2023 — 2025

PORTFOLIO

MIRUNA PAVEL

INTERIOR & SPATIAL DESIGN

ABOUT ME

My name is Miruna Pavel, I am a 24 years old student originally from Iași, Romania, currently studying in Groningen, Netherlands, majoring in Spatial Design at Minerva Art Academy.

Design, to me, is a bridge between function and feeling. It's not just about how a space looks or works, but how it makes people feel. I aim to create environments that are practical and thoughtfully designed, while also offering comfort, warmth and a sense of belonging.

I'm curious, motivated and always eager to grow. I work confidently with programs like Vectorworks, Twinmotion, and Adobe Creative Suite, and I adapt quickly to new methods as part of my learning process.

miruna.pavel@gmail.com @miruna__pavel linkedin.com/in/mirunapavel/ +31653880747

01

Tiny House

02

Star Pavilion

03

Winschoterdiep

04

Smart-skin facade

05

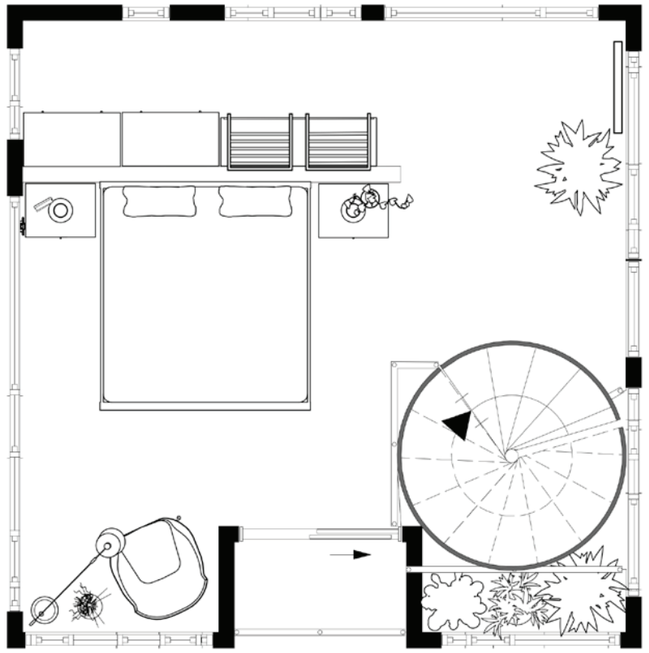
Light project

01

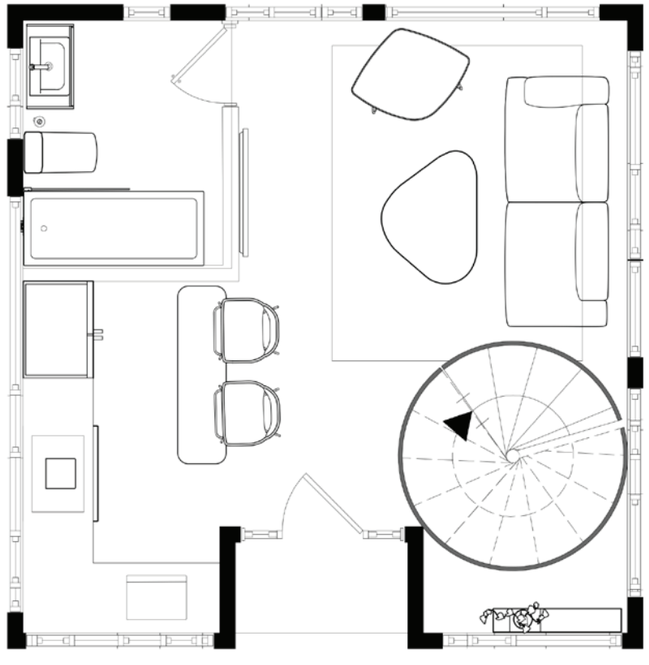
TINY HOUSE

Year: 2023 - 2024

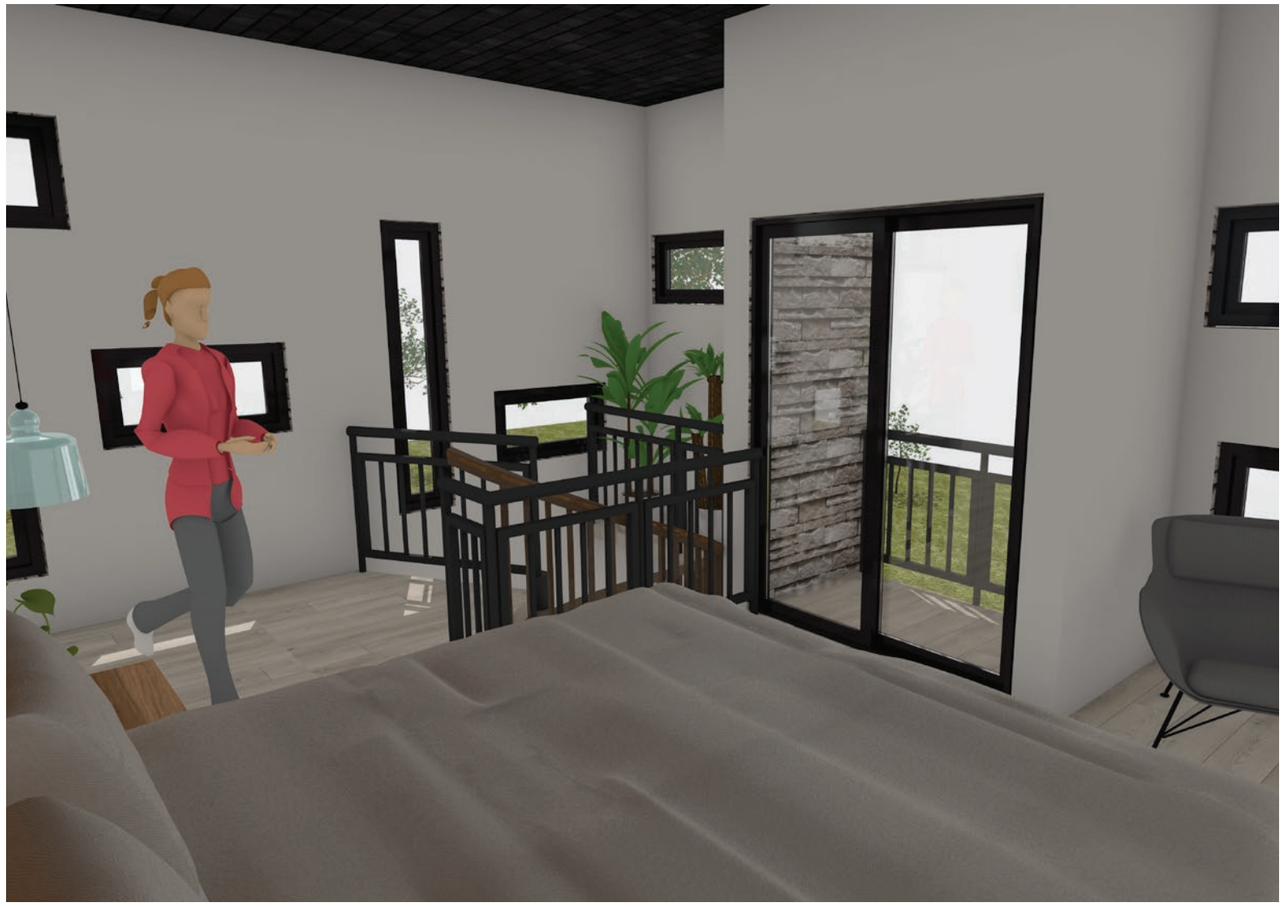
This project was focused on designing a tiny house that measures 6x6x6 meters that accommodates all essential functions for comfortable daily living. The first floor features an open kitchen combined with a living area, as well as a compact, space-efficient bathroom. The second floor is dedicated to an open bedroom area, featuring a walk-in closet, a private balcony, and a small sitting area ideal for relaxing or reading. Drawing inspiration from Le Corbusier's Notre Dame du Haut, the window placement was carefully composed to create a play of light and shadow, enhancing the spatial quality of the interior.



