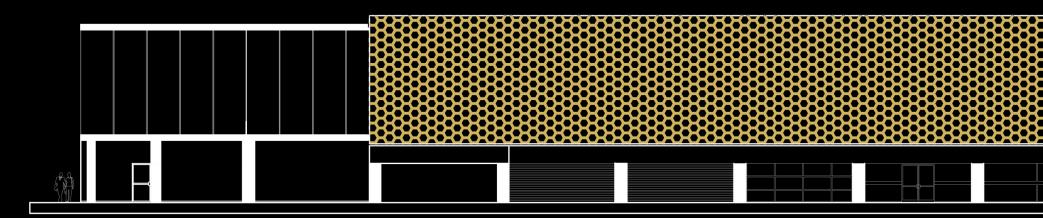
AMIE SCOTT PORTFOLIO

INTERIOR ARCHITECTURAL DESIGNER



AMIE SCOTT



+44 7475 000280



designers@amiescottinteriors.co.uk



Milton Keynes, Buckinghamshire



www.linkedin.com/in/amie-scott-interiors



@amie.interiors



PORTFOLIO CONTENTS

- Origami Vision
 Multi-functional Set Design, 2025
 AutoCAD, SketchUp, Rhinoceros, Photoshop, InDesign
- Building Blocks
 Combining Childcare Into The Workspace, 2024
 AutoCAD, Revit, SketchUp, Rhinoceros, Photoshop, Illustrator, InDesign
- Cluedo: A Murder Myserty Exhibition

 Museum Exhibition Design, 2024

 AutoCAD, SketchUp, Rhinoceros, Photoshop, InDesign
- 2 4 Show Home Design
 Taylor Wimpey Competition, 2024
 Photoshop, InDesign
- The Di Cambio
 Chair Collection Collaborative Project, 2023
 Rhinoceros, Photoshop, InDesign
- Down The Rabbit Hole
 Serpentine Pavilion, 2023
 AutoCAD, Grasshopper, Rhinoceros, Photoshop



COMPETITIONS

Chair Design Group Competition Satelliet Hospitality Furniture 2024 1st Place

Show-home Design Competition Taylor Wimpey 2024

EDUCATION

BA (Hons) Interior Architecture and Design University of Hertfordshire Hatfield, 2025

Level 3 Diploma: Interior Design National Design Academy Nottingham, 2022

ORIGAMI VISION

Multi-functional set design

Location: Hatfield, Hertfordshire, UK

Date: December 2024 Deadline: 10 weeks

Working collaboratively with other interior designs and along side the Film & Media department at the University of Hertfordshire, this versatile and innovative set design encompasses the key features needed within multi-functional set designs.

The client required the design to be suitable for a morning show, evening show, and quiz show.

The foundation of this design lies in the concept of origami - the art of forming paper into various shapes and forms. As this design had to be versatile, the concept suited the requirements well. Origami shapes have been implemented into the backdrops, detailed finishes, and lighting design.

The unique stage design uses rotating platforms to enhance the versatility of the set

