

RYAN GROVER

| architectural design |



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Ryan Grover

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INTRODUCTION

Ryan Grover is an architectural designer with a background in themed entertainment design. He has contributed to several large-scale projects across the United States in various roles.

Developing a passion for how things get built from a very young age, Ryan has cultivated this curiosity into a career architectural design. He has spent over a decade cultivating skills in 2D drawing as well as 3D modeling, and is well versed in a variety of construction methods.

The following is the portfolio of work Ryan has worked to develop both in his free time and in his academic endeavors. As with all designers and artists, he is constantly working to improve his skills and learn new ones, believing that constant learning and self-improvement is essential to success.

ASCENSION

📍 pomona, ca

📅 spring 2025

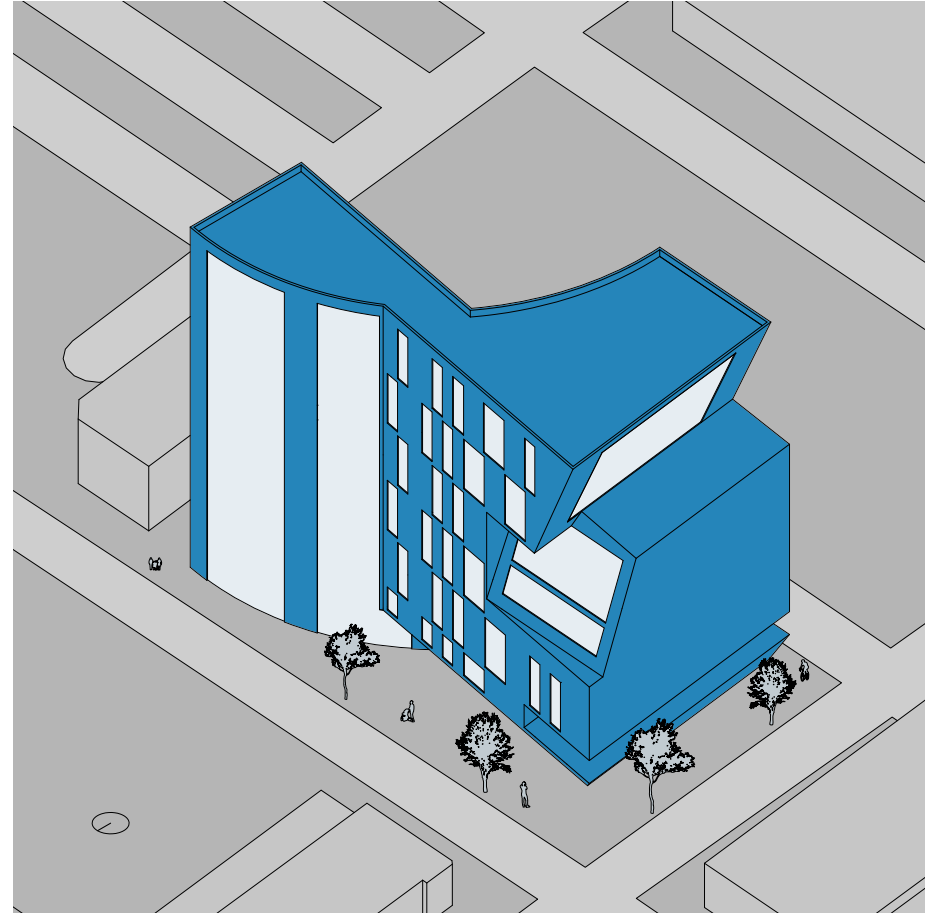
📍 studio project

To accommodate the needs of the occupying school of architecture, this tower's plans and facade focus on providing two essential elements: freedom and comfort. The open plan studio levels allow students and faculty to use the spaces as they see fit, evolving with the needs of studio life. The facade design is derived from the site's solar orientation, seeking to limit thermal penetration of floor-to-ceiling windows while welcoming in natural sunlight. By synchronizing strategically placed openings with exterior features inspired by modernism, these studios are as inviting as possible.

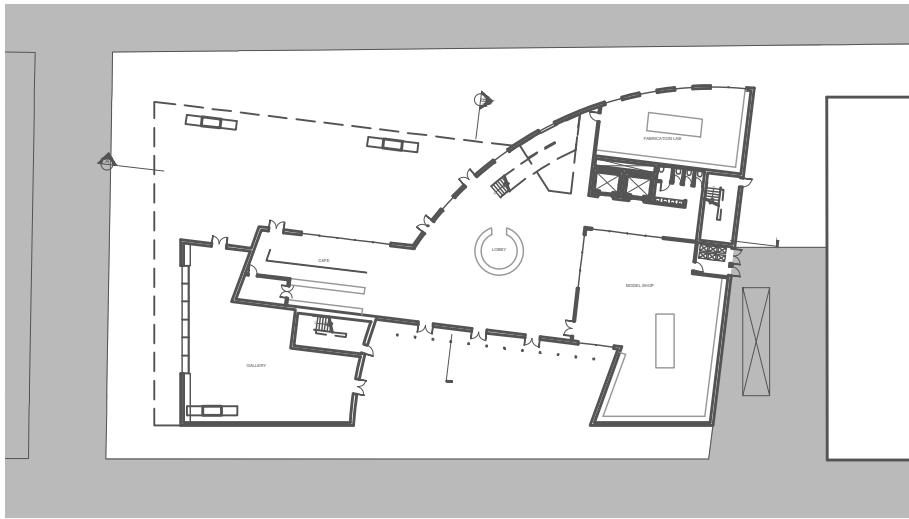




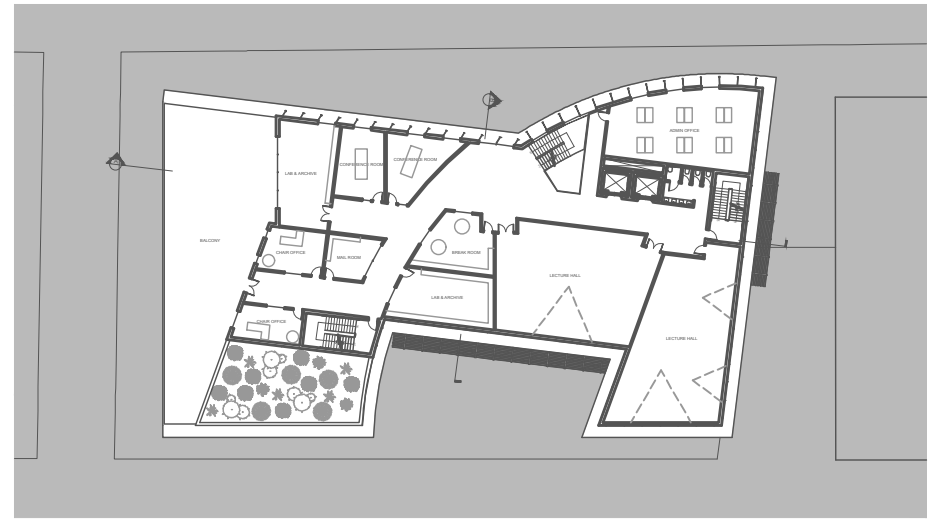
Field Array for Massing and Plan Derivation



