

Christopher Glenn Parschalk

Design Portfolio

March 2025

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Uncredited photos are by Ware Associates

Christopher Parschalk

Architectural Designer and Illustrator

Contact

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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

MITCHELL CANYON EDUCATION CENTER

Mount Diablo State Park, CA
Architect: Ware Associates
Landscape Architect: CSW
2021 - (in-progress)

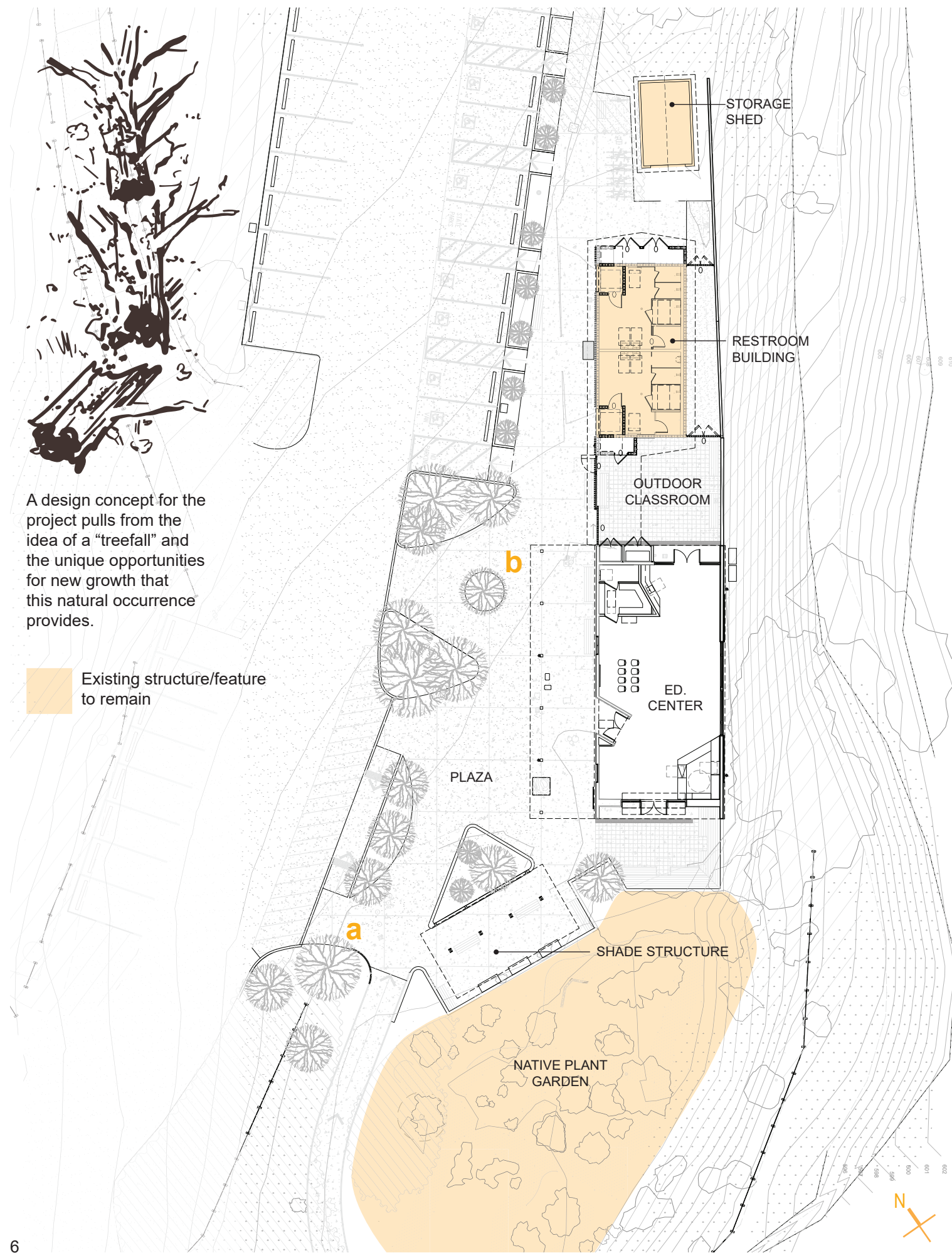
Ware Associates was selected to design a new education center at Mitchell Canyon. This distinct and wondrous natural area is on the northern side of the vast Mount Diablo State Park. The new structures would be taking the place of an existing trailer and metal shed, sleeving between several existing buildings and features to remain.

Besides a much needed new facility, a prime interest of ours was to enlarge the experience of the education center beyond the confines of the main building. The park is the real classroom, and the sooner we can bring that experience to visitors, the better.

Close collaboration with the Landscape Architect (Bob Birkeland) helped us achieve this desired concept for the site. From the parking lot visitors are led through a choreographed procession past the restrooms, through the education center, and along the native plant garden to the main Mitchell Canyon trailhead. On this route are numerous spaces in which to inhabit, linger, learn, reflect, and rest.

This new education center is a gateway to the natural area. It is a place that will gather, prepare, and educate visitors before they embark up the mountain, and it will be waiting for them when they get back!





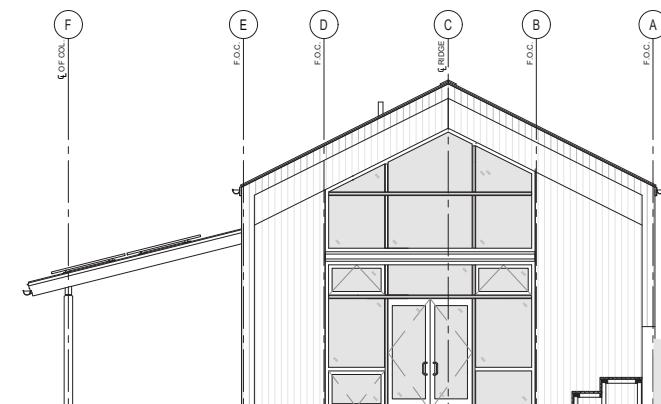
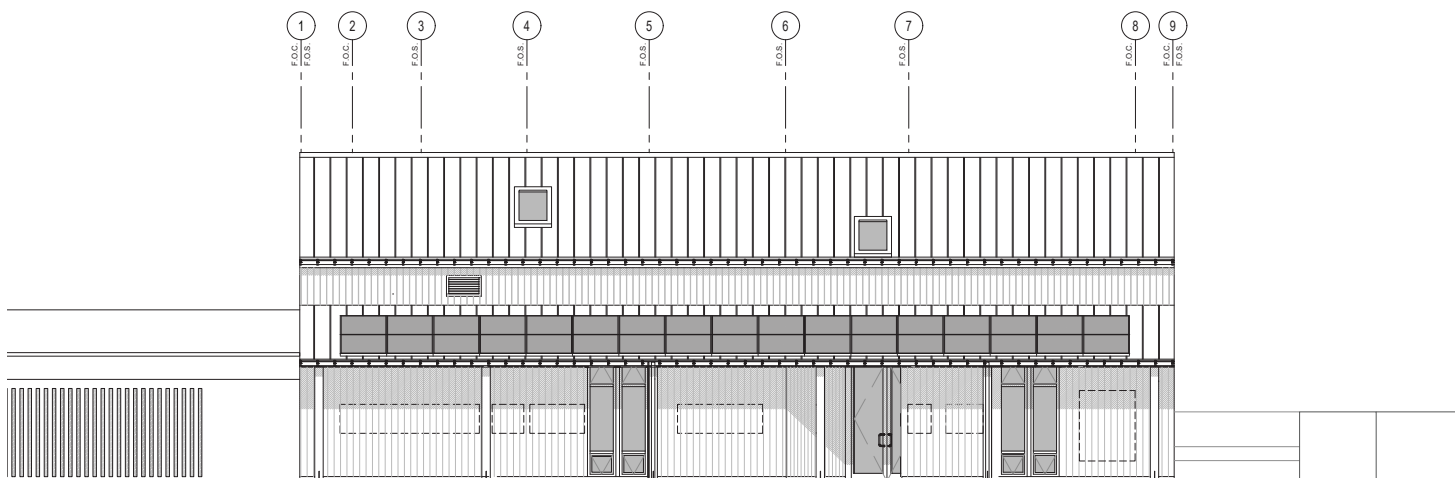
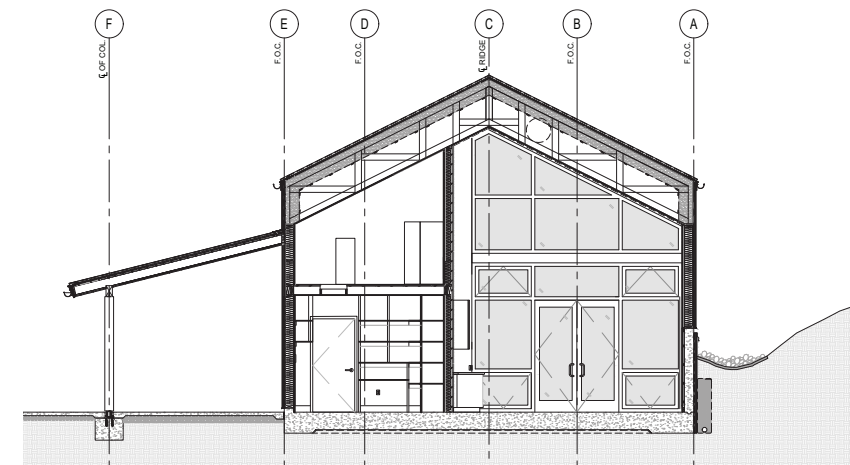
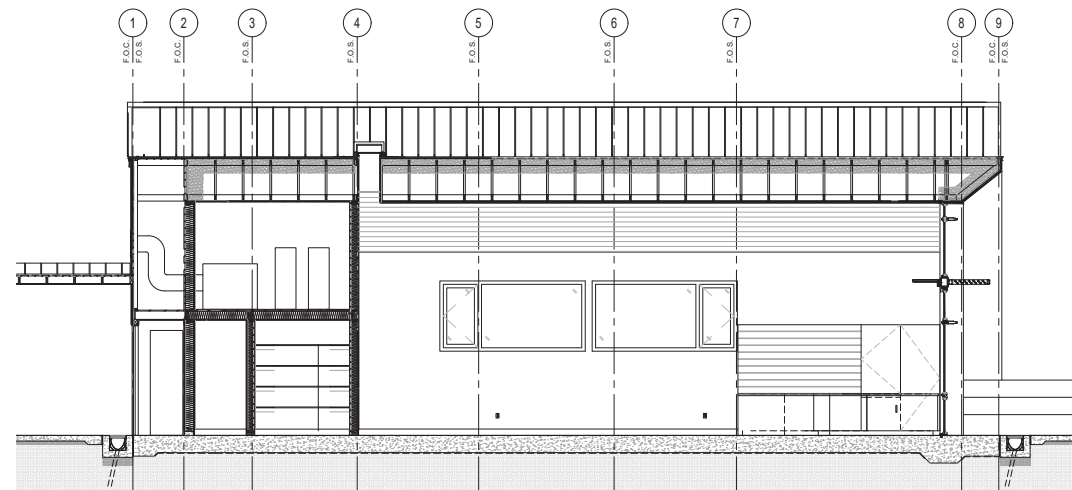
View of the shade structure from the start of the path up to the trailhead. Modeled in Sketchup and rendered using Lumion.



