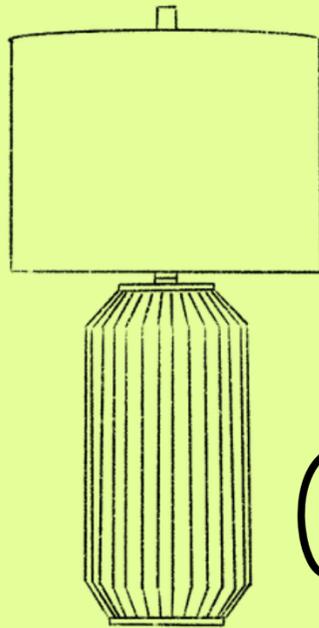


Interior Designer

PORTFOLIO

KATELIN SCHLUNDT



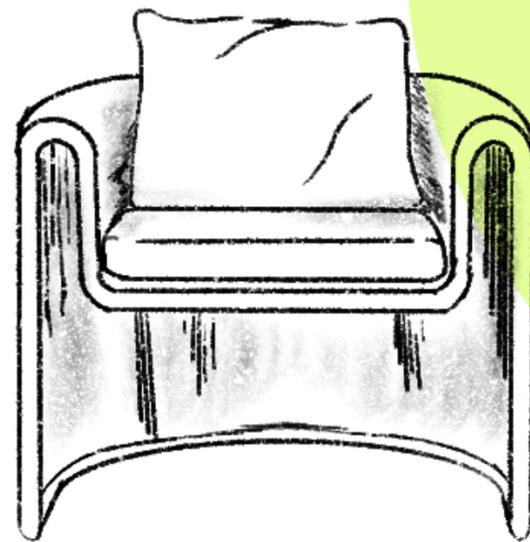
About me

Graduate from Dunwoody College of Technology with a BS degree in Interior Design. Interested in designing for hospitality, commercial, and residential. Possess excellent technical skills with various software and applications, coupled with the ability to tackle challenging tasks efficiently. Demonstrate exceptional time management abilities and a high degree of adaptability, fostering creativity and ensuring top-quality work.