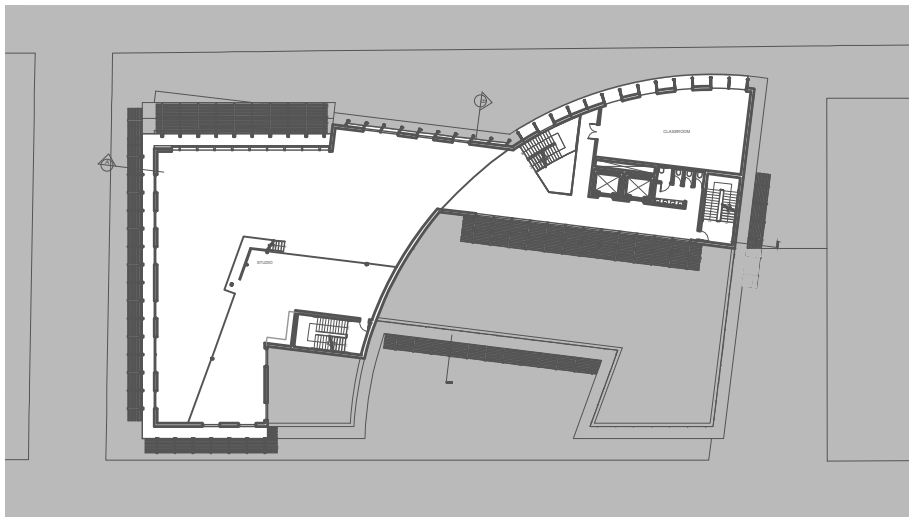
Early Massing Study



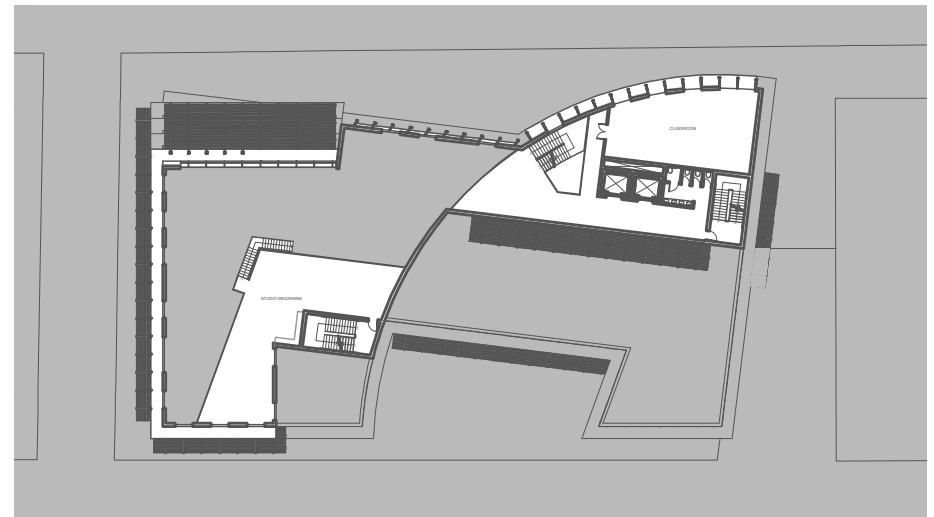
+0' - Ground Floor - Lobby



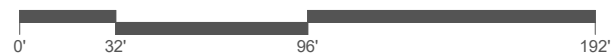
+21' - Second Floor - Administration

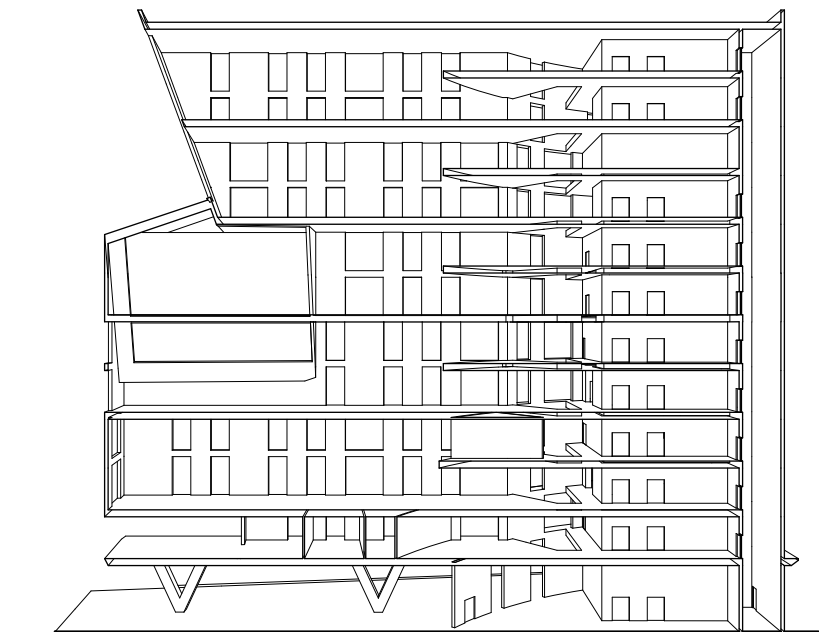


+91' - Seventh Floor - Third Year Studio

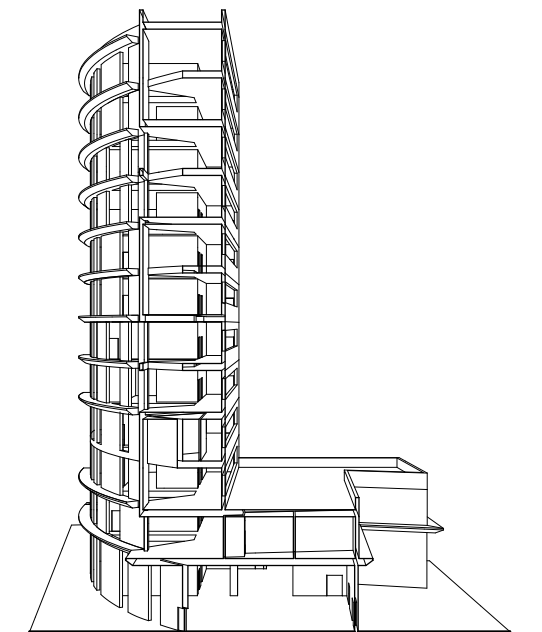


+105' - Eighth Floor - Classroom

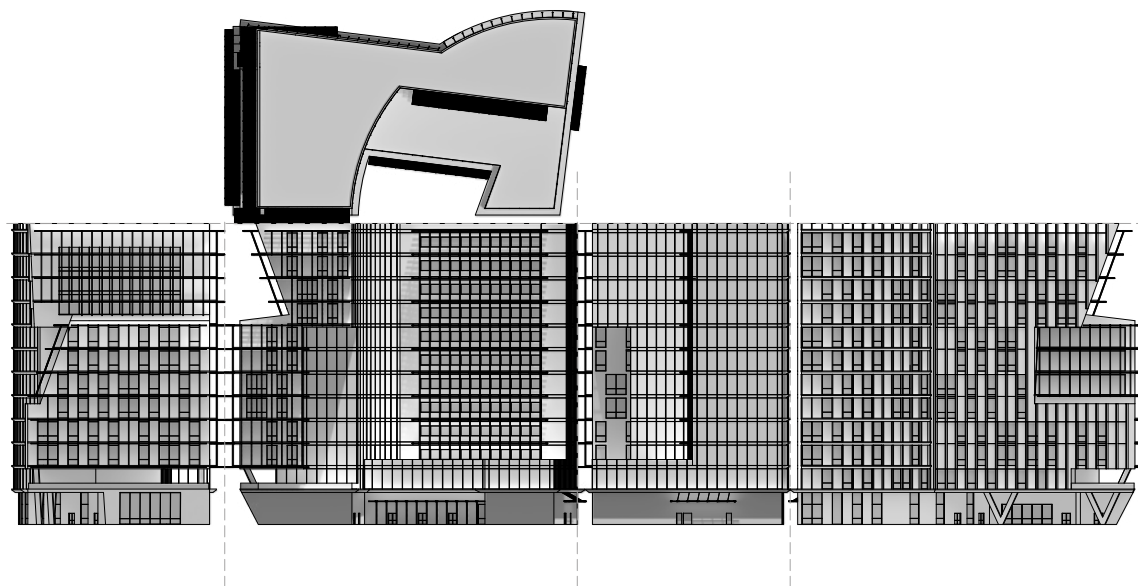
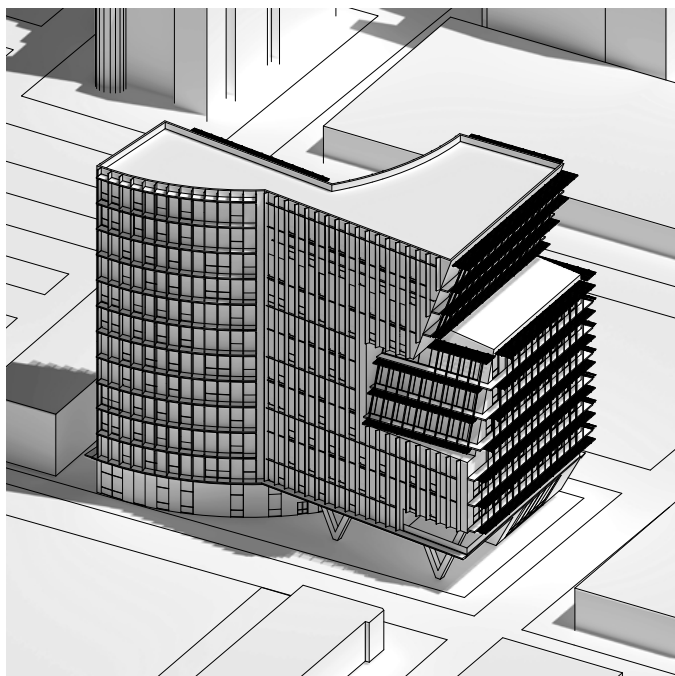




