

portfolio

folio



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ABOUT ME

I am Tint Nilar Maung, an interior designer focused on creating human-centered, collaborative spaces. My work blends thoughtful design with client needs, shaping interiors that connect people, encourage interaction, and feel truly lived in. I am experienced managing projects from conception to completion, overseeing every stage from initial concept and design development to implementation and final project delivery. Whether it's a community hub, a co-working space, or a home with heart, each project begins with people at the center. I am passionate about continuous learning and growth, always seeking new ideas, skills, and approaches to deliver the best design solutions.

Take a look around and discover how design can bring us together.

EDUCATION

BA(Hons) . Interior Design . First Class Honors ——— University of the West of England ——— Bristol, UK 2024 - 2025

- Independent Research Project (Critically researched “The role of cardboard in low-cost, humanitarian architecture)
- Preparation for Extended Study (Designed Multi-sensory Restaurant through a narrative)
- Extended Study in Interior Design (Designed Lingokai - Immersive Game-Based language learning Hub) (Award-winning Project)
- Professional Practice and work experience (Produced self-promotional product)

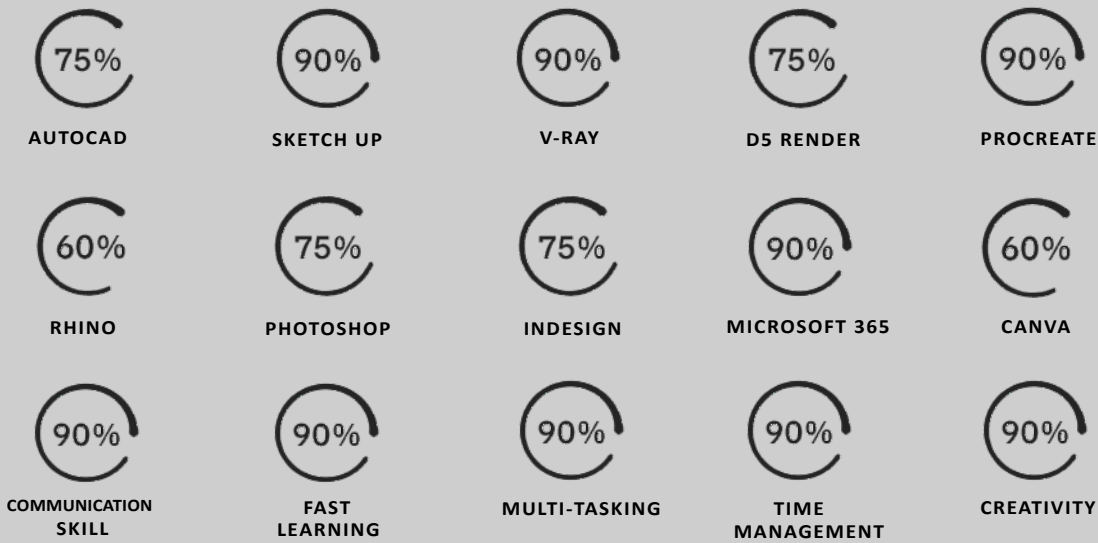
Diploma . Interior Design ——— Yangon School of Interior Design ——— Yangon, Myanmar 2016 - 2017

- Art History (Western Art and Architecture, Asian Art and Architecture, Burmese Art and Architecture)
- Art Theory (Design Principle and Ideology in Art)
- Professional Practice (Tender drawing process and contract System)
- Technical Drawing (Architectural Engineering and Detailing Drawing) and Fine Art Workshop
- Design Studio 1 (Designed an apartment inspired by Shigeru Ban's Curtain Wall House)
- Design Studio 2 (Designed Toy-Box Myanmar Retail Showroom)

Higher National Diploma (HND) - Civil Engineering (Merit) ——— Victoria University College ——— Yangon, Myanmar 2014 - 2016
Pearson B Tech level 5 UK