View of the plaza (bus drop-off) and angled entry into the education center. Custom entourage were made using Photoshop.



Modeled in Sketchup, rendered in Lumion



MOUNT UMUNHUM INTERPRETIVE PAVILIONS

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

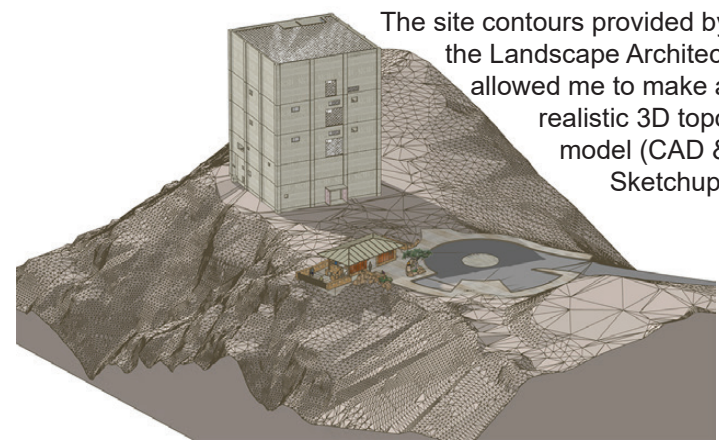
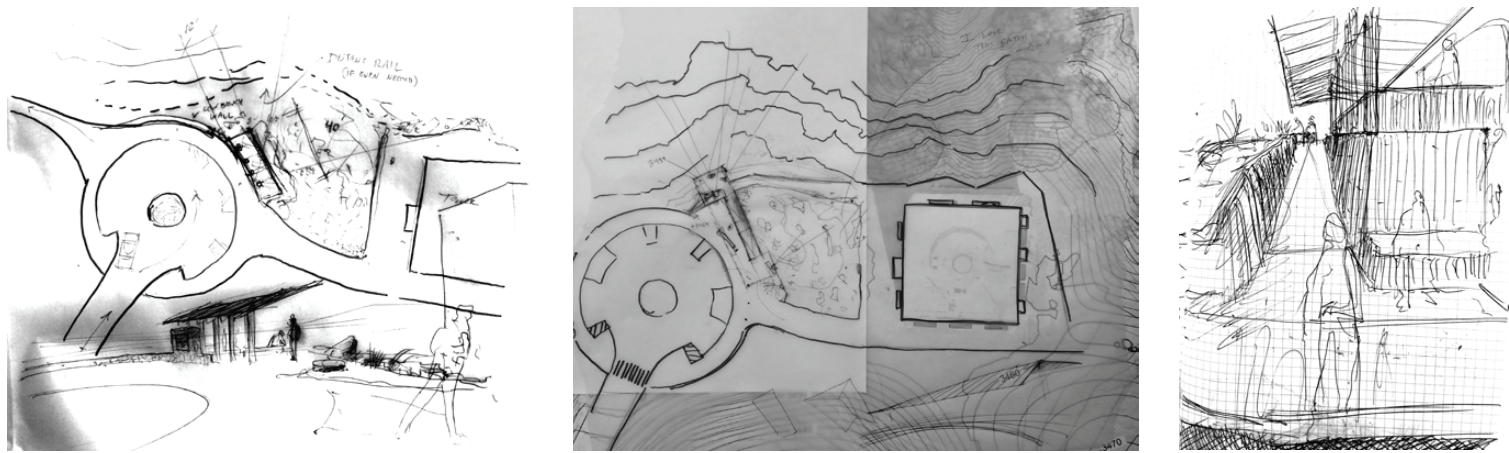
The Midpeninsula Regional Open Space District (Midpen) manages the park and trails at Mount Umunhum, located in the Santa Cruz Mountains. Prior to the site becoming a park and destination, the summit was once the location of a U.S. Air Force base. Many of the military facilities have long since been 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

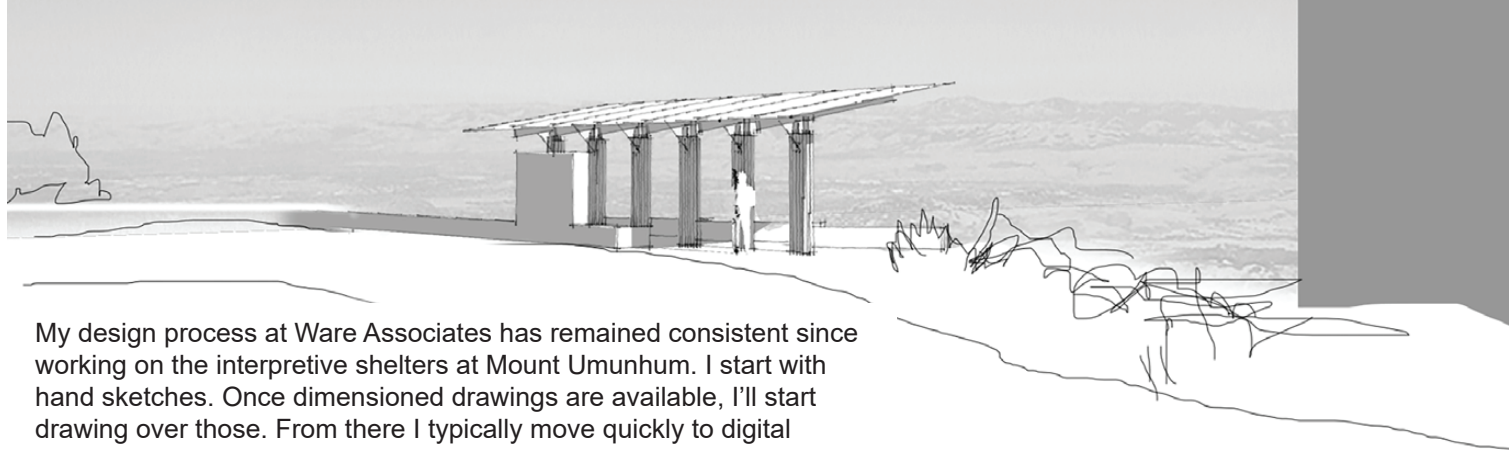
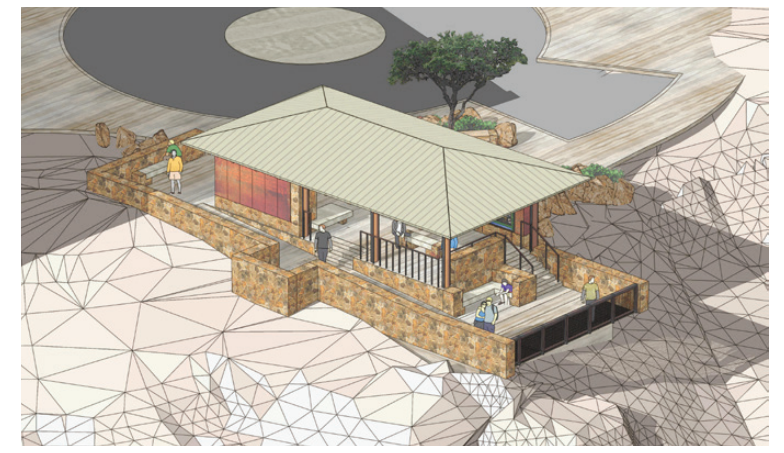
able to produce “caretaker” shelters that met the programmatic aspirations of the project while protecting visitors from sun, rain, and harsh winds. Spectacular views of the San Jose area can be experienced at the cantilevering deck of the summit shelter. Inside are display exhibits that highlight the 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.

