

Christopher Glenn Parschalk

Design Portfolio

March 2025

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Christopher Parschalk

Architectural Designer and Illustrator

cgparschalk.com
(Online Portfolio):



Contact

(703) 409-9264

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Education

B. ARCHITECTURE

Cornell University
2007 - 2011

M. URBAN DESIGN

University of Virginia
2022 - 2024

Skills

AUTOCAD	
SKETCHUP	
REVIT	
RHINO 3D	
ADOBE SUITE	
MS OFFICE	
LUMION	
ILLUSTRATION	
SEQUENTIAL ART	

License

None, Architect in-progress
NCARB AXP - Completed
A.R.E.: 4/5 Passed

References

JOHN WARE,
PRINCIPAL
Ware Associates
john@ware-associates.com

MONA EL-KHAFIF
University of Virginia
+(646) 480-6649

ERIC RUTGERS
HED Design
emr42@cornell.edu

About me

After ten years in the building design profession, I am still fascinated by and enthusiastic about the work we can accomplish. It's uniquely satisfying to dream something up, refine it, build it, and witness all the various ways people interact with it. I hold that building design is always a collaborative effort and that the creative process is, to its benefit, never straightforward. Where design speculation ends, reality begins. I am always pleased to see how and where my expectations are either met, exceeded, or challenged. Ultimately I aspire to design and make things that benefit the world around me.

In regard to Architecture, my current passions include: the design of public spaces and facilities, the investigation and application of ecologically sensitive designs, and the promotion of walkable cities.

Work Experience

Ware Associates

Oakland, CA | 2015-2025

Intermediate Designer

- For several years, I was one of two Architectural designers on staff. This had me working on all of the design projects that came in. In addition to design, I was involved in crafting client presentations, drafting construction drawings, model-making, researching materials, and performing construction administration.
- This job has been instrumental in advancing my design skills and career objectives.

Korth Sunseri Hagey Architects

San Francisco, CA | 2012-2014

Junior Designer

- I assisted primarily with architectural design and drafting. I developed 3D models using mostly Sketchup, and helped with planning, permit, and construction drawing sets.
- Professional skills developed: Architecture office workflow and organization, office CAD standards and practices, introduction to Revit (BIM), the creation of design presentation material, and code studies.

Other

VOLUNTEER

B.O.S.S. - Children's Learning Center, Berkeley, CA | 2012-2022

- I assisted students on weeknights with their homework, reading, art, and other miscellaneous activities - on average 30 times a year.

HONORS

- UVA MUD Book Award (highest GPA in program class)
- Artwork exhibited at the National Building Museum | 2024
- B.S.A. - Eagle Scout rank | 2006

MOUNT UMUNHUM INTERPRETIVE PAVILIONS

Santa Clara County, CA
Ware Associates,
Collaboration with Bob Birkeland
(Restoration Design Group)
2015 - 2016

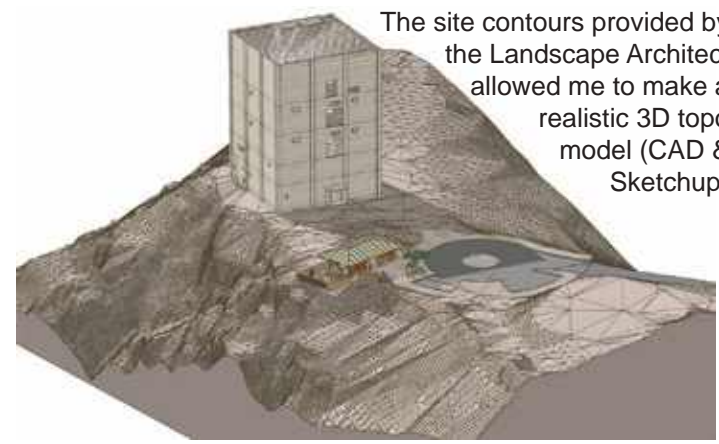
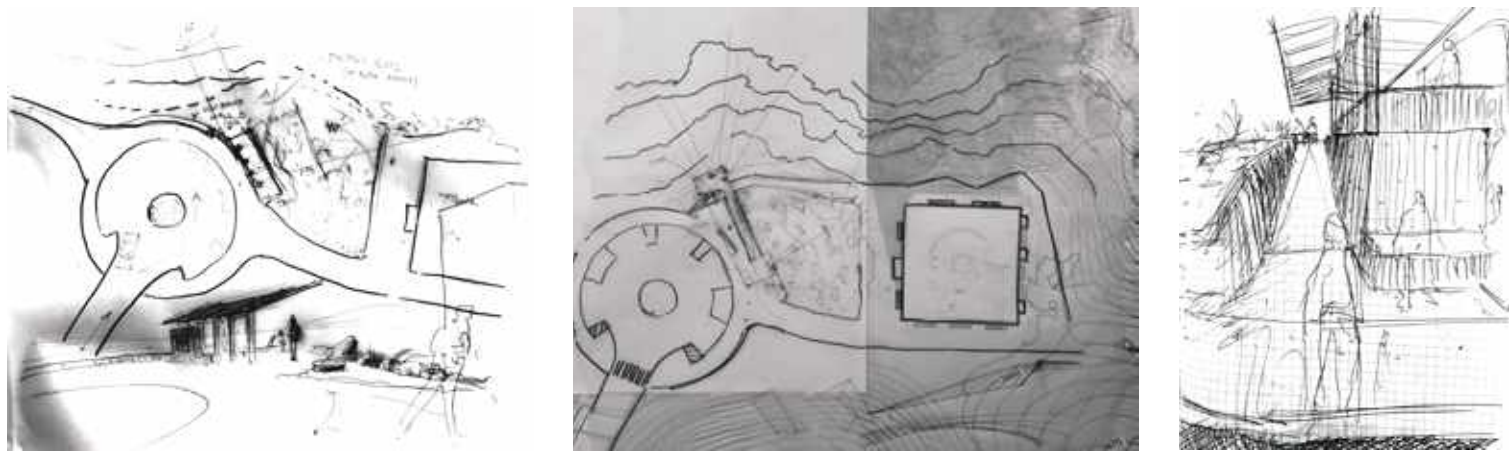
The Midpeninsula Regional Open Space District (Midpen) manages the park and trails at Mount Umunhum, located in the Santa Cruz Mountains. Prior to the site becoming a park and destination, the summit was once the location of a U.S. Air Force base. Many of the military facilities have long since been removed, but one lasting and iconic structure for many local residents is the sixty foot tall concrete radar tower. Midpen wanted to open this area to the public and establish access to the summit, providing: parking for visitors, access to trails, a ceremonial space for the local Amuh Mutson Native American tribe, and two interpretive shelters. Ware Associates was selected to design the two interpretive shelters, one at the trailhead and one at the summit (just adjacent to the decommissioned radar tower).