2nd floor



1st floor



Star pavilion

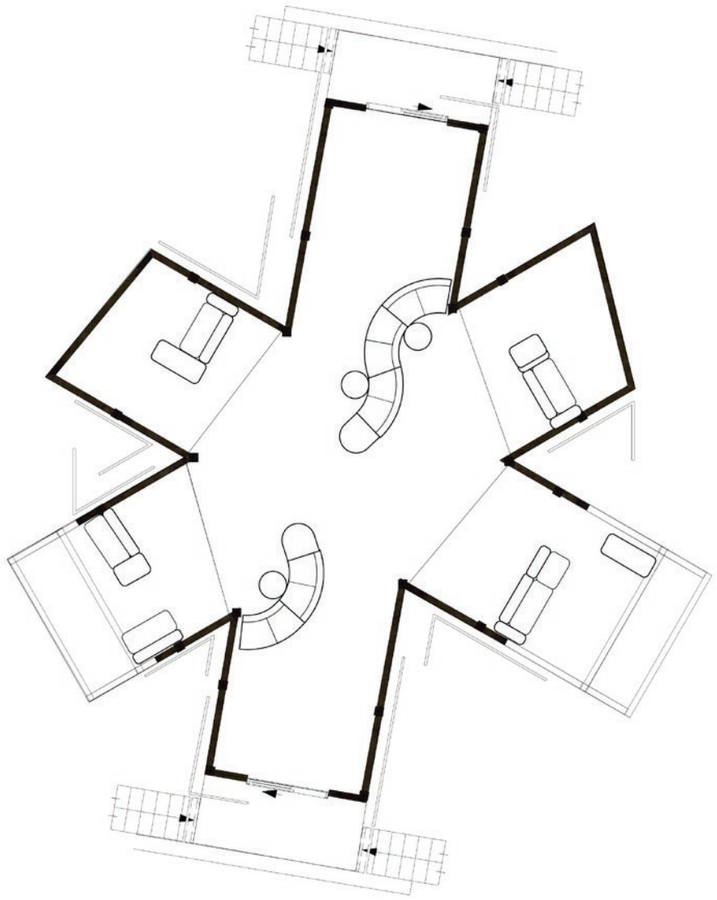
Year: 2025

02

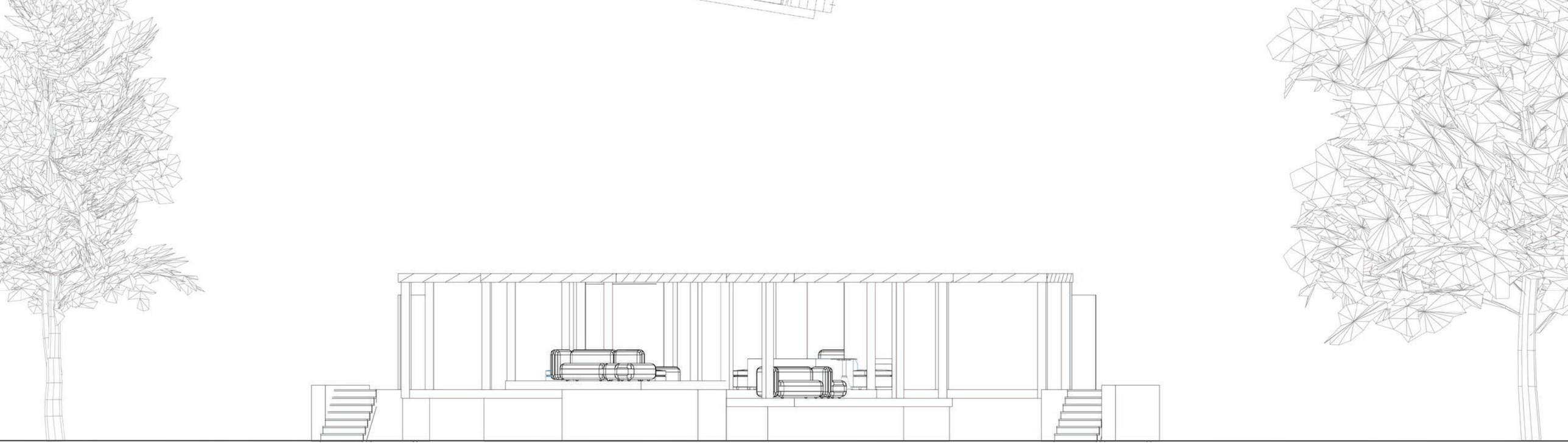
This project was focused on repurposing an abandoned music dome located in Het Sterrebos, Groningen, by proposing a new pavilion that harmoniously integrates architecture with surrounding landscape. A key requirment was to keep the original stairs.