Katelin Schlundt
Interior designer

Project PORTFOLIO



01 Community Center

02 Hotel

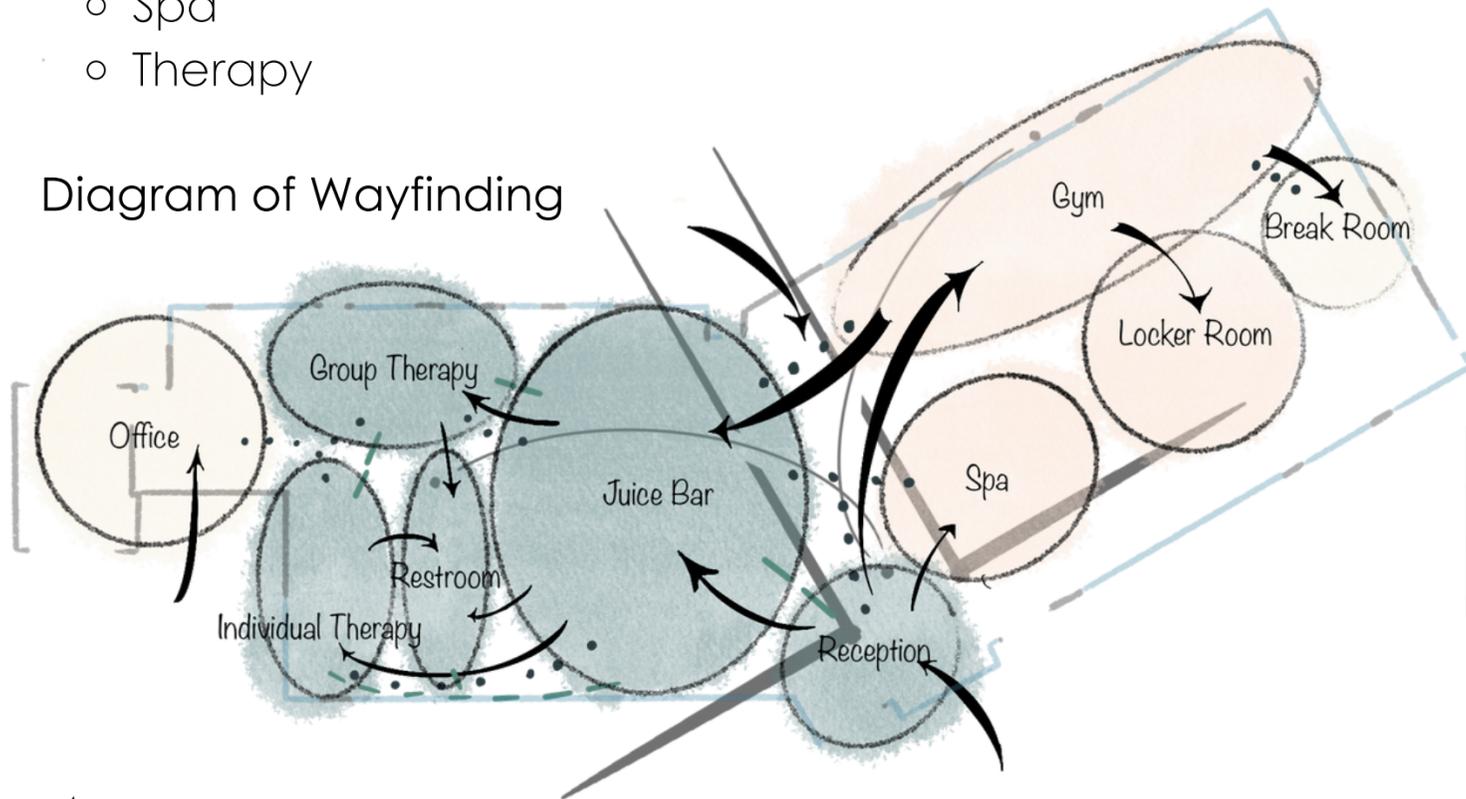
03 Restaurant

04 Furniture Design

Community Center

- A space for people who have dealt with harassment specifically at the gym.
- Creating a center surrounded in healing.
- Spaces that empowering both mentally and physically:
 - Food - Juice Bar / Cafe
 - Working out - Gym
 - Spa
 - Therapy