The structures would need to withstand intense weather extremes as well as use and wear from numerous visitors. Working with feedback from the client team and park rangers, we (John Ware, Bob Birkeland, and myself) were

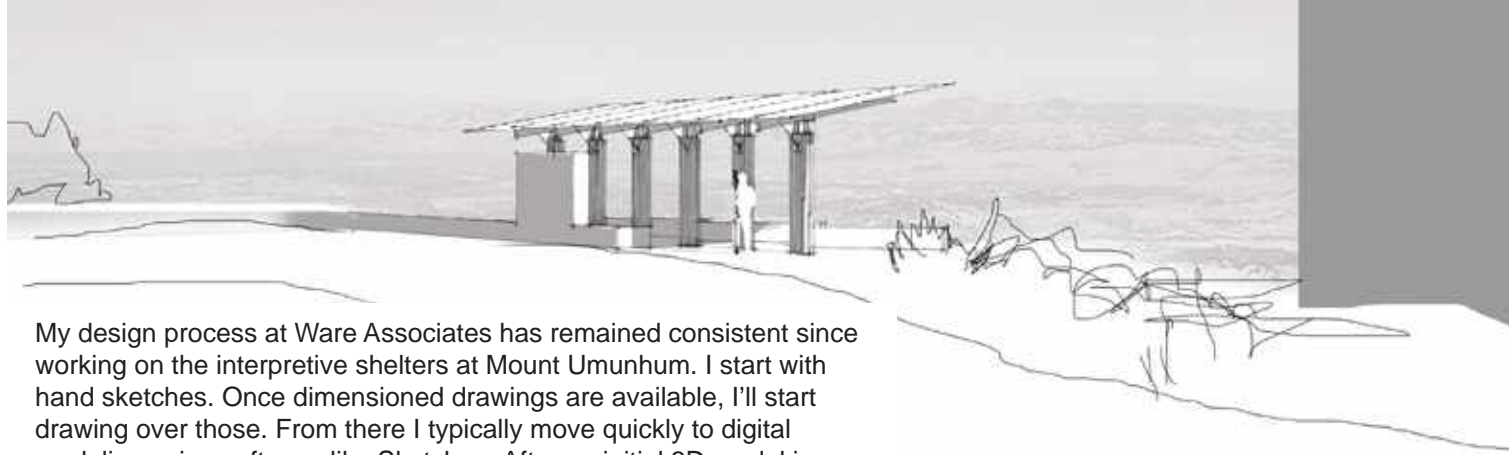
able to produce “caretaker” shelters that met the programmatic aspirations of the project while protecting visitors from sun, rain, and harsh winds. Spectacular views of the San Jose area can be experienced at the cantilevering deck of the summit shelter. Inside are display exhibits that highlight the U.S. military presence, native wildlife, and the precolonial history of the site. The trailhead shelter is nestled below the road up to the summit and makes for a perfect spot to hold an outdoor lecture or a cyclist meetup.

The design team recognized the unique opportunity to situate such primitive structures (lacking mechanical, electrical, or plumbing) in such a grand setting. The primary design intent was to provide shelter, but also inspire stewardship. Influenced by shrines, the uniform simplicity of the shelters was embraced so that their volume might be quieted to let the surrounding be amplified. We enjoyed exploring a contemporary park aesthetic drawing from the shelter design work of the Civilian Conservation Corps. Completed in 2016, it has been a true pleasure to visit and experience the site, witness how the structures have weathered over time, and to see how visitors engage with the architecture.





The site contours provided by the Landscape Architect allowed me to make a realistic 3D topo model (CAD & Sketchup)



My design process at Ware Associates has remained consistent since working on the interpretive shelters at Mount Umunhum. I start with hand sketches. Once dimensioned drawings are available, I'll start drawing over those. From there I typically move quickly to digital modeling using software like Sketchup. After an initial 3D model is made, the design team will sketch over views or I'll make edits to the model in real-time. Once digital, the design process gets very iterative.