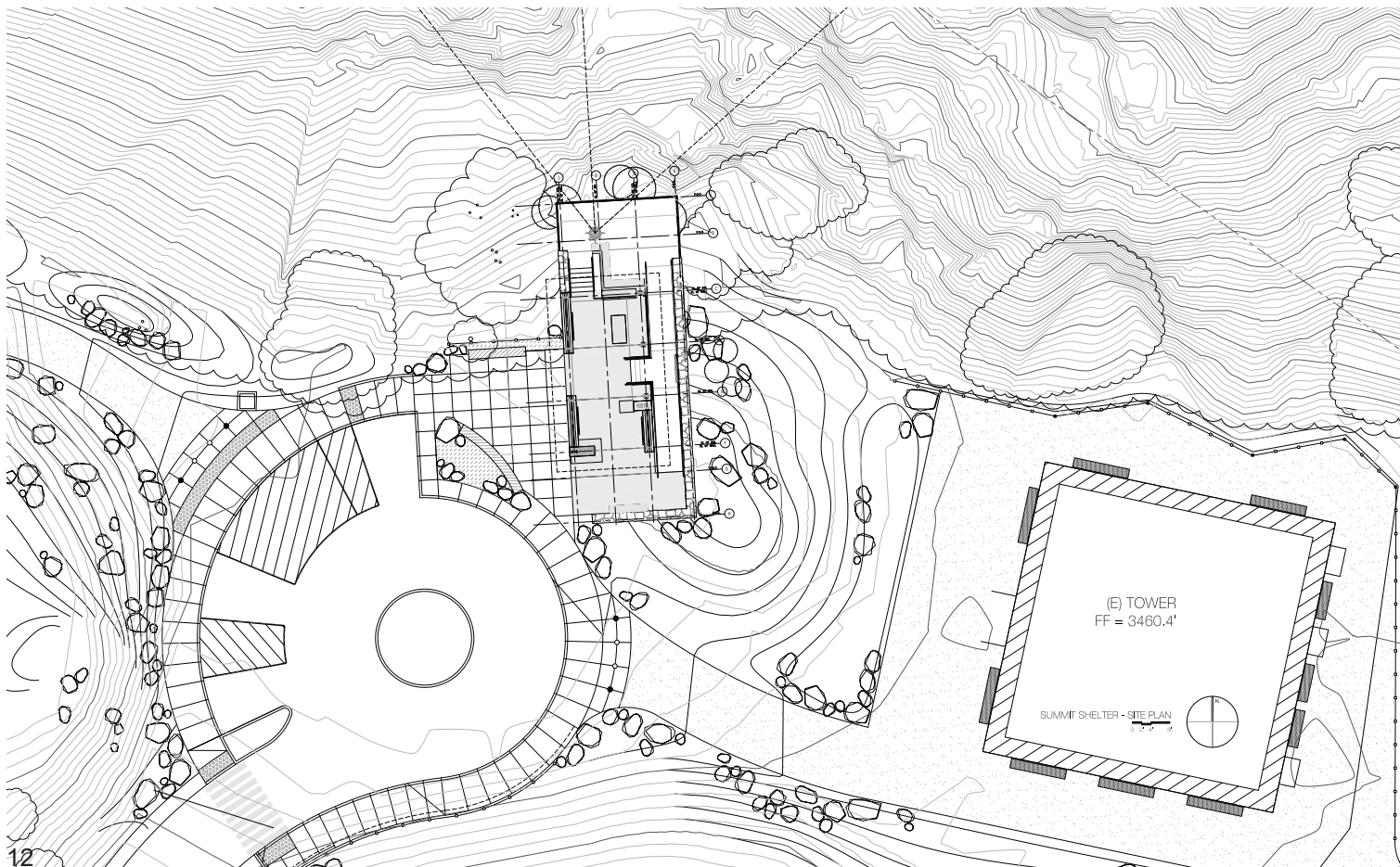
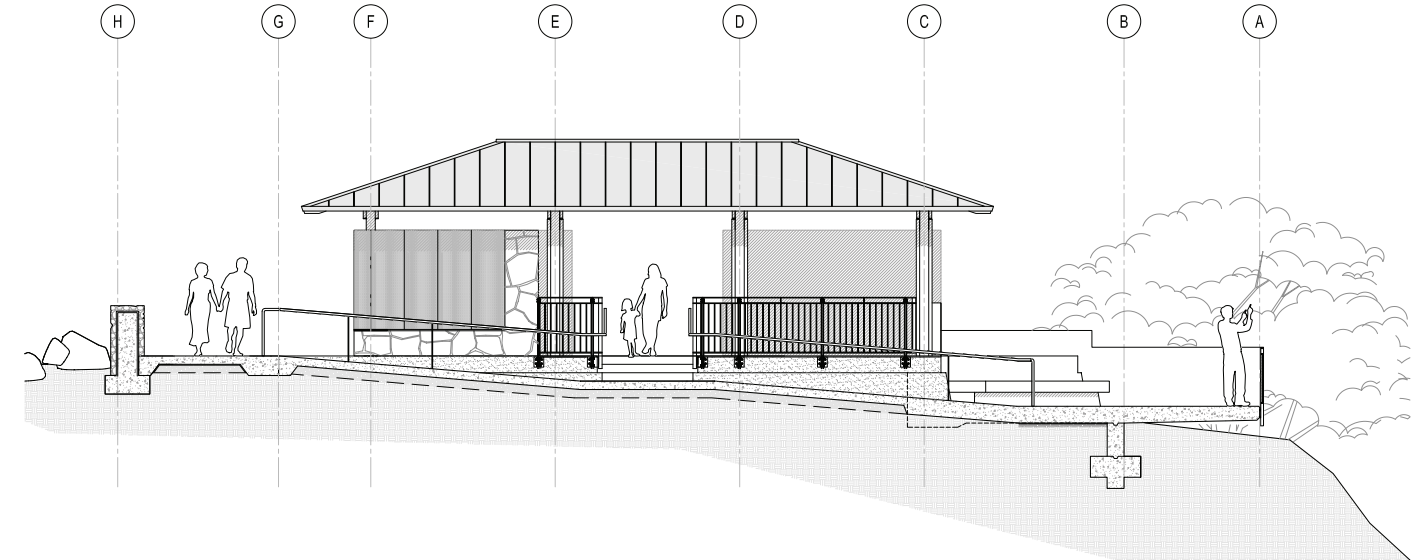


Photo by Marion Brenner

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.

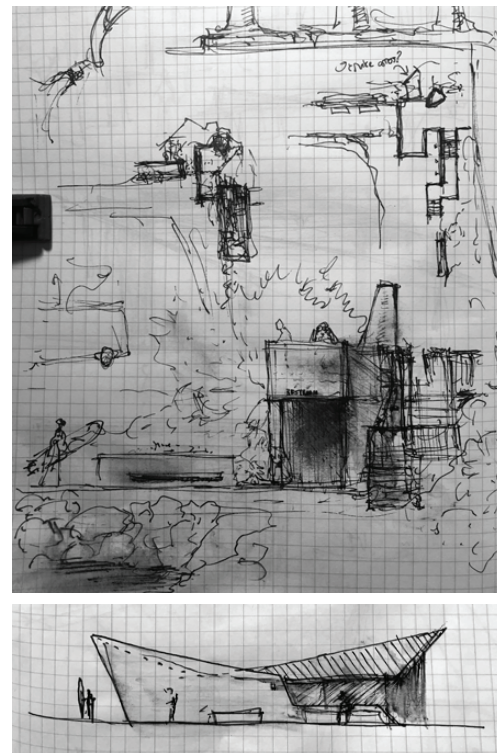
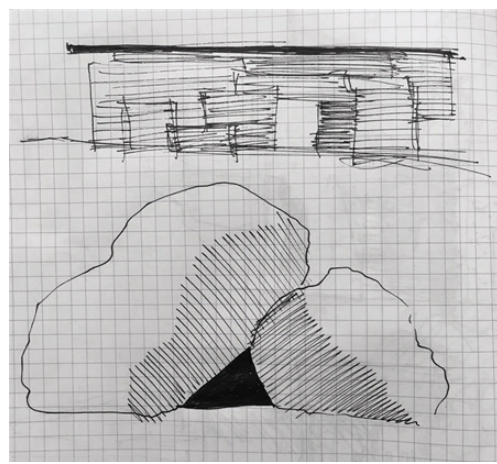
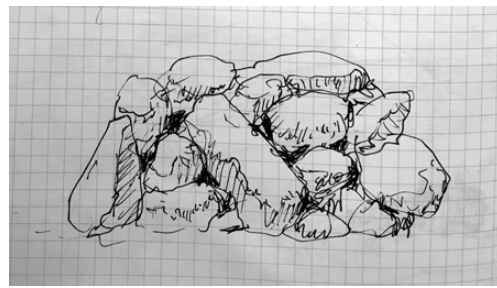
The initial concept drew inspiration from the boulders and organic debris nearby. In their simple arrangement, these natural objects form unique spaces and habitats for native wildlife. We loved the massive rocks that framed tiny openings for sparrows and sea birds. We were also drawn to the odd assortment 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.

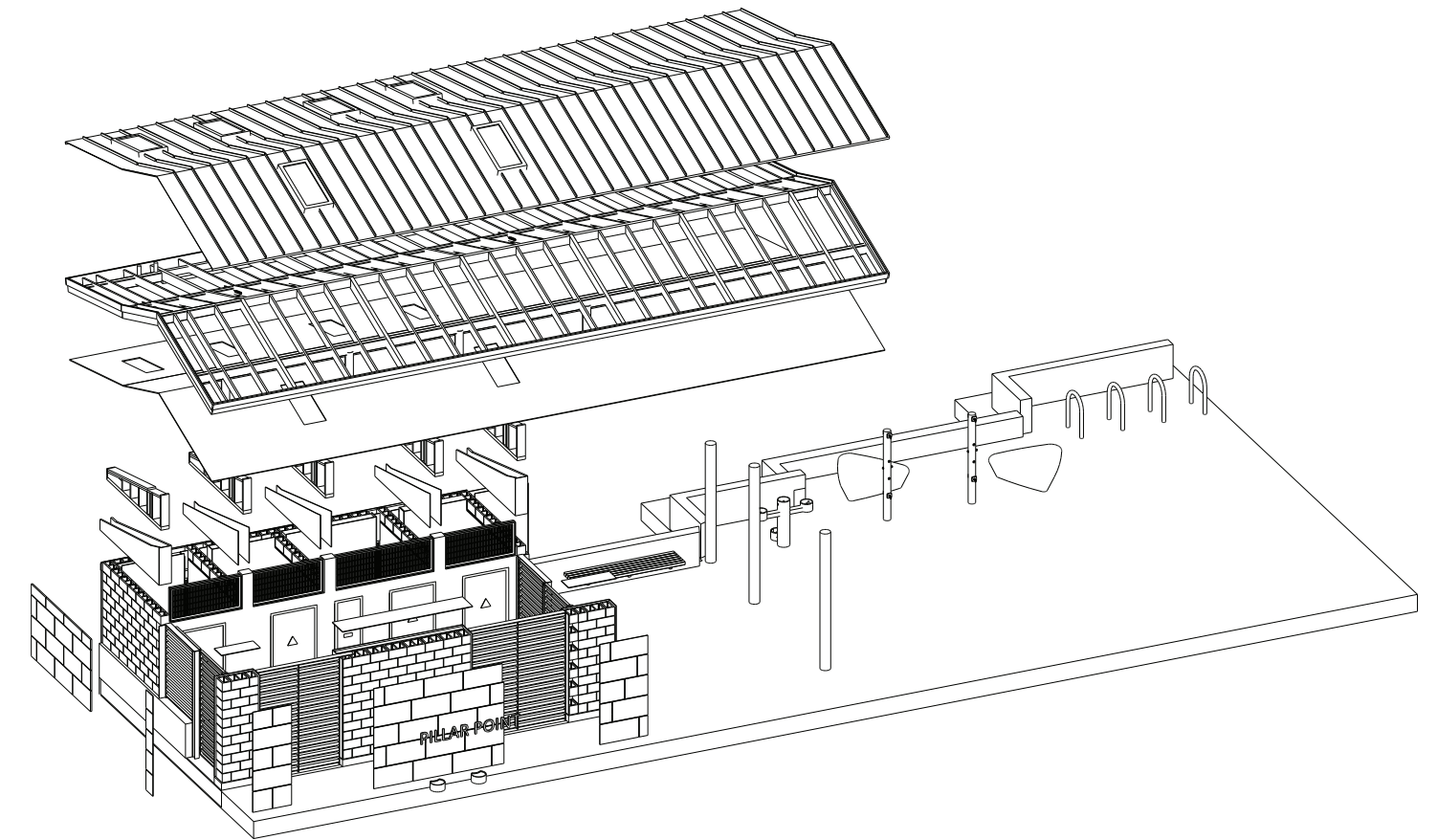
Shelter is a wonderful thing. As is egalitarian care for bodily needs. To design and place a public amenity like this restroom building is very rewarding. Especially one that interfaces with so many dynamic forces and timelines. This is not simply a place where people relieve themselves. It is a place 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)