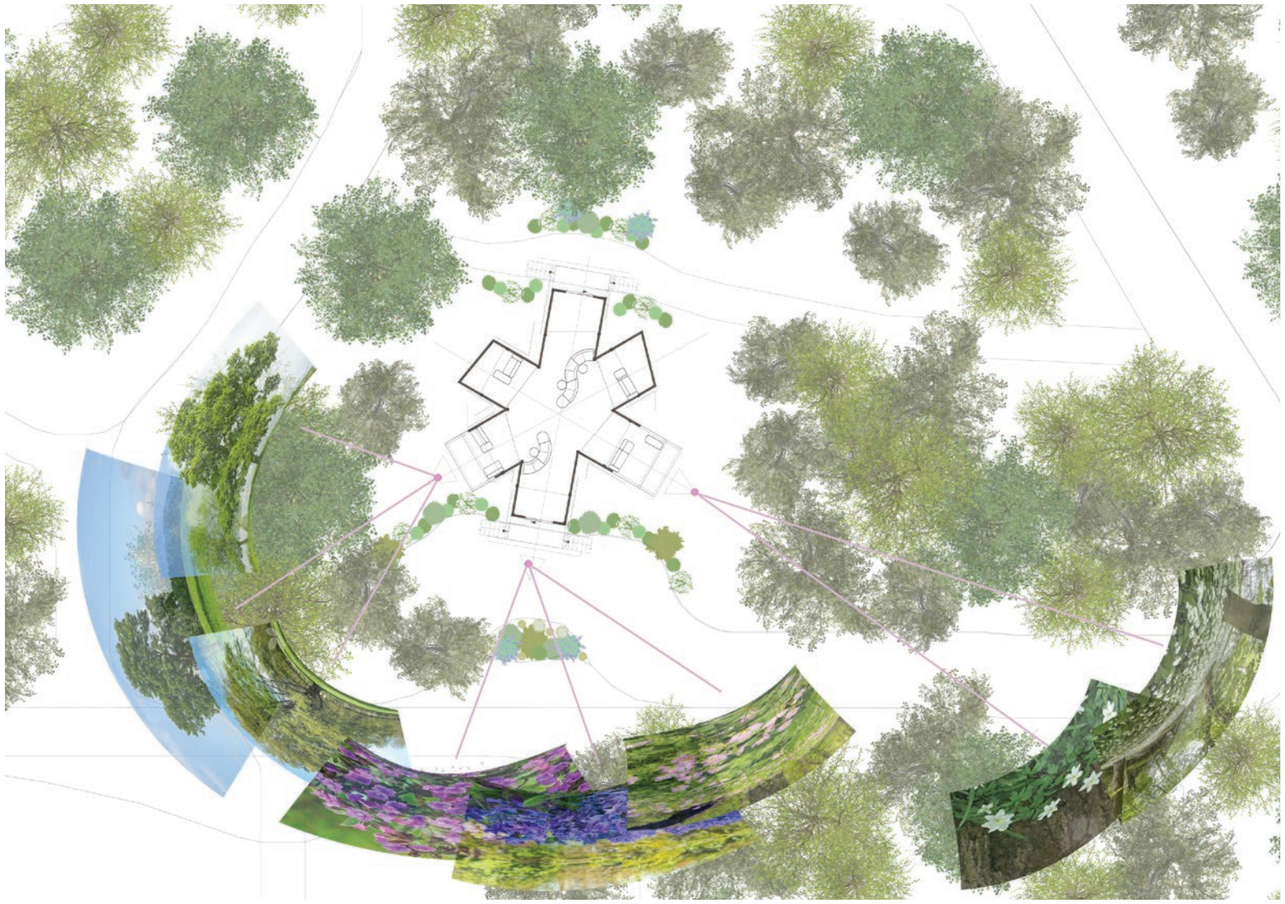
The pavilion was designed as a space where architecture and nature meets, a place for transition between movement and rest, that allows visitors to pause, observe, and reconnect with nature.

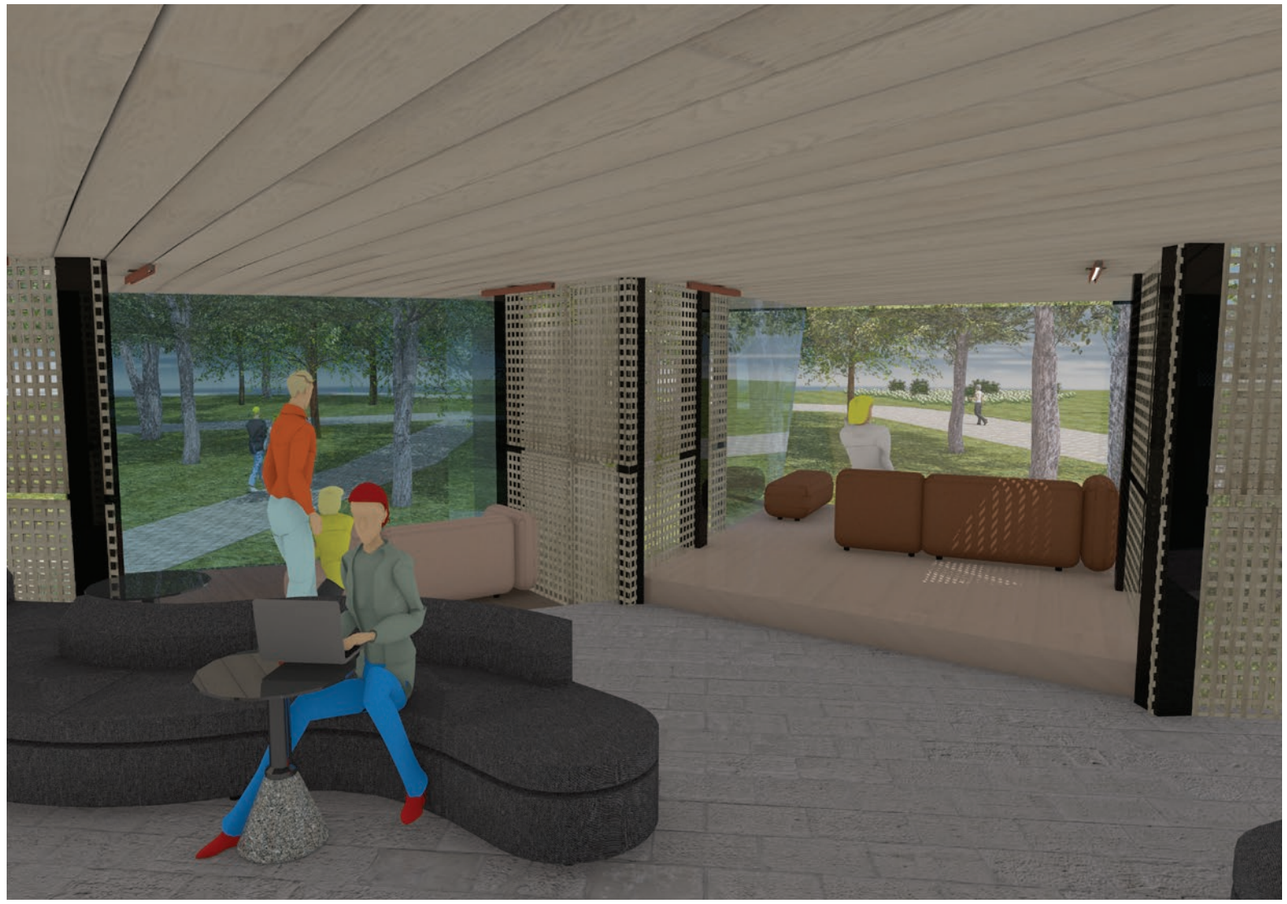
The stucture features two entrances, positioned on the north and the south sides, encouraging natural flow through the building. Strategically placed metal pannels subtly guides the visitor's line of sight toward specific features of the park, such as the oldest trees, native flowers, and seasonal landscapes.