Diagram of Wayfinding



Second Floor Floorplan



First Floor Floorplan

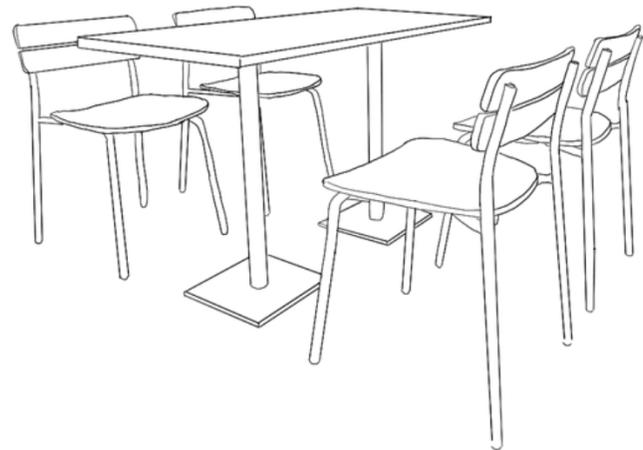




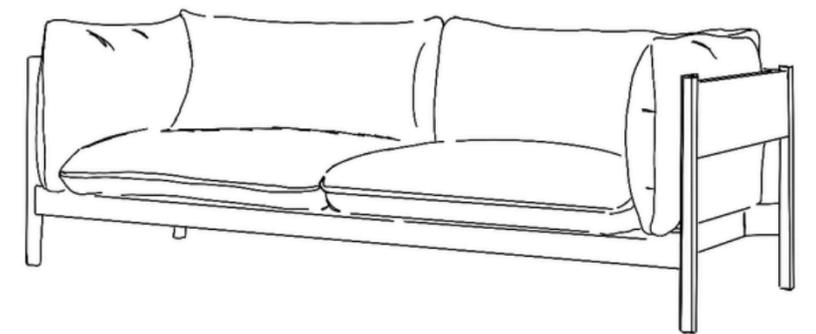
Reception



Cafe

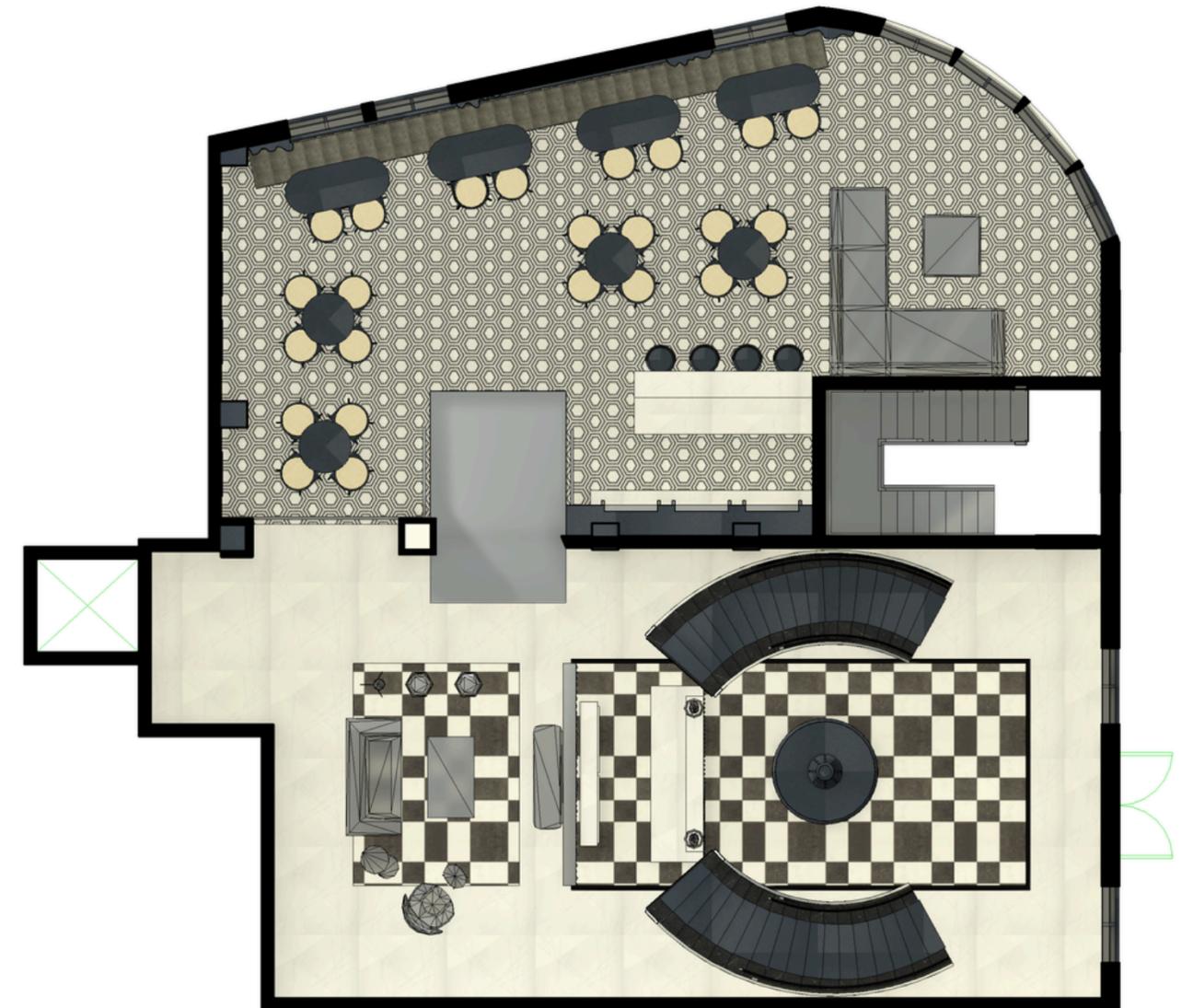
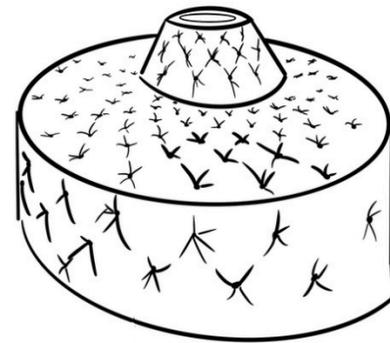