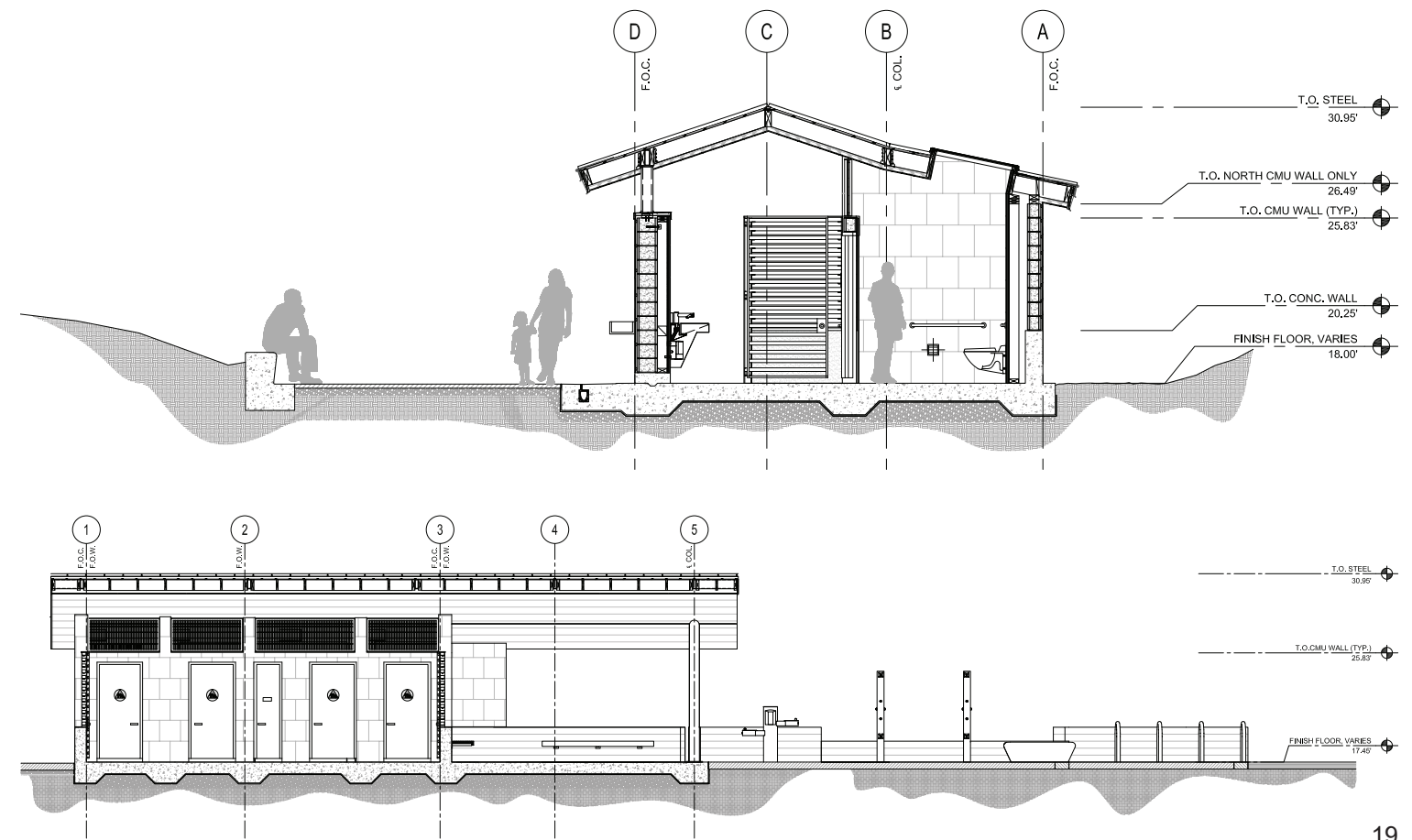
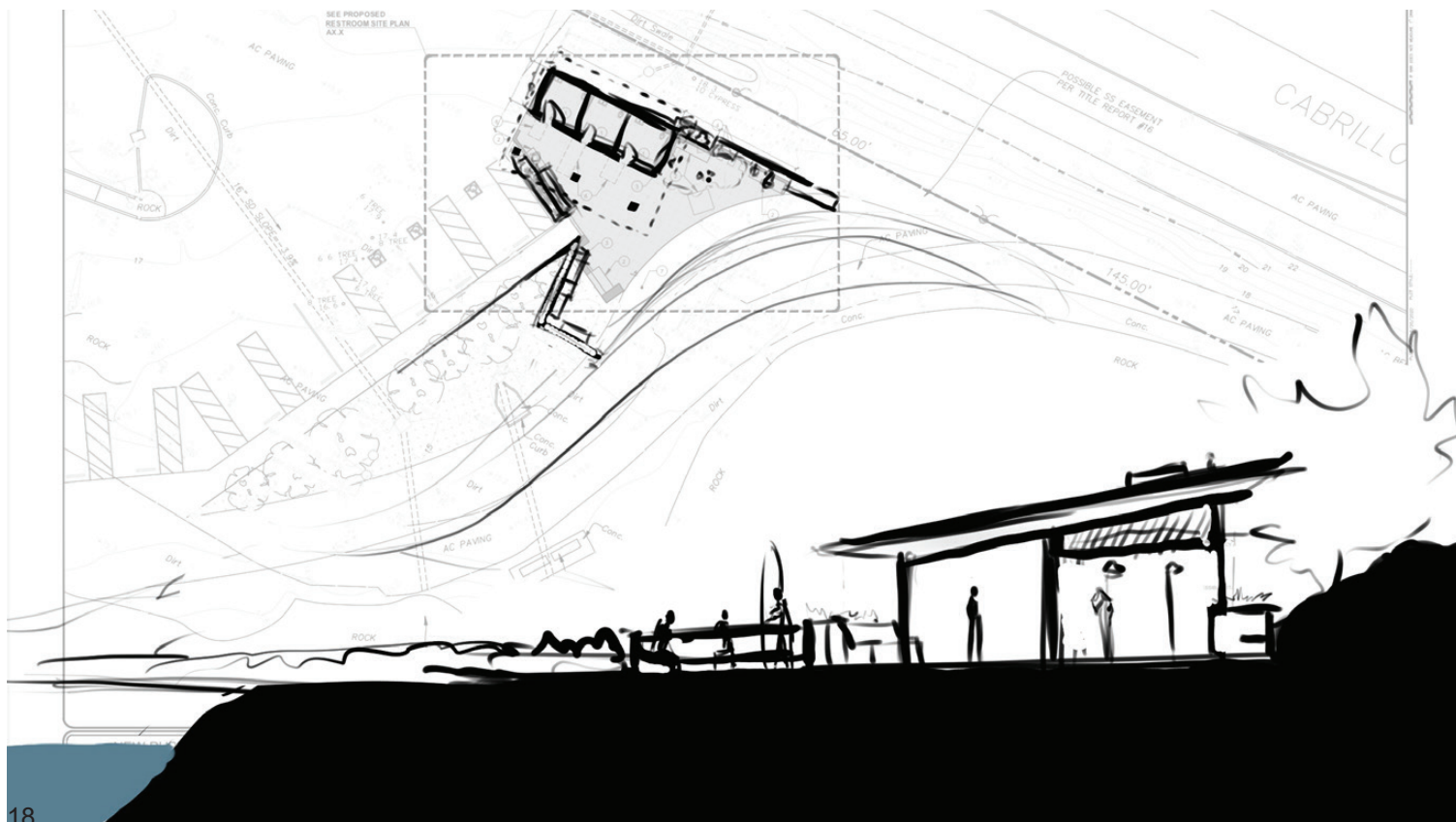




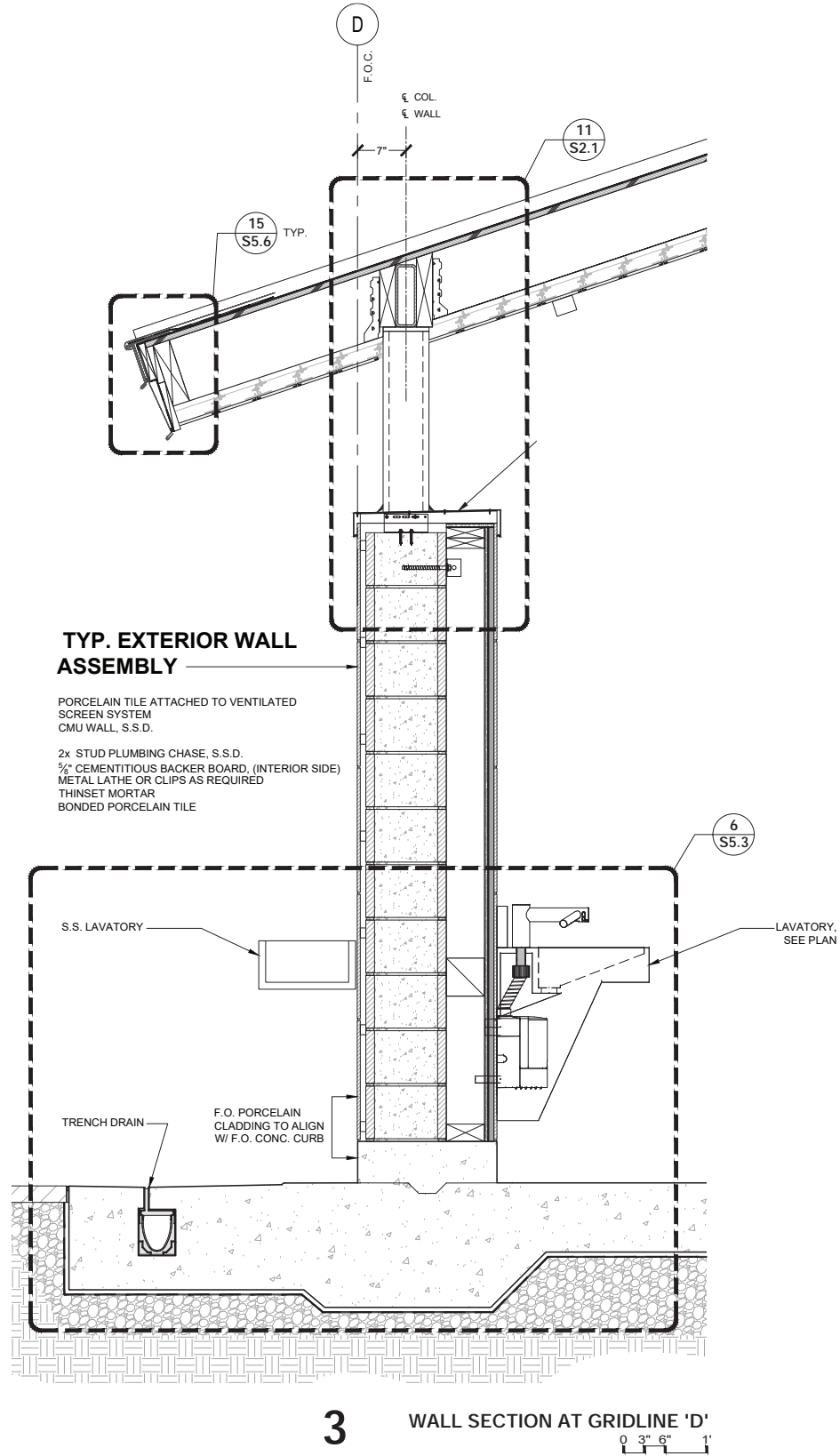
The two leading sources of design inspiration were the nearby boulders and surfing. We were captivated by the clash of different scales, forces, and both weighed-down and untethered elements present here at Pillar Point.