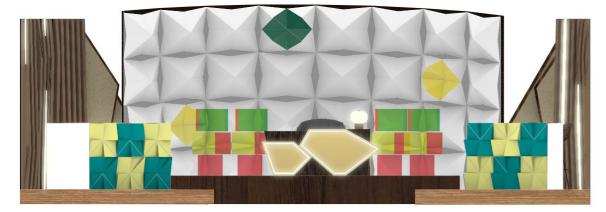


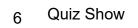


Morning Show

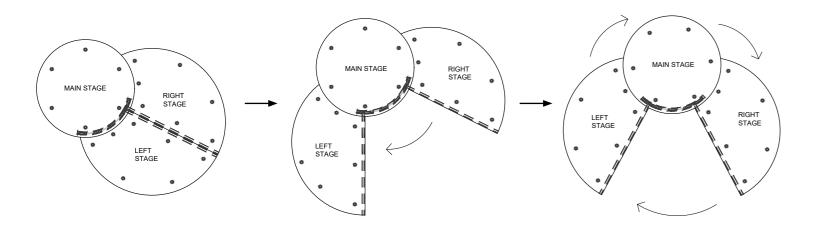


Evening Show

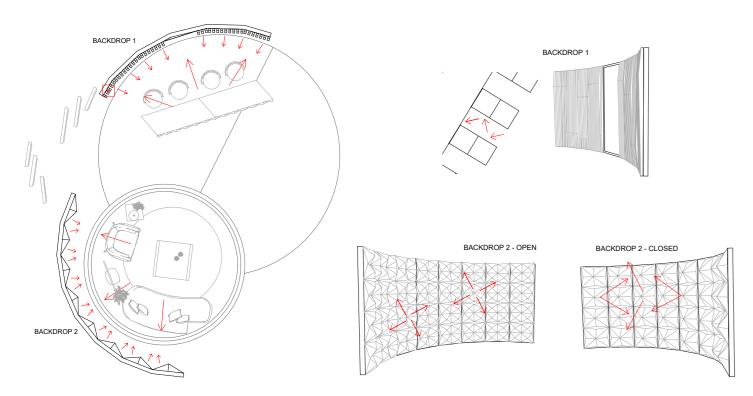








Acoustic properites





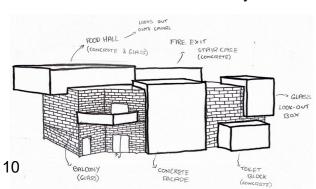
BUILDING BLOCKS

Nursery and Office Space

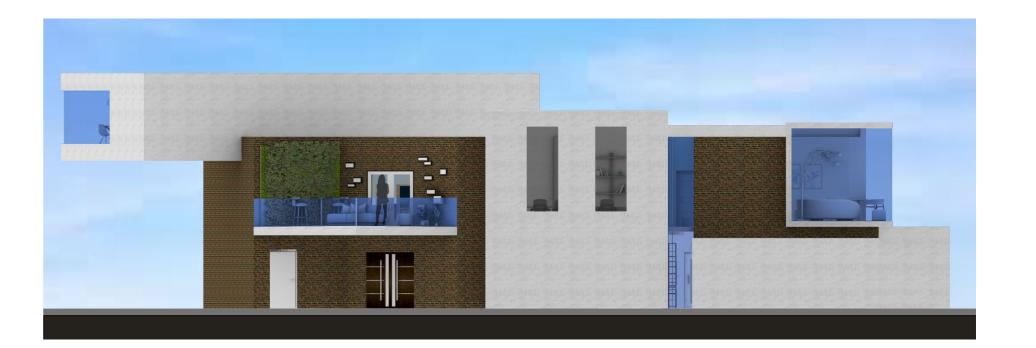
Location: London, UK Date: April 2024 Deadline: 16 weeks

This project was for my self-chosen 2nd year project. I took on the challenge of creating a complex multi-functional programme - A company that provides free childcare for their employees within the building to allow parents to get back into employment and build a career while also allowing them to be close to their children.

When deciding on a concept for this project, it seemed imperative to connect this in some way with the children's nursery, as this would be the main feature within the building. I chose to use the concept of building blocks - this opened the opportunity to use block forms within the architectural renovation of the building, creating a building facade that correlates with the interior nursery.



