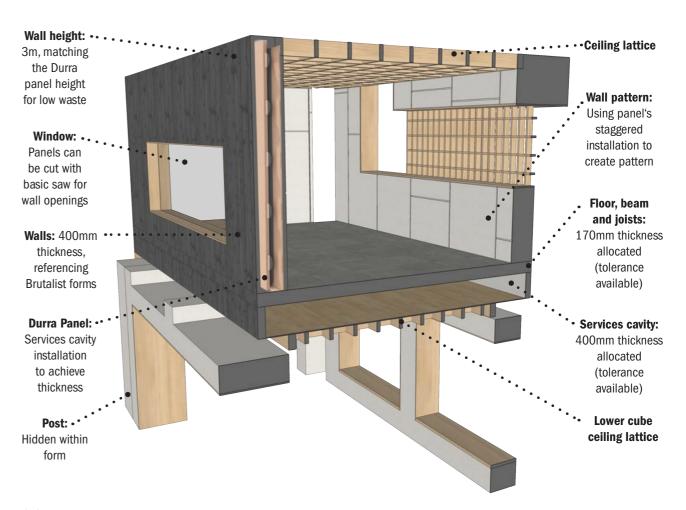
▲ Ground floor general arrangement plan



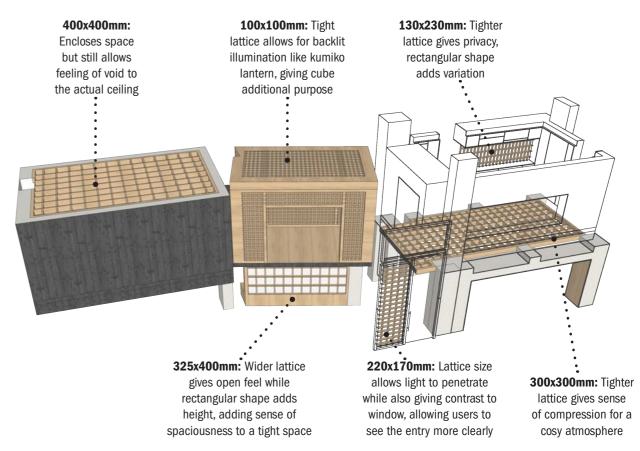
▲ Mezzanine floor general arrangement plan



▲ Section facing front windows



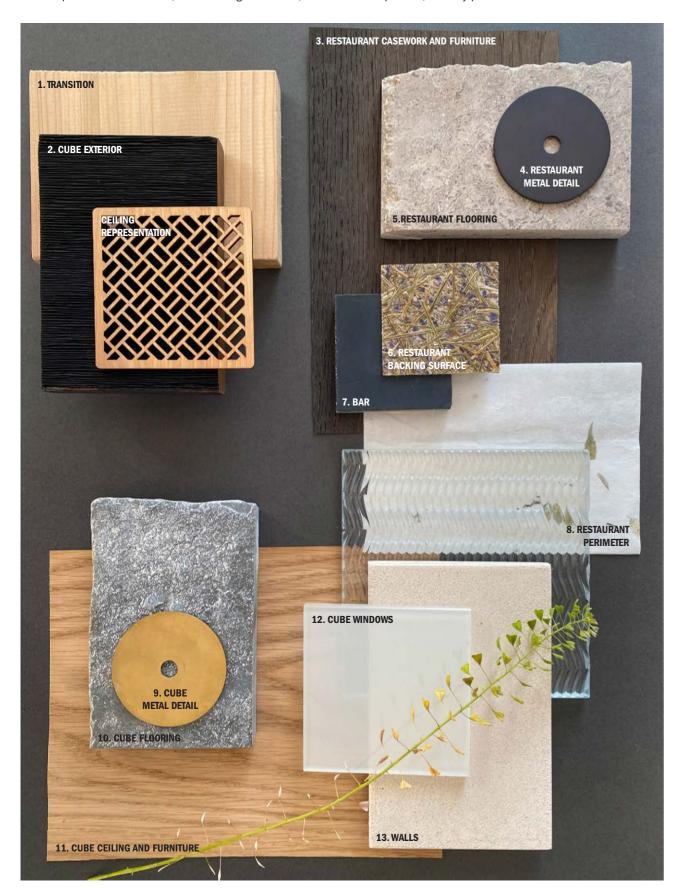
▲ Cube section illustrating cube construction and design details



▲ Kumiko lattice detail illustrating change in size and scale, providing different atmospheric effects and visual interest