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 of the site.



ASHLAND ZOCALO SHADE STRUCTURE & PARTNER HUB

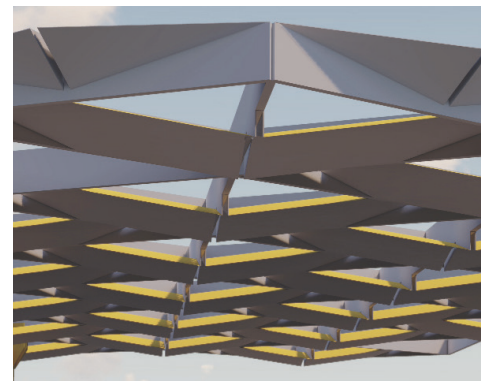
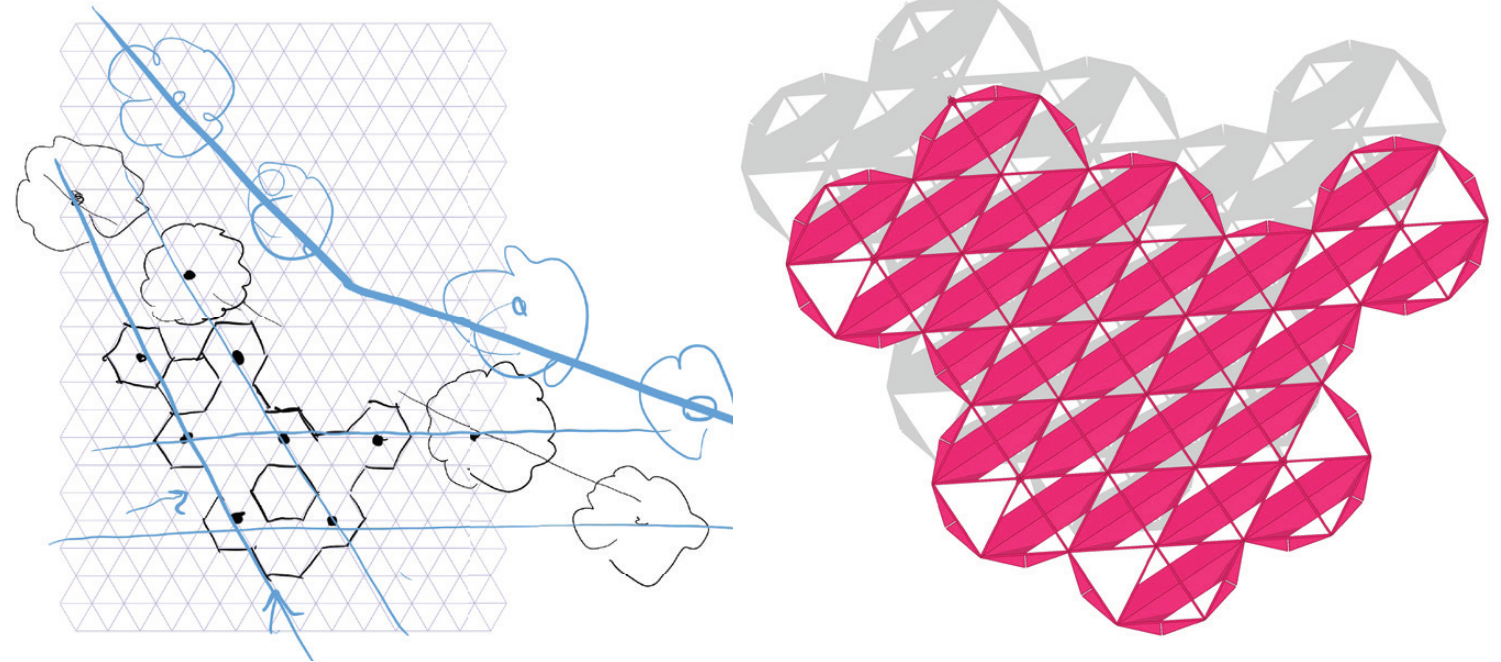
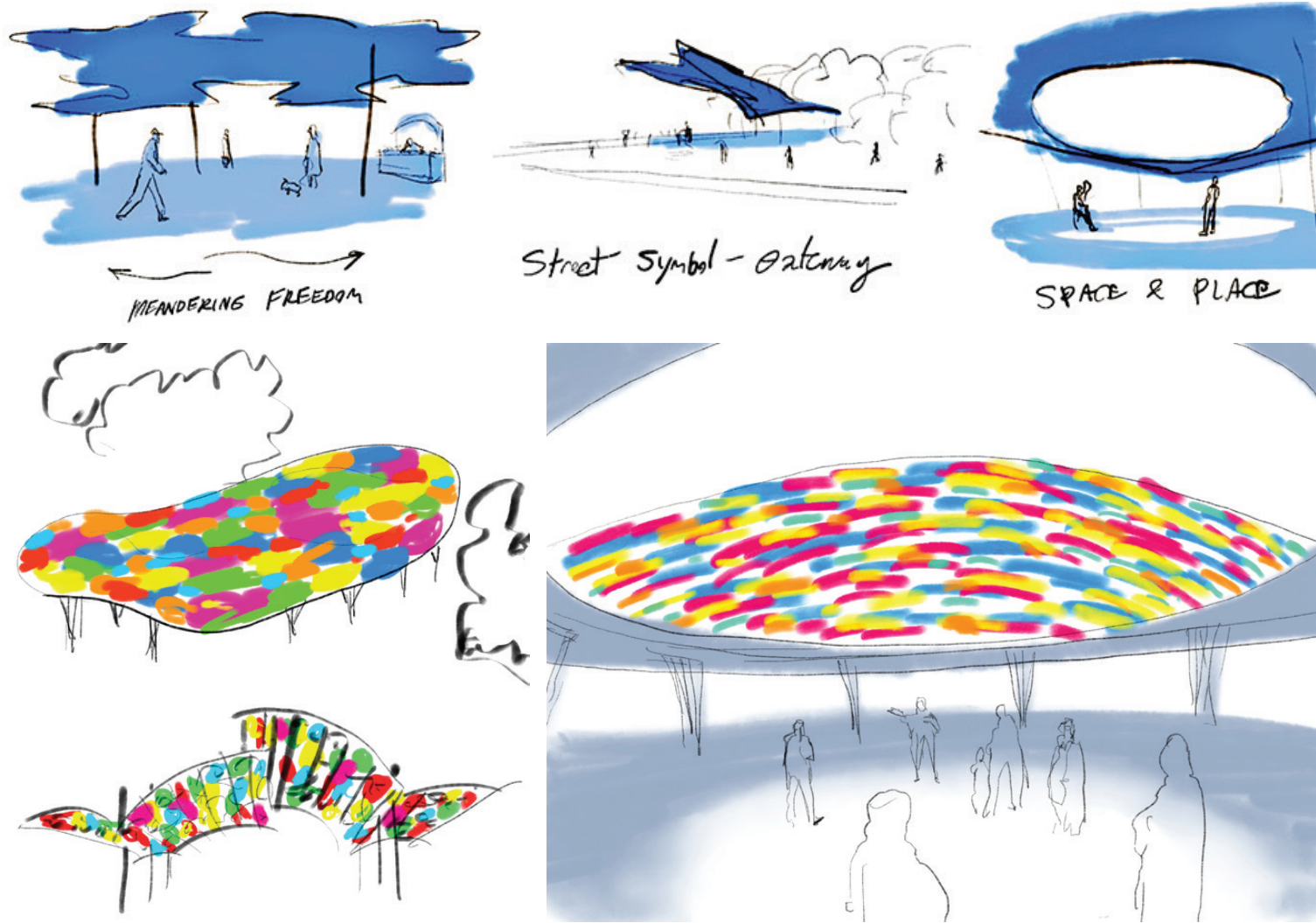
Ashland, CA
Project Lead: WRT
Architect and Engineer:
Ware Associates
2020 -2024

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.

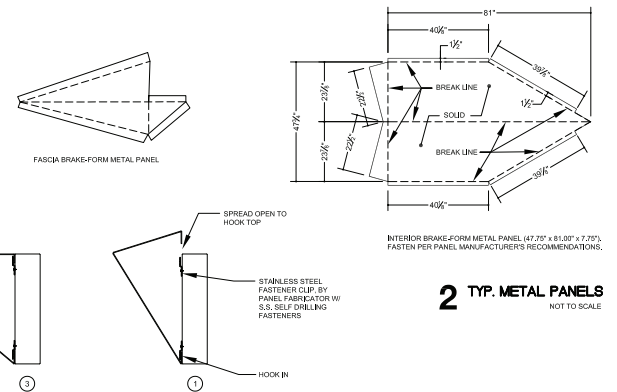
I helped design the shade structure and the adjacent "Partner Programming Hub". I mostly developed iterations by sketching out ideas and making study models with Sketchup. I also developed the construction drawing set (completed in AutoCAD).