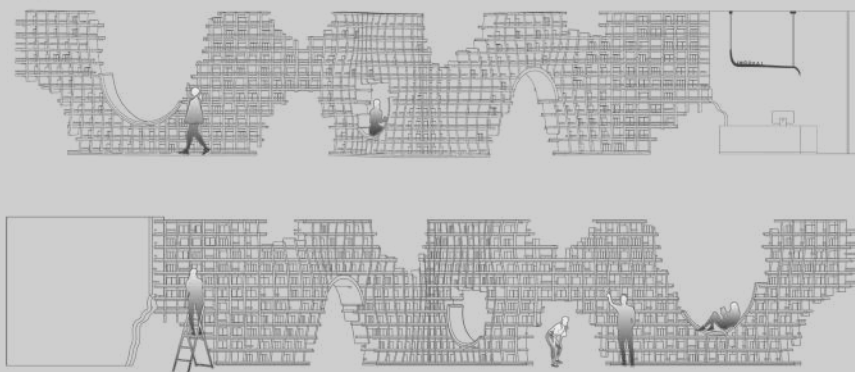
ACCA Part 1 ——— Excellent Choice Institute of Finance and Management ———Yangon, Myanmar 2010 - 2014

PROFICIENCY



ACADEMIC PROJECT

01



LINGOKAI

REAL - LIFE PROJECT COLLECTIONS

02



MARGA 12
CONDO APARTMENT

03



SWEETY HOME
LIVING MALL

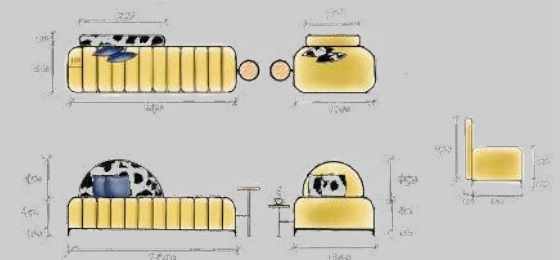
04



MYUNG RANG
FAST FOOD RESTAURANT

ARTS

05



SOFA

06



LINGOKAI

PROJECT OVERVIEW

LingoKai is a game-based, multicultural language learning hub that draws on the metaphor of the human microbiome as its conceptual foundation. This metaphor emphasizes how diversity sustains