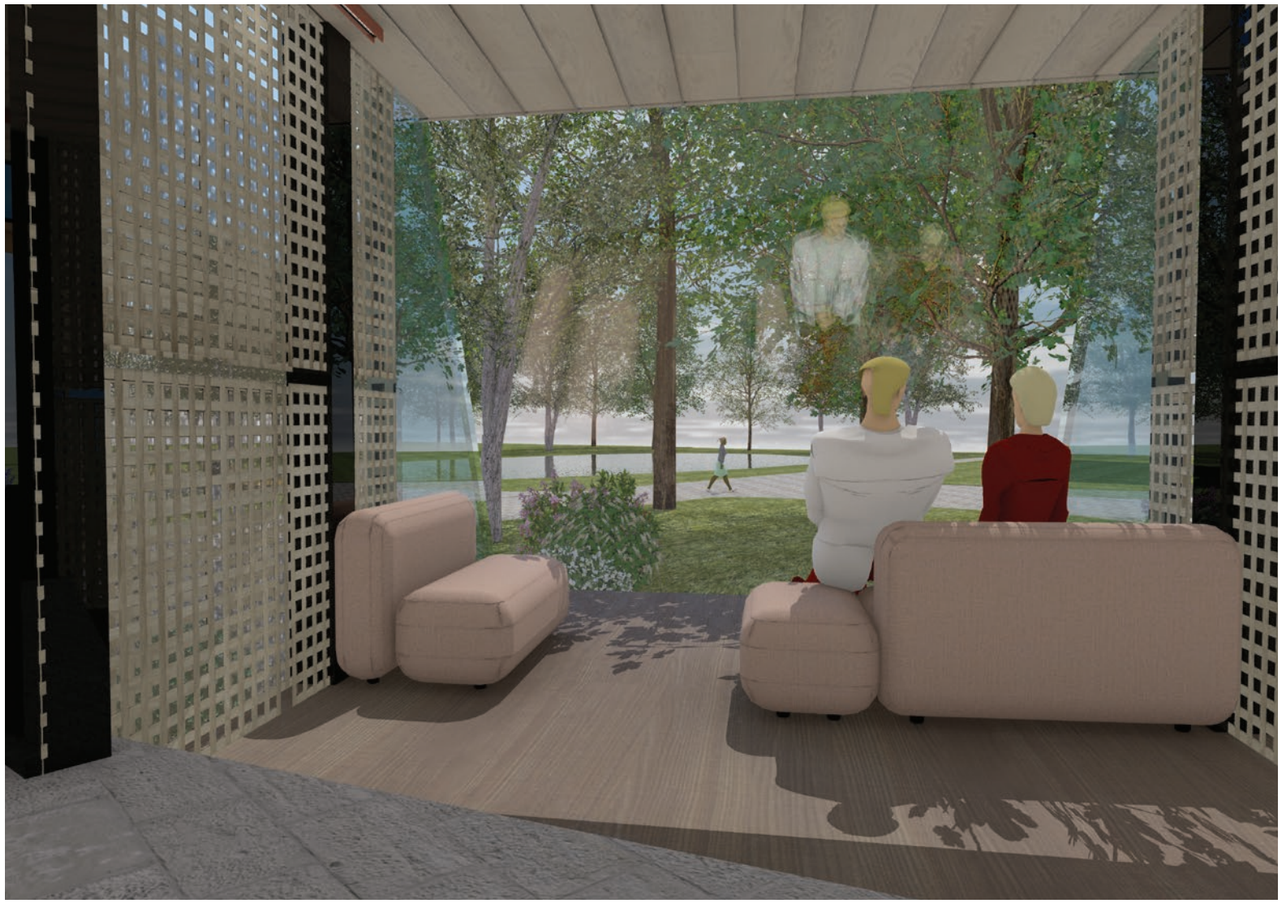


The material pallete emphasizes warmth, transparency, and durability: wooden ceiling and walls offer a natural tactile quality, large glass windows invite in light and views, granite is used for the preserved stairs and metal elements define the visual axes and provide contrast. The concept emphasizes connection with nature rather than isolation from it, blending functionality with a strong sensitivity to the park's existing character. Whether for workers on a break or passersby seeking calm, the pavilion offers a sheltered, contemplative space, even on rainy days.