Test rendering of panel design (Lumion)

The final design of the shade structure was composed of HSS beams in a triangular grid. To create volume and shade, I designed a custom brake-form metal panel to be inserted within the triangular voids. I also designed a custom fascia piece to break up the flat canopy edges.



2 TYP. METAL PANELS
NOT TO SCALE

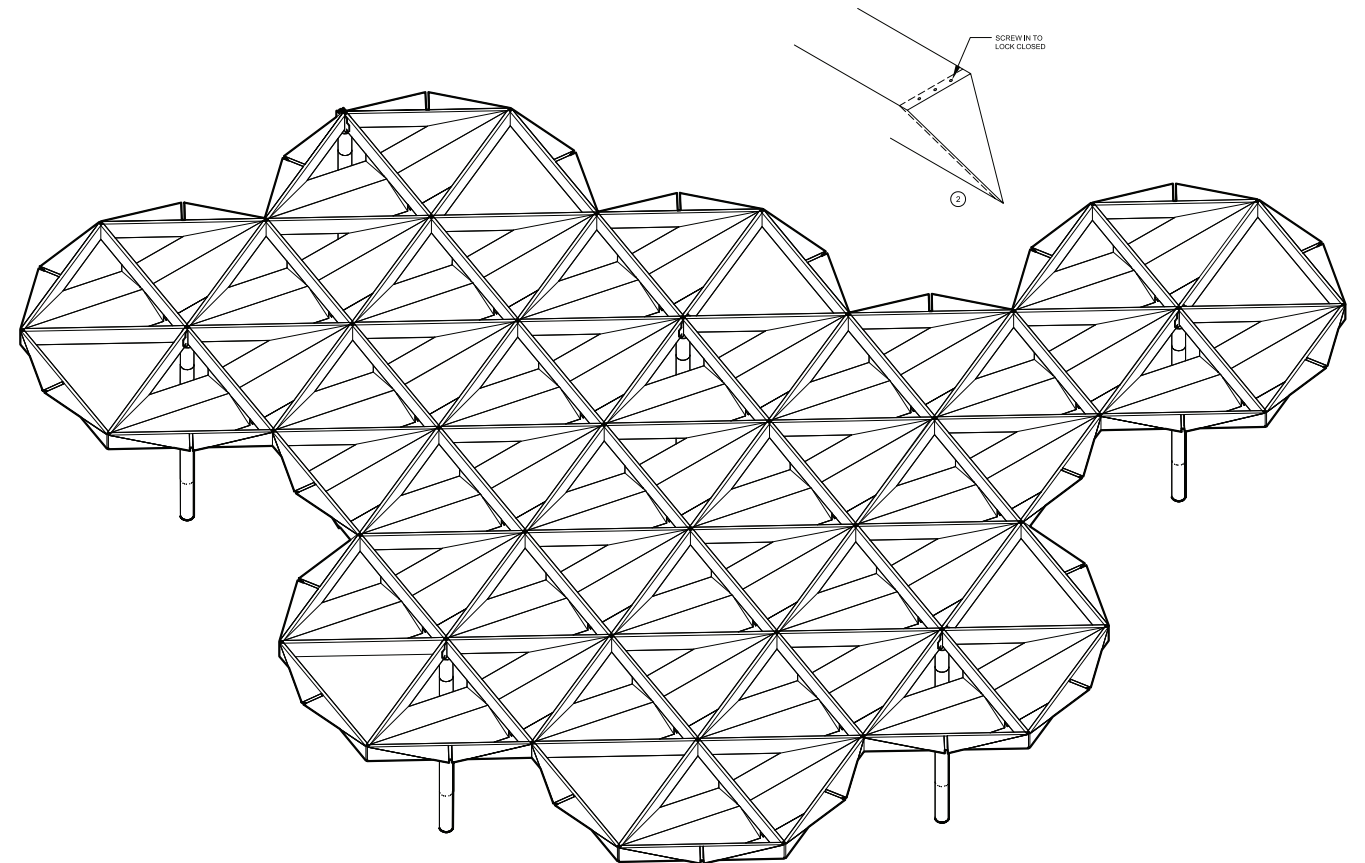
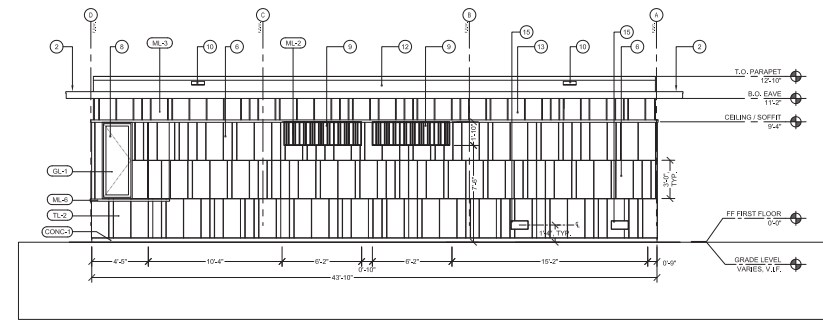


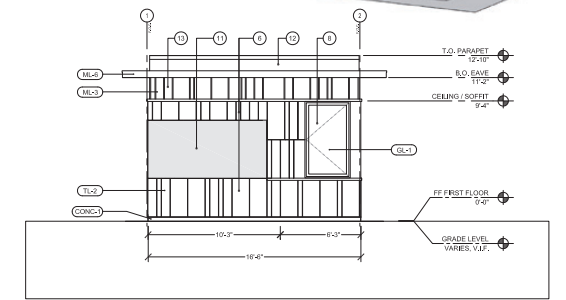


Photo by Park Planet

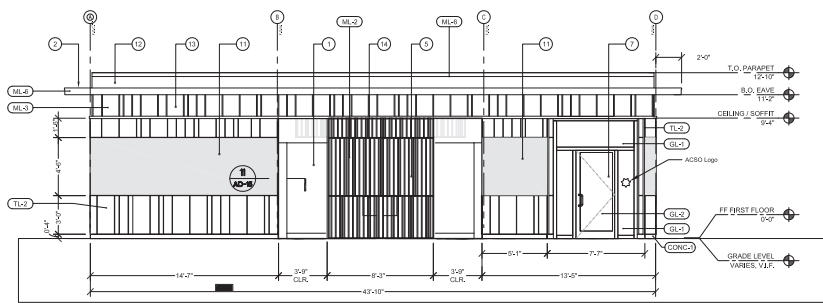
The Partner Programming Hub near to the shade pavilion was to be a simple rectangular structure with: a storage room, all-gender restroom stalls with a shared lavatory space, and a small office. The challenge was to balance the many diverse aesthetic interests, durability requirements, and budget constraints.



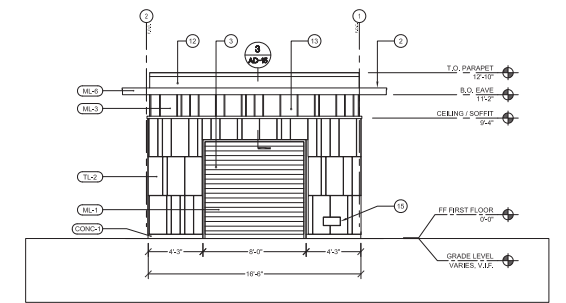
4 PARTNER HUB | RESTROOM SOUTH ELEVATION
SCALE: 1/2" = 1'-0"



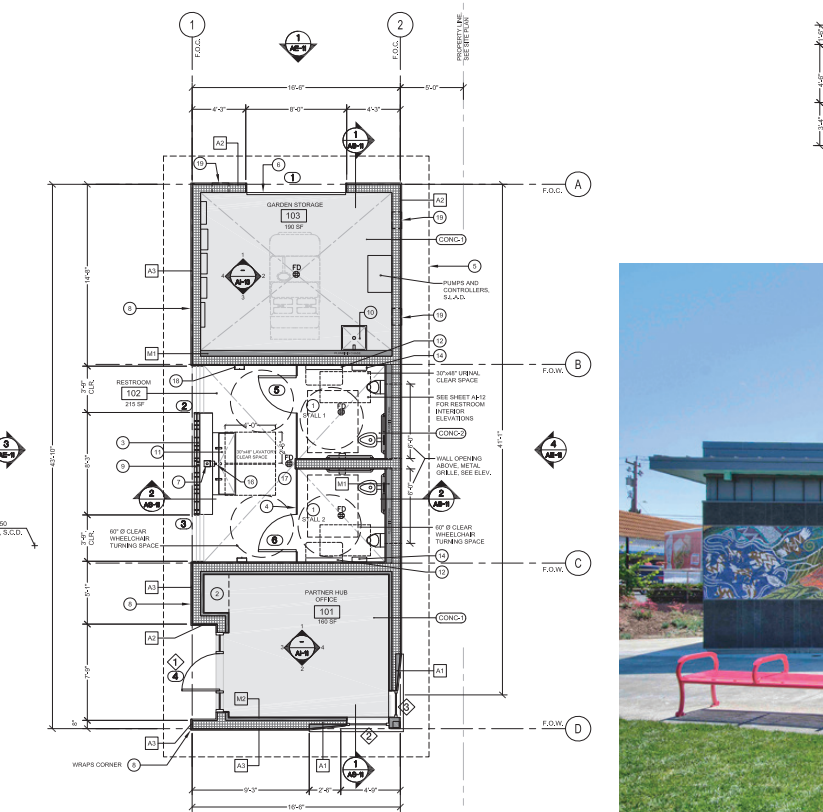
2 PARTNER HUB | RESTROOM WEST ELEVATION
SCALE: 1/2" = 1'-0"



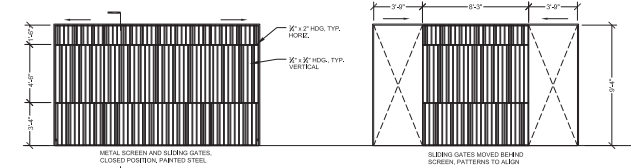
3 PARTNER HUB | RESTROOM NORTH ELEVATION
SCALE: 1/2" = 1'-0"