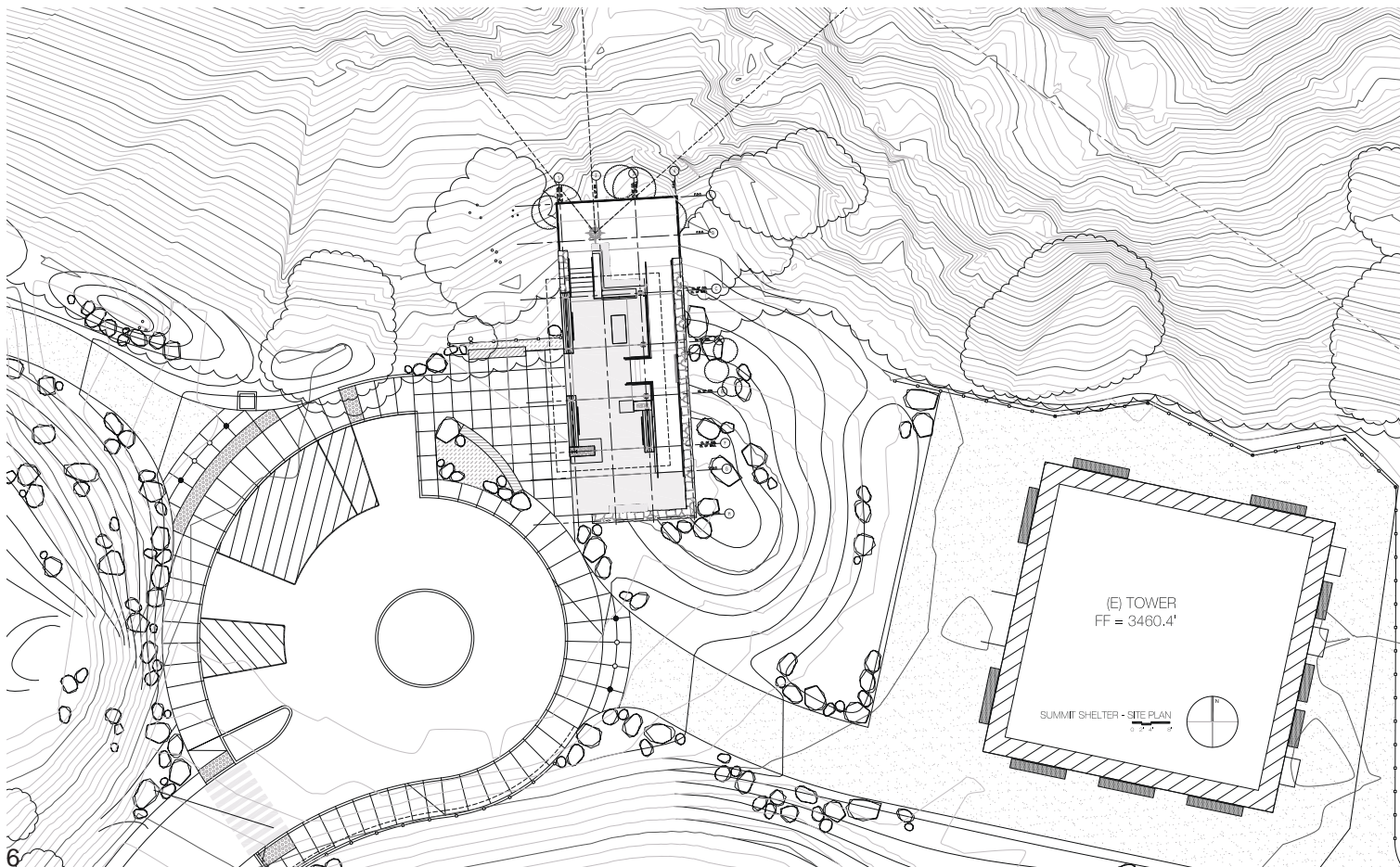
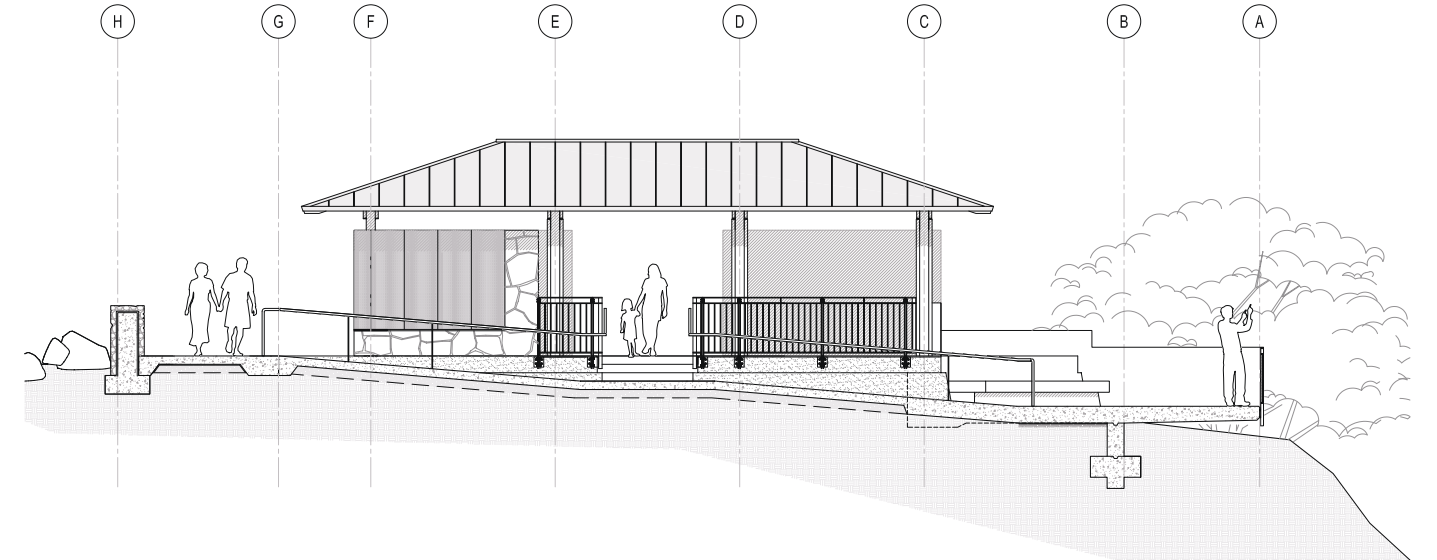
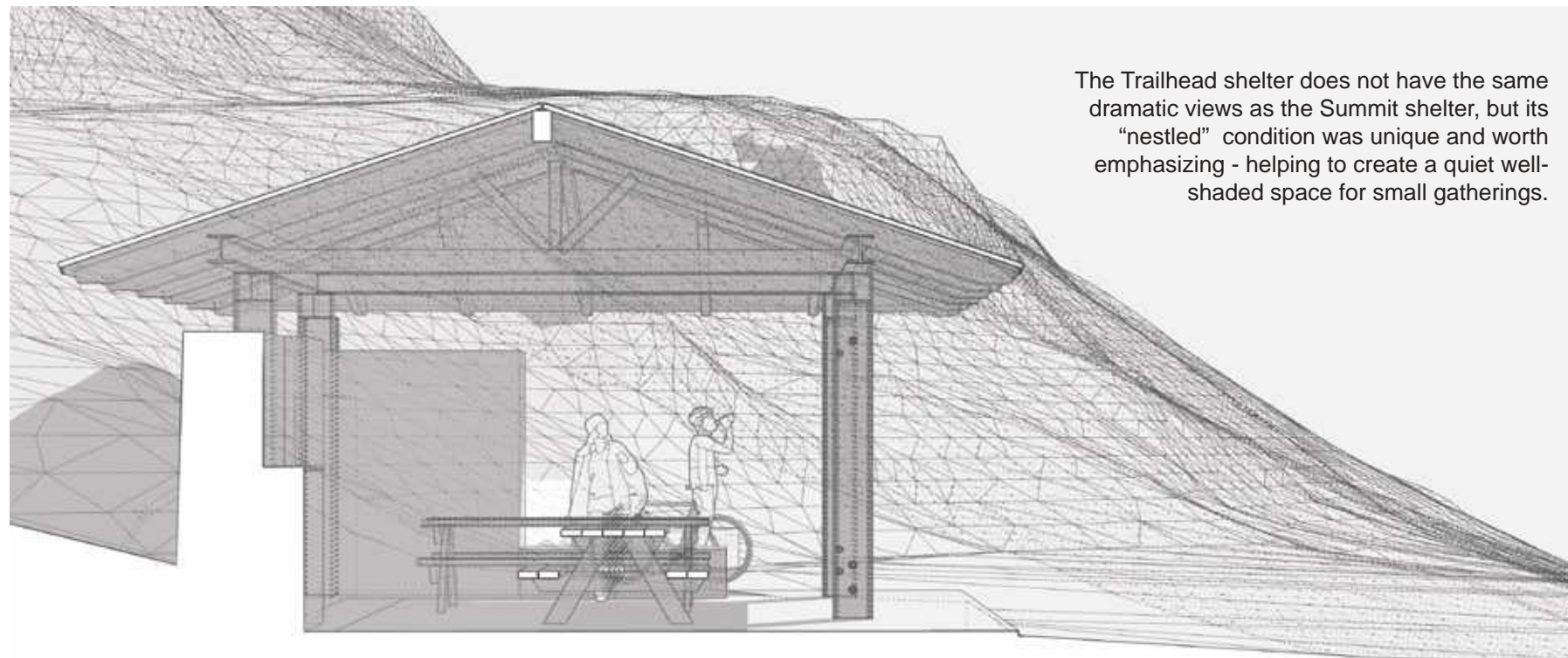
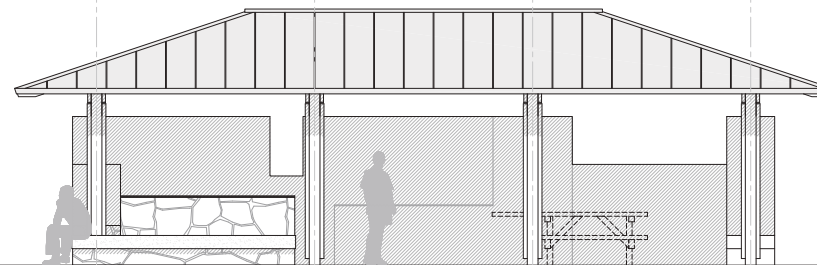