Section A



Section B





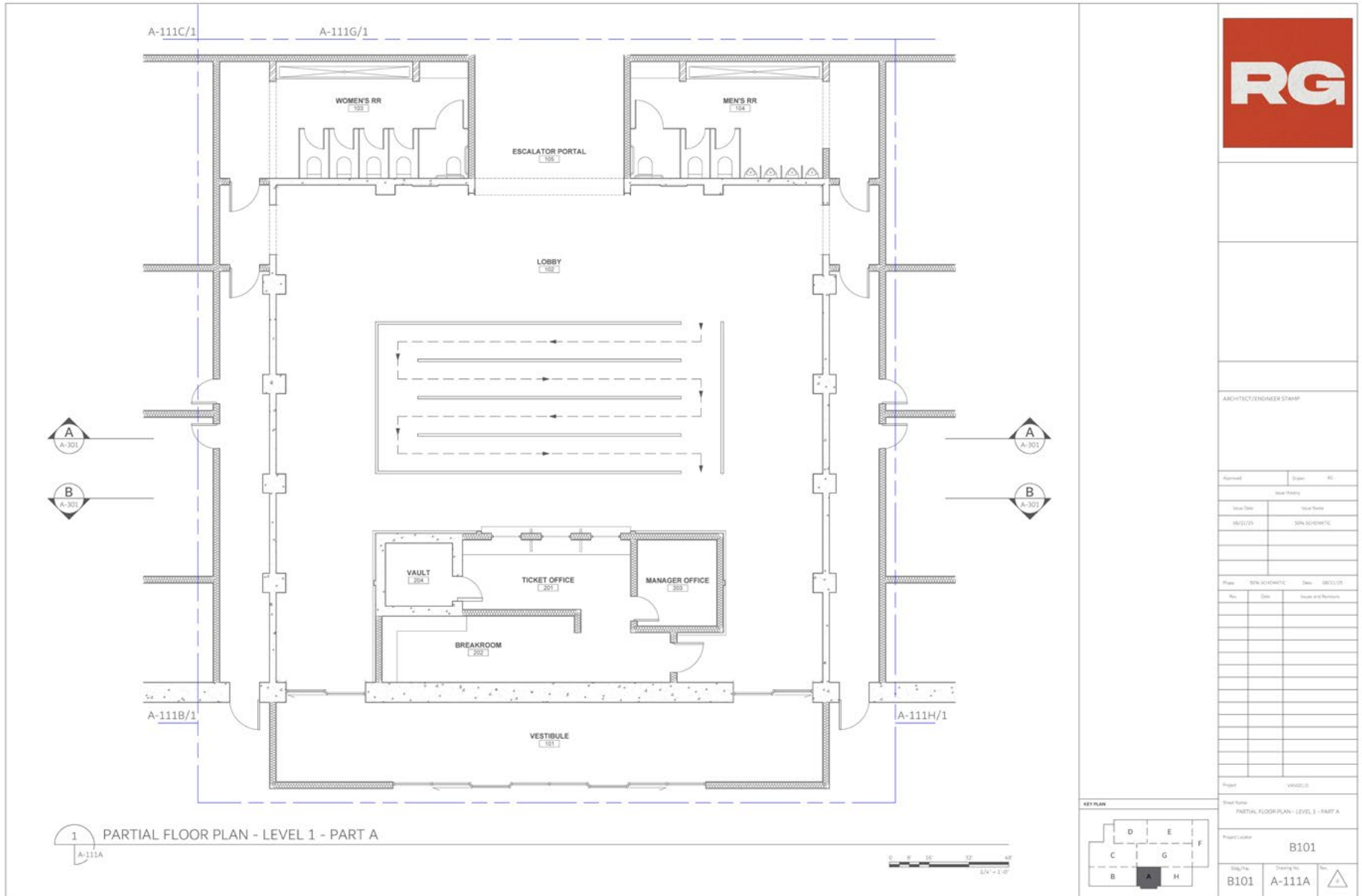


VANGELIS

- 📍 n/a
- 📅 summer 2025
- 📄 personal project

Project Vangelis, a new form of themed entertainment, is aimed at a mature audience and set in a “cyberpunk” city. This drawing package and rendered 3D model of the lobby, where guests purchase tickets and are greeted into the highly-themed experience, is a start to what will be a fully developed indoor theme park concept. Project Vangelis will combine live-action roleplaying, exciting attractions, and delicious food and drink into the ultimate sensory adventure into the darker side of science fiction, all in one entertaining venue.





ARCHITECT/ENGINEER STAMP

Approved: _____ Date: 05/11/15

Drawn: _____

Check: _____

Rev: _____

Phase: 10% Schematic Date: 05/11/15

Rev: _____

Date: _____

Issues and Remarks:

Project: 10000000

Sheet Name:

PARTIAL FLOOR PLAN - LEVEL 1 - PART A

Project Location:

