



SARA MCEVOY

PORTFOLIO

RESUME

SaraMcevoy01@gmail.com
linkedin.com/in/sara-mcevoy

EDUCATION

University of Nebraska at Kearney

Bachelor of Science
Major: Interior and Product Design
Minor: Construction Management

Summa Cum Laude | May 2024

PROGRAM KNOWLEDGE

Revit
AutoCad
SketchUp
Enscape
Adobe Photoshop
Adobe InDesign
Adobe Illustrator
SolidWorks
Wordpress
Quickbooks Online
MultiTaction Showcase

INVOLVEMENT

ASID Member

IIDA Member

Student Interior Design Organization

Member

Social Media Manager

Local Co-Working Space

Volunteered to assist with space planning

Briggs and Barrett Project

Created conceptual memorial park renderings

WORK EXPERIENCE

Best Point Web Design | 2017 - Present

Project & Operations Manager/Designer

- Develop & organize company hiring, communication, and financial systems
- Design visually pleasing & mobile responsive websites
- Maintain a positive relationship with clients
- Coordinate with team members to efficiently complete projects

Goodlife Architecture | 2023 - 2024

Design Intern

- Planned furniture & space layouts for clients
- Rendered existing building conditions
- Specified materials & products
- Researched design precedents for client presentations

Pax Lighting | 2022 - 2023

Junior Designer

- Utilized SolidWorks to develop product & part drawings for clients & vendors
- Collaborated on new product development
- Constructed tearsheets & installation instructions
- Managed & created Pax branding documents

Stella Maris Design Studio | 2020 - 2021

Design Intern/Assistant

- Sourced product for client projects
- Assisted with client consultations
- Sustained open communication with clients throughout projects
- Organized & transferred all paper files to an online system

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THE REWIND

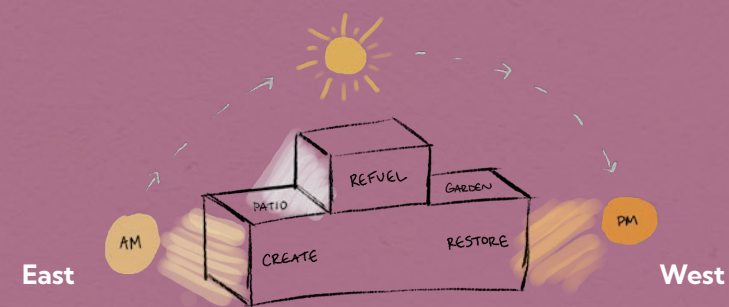
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Value Centered
WORKSPACE

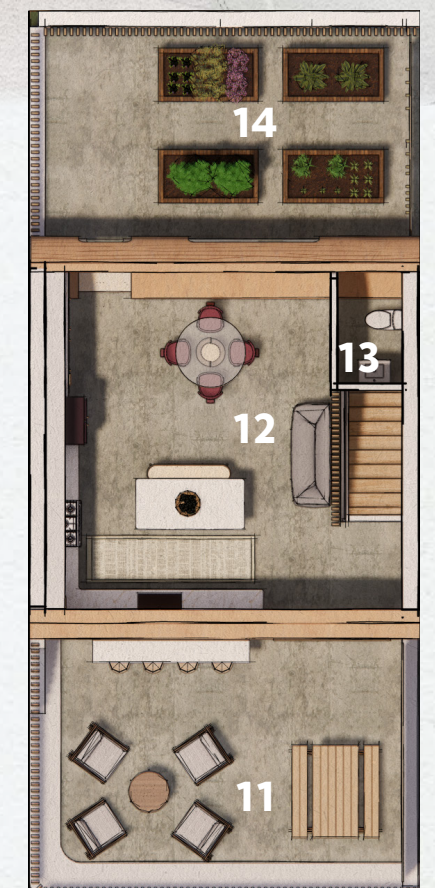
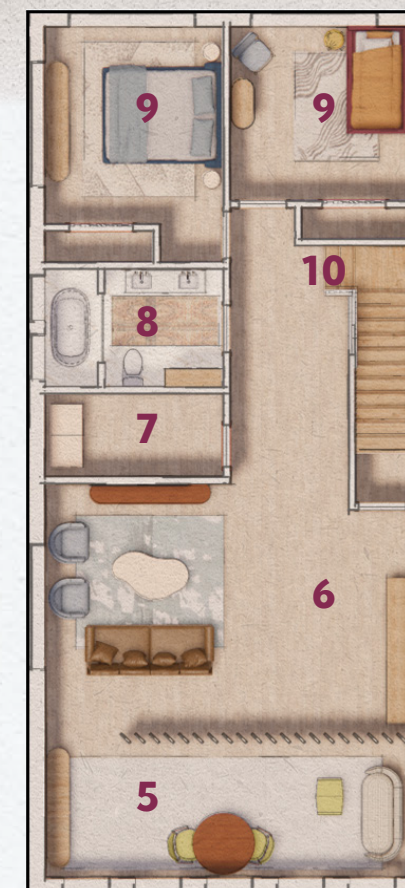
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Live-Work TOWNHOUSE