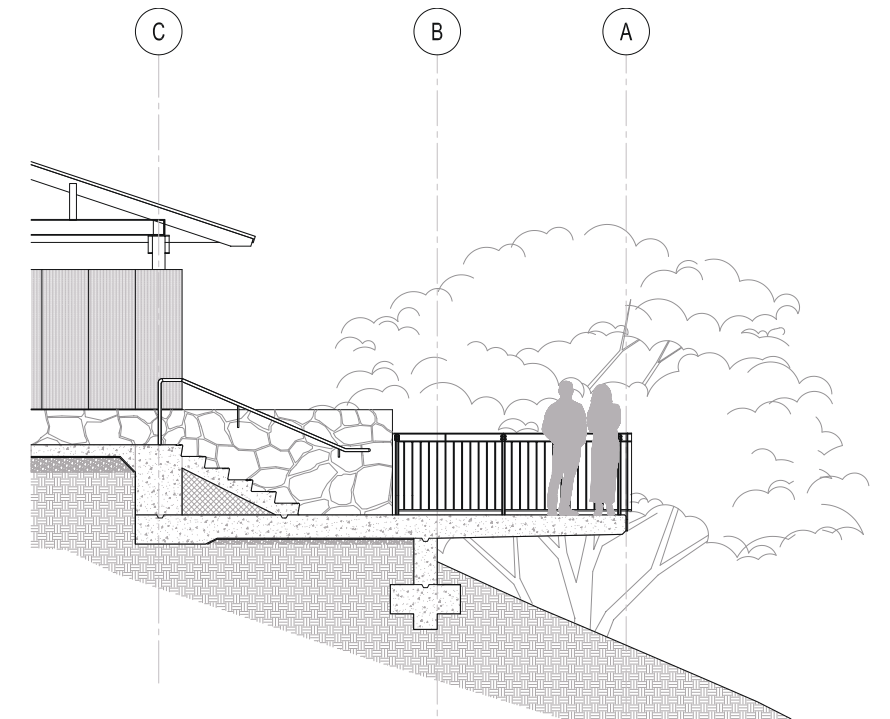
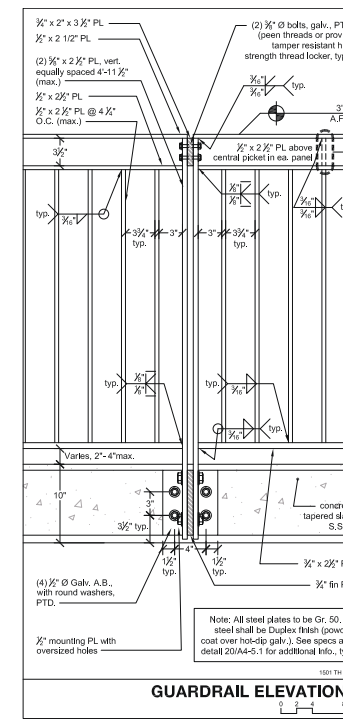
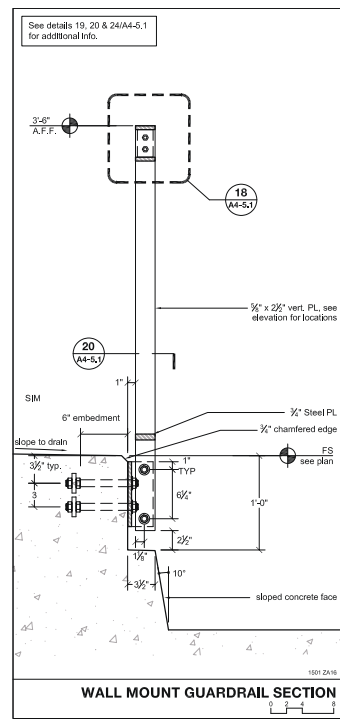