B101

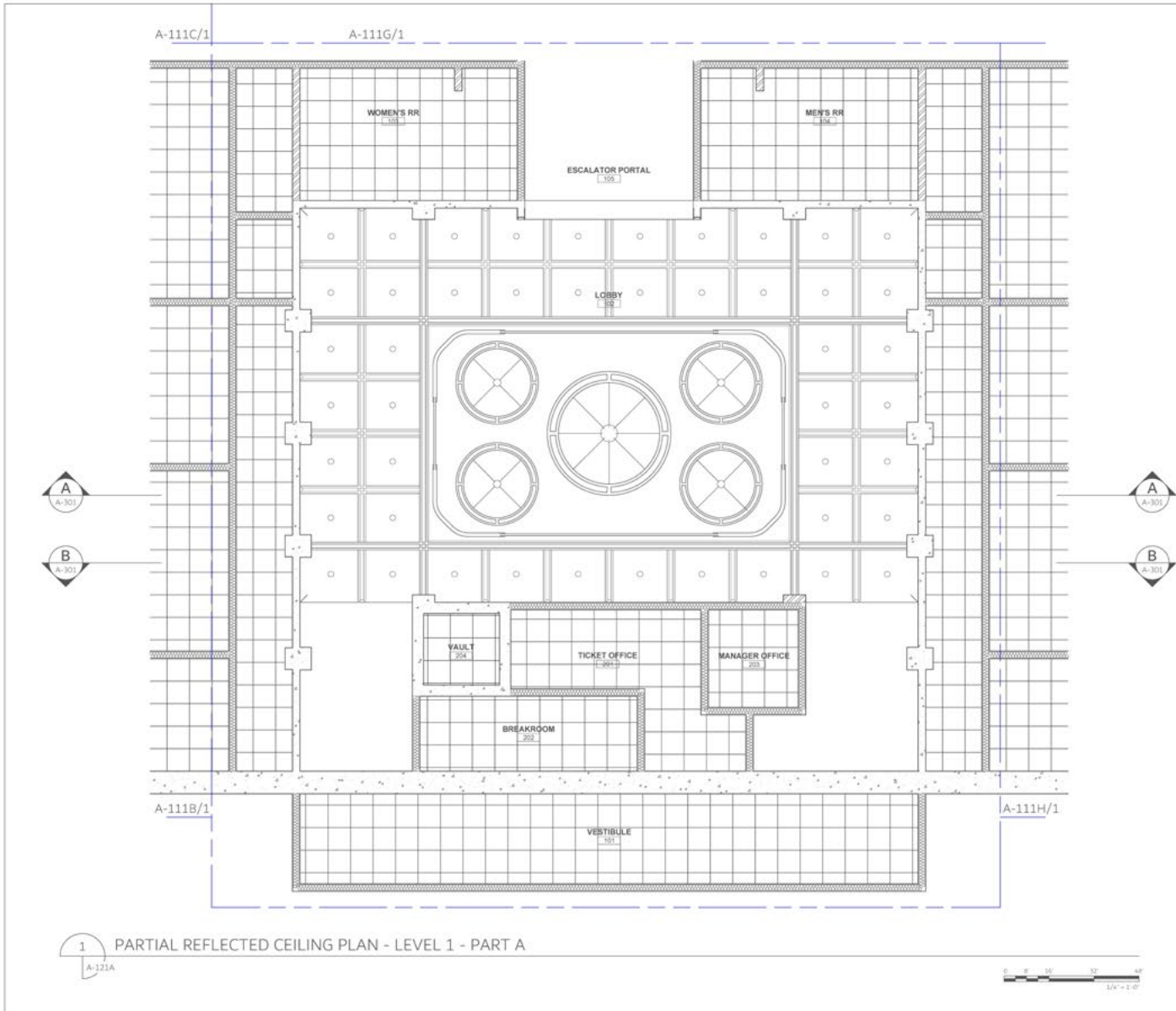
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Drawing No.:

A-111A

Rev: _____



ARCHITECT/ENGINEER STAMP

Approved	Drawn	RS
Issue History		
Issue Date	Issue Name	
08/22/20	SNA SCHEMATIC	

Phase	SNA SCHEMATIC	Date	08/22/20
Rev	Date	Issues and Remarks	

Project: VARIOUS

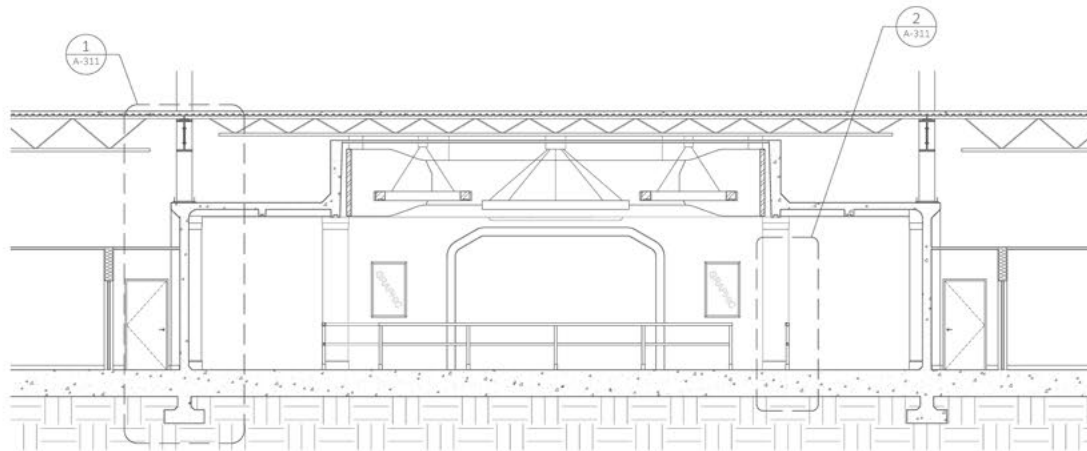
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Project Location: B101

Sheet No.	Drawing No.	Rev.
B101	A-121A	1

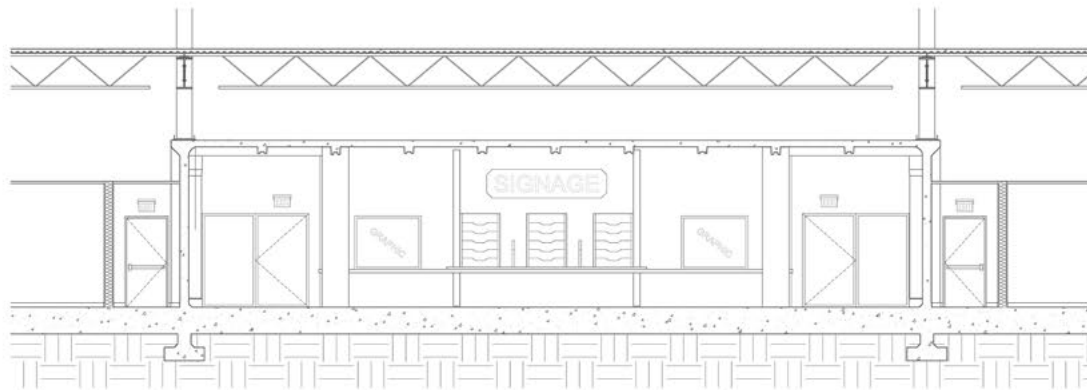
KEY PLAN





A BUILDING SECTION A
A-111A A-301

0' 8' 16' 24' 32' 40'
3/8" = 1'-0"



B BUILDING SECTION B
A-111A A-301

0' 8' 16' 24' 32' 40'
3/8" = 1'-0"