■ GATHERING: MATERIALITY **GATHERING:** VISUALISATION

1. Cedar wood, 2. Charred timber cladding, 3. Bog Oak wood veneer, 4. Antique bronze metal, 5. Weathered limestone, 6. Lavender wall covering, 7. Cement finish, 8. Textured, low-iron cast glass and rice paper insert, 9. Antique brass metal, 10. Seasoned limestone, 11. European oak wood veneer, 12. Frosted glass in 30%, 50% and 70% opacities, 13. Clay plaster



▲ Hard materials featuring natural, sustainable, haptic and olfactory qualities. Key themes for material choices were reinterpreting precedent materials, Japanese references and contrast of light and dark





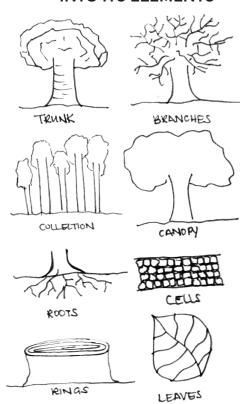
■ SPROUT: CONCEPT DEVELOPMENT **SPROUT: SECTIONS**

THE CONCEPT: Taking inspiration from a children's poem, The Giving Tree, the concept sees a tree serving as a metaphor for a library. A tree, like a library, can be many things for children depending on the perspective. It can be a shelter, a base, a fort, an adventure, a shield, and a sword. Both a tree and a library offers support, fuels imaginations, stimulates play, is an escape to another dimension and inspires dreams creating a world of endless possibilities. These endless possibilities fuel a child's own unwritten story, their own future, where any dream is possible.