There are **cycles** all around us. Whether it is the weather, sun, food, water, or daily routines, they all play an integral part in our lives. This project's concept was inspired by the **sun cycle**, and the typical **human routine** of creating (working), refueling (eating), and restoring (resting). This constant cycle was used to **inform the space planning** decisions, which then manifested into the **cycle-like form** and floorpan of the townhouse. The zones created-- **Create, Refuel,** and **Restore**, are made up of typical spaces used to execute these tasks. The spaces were also placed in **coordination** with the **sun path** for **optimization** of the **circadian rhythm** of the occupants inhabiting the home. This was done with the plan that the path of circulation throughout the day is **optimal, functional, and comfortable**.



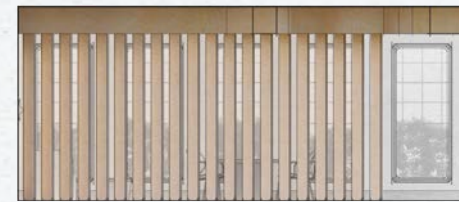
1. Commercial Pet Grooming Entrance
2. Pet Grooming Area
3. Employee Back of House
4. Residential Entrance
5. (CREATE) Office
6. Foyer/Living Space
7. Laundry
8. (RESTORE) Bathroom
9. Bedrooms
10. Circulation to 3rd Floor
11. Patio
12. (REFUEL) Kitchen/Dining
13. Powder Bathroom
14. Garden





CREATE

This office space is located at the **front** of the **residential** area, with five 6' tall windows. This allows for the **East morning light** to come in and **rouse** the **energy** for the day. The louvered slat wall across from the windows doubles as a privacy screen, as well as a daylight **screen** for the rest of the living area.



RESTORE

The main residential bathroom is intended to be a space of **restoration** and **relaxation**. The enclosed marble-slab bath and shower area creates a **quiet escape** from the stress of the day. The windows in the space are South facing, therefore they don't receive harsh, direct light. They are also frosted to create a **privacy** screen from the exterior.



REFUEL

With the kitchen and dining being the only space on the third floor, there was room for experimentation with **form**. The **curved wall** plays into the overall **organic exterior shape**-- which aligns with the concept of **cycles** and **nature**. On the west side of the kitchen is the **garden**, which creates another cycle, **farm to table**. On the east side is a patio for family meals and **gathering**, which ties into to **refueling** and **restoration**.





SUSTAINABLE CYCLES

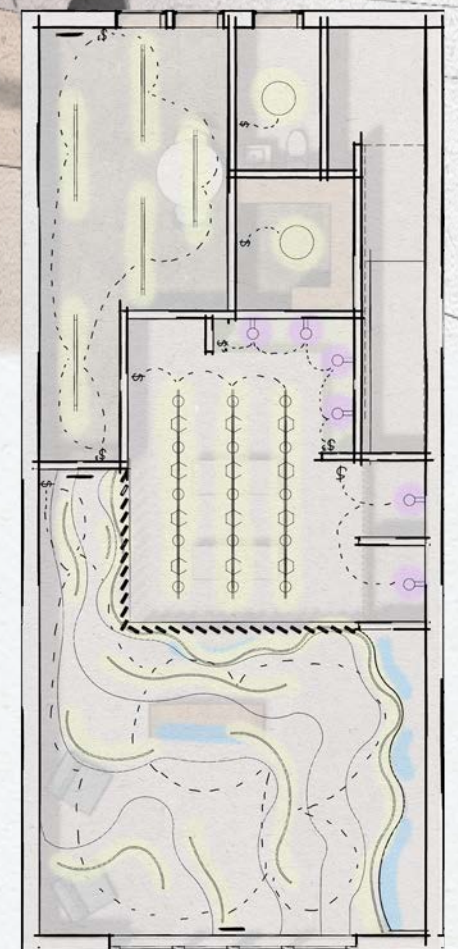
The commercial space on the first floor of the building is occupied by Dirty Paws Pet Grooming. Not only do pets get **fresh** and **clean**, but they also **help the environment**. Through Matter of Trust, **clippings** from pets' groomings are **collected** and **donated** to create hair mats that help **clean up oil spills** in the ocean. This is a sustainable cycle that prevents hair from going to the landfill and **helps our planet**.