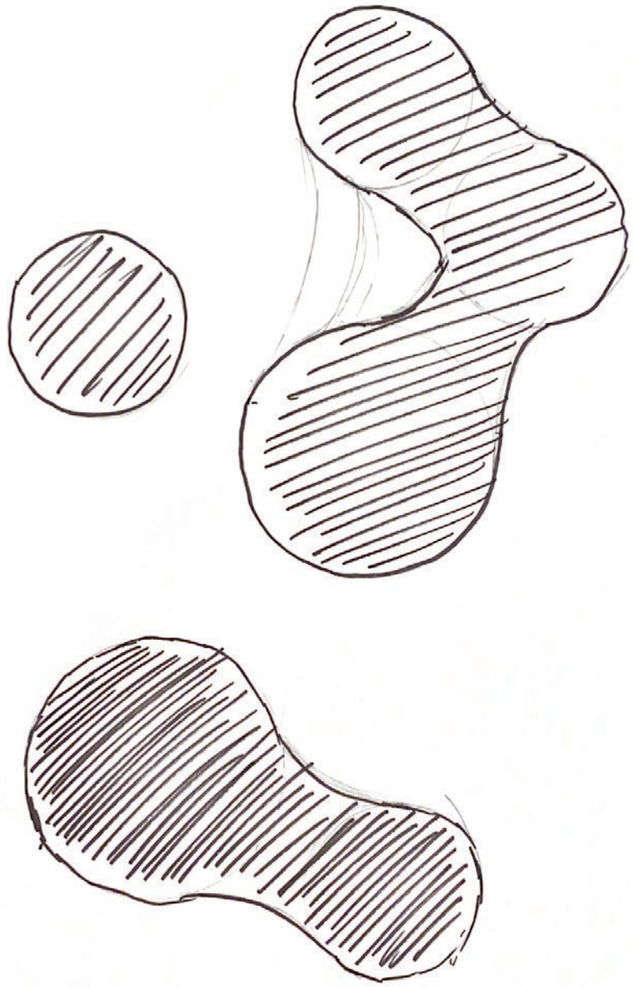
WINSCHOTERDIEP

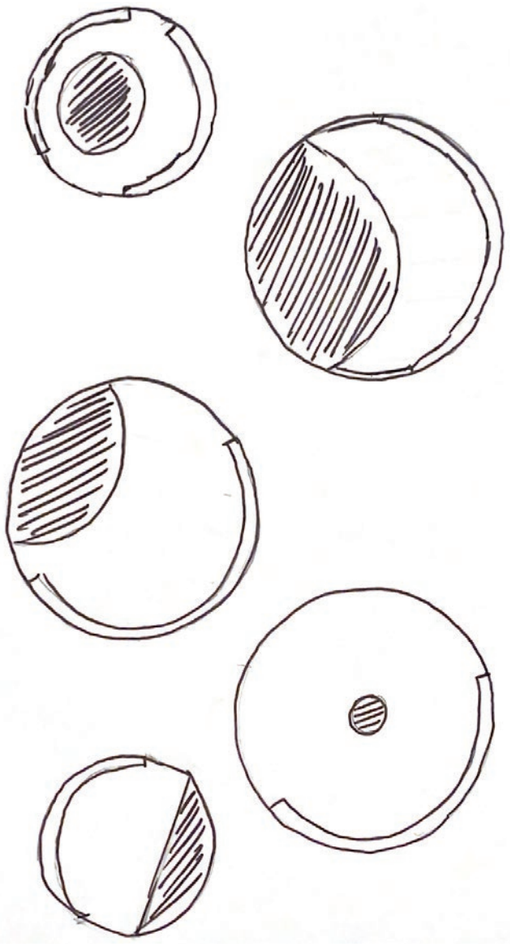
Year: 2024

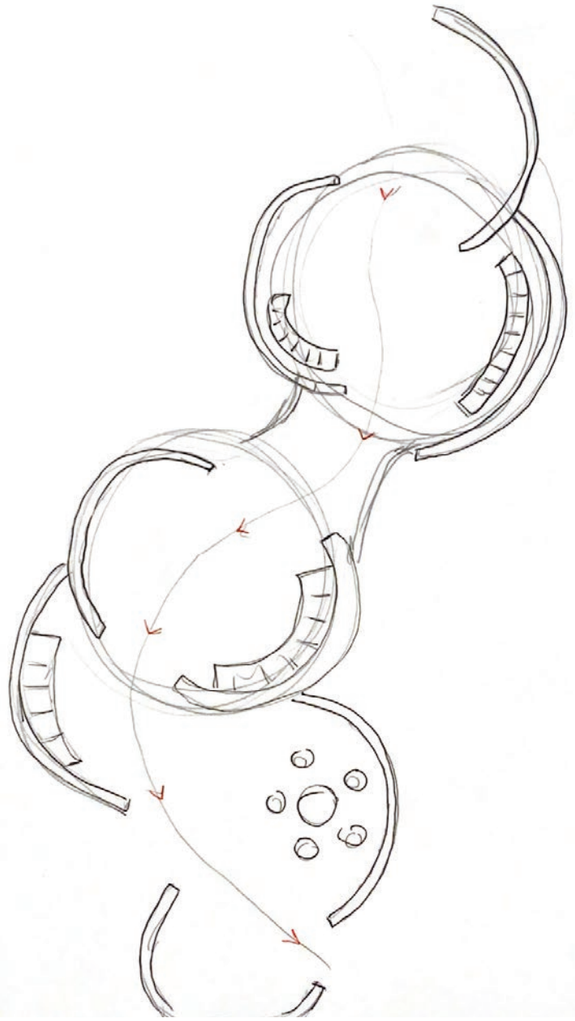
03

This project began with urban research focused on Winschoterdiep, an industrial area in Groningen. The area is dominated by metal containers, auto service workshops, and car disassembly zone resulting in a harsh, uninviting environment. Workers spend up to eight hours a day surrounded by concrete and machinery, with no accessible green space, no place to walk, or simply enjoy a quiet break outdoors. After a deeper analysis of the site, I discovered a vacant plot of 5,626 m² within the area. This became the starting point for reimagining how the space could better serve both the people who work there and the surrounding neighborhood.

My proposal is to transform this unused field into a green urban park, offering soft contrasts to the industrial context. The design introduces a network of walking paths, various seating areas, and sheltered zones with partial roofing, allowing people to rest comfortably, whether in sun or rain. The aim is to create a welcoming space that offers a moment of calm, nature, and human scale within a highly mechanical environment.

