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# JUDE HAMILTON

## ARCHITECTURE PORTFOLIO

As a passionate architecture student, my journey into the world of design begins with a deep admiration for classical architecture, balanced by a commitment to sustainability and functionality. This portfolio reflects not only my dedication to creating enduring and inspiring spaces but also my understanding that true architectural success lies in humility. Greatness isn't confined to grandiose monuments—it thrives in the overlooked, the modest, and the practical. Whether it's crafting scrappy cardboard chairs or visualizing small gardens in SketchUp, I embrace every opportunity to make a meaningful impact.

[JUDEHAMILTON.COM](http://JUDEHAMILTON.COM)





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# DINNER FOR TWO

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Medium: Watercolor

A piece of artwork done in the surrealist style, where the realistic details of the Georgian style dining room are contrasted by the floating dinnerware. A unique exercise in perspective, painting and interior design.





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# PUGET SOUND

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Medium: Watercolor

Inspired by the Impressionist movement of art from the late 19th and early 20th centuries, I created a landscape of my home.





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# THE NATIONAL GALLERY

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Medium: Oil pastel

Inspired by the abstract artwork of Georgia O'Keefe, this artwork is an abstract representation of the National Gallery in London. The collapsed forms create a dense concentration of detail.





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# COLONIAL ENTRYWAY

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Medium: Roblox

This design relies on the hierarchy of elements to emphasize the importance of the front door. A monumental classical entryway is flanked by two bays of windows on each side, such that the middle bay is seen as the most important, followed by the outer two.

[More Roblox projects](#)





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# NORTH CREEK GARDEN

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Medium: Sketchup

Architecture is a powerful tool for improving communities, which is why I asked to help redesign a section of garden outside the newly built portables at my school. Consisting of a set of raised dirt beds surrounded by brick wall, the garden is comfortable and intimate.

[More about this project](#)



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# THE LOUVRE

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Medium: Minecraft

This is my most technically ambitious project to date in Minecraft, and one of my favorites. The Louvre, being a complicated and highly ornate structure, forced me to think outside the box to capture it as realistically as possible within the medium of Minecraft.

[More Minecraft projects](#)