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



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



5 METAL SCREEN AND SLIDING GATES
SCALE: 1/2" = 1'-0"



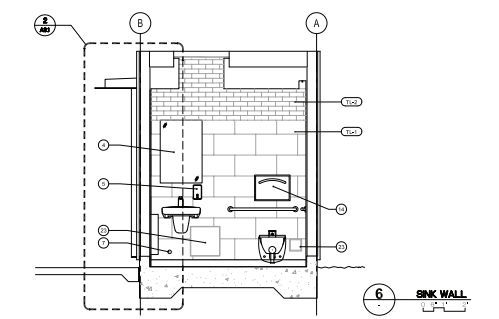
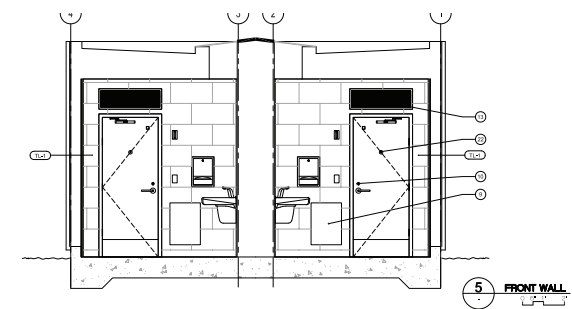
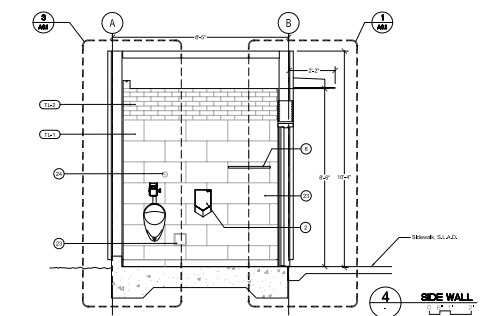
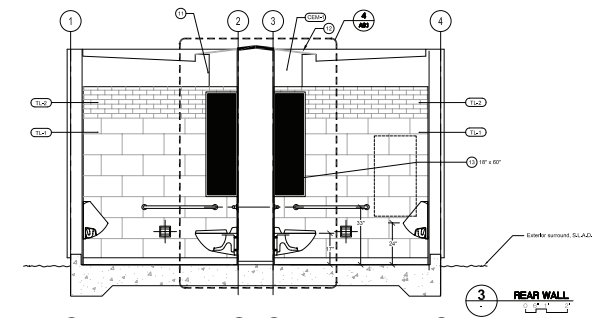
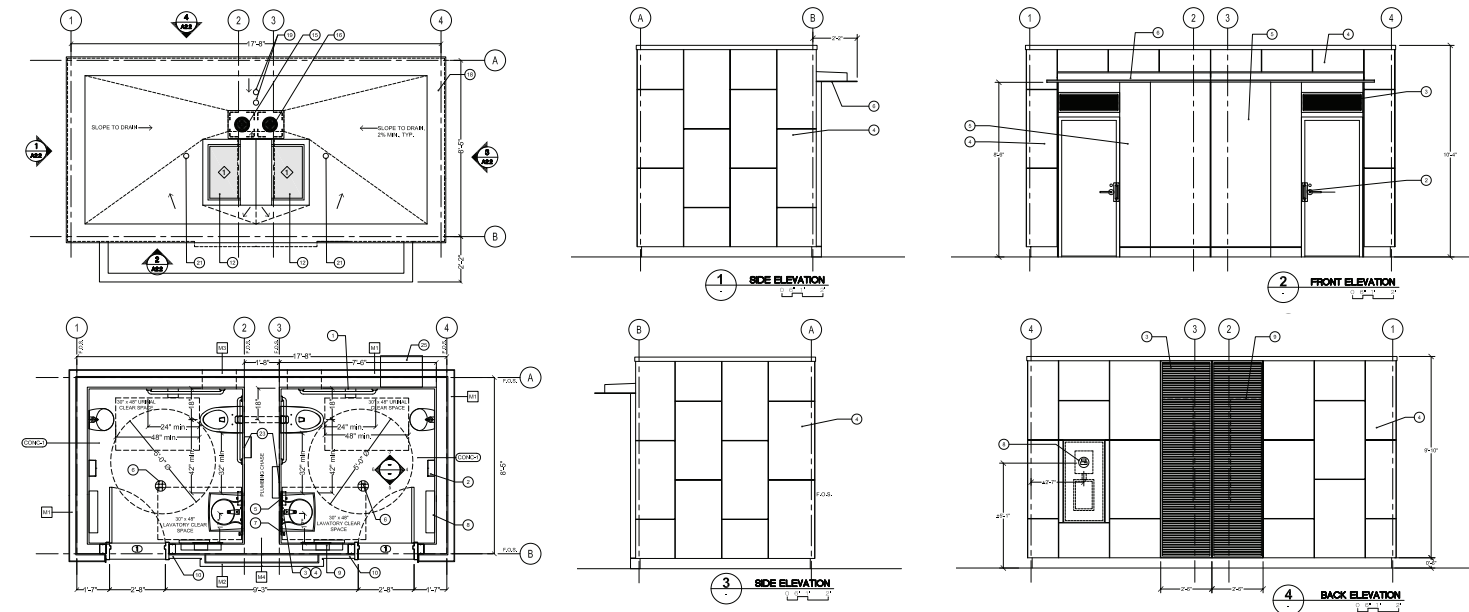
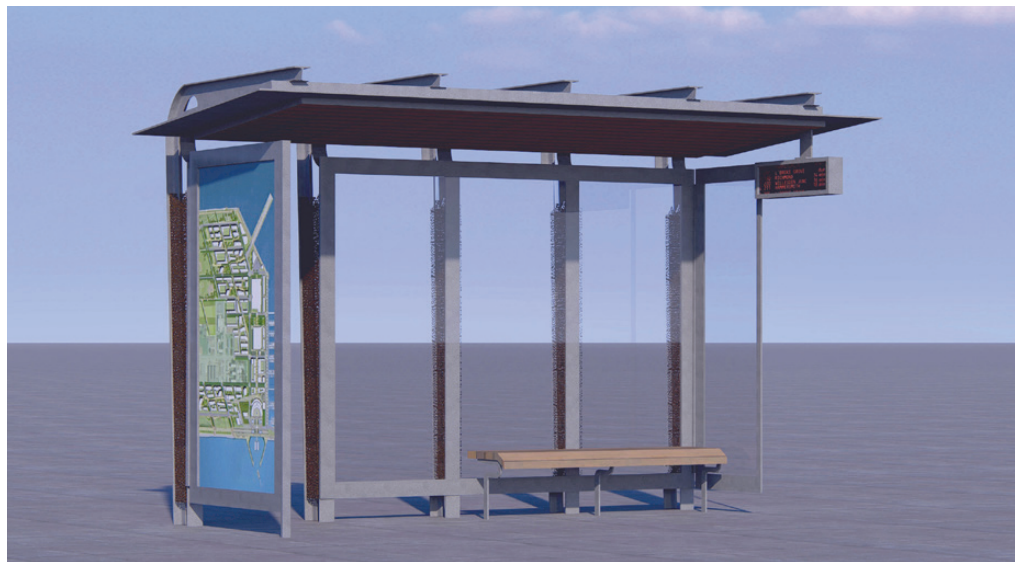
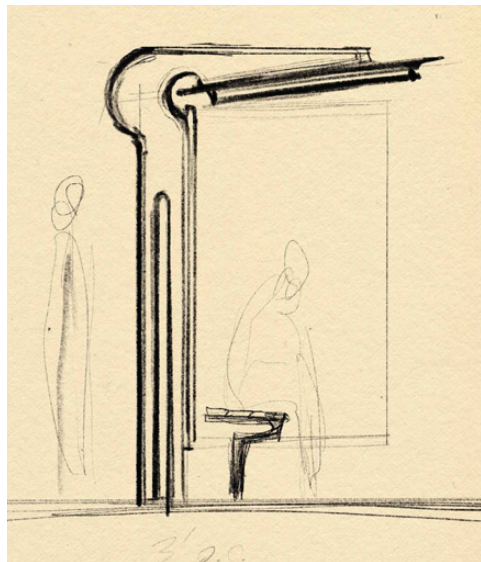
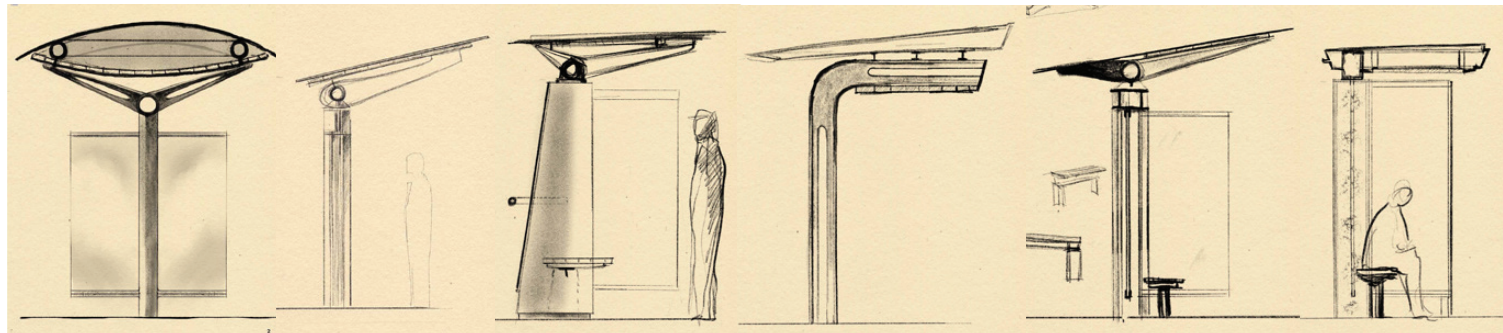
Photo by Park Planet

TREASURE ISLAND BUS OPERATOR RESTROOM & BUS SHELTER (UNBUILT)

San Francisco, CA
Ware Associates & CMG
2018 - 2020

Treasure Island is currently undergoing a major redevelopment into a mixed-use high-density district - introducing a large amount of new commercial, office, and residential space.

Ware Associates was tasked with the design of mainly two transit related elements: a prototype bus shelter (possibly for an autonomous fleet), and a two-stall bus operator restroom to be situated within the new mixed-use district. For the bus shelter, Ware Associates was encouraged to craft a shelter that pulled inspiration from Treasure Island's industrial past. The proposed design takes a few formal notes from cast-iron metalwork. The challenge for the bus operator restroom was to create a durable yet handsome structure that did not draw too much attention to itself.