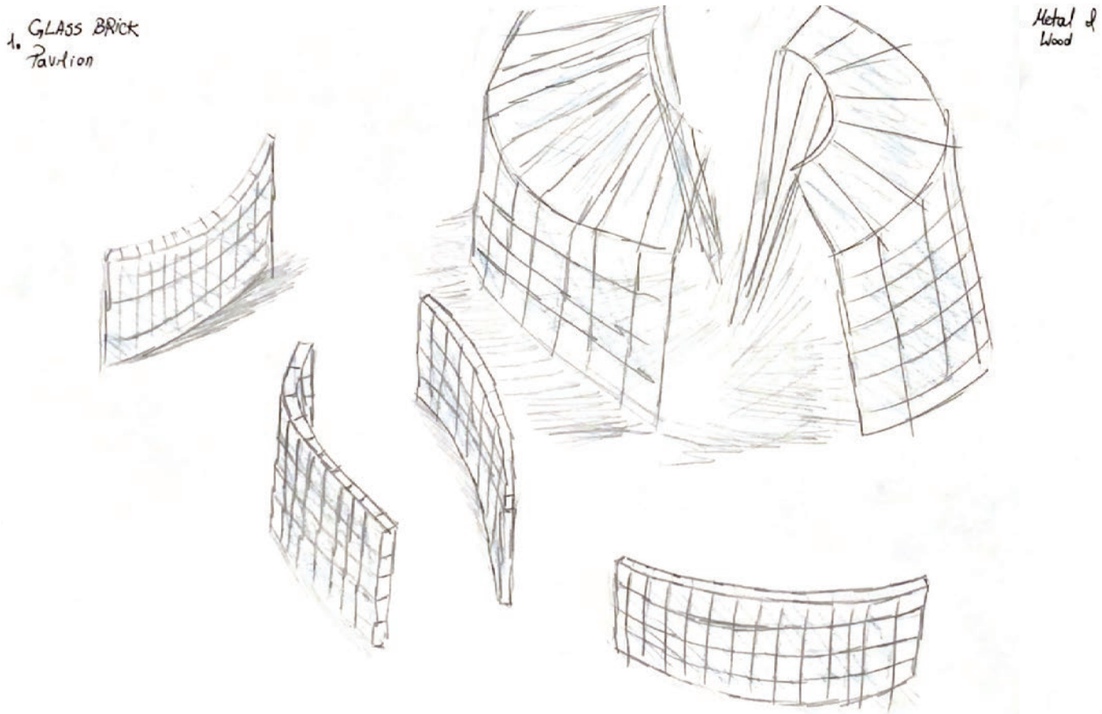


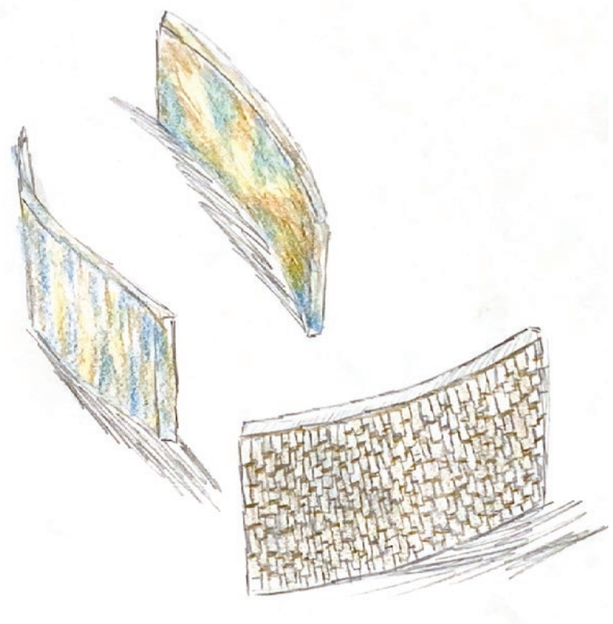


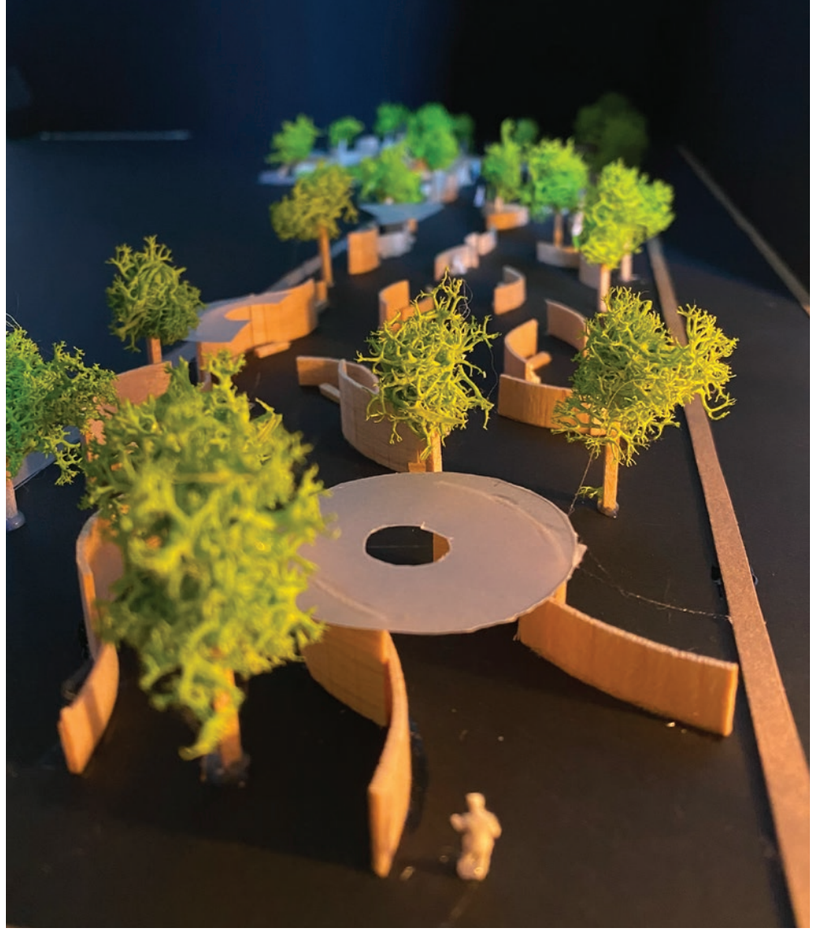


The material palette reflects the identity of the area while embracing sustainability: recycled metal, wood, and plastic are used alongside stone, granite, and cement, materials commonly found in local industrial work. By using these elements in a new context, the project creates a dialogue between what exists and what could be.

This page shows the early stages of the design process, where initial ideas were explored through sketces. These first steps helped shape the concept by connecting the research findings with design intentions, creating a balance between industrial context and natural, human-centered spaces.