LAYERS OF LIGHT

Ambient Light

Accent Light

Task Light

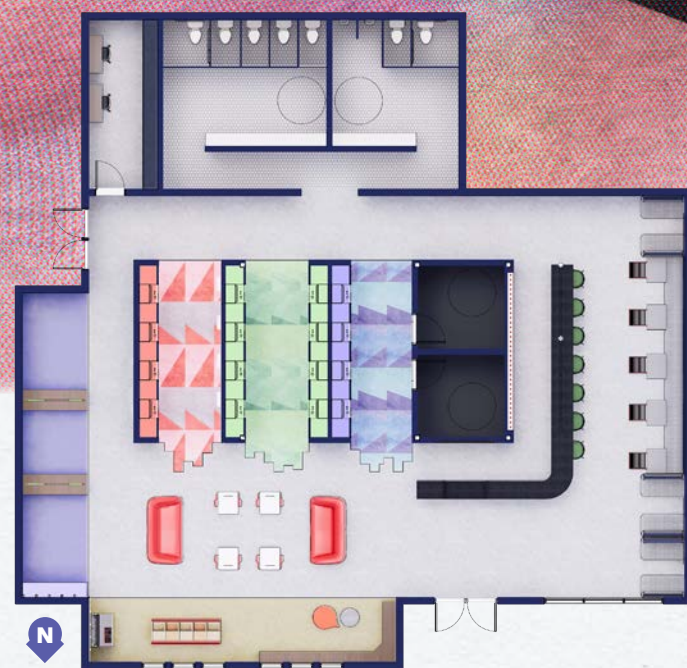


Retro Hangout THE REWIND

This project is located in the University Village in Kearney, Nebraska. A **village** is a place where people can **connect** with and **support** one another. Places that allow this type of connection are few and far between nowadays. This is what inspired me to create The Rewind, which is an **old-school arcade** and **hang out**. This retro space **transports** you **back in time** to a place where people can **gather** around arcade games, play board games together, **connect**, and have **face-to-face conversations without** the modern-day stress of **constantly being connected** to our new-age **technology**.



Reception + Snack Bar

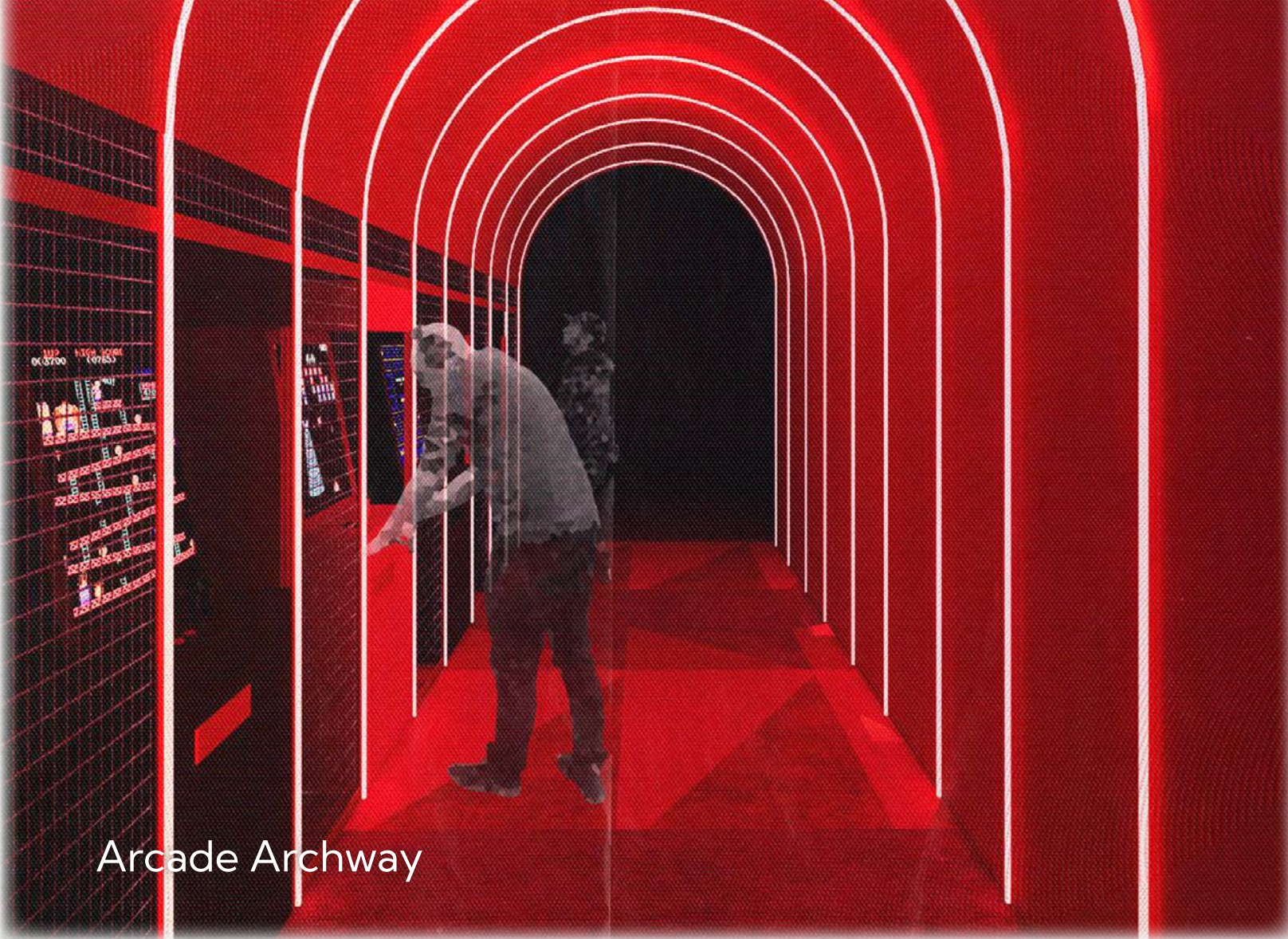


- | | |
|-------------------------|----------------------------|
| 1. Entrance & Reception | 7. Cassettes + Jukebox |
| 2. Snack Bar + Booths | 8. Board Games |
| 3. VR Rooms | 9. Merchandise |
| 4. Conversation Seating | 10. Miscellaneous Products |
| 5. Arcade Games | 11. Office + Storage |
| 6. Gaming Consoles | 12. Restrooms |