Spa



Hotel

- Inspired by the 1920's era.
- Black and white contrast with a pop of dark blue.
- Renovated:
 - Reception
 - Cafe
 - King suite
 - Double Double suite.



Reception

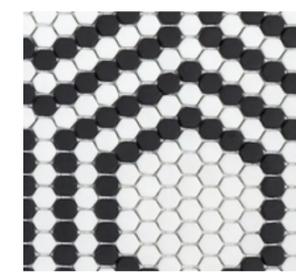
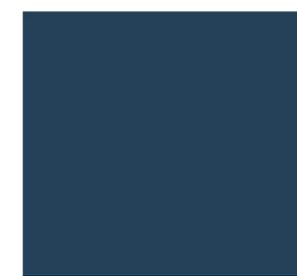


7

Cafe

Reception

Materials



Hotel

King Suite

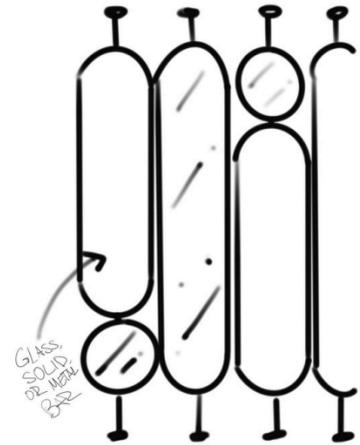
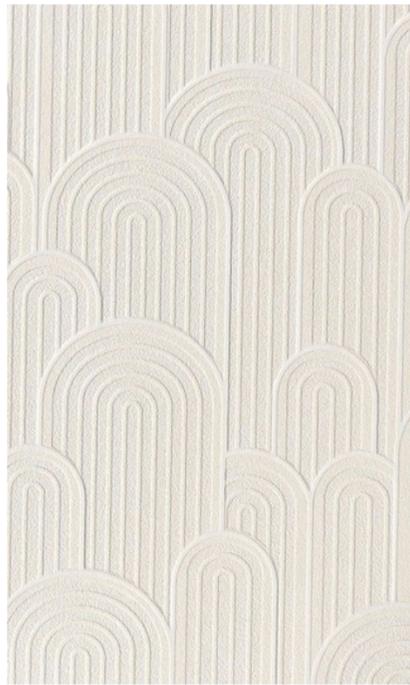


Bathroom



Hotel

Double Double Suite



Restaurant

- Inspired by the 1920's era.
- Open concept to look into the kitchen.
- Pop of green and copper to tie in the natural elements and the pizza grease.
- Speakeasy in the basement while a main bar and dining on the main floor.