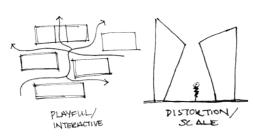


▲ Library and tree concept image

1 DE-CONSTRUCT A TREE **INTO ITS ELEMENTS**

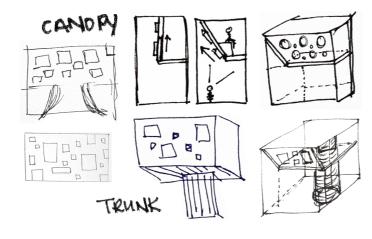






▲ Concept development process

DESIGN SHAPING FROM TREE ELEMENTS

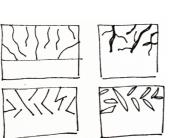


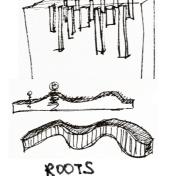


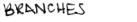




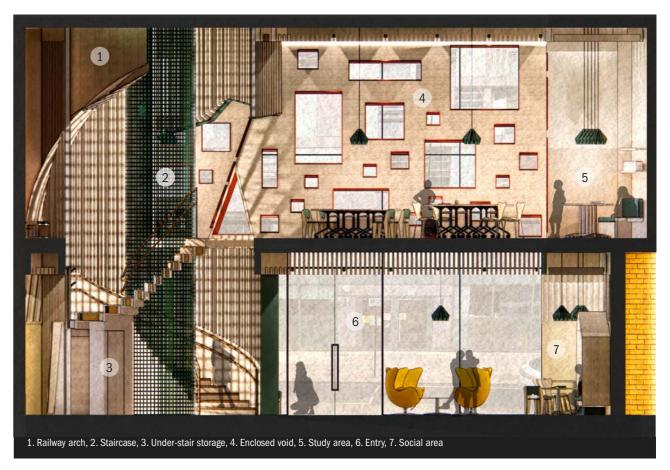




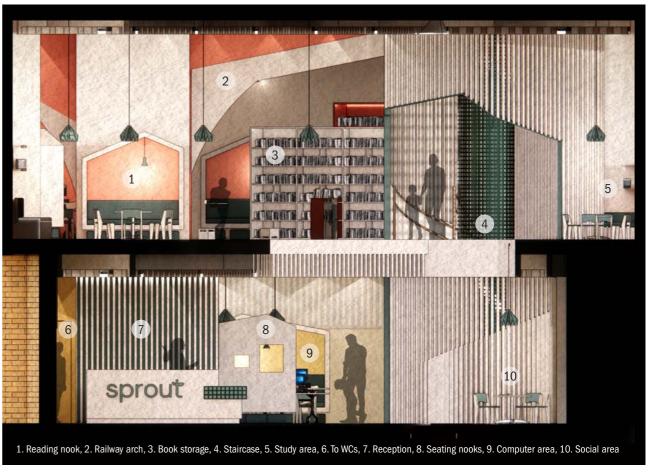




▲ Back facing section



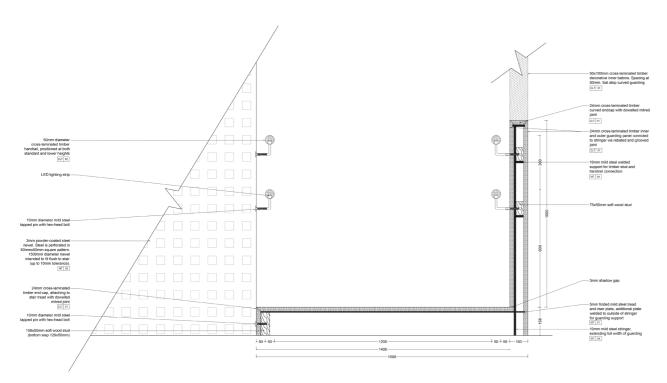
▲ Front facing section



■ SPROUT: STAIRCASE DESIGN



▲ Physical presentation model built showing stair, guarding, dual handrail and central newel

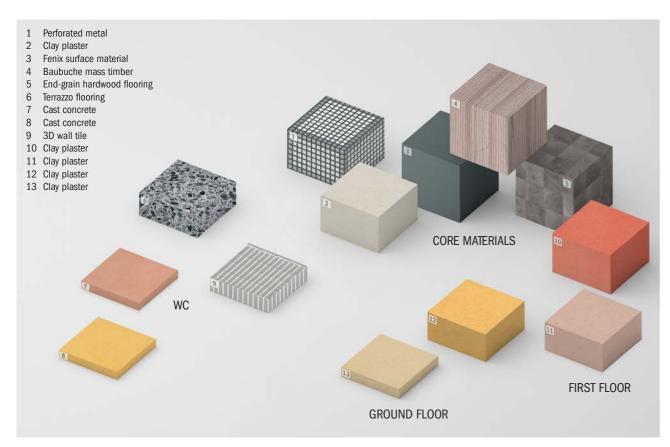


▲ Detailed technical drawing of newel, guarding and handrail fixing





SPROUT: MATERIALITY



▲ Hard materials featuring natural, haptic and sustainable qualities. Mass timber as a primary material was a key priority

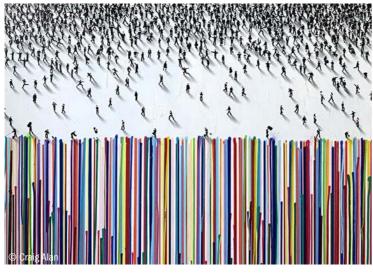


▲ FF&E was chosen for durability, flexibility and light-weight properties. Free-standing furniture choices stack, fold or store away to allow for changing needs of the space. Built-in items use the space efficiently and elevate the scheme

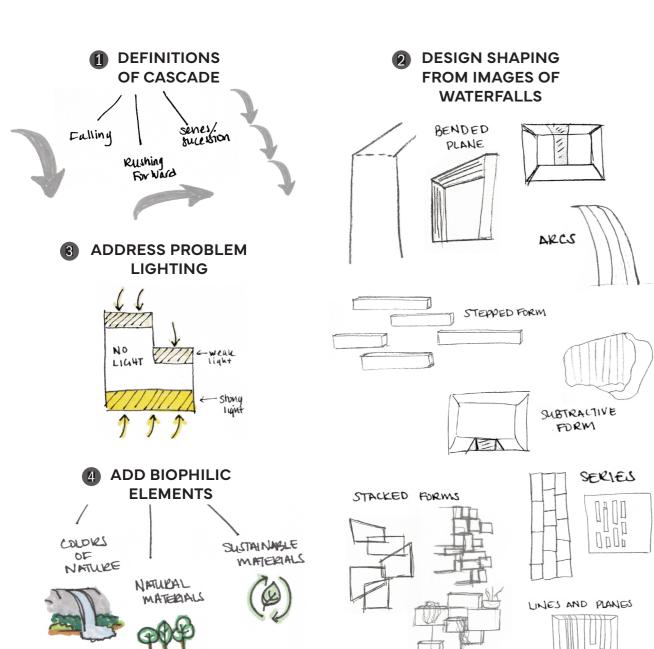




THE CONCEPT: Cascade builds upon the idea that change can start small but then can multiply, flowing outward and spreading to have an effect greater than the sum of its parts. Similar to urban regeneration, individual regeneration is possible. Co-living can provide people a successful environment in which to thrive, with share resources and amenities. These benefits can lead to stability, collaboration, innovation and less inequality, effecting and rippling through the broader community. Coliving can be the first step in creating a cascade of change.