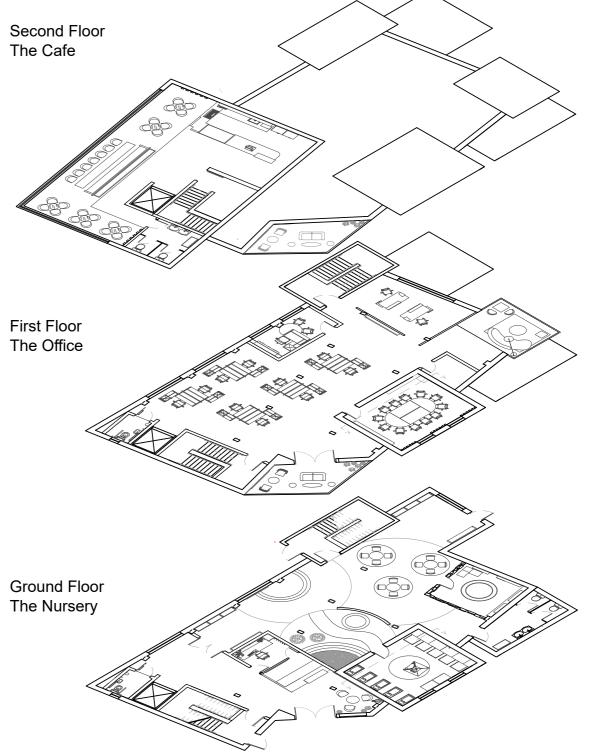






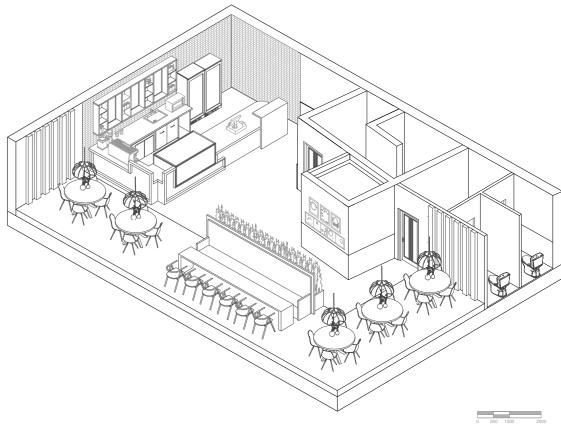


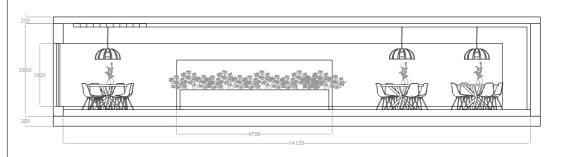






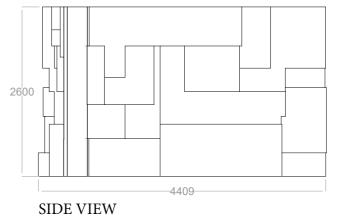
Second Floor Cafe

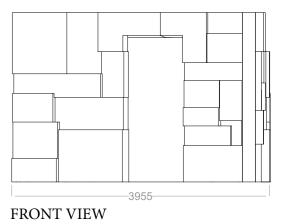


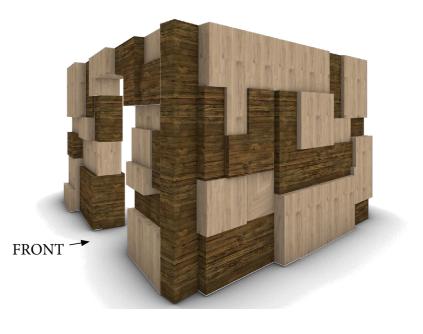




Nursery Book Block Corner







CLUEDO: A MURDER MYSTERY EXHIBITION

Museum Exhibition Design

Location: St Albans Museum + Gallery,

Hertfordshire, UK Date: April 2024 Deadline: 12 weeks

This exhibition is based upon the board game Cluedo, and uses the concept of mystery within the design. The exhibition aims to create an immersive experience for the user, taking them on a journey to discover who was the murderer.

Taking on the mystery concept, the exhibition will be designed around the imagery of dark alleyways, shadows, and mid-century gangster films - a lot of this imagery draws on the Sherlock Holmes stories





WHEN?

The beginning - this section includes information on the history of Cluedo, taking the user through a timeline from the creation of the game, to the modern day version.

WHO?

This section includes six 2-meter tall digital screens showing each of the six characters from Cluedo. Information on each character will be shown on the back of the screens.