ARCHITECT/ENGINEER STAMP

Approved: _____ Date: _____

Issue: _____

Issue Date: _____ Issue Name: _____

Issue Date: 08/22/25 Issue Name: 30% SCHEMATIC

Issue Date: _____ Issue Name: _____

Issue Date: _____ Issue Name: _____

Issue Date: _____ Issue Name: _____

Issue Date: _____ Issue Name: _____

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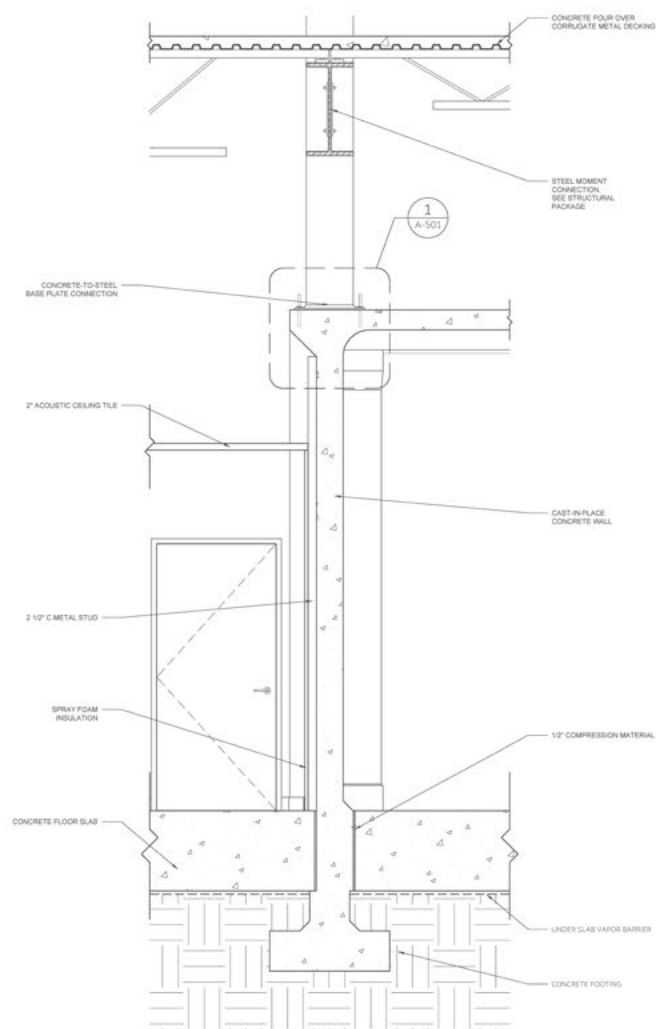
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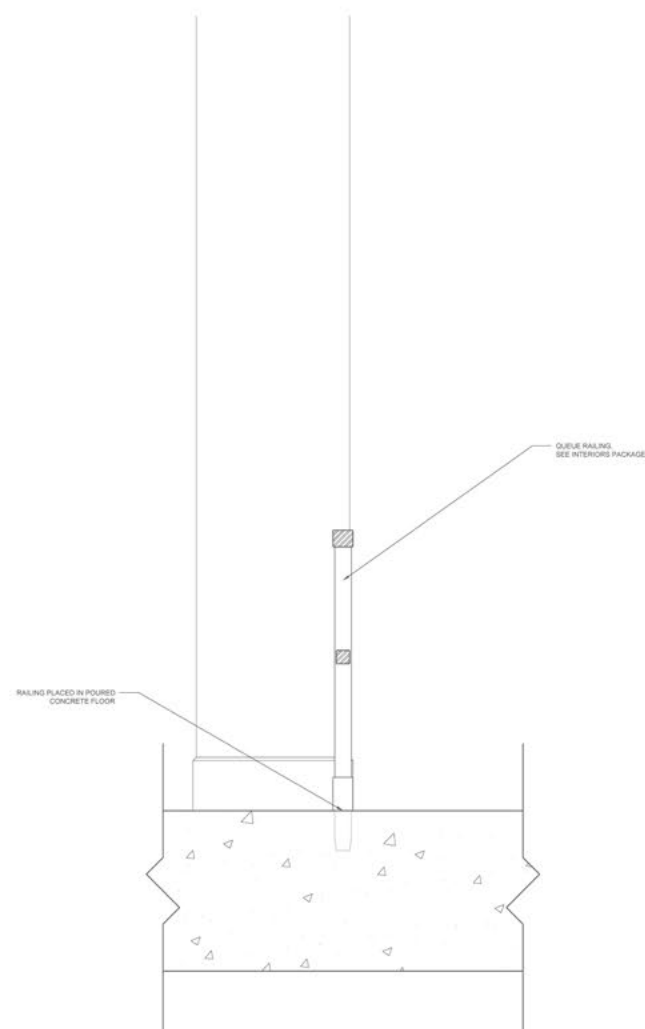
Issue Date: _____ Issue Name: _____

Issue Date: _____ Issue Name: _____

Issue Date: _____ Issue Name: _____



1 WALL SECTION
A-301 A-311



2 RAILING SECTION
A-301 A-311



ARCHITECT/ENGINEER STAMP

Approved: _____ Drawn: _____

Issue History

Issue Date Issue Name

08/22/20 20% SCHEDULE

Phase 20% SCHEDULE Date: 08/22/20

Rev Date Issues and Remarks

Project VARIOUS

Sheet Name

WALL AND RAILING SECTIONS

Project Location

B101

Sheet No. Drawing No. Rev.