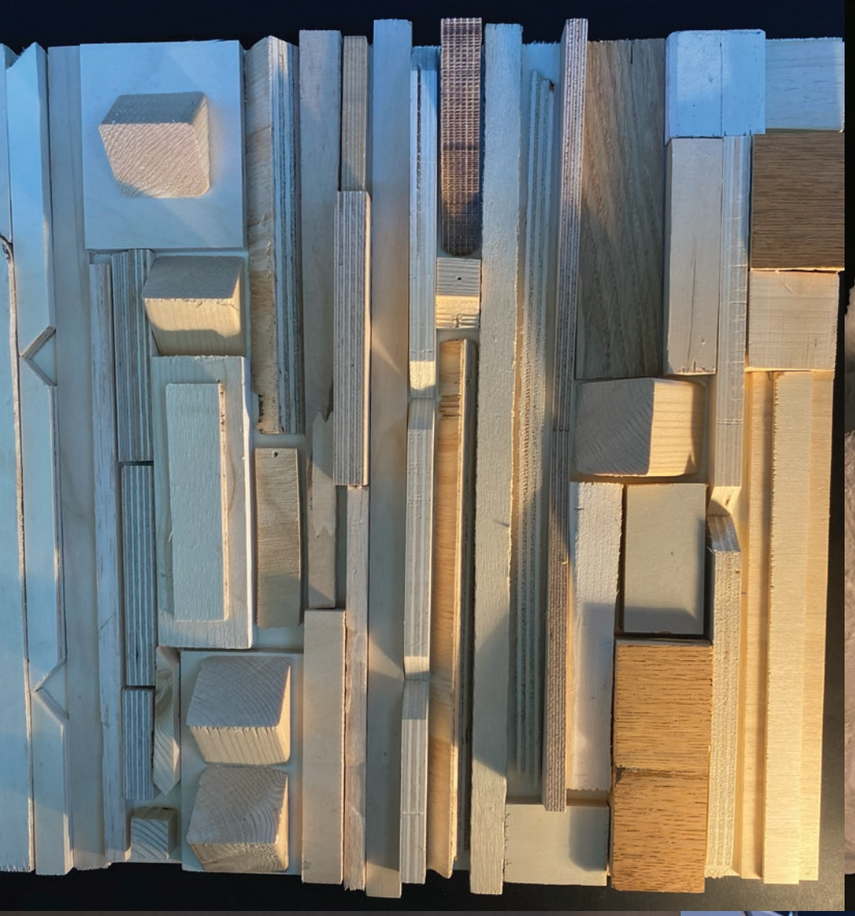


04

SMART-SKIN FACADE

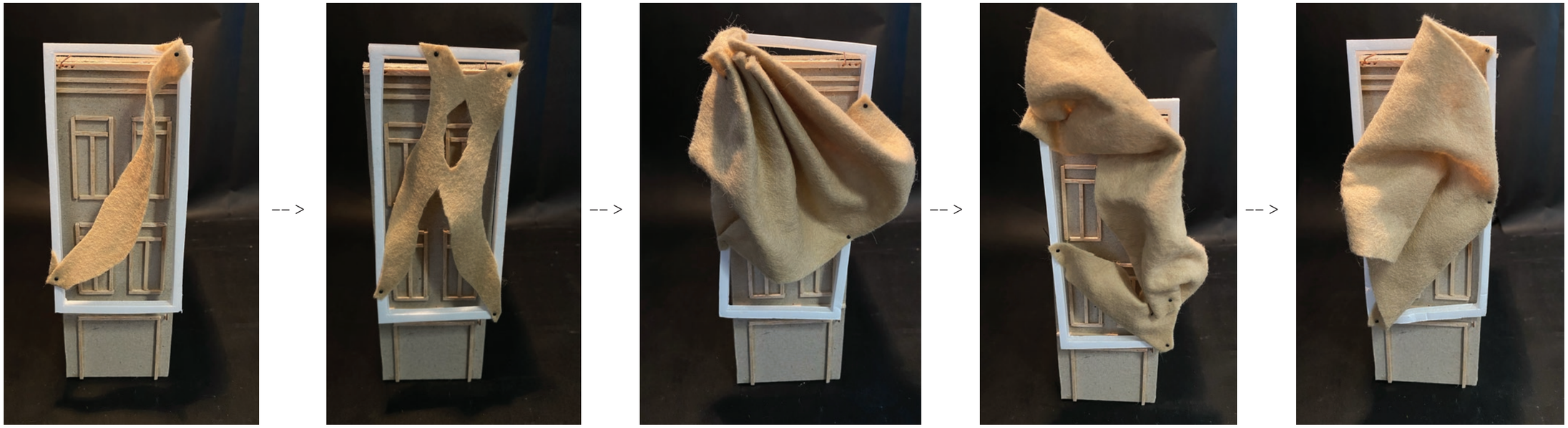
Year: 2025

This project focused on reimagining the façade of an existing store building located on Herestraat, Groningen, by introducing a new store concept: a Natural Fiber Fashion Store that uses only bio-degradable materials. The concept focused on sustainability, using materials in a purposeful way, and reflecting the store’s function through the facade.

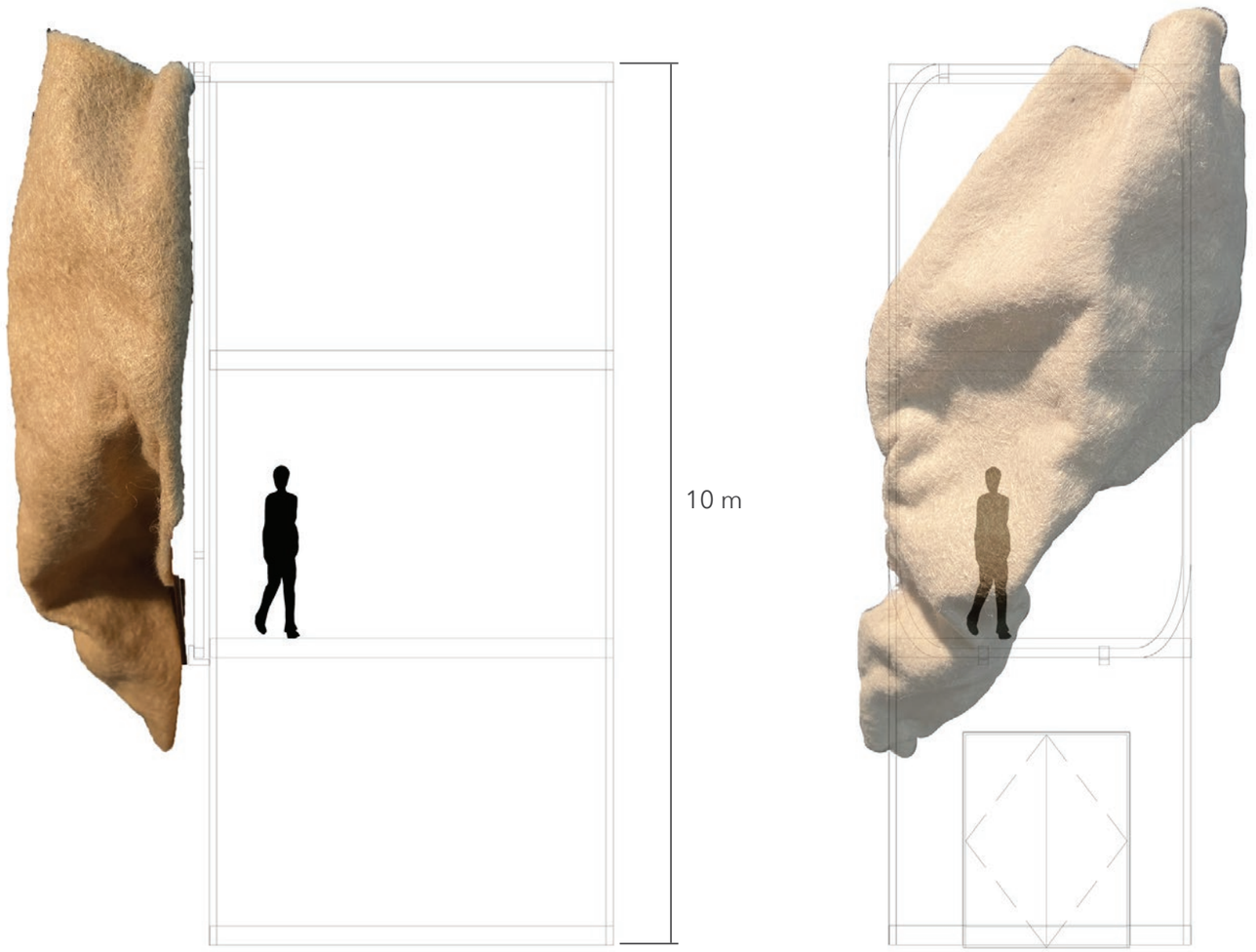


The first step of the design process involved material experimentation, exploring how different materials, such as wood, metal, plastic, plaster, and clay,behave in terms of texture, structure, and movement. A key moment in the development came through working with metal mesh and plaster. The resulting forms, soft yet structured, inspired the store's material language: expressing movement, simplicity, and beauty.

PROCESS



To reflect the store's function on the façade, I designed a 'smart skin' system layered over the existing structure. The new façade features wool, a natural, sustainable, and durable material, treated with bio-resin to increase water resistance and rigidity. The wool is sewn into a custom copper frame, which acts as both support and sculptural element. Bended copper pipes extend from the frame, subtly shaping the wool into soft, wave-like forms that evoke movement and flow. This intervention doesn't erase the original façade but builds upon it, offering a dynamic, tactile surface that expresses the identity of the store and its commitment to biodegradable fashion.

