



Beautiful Functionality



*Designing, building, and problem-solving
with Claire Joseph*

Aspiring architect Claire Joseph has been making things for as long as she can remember. What began with cardboard, paper, and creative experimentation has grown into models, interactive gifts, and architecture-focused design. Her instinct has stayed the same: notice a problem, imagine a better solution, and start building.

“ I like to create gifts that have a function. I think it is far more interesting to make things that are interactive rather than just still objects. ”



DESIGN IN ACTION

1

Pop-Up Birthday Cake

Designed as a gift for her sister, this layered cake includes a working interactive structure and a hidden carousel for gift cards. The project required planning, troubleshooting, and revision before the mechanism worked.



2

First Architecture Model

This early architectural model reflects Claire's interest in structure, form, and how individual elements create a unified space.



3

Handmade Phone Case Insert

A small-scale design project showing Claire's love of personalization, visual storytelling, and making objects feel interactive and unique.



FROM CARDBOARD TO ARCHITECTURE

Claire's work combines creativity, function, and the user experience. Whether she is making an interactive gift, building a model, or experimenting with materials, she is drawn to design that is both beautiful and useful. Architecture feels like the natural next step — a larger-scale way to create spaces people can truly use and enjoy.