Arcade Archway Elevation

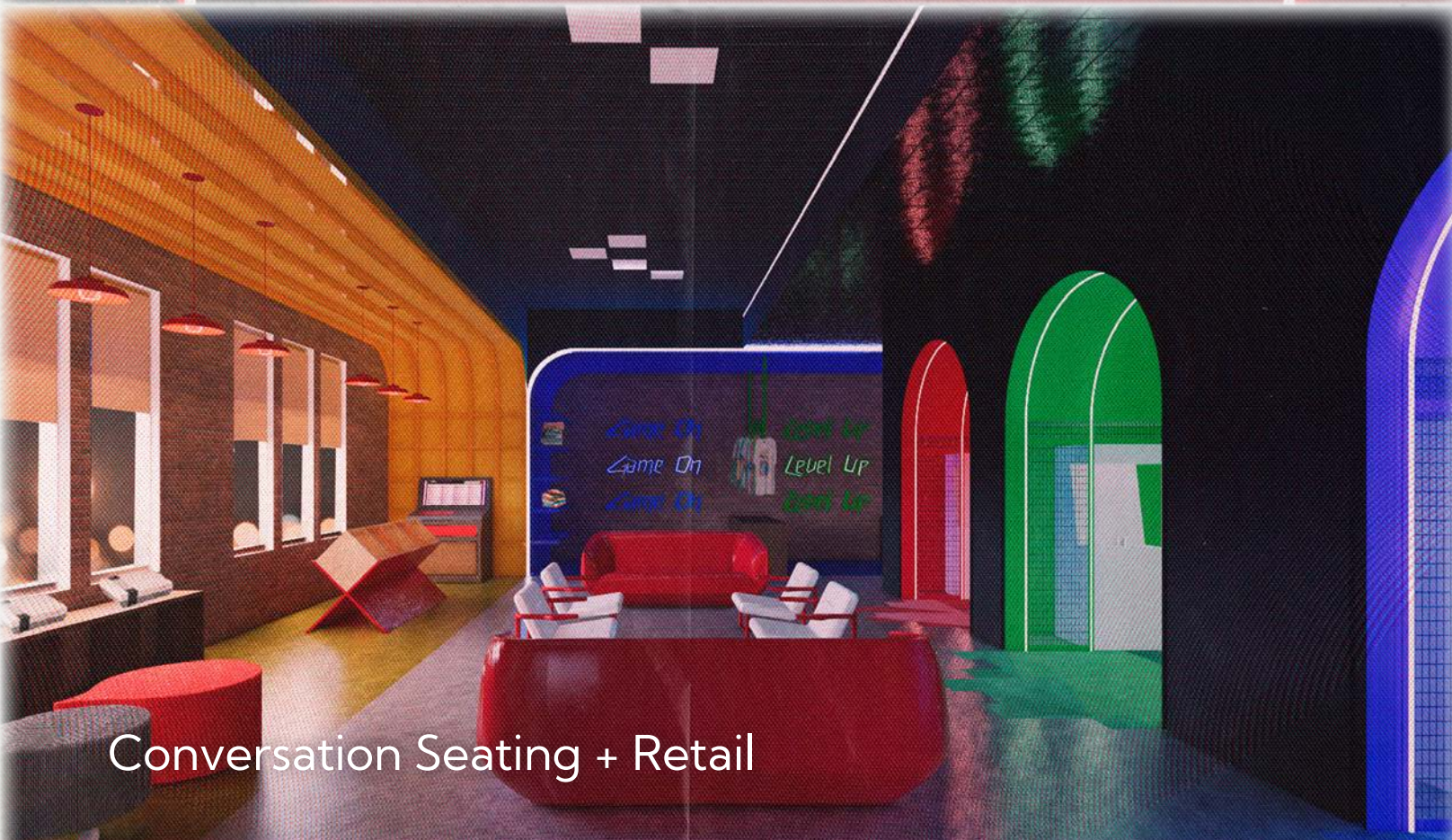




Arcade Archway



Snack Bar + Booth Seating



Conversation Seating + Retail

This existing columns lining the main bay were an existing condition that created the **arcade archways**. These **colorful walkways** allow for an **immersive experience** in the arcade games. This solution then became the **center of the space** that anchored other elements such as the bar and seating areas. The VR rooms (#3) are blackout rooms that allow users to use headsets to **submerge themselves** into vintage video games and experience them in a new way.