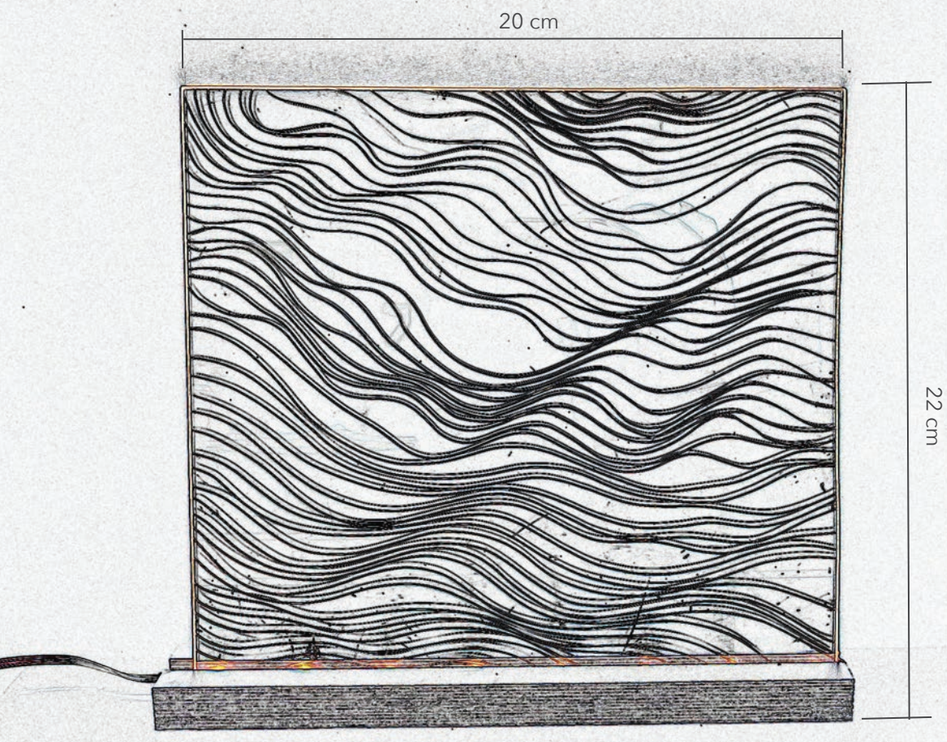


05

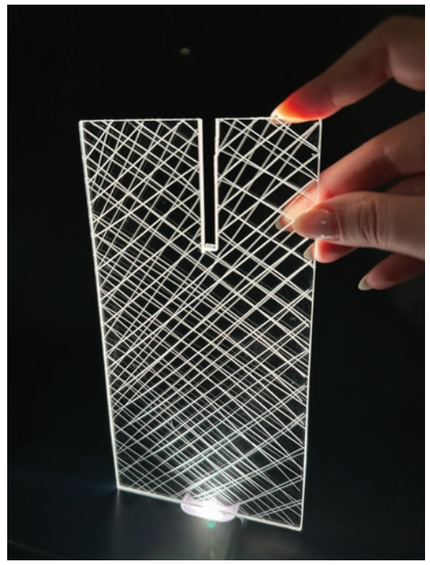
LIGHT PROJECT

Year: 2024

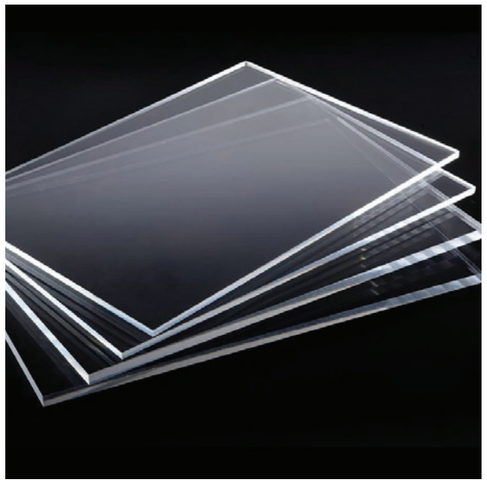
This project explores the relationship between material, light, and craft through the design and fabrication of a custom lamp. The lamp was fully designed and hand-built, with a strong focus on tactile qualities and light diffusion.



PROCESS



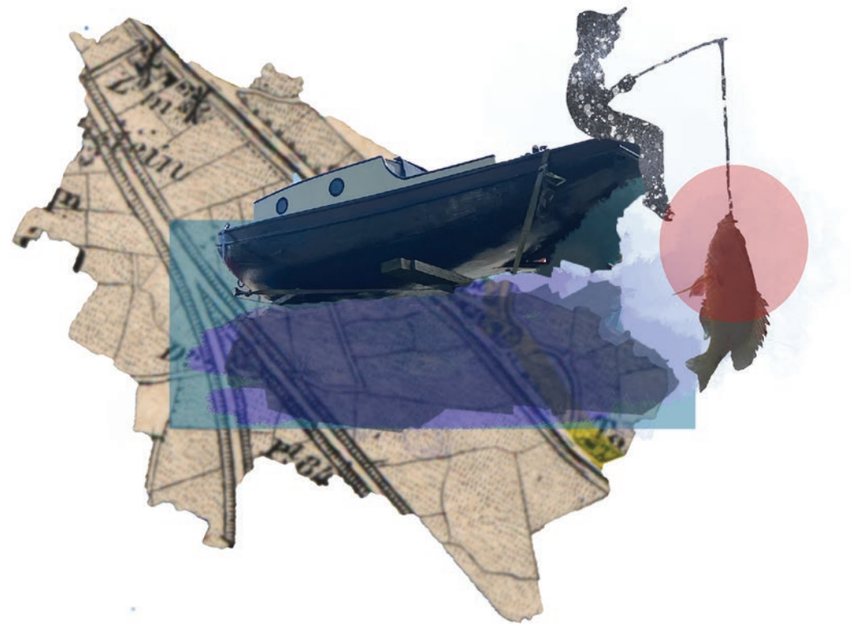
MATERIALS



The main component of the lamp is a carved plexiglass panel, shaped by hand to create a wave-like pattern. The carving was designed not only as a visual gesture, but as a way to diffuse the LED strip light embedded beneath it. The base of the lamp is constructed from wood, forming a U-profile that holds the LED band and supports the plexiglass panel. The result is a subtle, ambient glow that passes through both the material and the hand-carved pattern, emphasizing movement, texture, and transparency.

Alongside the final lamp, a series of material studies were created to explore different carving techniques and light behavior. These experimental pieces allowed for testing various levels of depth, pattern density, and light diffusion effects, ultimately informing the final design.

Thank you!



miruna.pavel@gmail.com

@miruna__pavel

linkedin.com/in/mirunapavel/

+31653880747