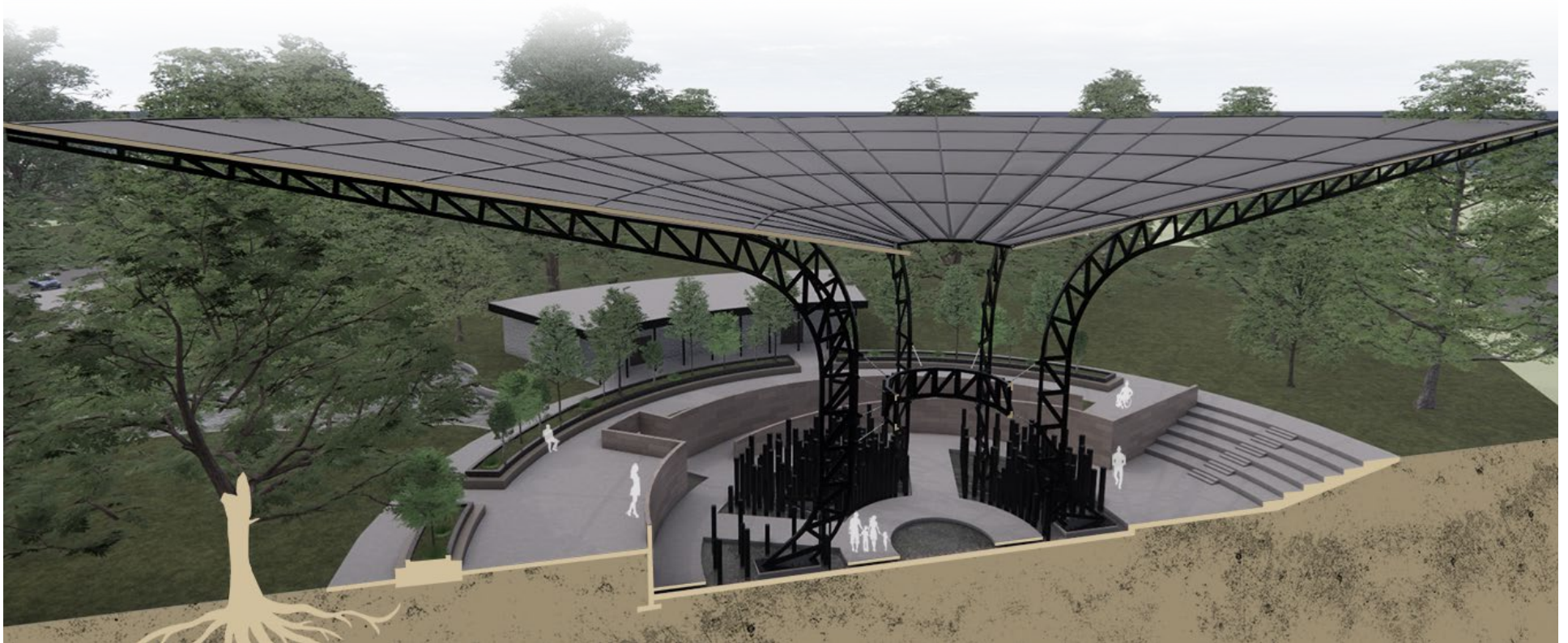
B101 A-311

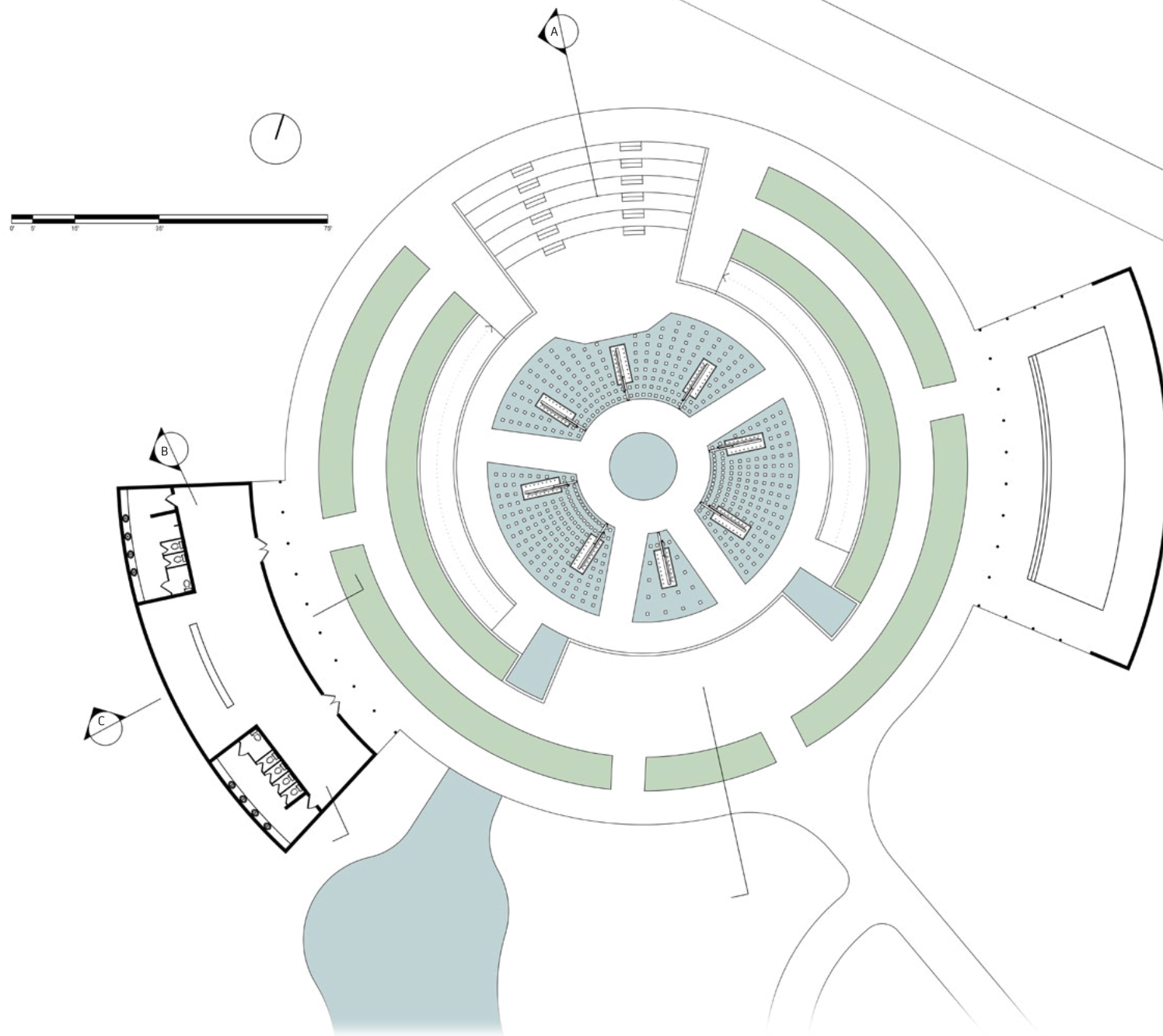


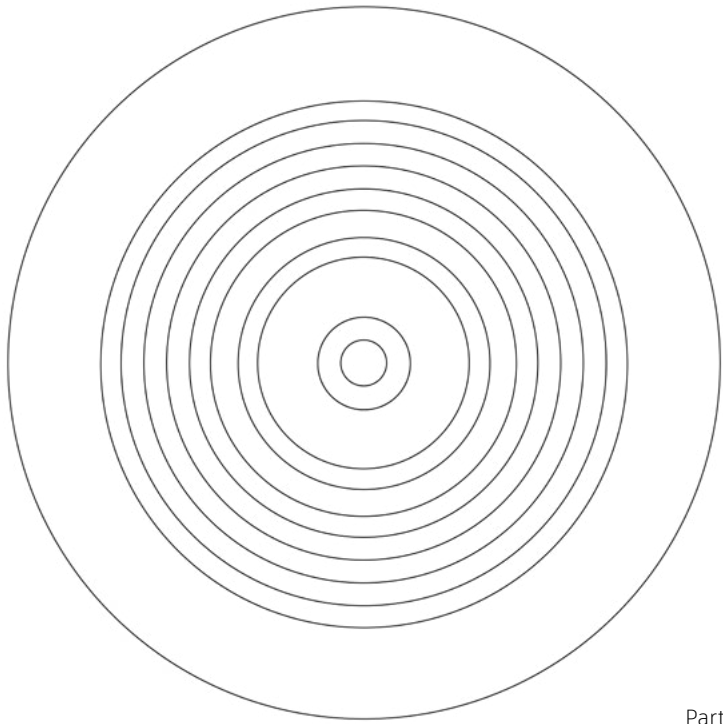
REFUGE

- 📍 savannah, ga
- 📅 spring 2022
- 📄 studio project

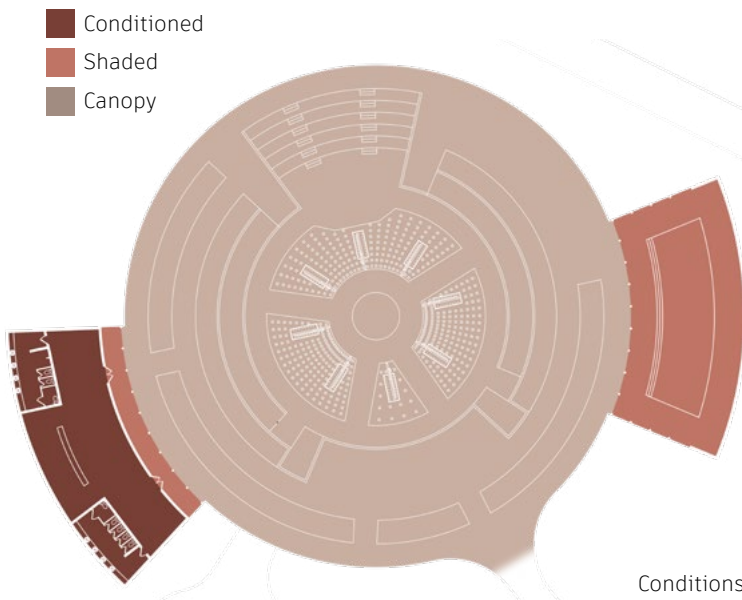
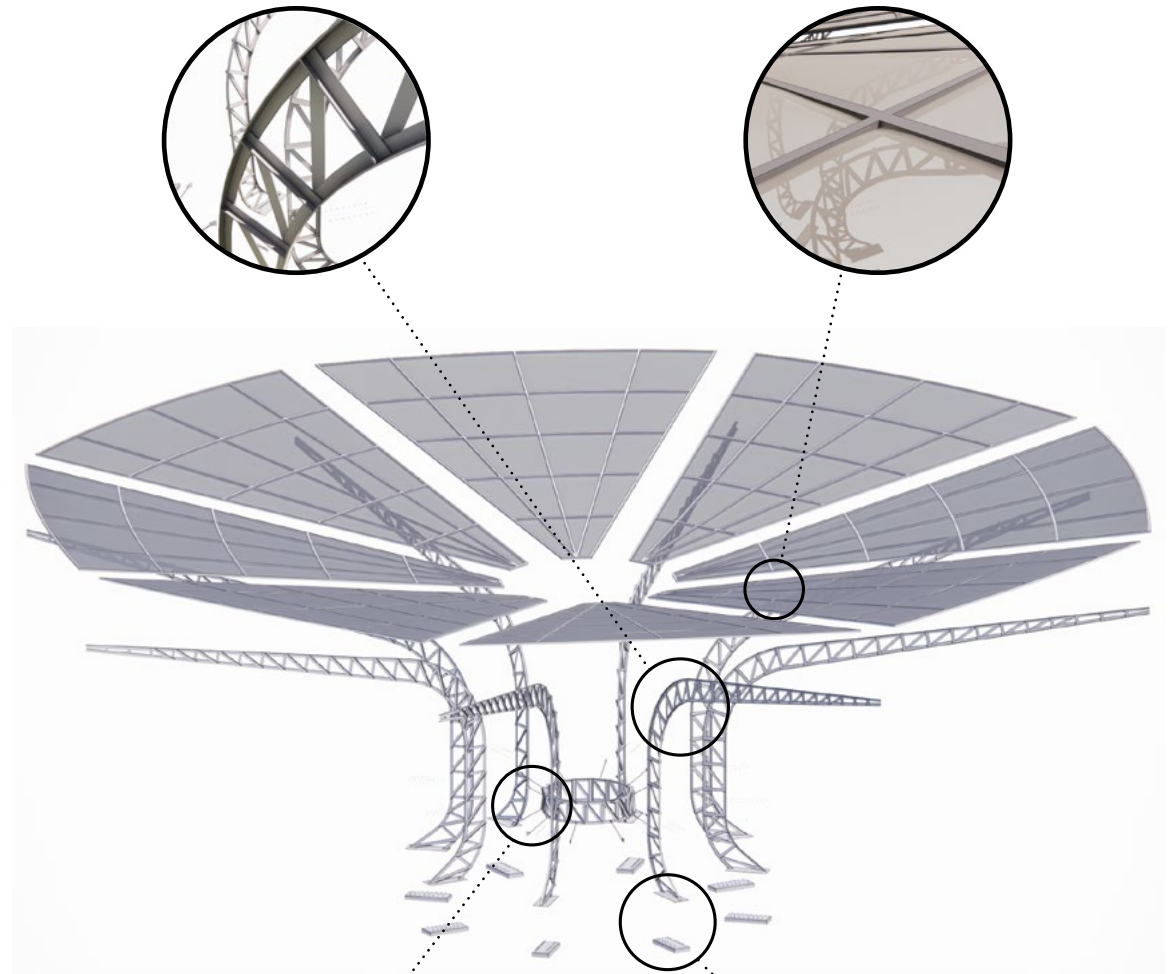
Refuge, or The Weeping Time Memorial, is a tribute to the over four-hundred souls victimized in the largest single sale of enslaved people in American history. 492 steel pillars represent these souls, sheltered from the harsh southern storms by a colossal cantilevered canopy. This canopy, taking the abstracted form of a tree, also shelters a stage area where local historians can tell the story of the enslaved people in eastern Georgia, as well as a museum space so everyone may be educated and better prepared to continue the fight against prejudice and injustice.