The **snack bar** was **wrapped around** the center mass of the space to **draw you** to the board game and conversation booths. The focal point behind the bar is the soda wall, which utilizes more **neon** to accent the glass bottles pinned to the wall. Opposite the bar is the booth seating that was designed for **conversation and connection**. The tables are **flexible** and meant to be **pushed together** when a big group comes in for a game.

The retail space lines the recessed bays on the north and west corners of the building. These spaces are broken up into **sections** based on what is being sold. The goal of this is to allow for an **experience with each item**. For example, in #6, gaming consoles are being sold, so there are some ottomans and a TV located in the corner to test out the games.

Value Centered WORKPLACE

The location of this project is in the heart of downtown Kearney, Nebraska, with **historic** buildings surrounding the site on the West and the North. The design intent was to take the client—Best Point Web Design's **core values** and create an **intentional workplace** that **subconsciously communicates** and **fosters** those **values**. By doing this, the office will then create **ideal company culture** for Best Point. The company is all about connection and access: **connecting** with the **community, students,** and co-workers, and accessing information and new skills. The five core values of Best Point were used to inform the entire design from start to finish.



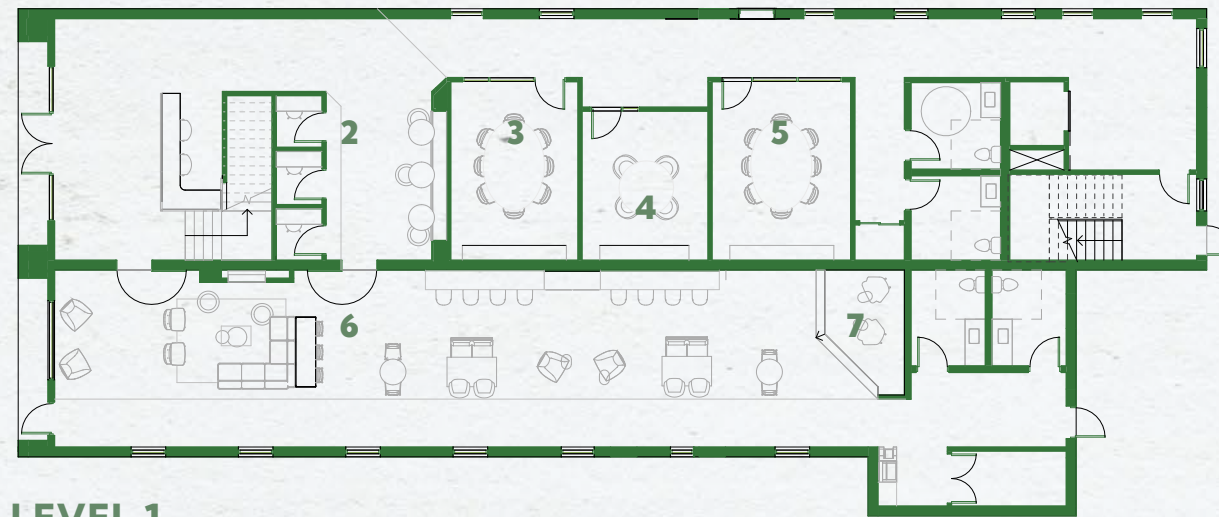
BEST POINT

THE CLIENT

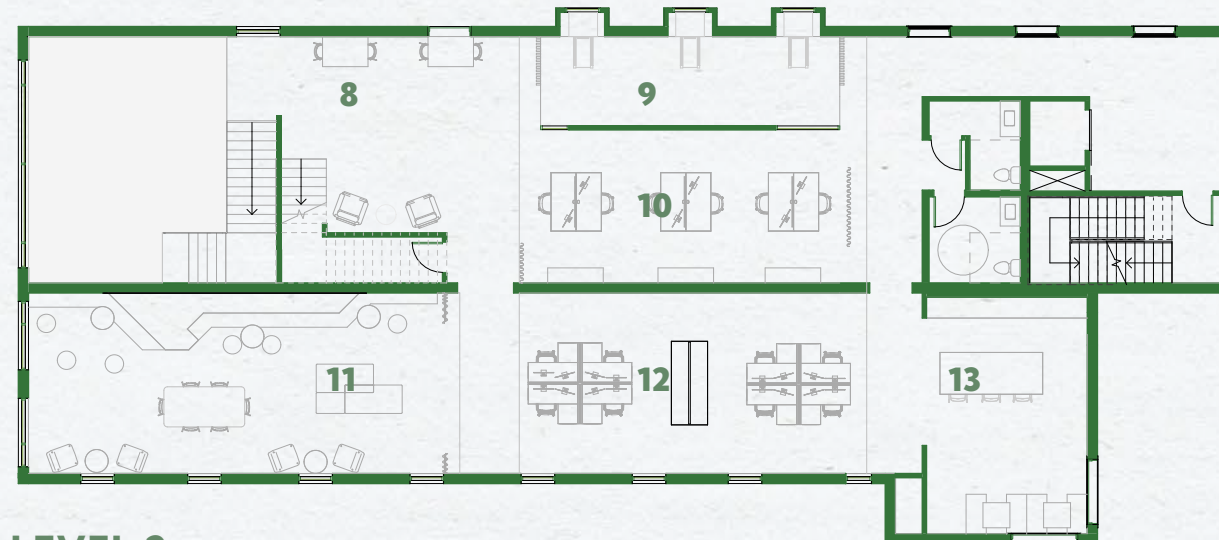
Best Point is a website development firm that hires high school and college **students** to **design, build,** and **manage websites**. In 2016 Brian, the founder, mentor, and inventor, **saw a need** in the West Point, Nebraska **community** for someone who was right there to help local businesses with the building and maintaining of their websites. He had previously worked with a group of high schoolers on an entrepreneurial project as a, you guessed it, mentor! He saw how **inventive** and **driven** these **students** were, and realized that there was an untapped market. Thus, the vision for Best Point was born. This was a win-win situation; high school and college students **gain valuable knowledge** that helps them **advance their futures**, and businesses get website help that is local and excited to help.