Entrance

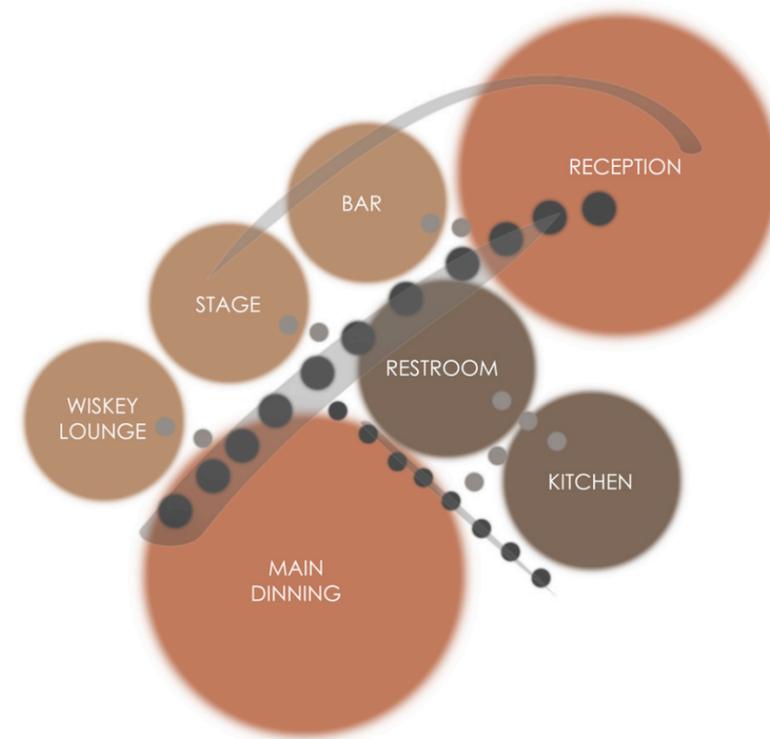
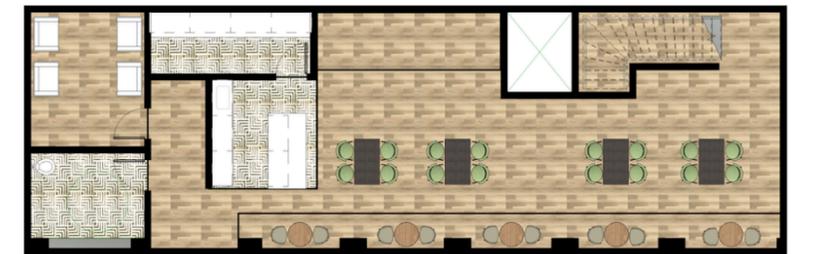