Photo by Marion Brenner



The Trailhead shelter does not have the same dramatic views as the Summit shelter, but its "nestled" condition was unique and worth emphasizing - helping to create a quiet well-shaded space for small gatherings.

ASHLAND ZOCALO SHADE STRUCTURE & PARTNER HUB

Ashland, CA
Project Lead: WRT
Architect and Engineer:
Ware Associates
2020 -2024

The town of Ashland wanted a generous free-flowing space where different community events and activities could be held. The intent was to situate a shade structure at a prominent intersection where people would meet, congregate, but also be moved through. It would be both a place and a threshold. The structure would also provide shade, but not necessarily rain protection. A brake-form metal baffle was designed to be inserted into the structural skeleton of the shade structure, the unique shape of these modules together blocking sun, but also lending a nicely varied volume to the ceiling plane. We were most

interested in the quality of light and the free-flowing feel of the space below. The triangular and hexagonal modules of the design drew inspiration from tree canopies. The structure will one day meld into the adjacent alley of trees.

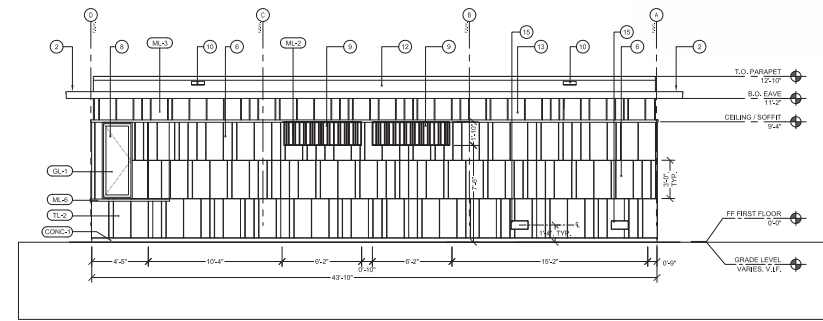
I helped design the shade structure and the adjacent "Partner Programming Hub". I mostly developed iterations by sketching out ideas and making study models with Sketchup. I also developed the construction drawing set (completed in AutoCAD).



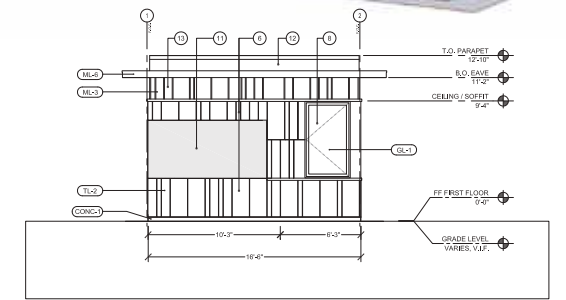


Photo by Park Planet

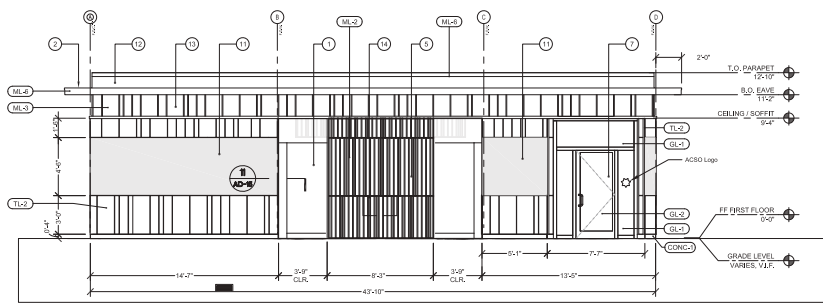
The Partner Programming Hub near to the shade pavilion was to be a simple rectangular structure with: a storage room, all-gender restroom stalls with a shared lavatory space, and a small office. The challenge was to balance the many diverse aesthetic interests, durability requirements, and budget constraints.



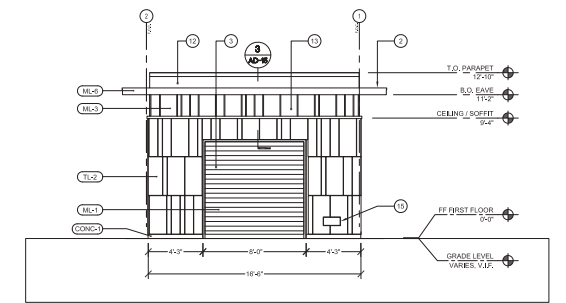
4 PARTNER HUB | RESTROOM SOUTH ELEVATION
SCALE: 1/4" = 1'-0"



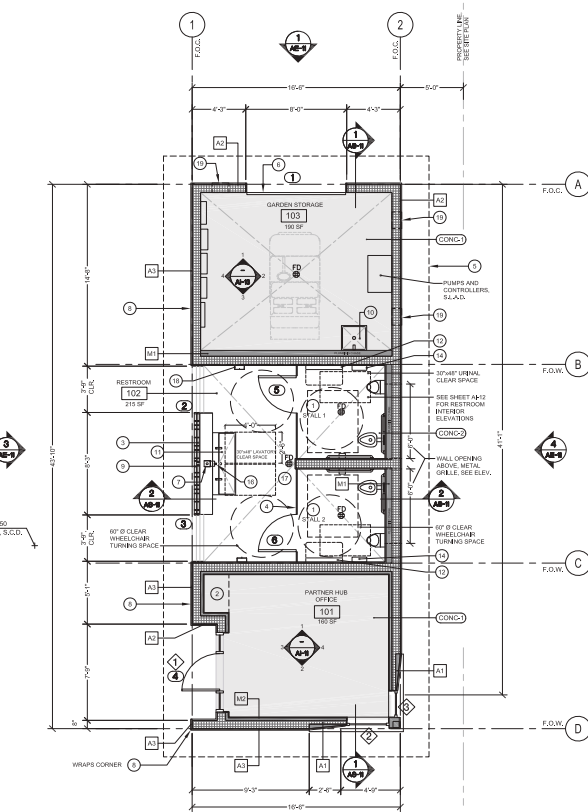
2 PARTNER HUB | RESTROOM WEST ELEVATION
SCALE: 1/4" = 1'-0"



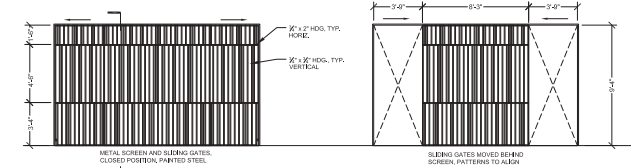
3 PARTNER HUB | RESTROOM NORTH ELEVATION
SCALE: 1/4" = 1'-0"



1 PARTNER HUB | RESTROOM EAST ELEVATION
SCALE: 1/4" = 1'-0"



1 GROUND FLOOR PLAN
SCALE: 1/4" = 1'-0"



5 METAL SCREEN AND SLIDING GATES
SCALE: 1/4" = 1'-0"



Photo by Park Planet

PILLAR POINT RESTROOM & PLAZA

Pillar Point, CA
Architect: Ware Associates
Landscape Architect: Questa
2020 - 2024

Ware Associates was chosen to design a restroom facility along the Pacific Coast Trail near Pillar Point, California. The site for the all-gender restroom building is at the edge of an RV camp parking lot and approximately 20' from the Pacific Ocean. Buffered by and connecting to the trail, the building had to skillfully engage with the countless visitors that would frequent this place.