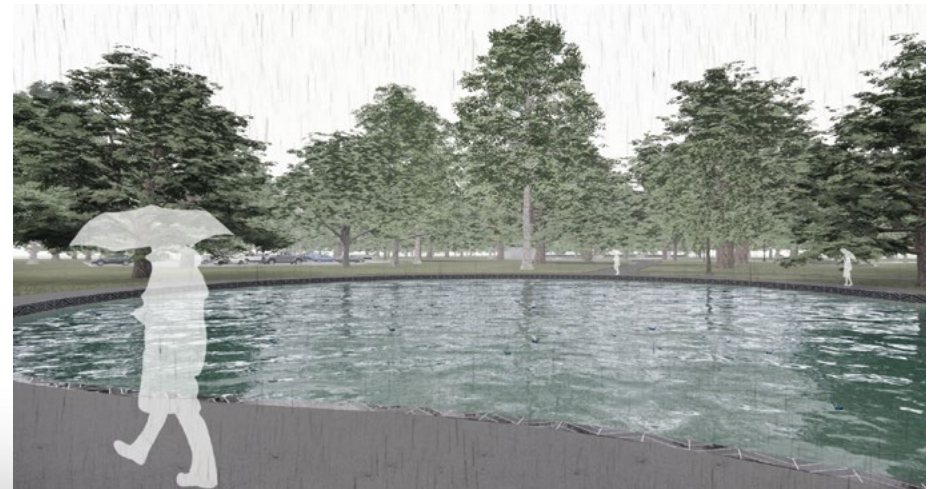




Parti



Conditions



UNSOLVED

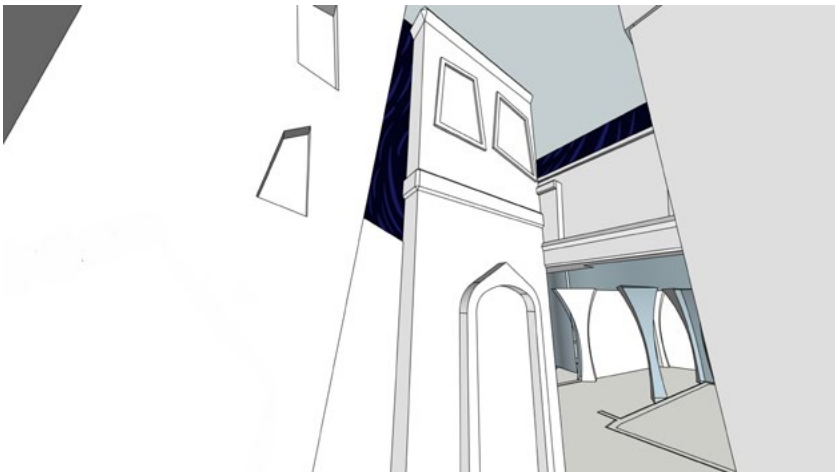
Collaboration with: Kelsey Connolly, Eve Katz, Ben Minke, and Gage Pacetti

- 📍 n/a
- 📅 Spring 2024
- 📌 group competition submission

Unsolved: Justice for the Dead is a collaborative project that brought the nightmares of one private investigator to life in a chilling haunted maze. Working within a confined space and around immovable obstacles, this maze's layout presented significant challenges to telling the desired story. Once the layout had been solved, the 3D models of significant set pieces were used a starting point for artists to then create striking key art visuals that further sell the horrors contained within.