STUDENT WORK: REWILD FAIRHAVEN

University of Virginia
Master of Urban Design Studio - Fall 2023
Professor Michael Luegering

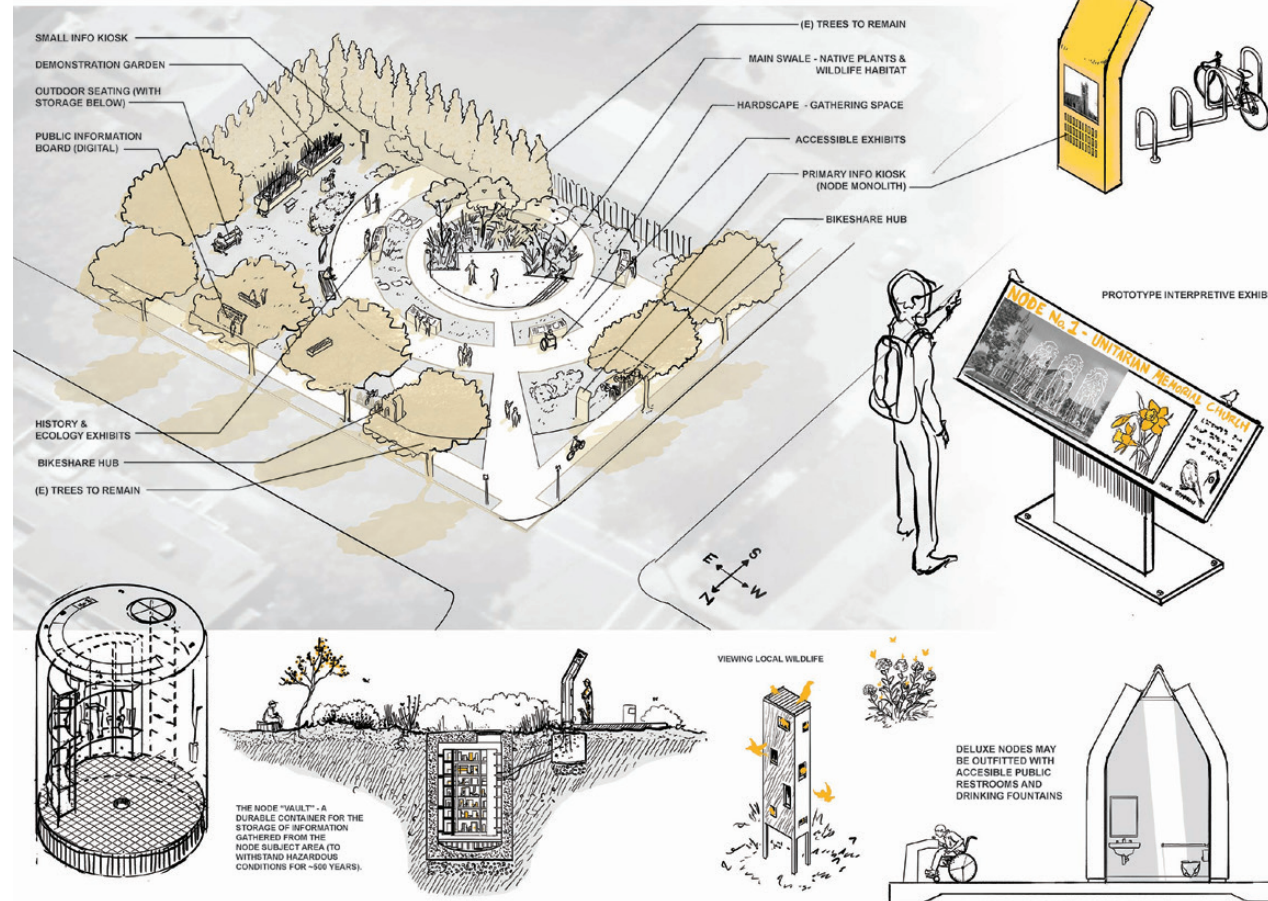
As part of the Envision Resilience Challenge, the studio investigated the future environmental conditions and habitability of Fairhaven, Massachusetts. By the year 2070 it is projected that major swaths of Fairhaven will either be below sea level, or inundated by constant flooding.

My proposal called for the pre-emptive yet hopefully dignified dismantling of structures situated within the disaster-prone areas of the town. Constructed "nodes" would be situated in these locations as a means to organize, broadcast, and record these efforts (installed first in pre-existing vacant lots).

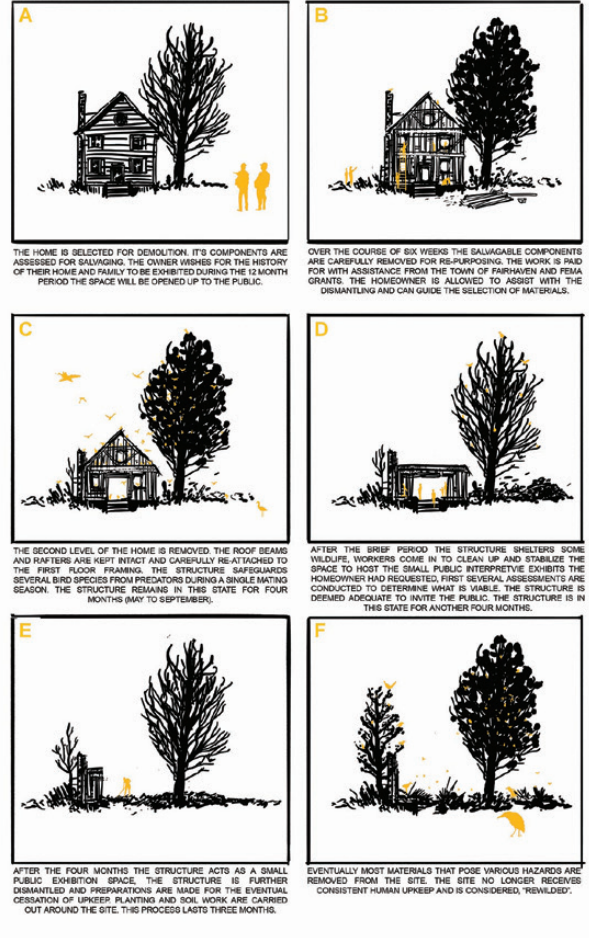
Residents that elect to participate in the Rewild Fairhaven endeavor may be compensated for the sale of their land by a mixture of FEMA funds, state funds, and community land trust investments.

I very much respected the challenge of this design studio. Where some studios are very hypothetical, this one addressed a true problem with real parameters. Enmeshed in all this are a number of diverse inhabitants with diverse interests. I wanted to explore a light urban intervention that would guide the mix of Fairhaven inhabitants through the certain transformation to come. I am glad the project allowed me to investigate big picture concepts such as: inhabitation, place & identity, communication, and the essential role non-humans and natural systems perform in our shared environment.

NODE FEATURES



A 14 MONTH GUIDED DISMANTLING

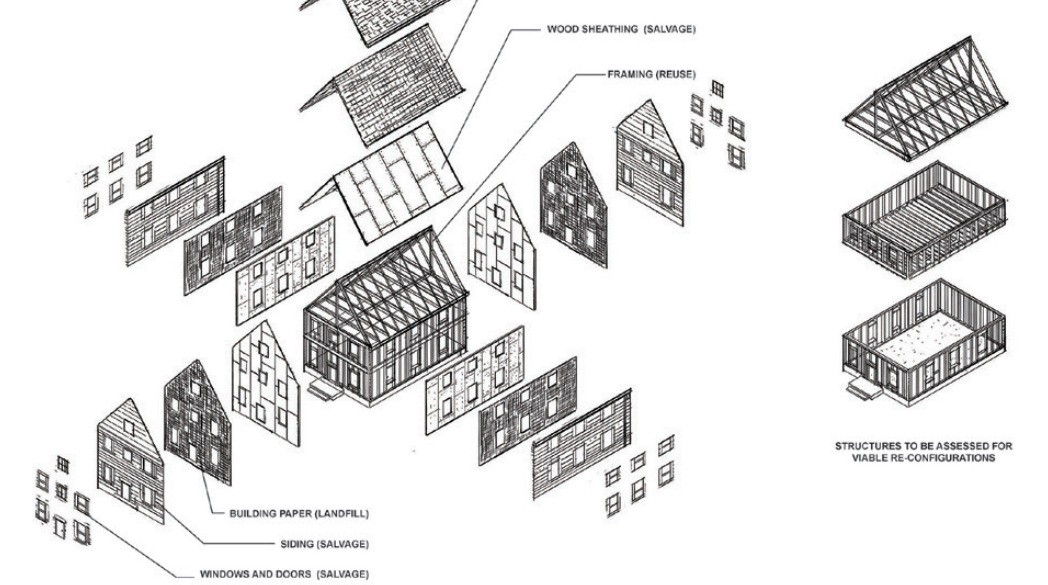


DISMANTLING, SALVAGING, & REUSE

The following is the basic pattern for the controlled dismantling of homes:
An agreement is made with the town of Fairhaven, the State of Massachusetts, FEMA, or all, to have the property purchased from the owner (more info on this later).
The owner may provide input as to how they might like to see their property redesigned in dismantling. Could the dismantled home be a temporary armature for a certain tree species? A certain bird habitat? Could the space be fortified, as to act as a temporary exhibition space?
The property becomes a work zone. The first to-do is the careful salvaging of reusable materials. This may include: siding, roofing, cladding such as brick, specially wood trims, lumber, doors, windows (including frames), cabinets, flooring, miscellaneous metals (plumbing and electrical systems), plumbing fixtures, electrical wiring, light fixtures, appliances, HVAC components (grilles, ducts, pipes, etc.), landscape masonry, stone.



At this point the structure may be left to bare bones - structural framing. Most of the homes in Fairhaven have a stone or masonry unit foundation with crawlspace or partial basement. Above is typically lumber balloon framing. It is unknown how many structures are sprinklered, but it will be assumed that few are. Roofs will often be of beam and rafter construction rather than preassembled wood trusses. Depending on the quality of the material and the intent of the use of that structure or parcel, the next steps may include either the further dismantling or fortifying of the partially dismantled structure.



SUSTAINING NODE



PROTECTION AND PROLONGING