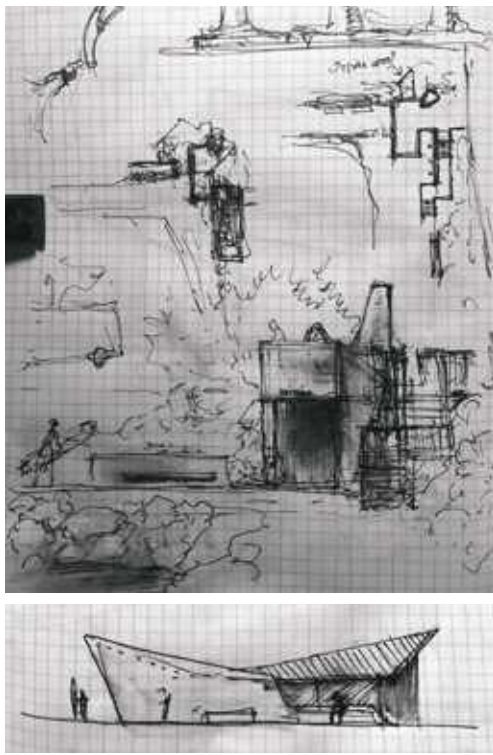
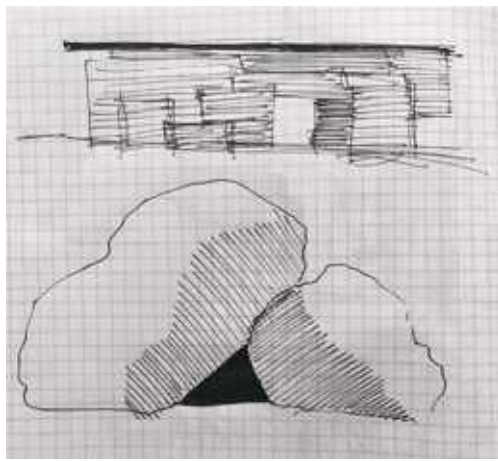
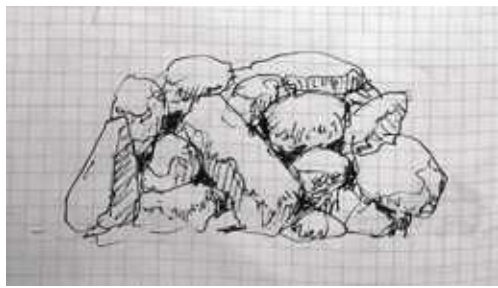
The initial concept drew inspiration from the boulders and organic debris nearby. In their simple arrangement, these natural objects form unique spaces and habitats for native wildlife. We loved the massive rocks that framed tiny openings for sparrows and sea birds. We were also drawn to the odd assortment of branches and eroded logs that bridged over the rocks. In their formal language there was something so poignant about these

assemblies in how they echo the character of this setting. We wanted to reflect this in the restroom design, a sort of calm and stillness in the presence of a gigantic often-times turbulent ocean. In a lot of ways it's the promise of shelter, privacy and protection - for as long as needed.

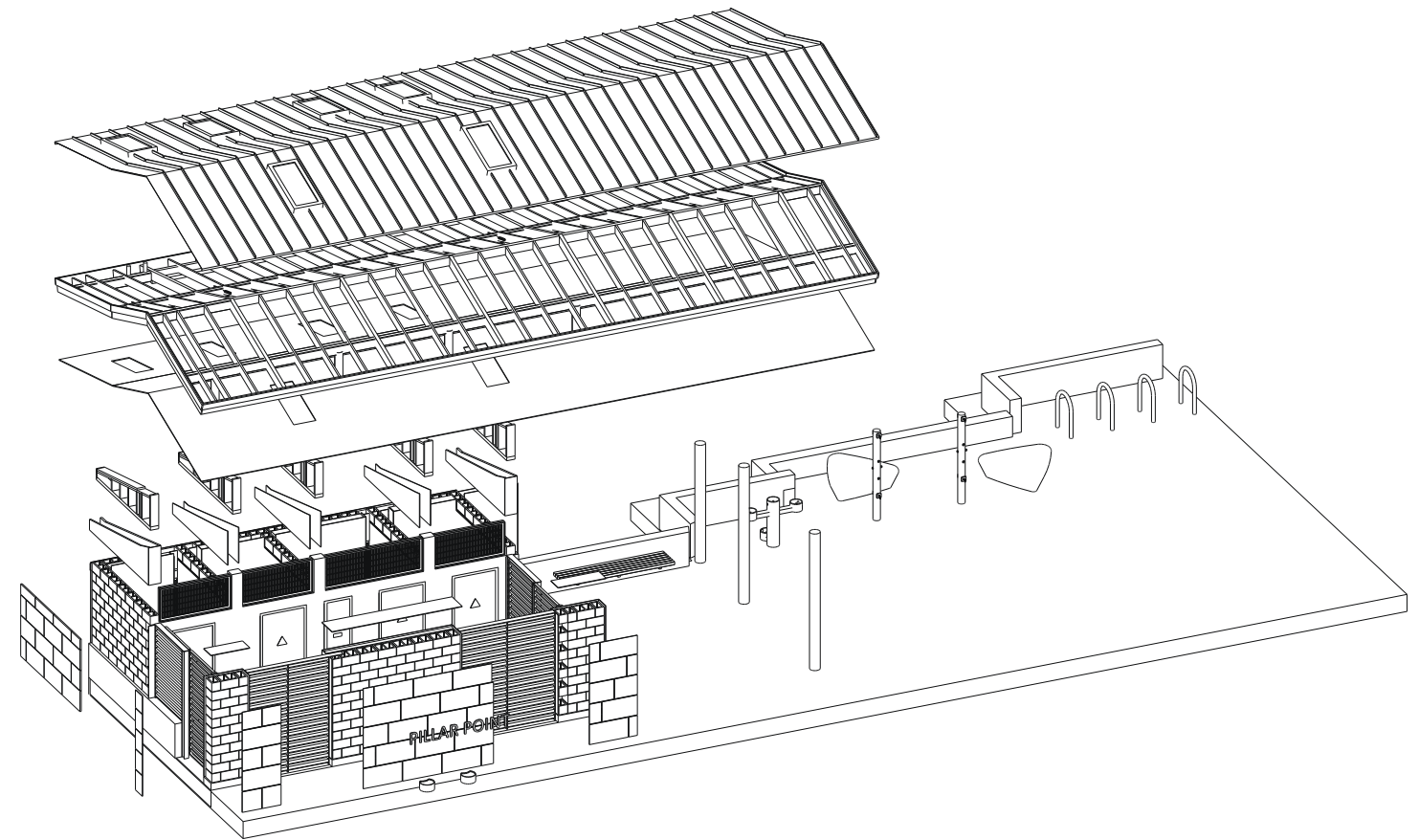
Shelter is a wonderful thing. As is egalitarian care for bodily needs. To design and place a public amenity like this restroom building is very rewarding. Especially one that interfaces with so many dynamic forces and timelines. This is not simply a place where people relieve themselves. It is a place where people can meet, collect themselves, plan, rest, and appreciate the larger context they are encouraged to set out into.