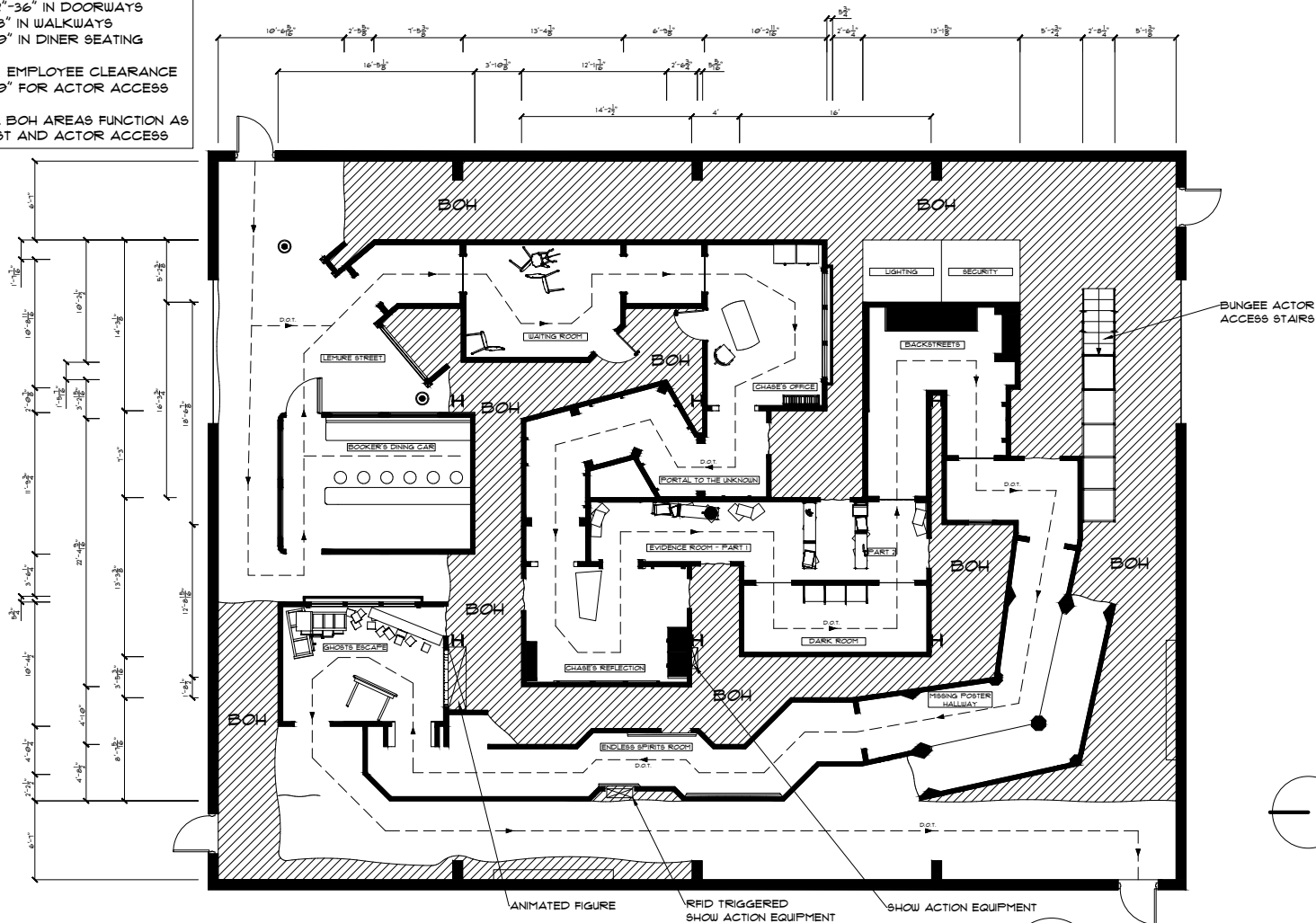
Final Art by Kelsey Connolly



Final Art by Gage Pacetti

NOTES:

1. SECTION AT 48" A.F.F.
2. MIN. GUEST CLEARANCE
- 32"-36" IN DOORWAYS
- 48" IN WALKWAYS
- 36" IN DINER SEATING
3. MIN. EMPLOYEE CLEARANCE
- 36" FOR ACTOR ACCESS
4. ALL BOH AREAS FUNCTION AS
HOST AND ACTOR ACCESS



ARCHITECTURAL FLOORPLAN

SCALE: 1'-0" = 1/4"

A

A-101



DRAWN BY:

CHECKED BY:

PROJECT MANAGER:

PROJECT:

UNSOLVED: JUSTICE FOR THE DEAD

LOCATION:

DRAWING NAME:

ARCHITECTURAL FLOORPLAN

SCALE: AS NOTED

SHEET NUMBER:

A-101

NOTES:

1. SECTION AT 48" AFF
2. SEE SHEET A-101 FOR BOH ACCESS FOR OPERATORS AND ACTORS

- MAZE OPERATOR
- SCARE ACTOR
- SHOW STOP BUTTON



DRAWN BY:

CHECKED BY:

PROJECT MANAGER:

PROJECT:

UNSOLVED: JUSTICE FOR THE DEAD

LOCATION:

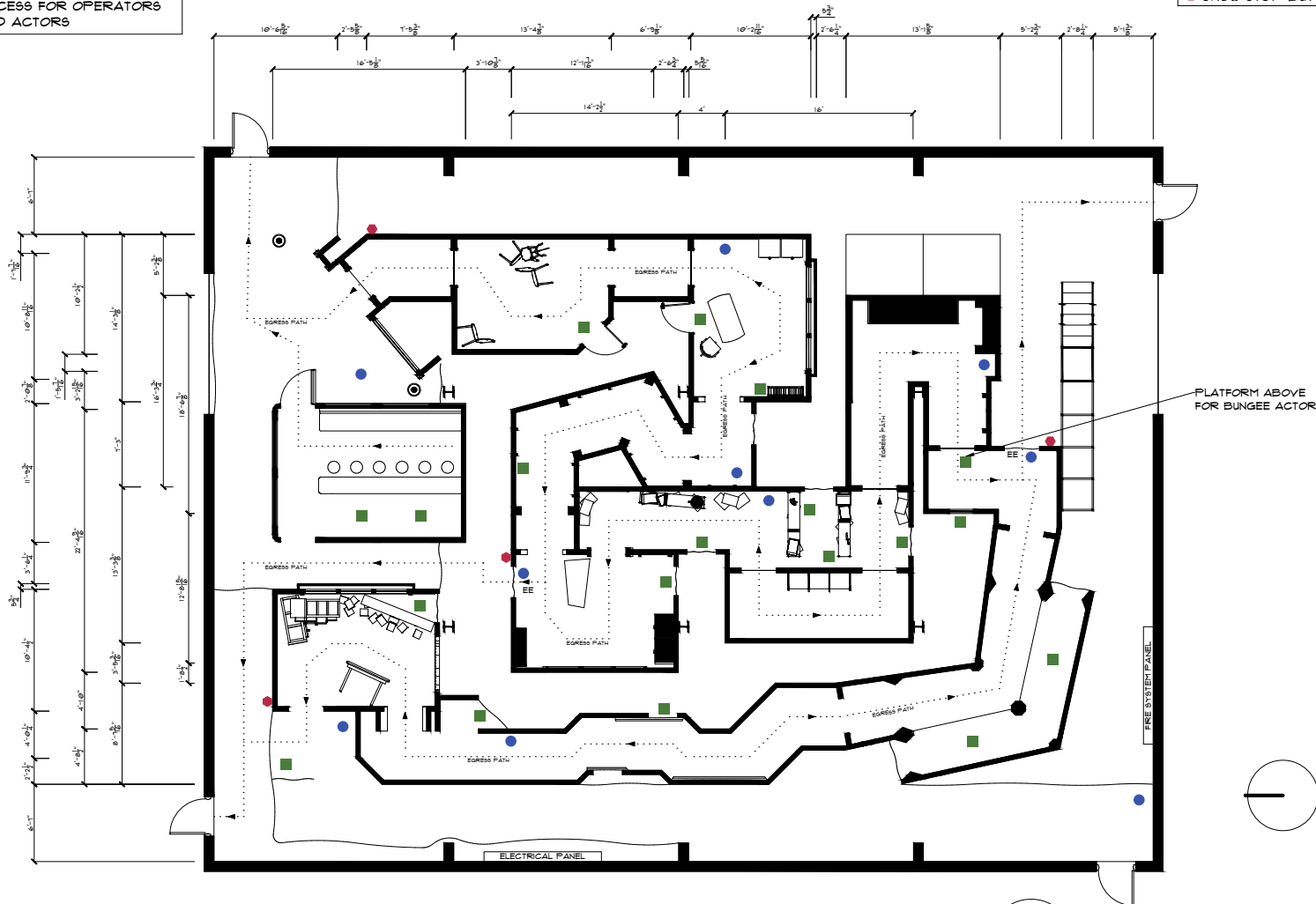
DRAWING NAME:

OPERATIONAL FLOORPLAN

SCALE: AS NOTED

SHEET NUMBER:

A-102



OPERATIONAL FLOORPLAN

SCALE: 1'-0" = 1/4"

A

A-102

PROFESSIONAL PROJECTS

More information about projects worked on in a professional setting can be found at:

www.RyanGroverDesigns.com/Projects

For password access to protected pages, please contact Ryan Grover. Non-Disclosure Agreements apply to all projects. All projects are large-scale endeavors with contributions by countless talented individuals. The images provided may not represent the work of Ryan Grover and are intended for reference to the collective work accomplished by the teams he has contributed to.