▲ Cascade concept image

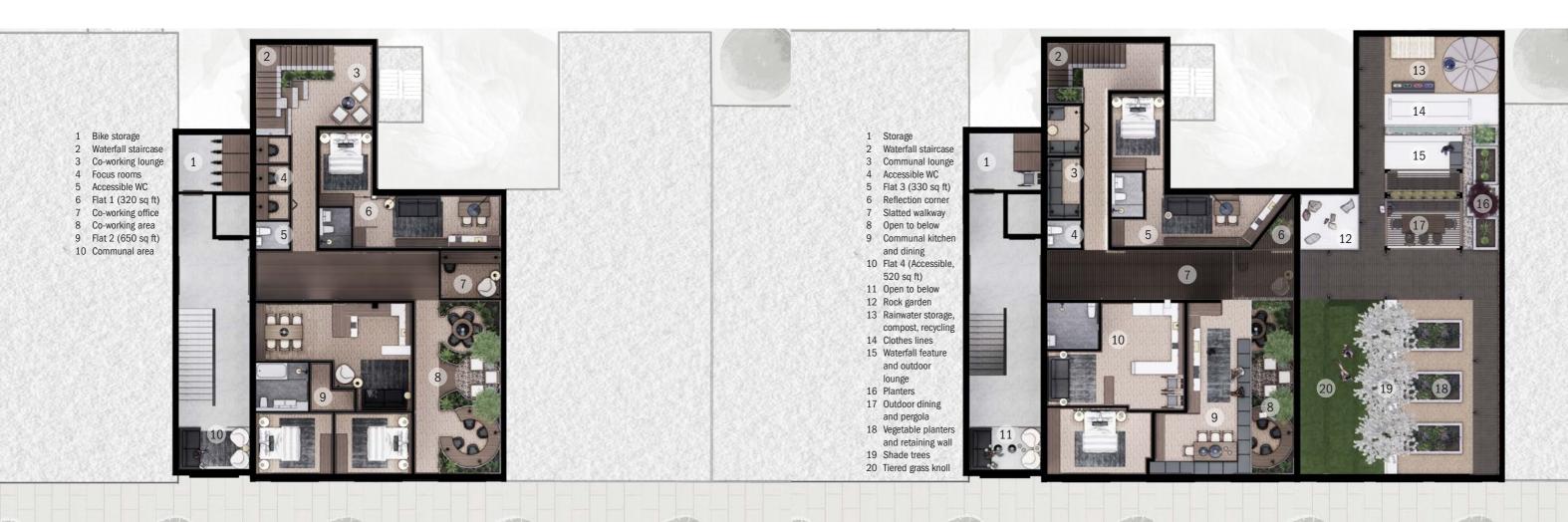


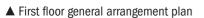
▲ Site orientation

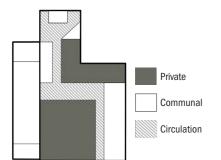


▲ Front perspective section

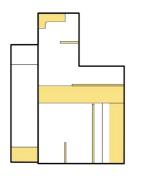
▲ Concept development process



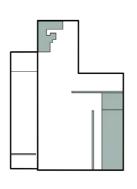




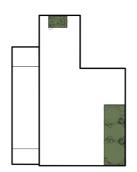
▲ Private, communal and circulation spaces



▲ Light penetrating design elements

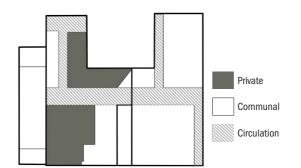


lacktriangle Design elements referencing cascade concept

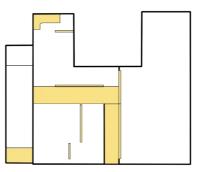


▲ Biophilic design elements

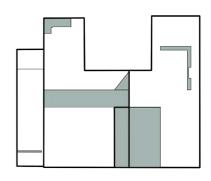
▲ Second floor general arrangement plan



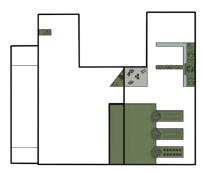
▲ Private, communal and circulation spaces