Diagram of Wayfinding



First Floor Floorplan



Second Floor Floorplan



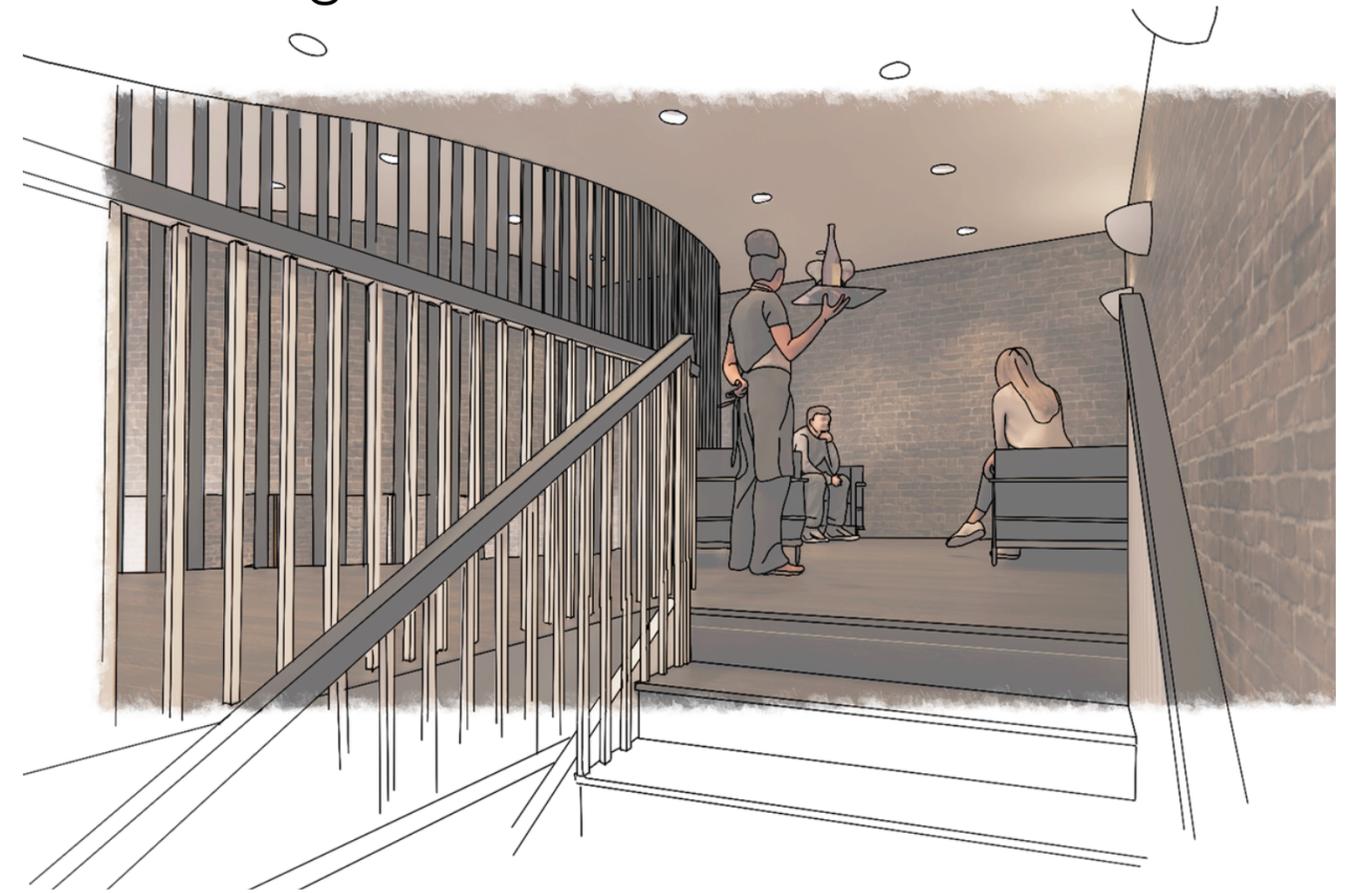
Main Bar

Restaurant

- Renovated a restaurant in MPLS airport.
- The skills used was Revit, photoshop, and procreate.
- The goal was to learn Revit and build 80% by scratch.