WHAT?

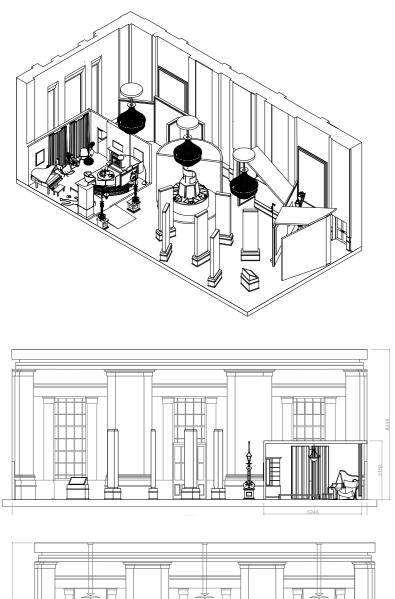
A secluded, eery space showcasing the six weapons used within the Cluedo game. This section gives insight to each weapon and the dangers of what they can do.



Listen to the character's back stories and alibis around this bespoke centre piece within the Assembly Room. Creating an immersive experience, this section allows for children to become more involved within the exhibition.

WHERE?

Be transported into the Cluedo mansion with this living room setup and solve the mystery of who did it and with what weapon. This section allows for the users to walk through the living room, search for clues to help them solve the mystery.







SHOW HOME DESIGN Taylor Wimpey Competition

I had the incredible opportunity to take part in a show home competition for Taylor Wimpey. The competition entailed coming up with unique designs for a living room, master bedroom, and children's bedroom.

Contemporary show homes often feature interiors with muted, neutral colour palettes and basic layouts, resulting in spaces that lack distinctiveness. This project aimed to address this issue by designing a family home with a unique identity through the strategic concept of abstract colours.

By integrating bold hues into each room, the design seeks to establish a strong and individualised identity for every space, while simultaneously incorporating classic modern design elements to ensure a cohesive aesthetic throughout the home.



THE DI CAMBIO

Chair Collection Group Project

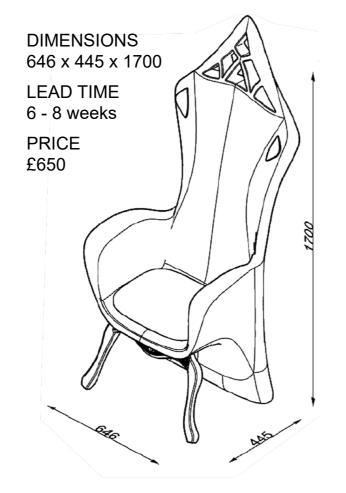
Theme: Gothic architecture Date: December 2023 Deadline: 10 weeks

I worked collaboratively with three other designers to create a cohesive chair collection, each designing our own individual chair.

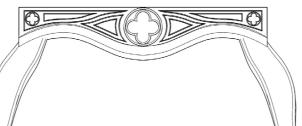
Every chair collection needs its accent chair - this arched high-back chair brings a sense of Gothic tradition to a modern, sleek shape. Named after Italian architect Arnolfo Di Cambio, this chair is a centre piece for commercial use in hotel lobbys, company receptions, even in entrance ways to restaurants, while also providing more than just a place to sit - it creates an experience.

The collection won first place for the Satelliet Hospitality Furniture chair competition 2024.











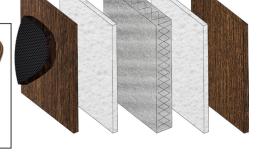




The Di Cambio Experience

Create a memorable experience with The Di Cambio through its use of imbedded speakers into the wooden back.





Directional speakers use high-end technology, generating audio within a fixed direction and shape.

Layering of sound absorbing foam within the structure of the chair further blocks audio from being able to travel.