▲ Light penetrating design elements



lacktriangle Design elements referencing cascade concept



▲ Biophilic design elements

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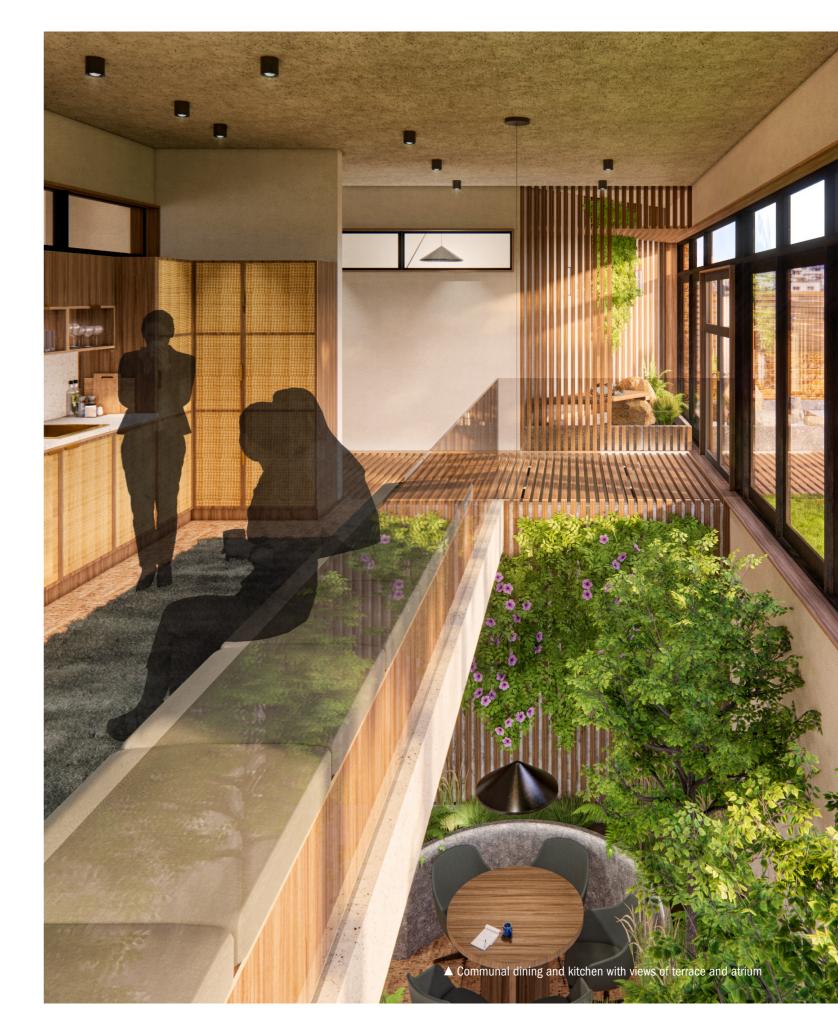
CASCADE OF CHANGE: MATERIALITY



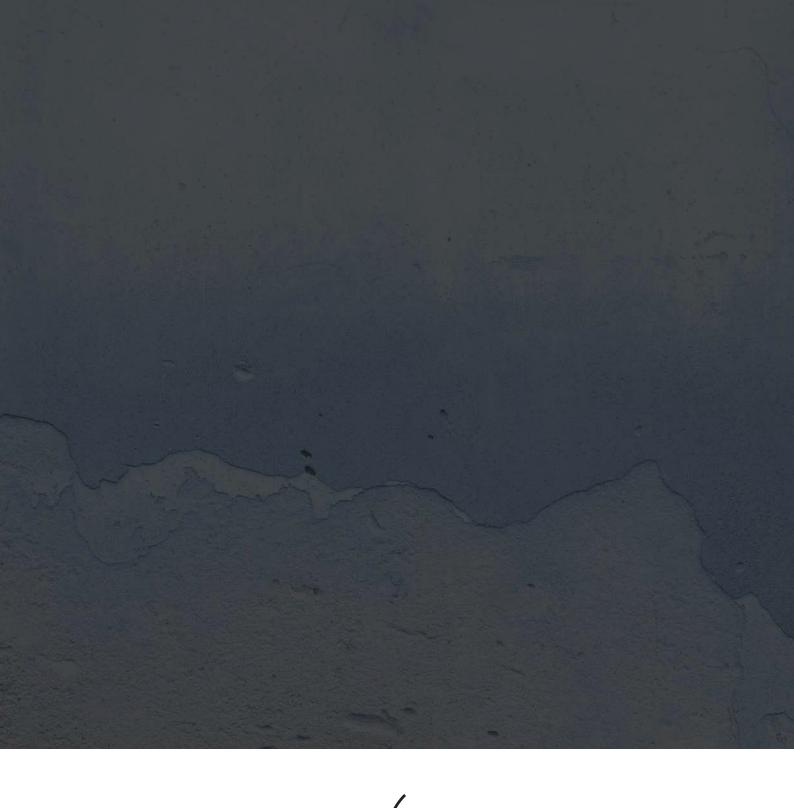
▲ Hard materials reflect the natural materials found at a waterfall: stone, earth and water and spray. Materials featuring sustainable and biophilic properties was a key priority



▲ Soft materials reflect a natural colour palette and cohesion with hard materials. Materials featuring texture and durability was a key priority



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SARA EGGERS
DESIGN