VALUES REFLECTED IN THE SPACE



LEVEL 1



LEVEL 2



LEVEL 3

- 1. Lobby**
Connections
- 2. Zoom Rooms**
Connections, Communication
- 3-5. Conference Rooms**
Connections, Communication
- 6. Student Coworking**
Community, Connections
- 7. Presentation Platform**
Knowledge, Leaders, Community
- 8. Flex Workspace**
Connections, Communication
- 9. Wellness Workspace**
Connections
- 10/12. Open Office**
Connections, Communication
- 11. Collaboration Workspace**
Connections, Communication, Leaders, Knowledge
- 13. Kitchen**
Connections
- 14. Terrace**
Connections, Communication
- 15. Executive Office**
Communication
- 16-18. Private Offices**
Leaders
- 19. Learning Lab**
Connections, Communication, Leaders, Knowledge
- 20. Library**
Knowledge, Leaders

BEST POINT'S VALUES

WE CREATE MEANINGFUL CONNECTIONS

WE'RE GROWING IN KNOWLEDGE

WE SERVE THE COMMUNITY

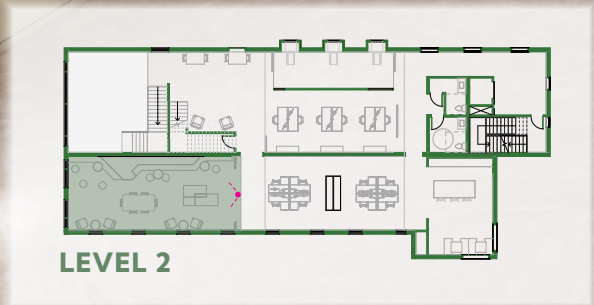
WE'RE THE NEXT GENERATION OF LEADERS

WE'RE A TEAM THAT COMMUNICATES

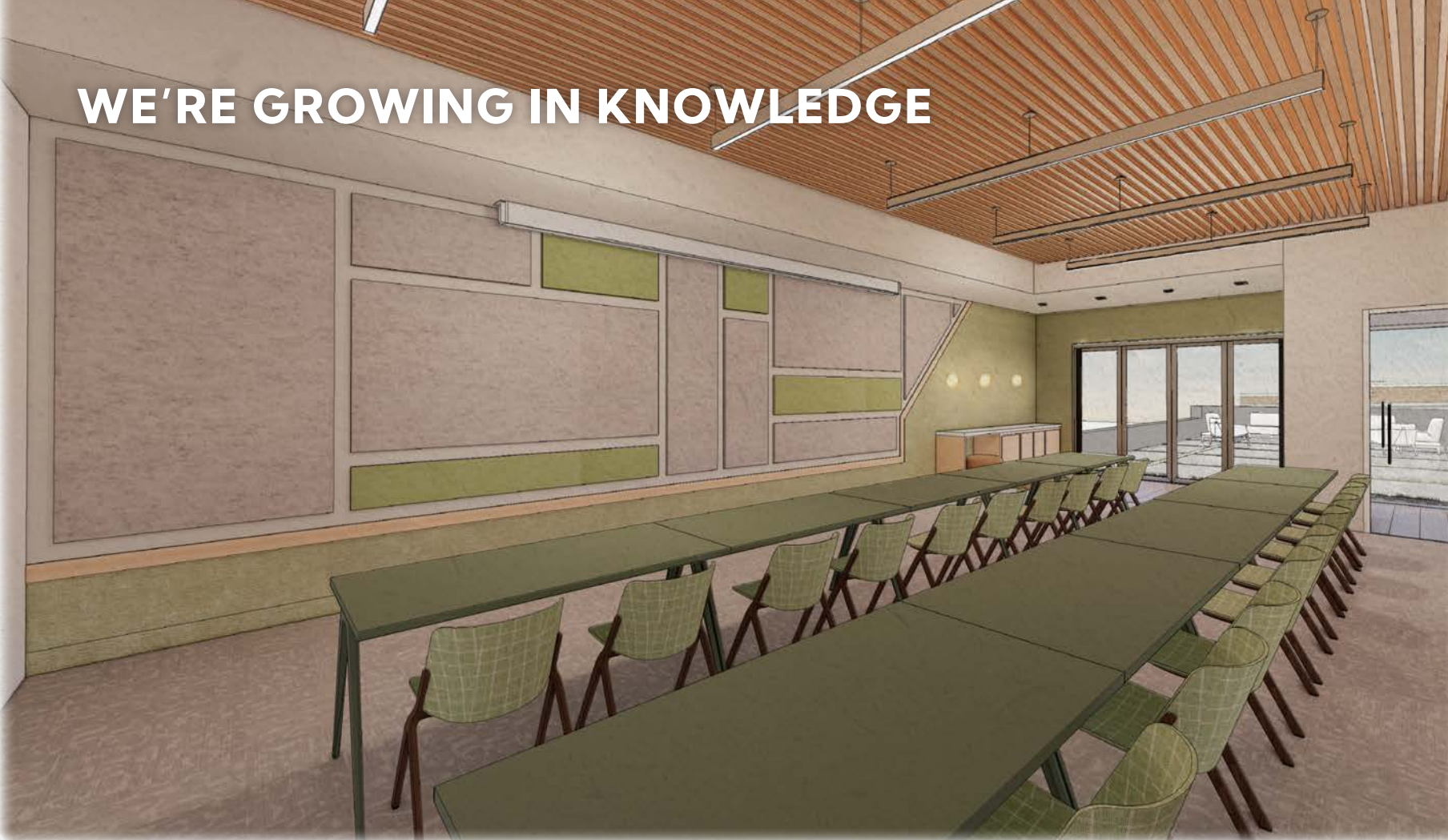
WE CREATE MEANINGFUL CONNECTIONS

COLLABORATION SPACE

Connection doesn't just happen at your desk. The collaboration space is designed for team members to **break away** from their designated area and **collaborate** with other team-members. Non-fixed furniture allows for the ability to **adapt the space**. Built-in bleacher seating acts as an anchor for the space, while still keeping everything **flexible**. Because the area is next to the open office space, acoustic curtains provide some separation.