I helped design the restroom and prepare material for presenting to the harbor district board. I mostly developed iterations by sketching out ideas and making study models with Sketchup. I used Lumion to make photorealistic renderings. I also helped develop the construction drawing set (completed in AutoCAD)

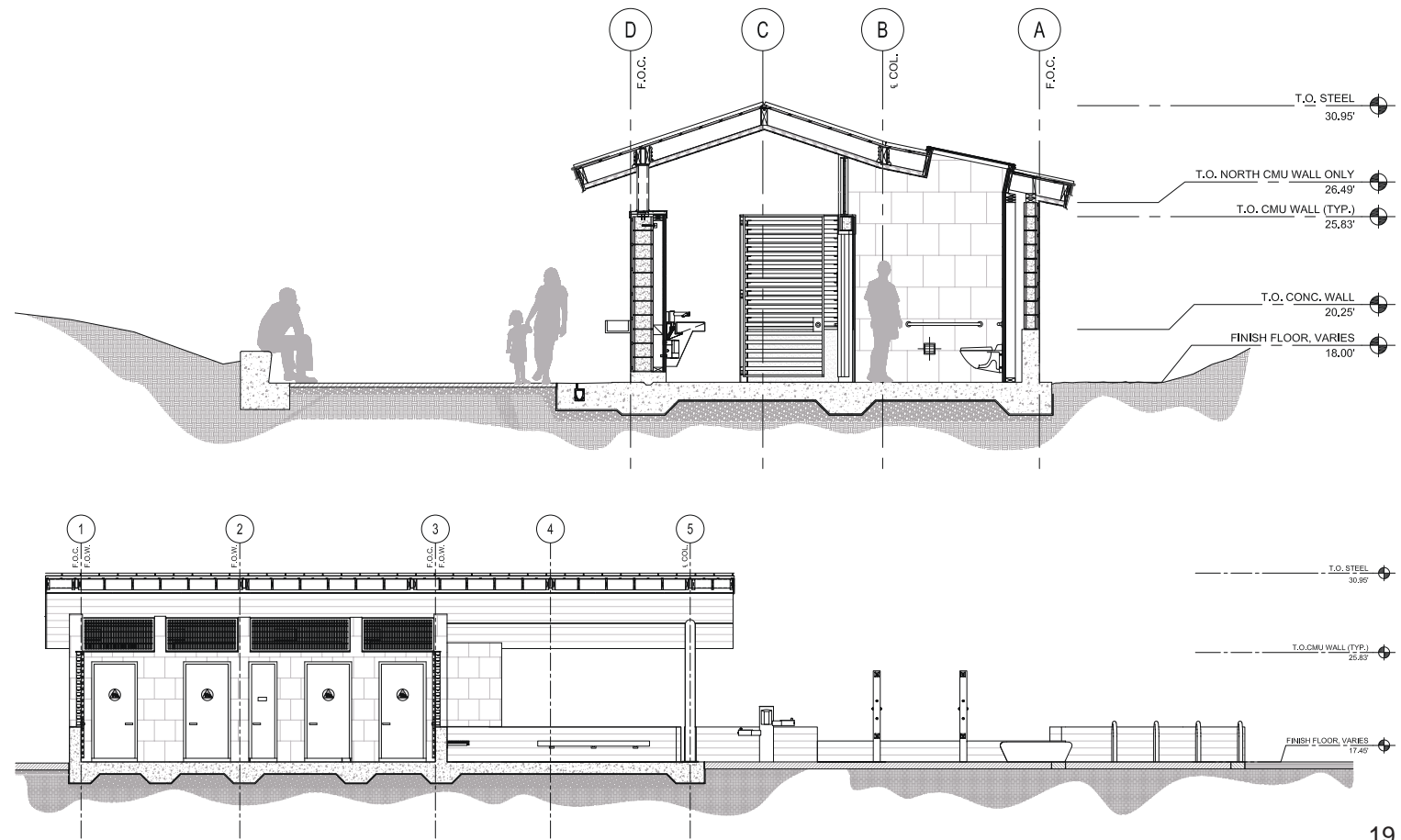
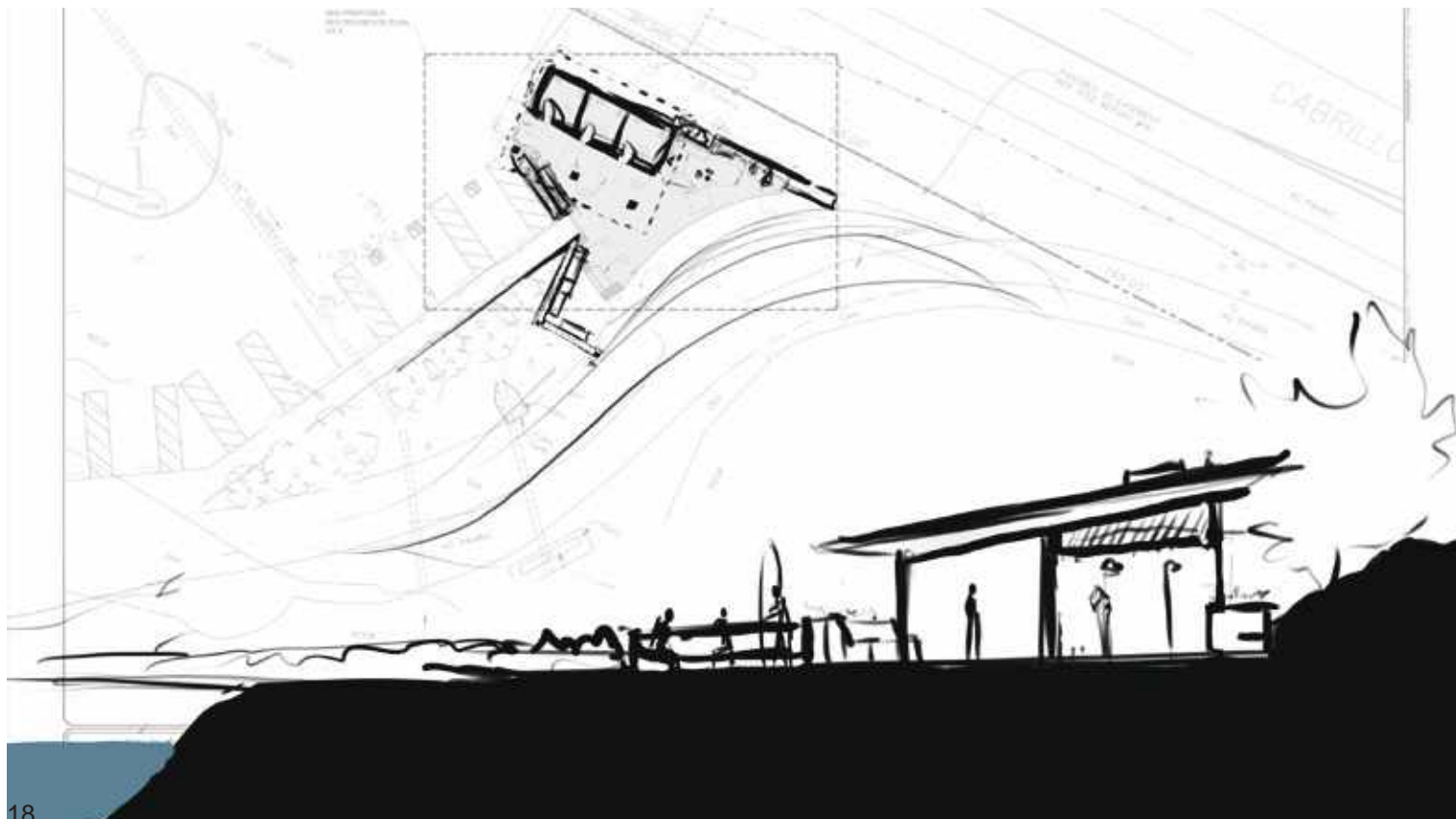