health, balance, and vitality, both in the human body and within a community. The design translates this idea spatially, creating an environment where people from different cultures can play, connect, and co-create as part of an interconnected system.

ACHIEVEMENTS

- Received **Maddy Lawrence Prize for Originality and Innovation in Interior Design 2025**
- proudly featured in **Dezeen Student Project Showcase**

PROJECT YEAR

2025

PROJECT TYPE

Academic Project

LOCATION

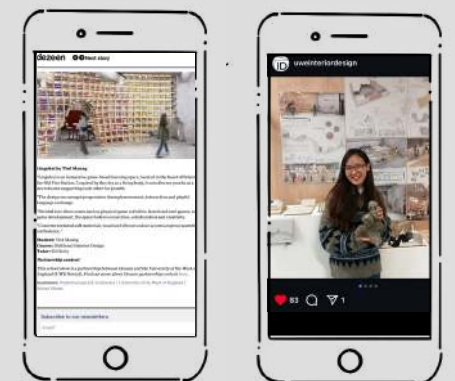
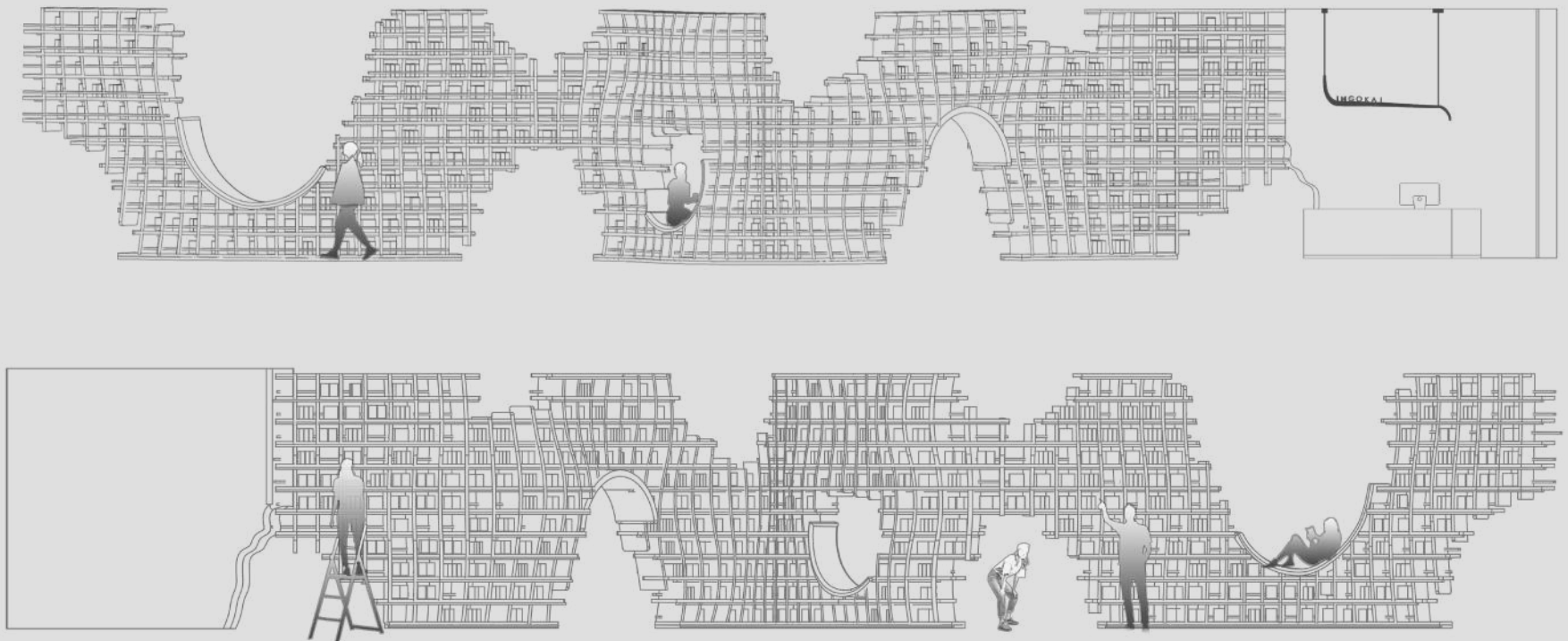
University of the West of England, Bristol, UK