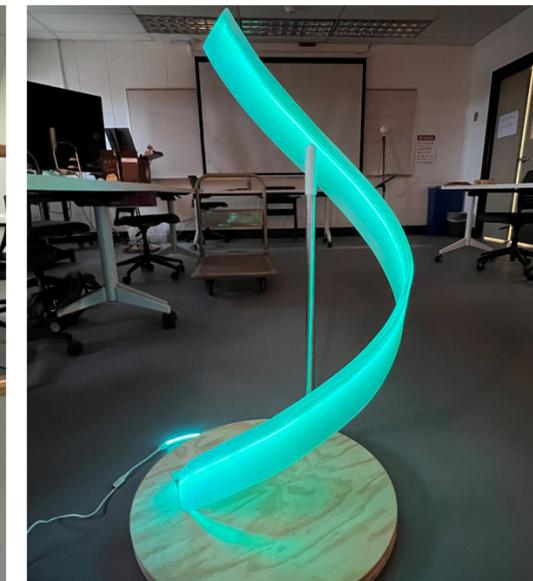
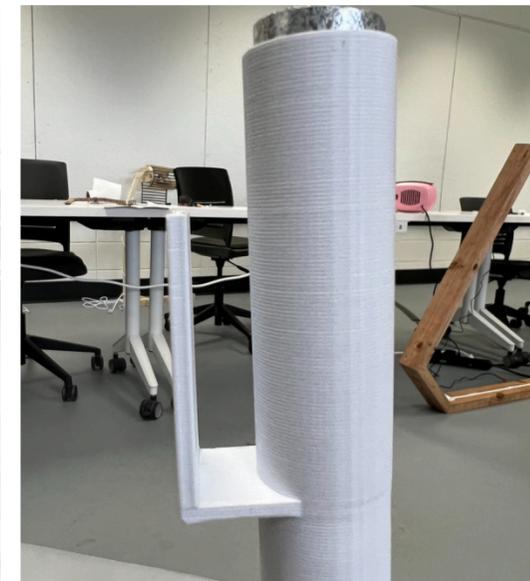
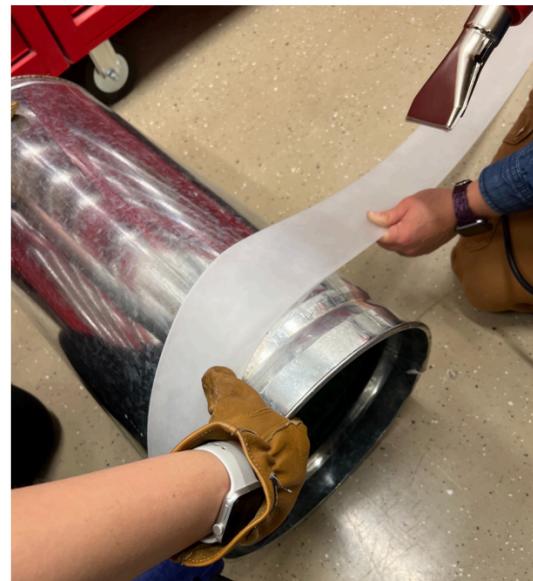
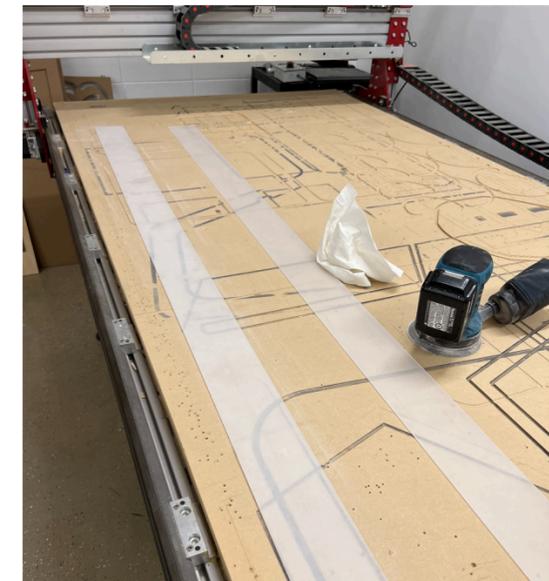
Lounge



Furniture

Lighting

- Started with sketch's and moved to modeling.
- Created full scale and used objects around the building to help use as a mold when heating the plexiglass.



1. Cut plexiglass

2. Heat and rap

3. Pin down to cool off

4. Attach LED light

5. Attach 3D print element

5. Finished product

Furniture

Chair

- Collaborated with other students and worked in a group of 5.
- Strong communication skills and met deadlines.
- Started with sketch's and moved to modeling.
- Created full scale. Used a metal for the back of the chair and the legs and used wood for the seat.



1. Built model in cardboard



2. Bent metal for the legs and back



3. Cut wood for the seat



4. Attached seat and painted the legs



5. Attached 3D element to hold in place



5. Finished product

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THANKS

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