27

DOWN THE RABBIT HOLE

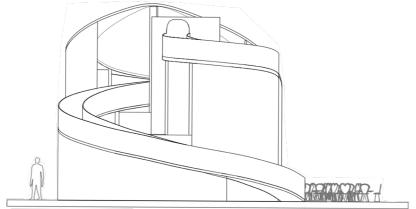
Serpentine Pavilion

Inspired by the theme of enchantment, this project allowed for full creativity in designing a pavilion for the Serpentine Gallery in Hyde Park, London. The aim of this project was to encourage more children to read.

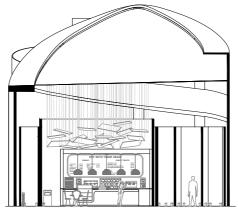
Based on the renowned children's story Alice in Wonderland by Lewis Carroll, the pavilion created an immersive experience for users of all ages, taking them on a journey through Wonderland.

The concept of 'spiral' emerged from the imagery of Alice falling down the rabbit hole - the structure of the pavilion has been contructed using two unique spiral shapes made from 3D-printed concrete.

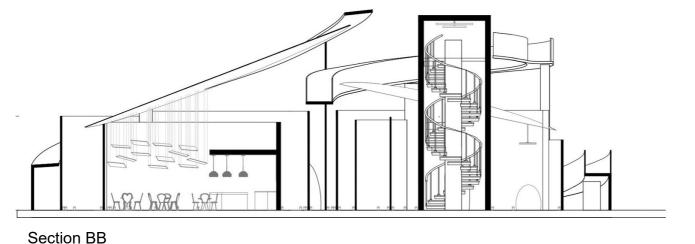
The pavilion is encompassed by a semitransparent facade made from layers of curved glass. The colourful array of interior lights beem through this facade, creating a joyful, childlike display.