ROLE

STUDENT - Final Major Project at UWE Bristol

SOFTWARES

Autocad, Sketchup, Procreate, Rhino, D5 Render, Photoshop, Illustrator



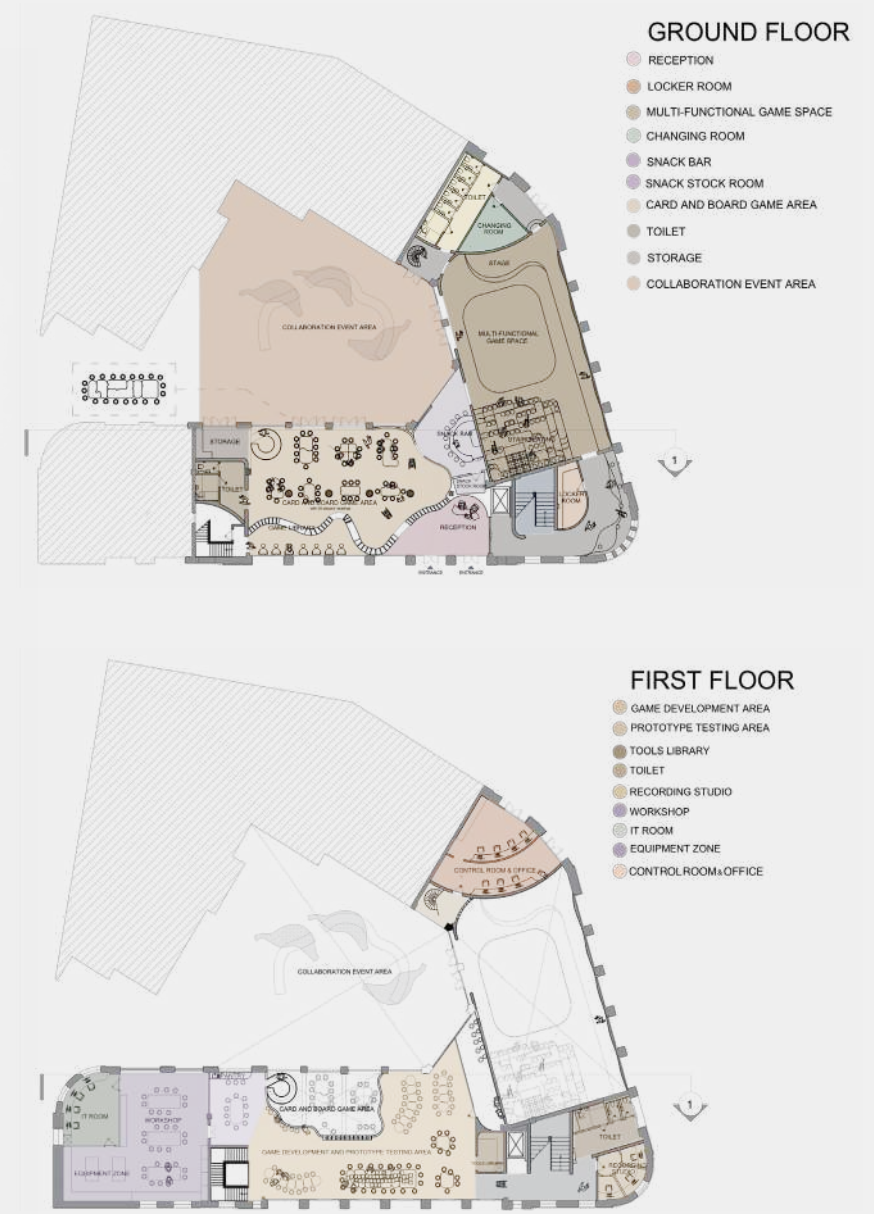
Dezeen PROJECT LINK

<https://www.dezeen.com/2025/05/15/family-community-centre-projects-university-of-west-england-schoolshows>



CONCEPT **CITY as a LIVING BODY**
YOUTHS as MICROBIOME