WE'RE GROWING IN KNOWLEDGE



THE LEARNING LAB

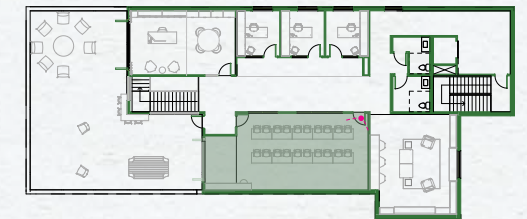
This flexible space allows for company wide **learning**, **brainstorming**, and **collaboration**. Acoustic felt is available for pin up space, and a white board finish on the East wall allows for scratching down notes. Stackable chairs and foldable tables were sourced to allow for an **adjustable floor plan** to suit the many uses of the room. A foldable glass partition wall is located the West wall to offer the ability to **open the space up** to the **outdoor terrace**. This allows for more collaboration and access to nice weather days.



Davis
A Table



Davis
Kayo



LEVEL 3



THE LIBRARY

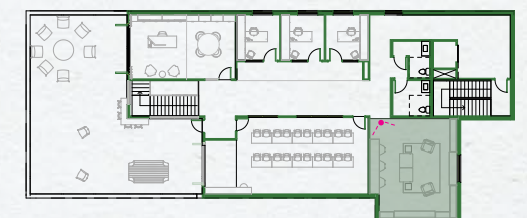
Located on the third floor away from the action, the library is a **quiet escape** that fosters **learning** and **growth**. The shelves are filled with books of many kinds, however, personal development books are a favorite of the Best Point founder. **Soft seating**, **dark colors**, and **warm lighting** (2700K – 3500K color temperature range) are used to promote **relaxation**. This space is meant to encourage reading, learning, and a **break from computer screens**.