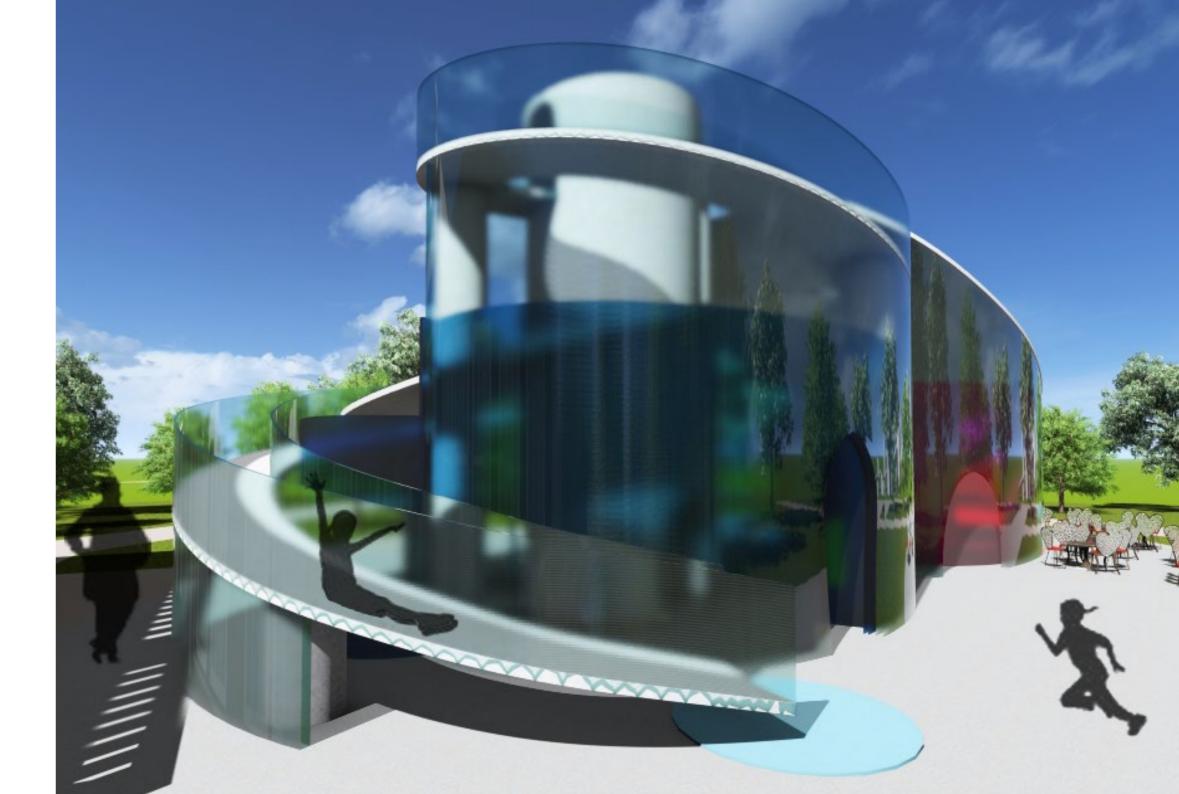
East Exterior Elevation

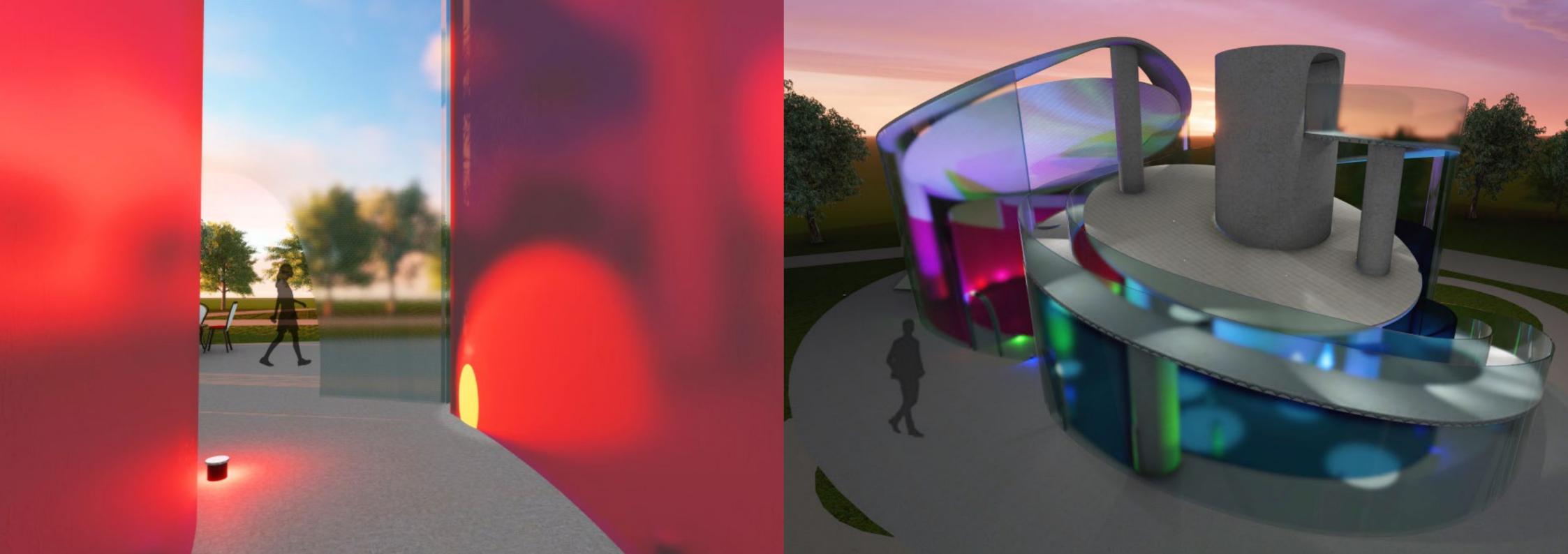


Section AA









Get in touch



+44 7475 000280



designers@amiescottinteriors.co.uk



Milton Keynes, Buckinghamshire



www.linkedin.com/in/amie-scott-interiors



@amie.interiors