Like the way a diverse microbiome fosters a healthy and energetic body, diverse youth from different nations enrich the city with knowledge, culture, and skills. Through game-based language learning, these interactions grow naturally nurturing communication, collaboration, and cultural exchange.





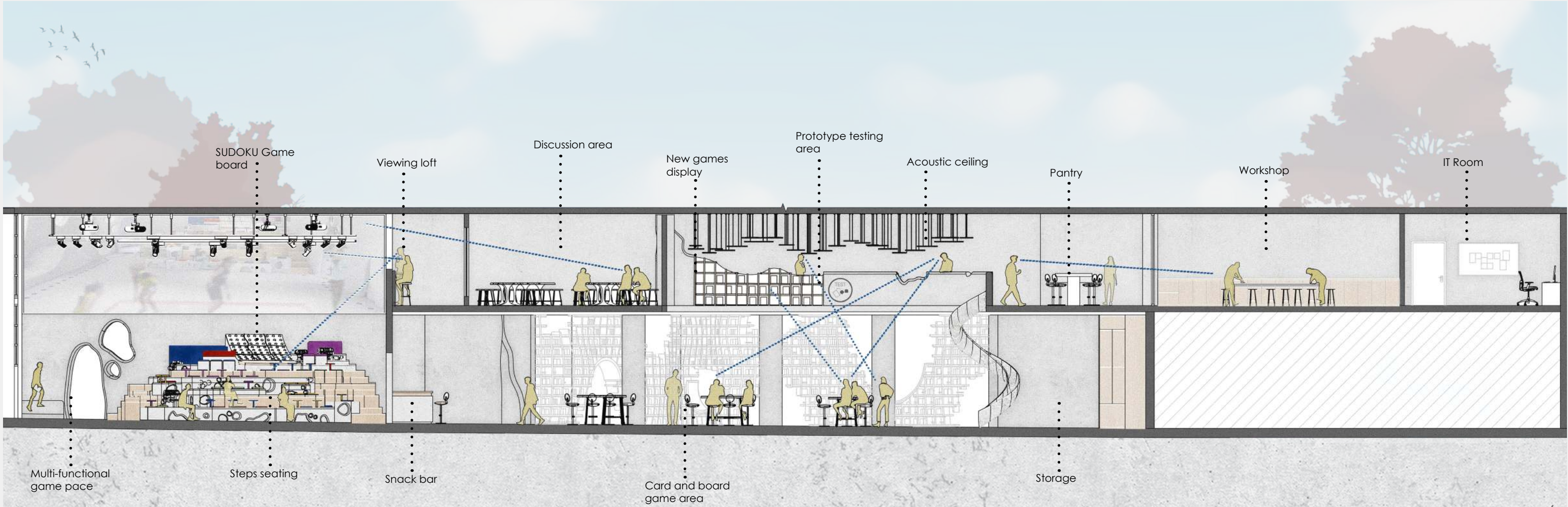
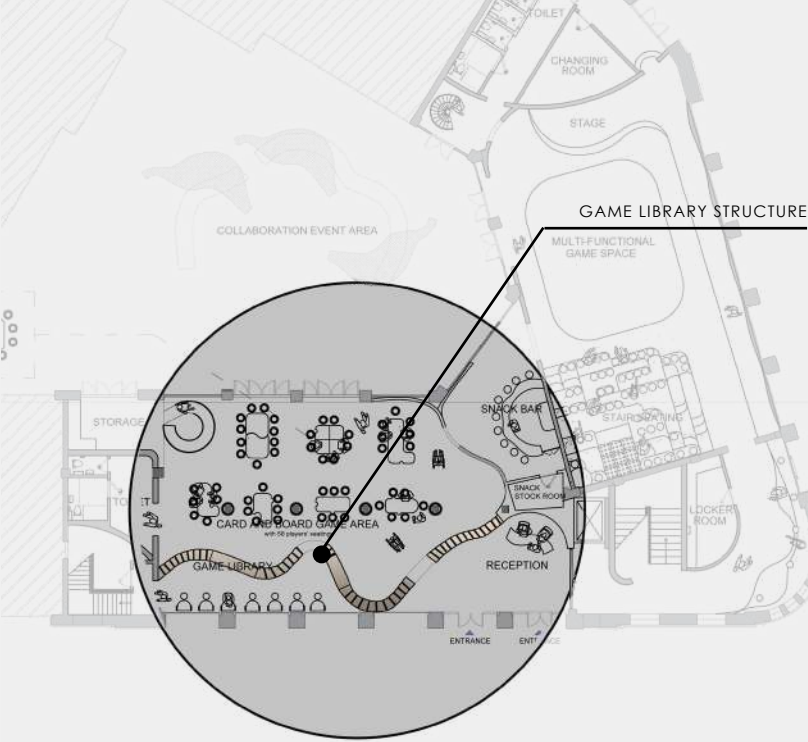
CONNECTIVITY OF THE SPACE