Haworth
Backwing



Hightower
Lamino



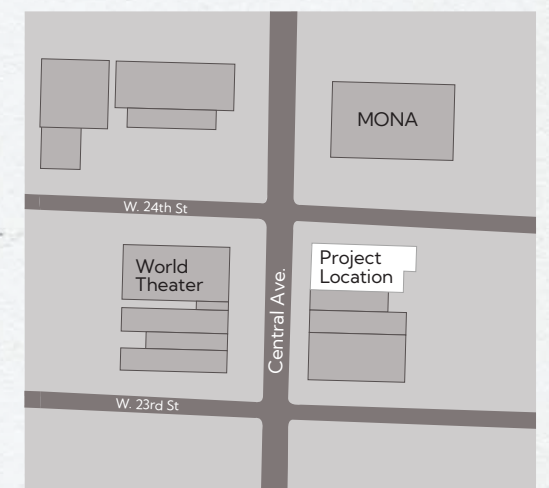
LEVEL 3

WE SERVE THE COMMUNITY



STUDENT COWORKING SPACE

Best Point is all about **connecting** with and serving the **community**. In the case of Kearney, there was an opportunity to create a unique space for UNK students in the **heart of downtown**. There is always a need for students to have a **comfortable place to study**, especially after hours. Because Best Point is passionate about students, the goal is to create a space for any UNK student to utilize as an **escape** from **typical study spots**. The furniture sourced is non-fixed to allow for **transition** between coworking space and **presentation space**. There are two doors on the North wall that act as a **connection point** between Best Point and the co-working space. This allows for students to utilize the conference areas for **study rooms** when team-members are not using them. These doors will be open during business hours and close after 6pm. After hours, students will have keycard access to the coworking side of the office.

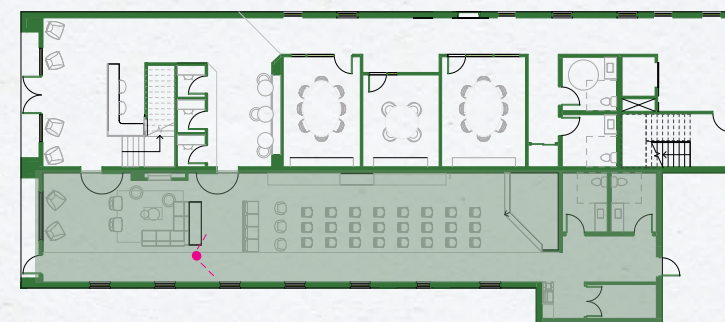


WE'RE THE NEXT GENERATION OF LEADERS

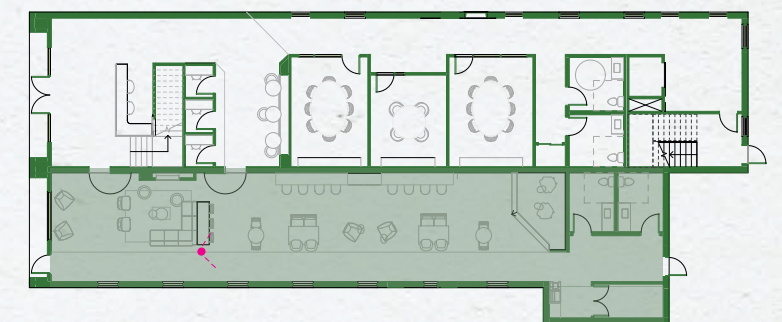


PRESENTATION SPACE

The Student Coworking space is designed to be **flexible** to fit many needs. A **presenter platform** is located on the East wall. The goal for this space is to bring in different **speakers** and **presenters** that will allow students to grow in knowledge and **develop their leadership skills**. The furniture is non fixed to allow for rearrangement of the area. Countertops on the North wall double as study surface and serving area for food and drinks.



LEVEL 1
Presentation Layout



LEVEL 1
Student Coworking Layout

WE'RE A TEAM THAT COMMUNICATES





1

OPEN OFFICE SPACE

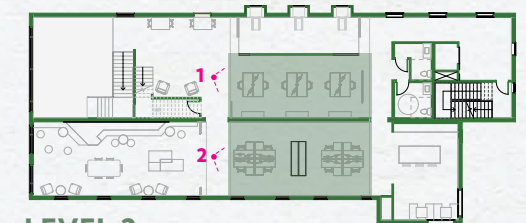
The open office space for employees is designed to **group team-members** by department: sales, marketing, design, technical, and build. Each department gets their own TV to allow for **quick screen sharing** to **communicate ideas** with co-workers, as well as video calls to other Best Point departments located in other cities. There are whiteboards provided for **quick collaboration** and **brainstorming** amongst team-members.



Andreu World
Calma



Davis
Kayo



LEVEL 2



2

EXECUTIVE OFFICE

This large office has many different spaces that allow for several team members to **gather** and **collaborate**. The goal of implementing these areas within the office is to promote **communication** between team-members.

Steelcase
Currency



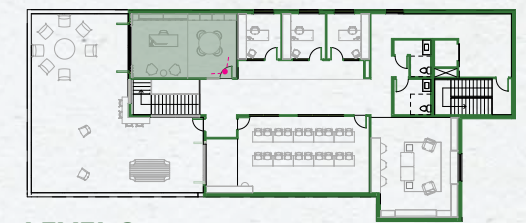
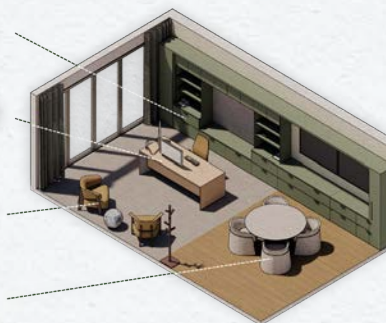
Steelcase
Slimleg



Haworth
Backwing



Davis
Seba



LEVEL 3

THANK YOU!

saramcevoy01@gmail.com