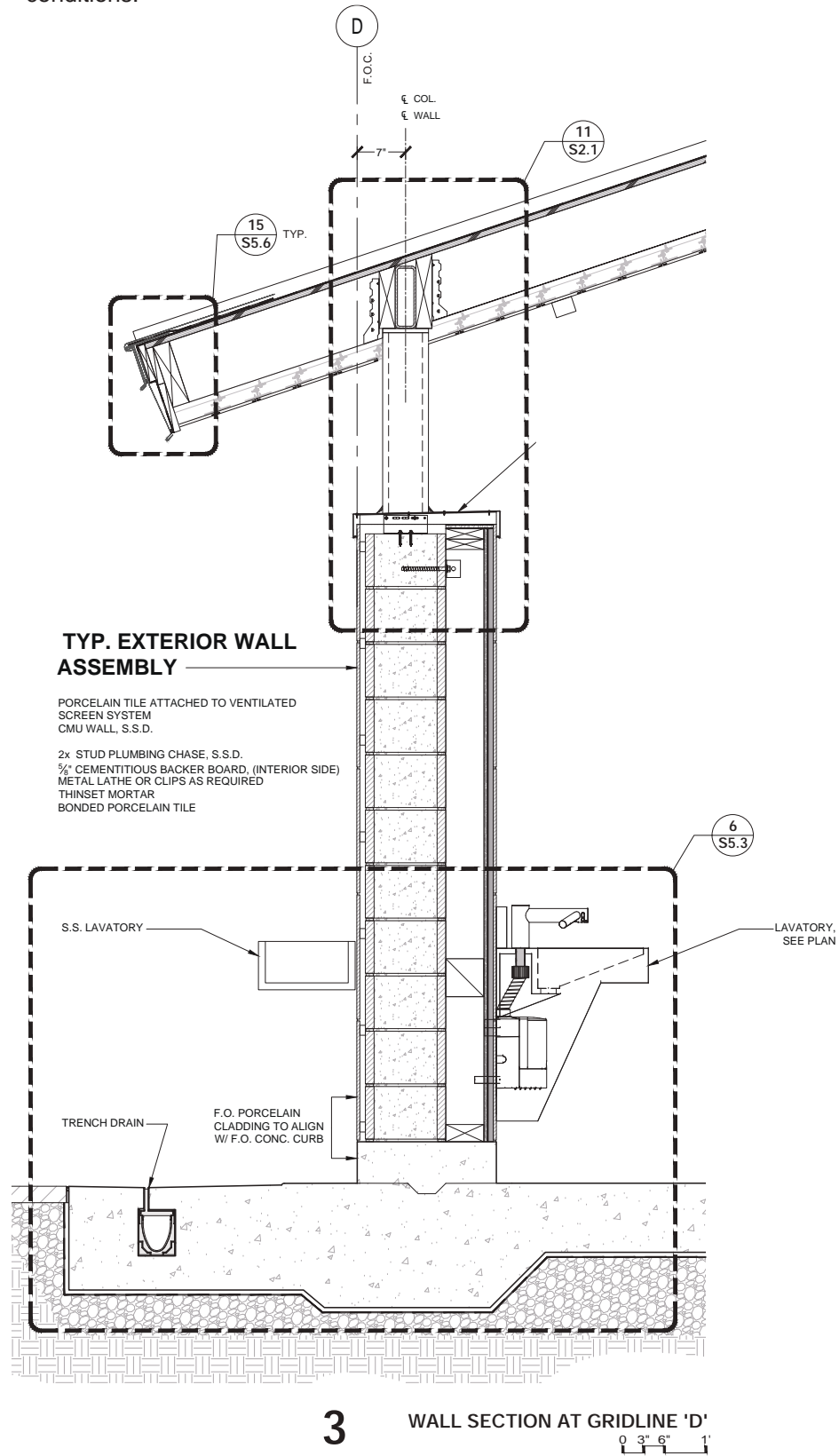
The two leading sources of design inspiration were the nearby boulders and surfing. We were captivated by the clash of different scales, forces, and both weighed-down and untethered elements present here at Pillar Point.



We discussed at-length whether or not to execute the construction drawings for this project in Revit. I chose to develop a highly detailed 3D model in sketchup instead - and utilized it to cut various orthographic drawings: plans, elevations, and sections. These were then edited and cleaned-up in AutoCAD. This method proved fairly successful for this building, but I might prefer to explore BIM (Revit) for the next similarly sized project.



We are very pleased with how this restroom structure has turned out. We are also happy to hear the positive reception and praise the restroom has received from the public. Though not as low-cost as a pre-fab building, we really pushed what additional benefits and amenities we could bring into this place. There is a diversity of seats and ledges pedestrians can occupy (and rest on), the stalls are tranquil while also durable, and the balance of natural light and ventilation culminates in an overall peaceful setting. The structure is also detailed to last and withstand the sometimes torrential conditions.



Photos by Andrea Gaffney