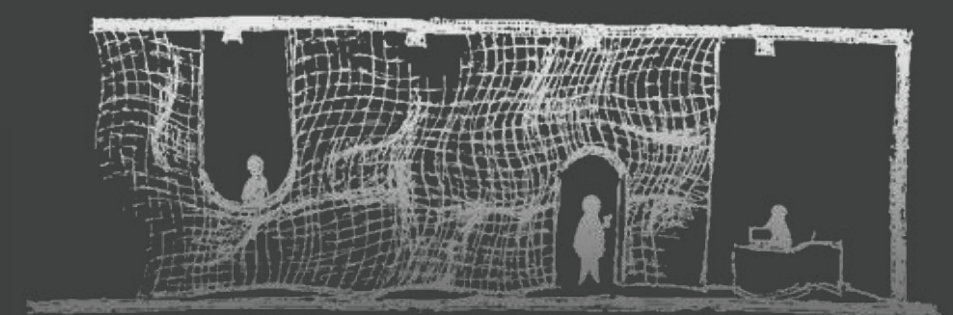
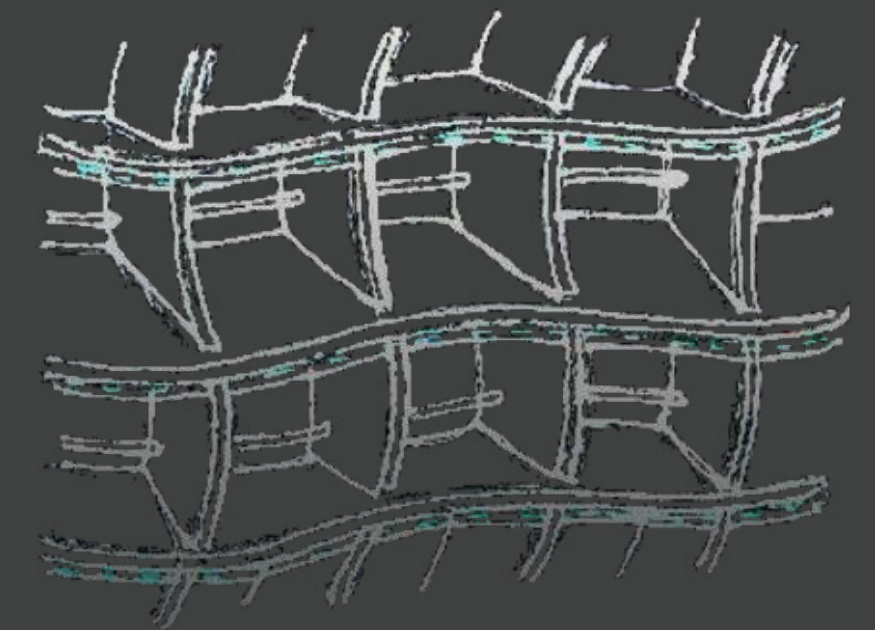
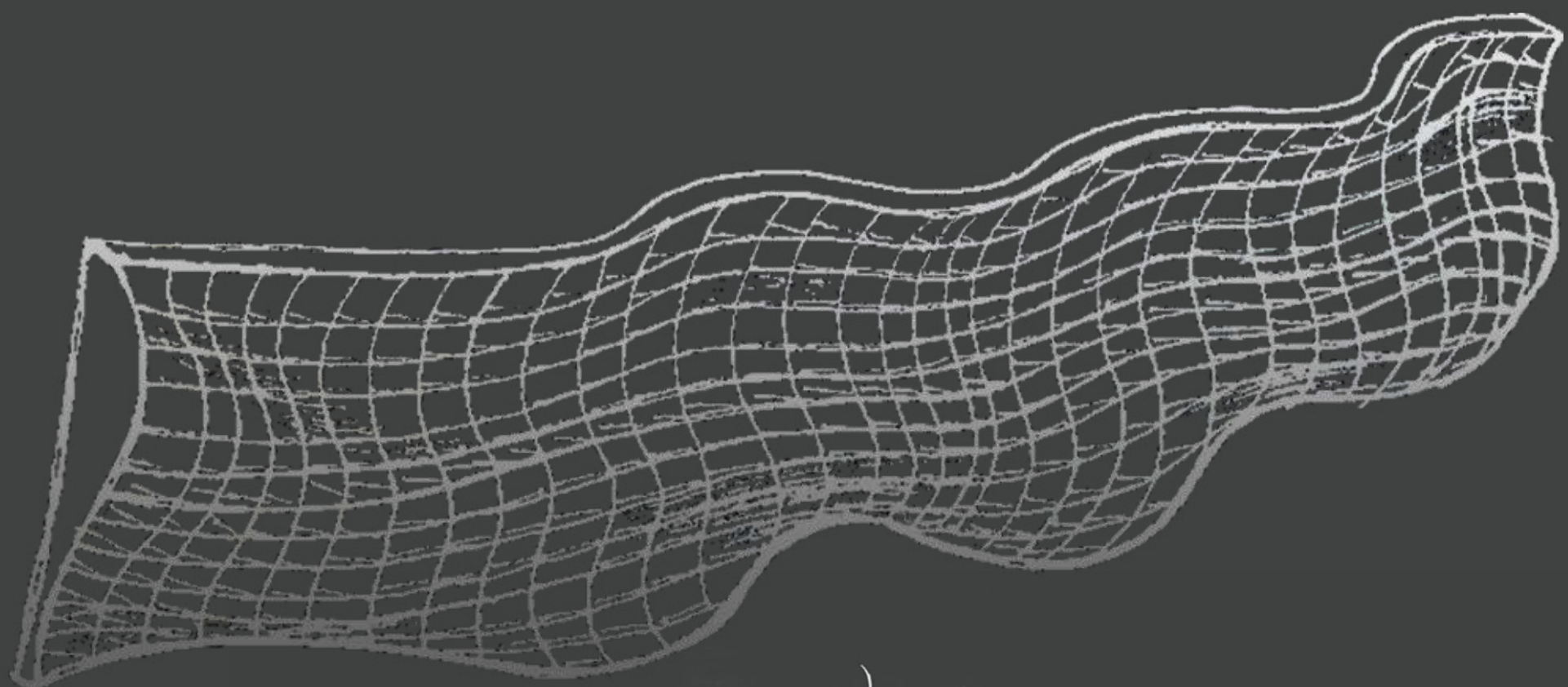
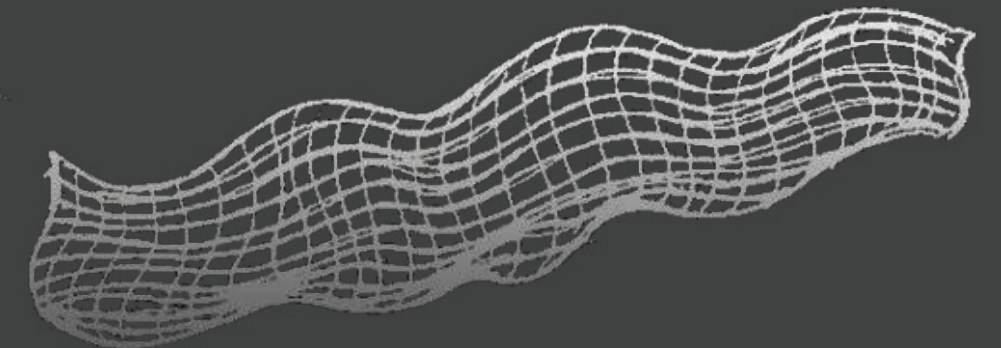
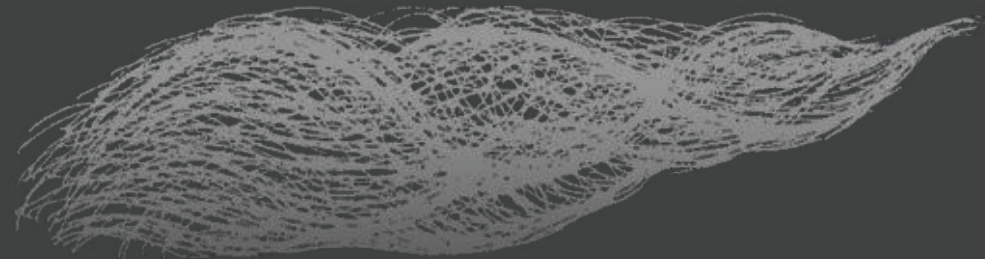
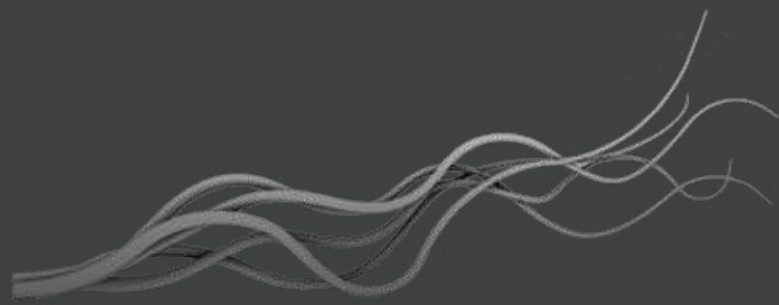
A giant puzzle game library structure beside the reception backdrop is created by the concept of bacterial flagella. This offers storage spaces for a thousand games collaboratively created by a diverse community. While the colorful game boxes pop up on the entire structure, warm LED light strips illuminate the shelves, both bringing vibrancy and energy to the space.

The ceiling above the game area is open to connect to the first floor, a gathering space for game developers. This vertical connection allows players downstairs to view prototype games from the shelves on the first floor. The design also offers real-time feedback to developers, as they can observe players' techniques downstairs and refine their designs.

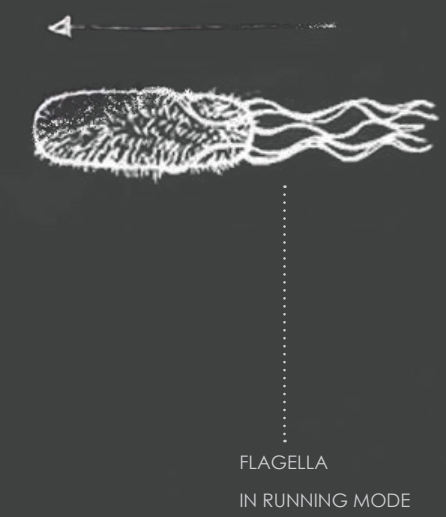
GAME LIBRARY STRUCTURE

The game library structure is located on the ground floor. It serves as one of the main entrances, leading to the card and board game area. The shelving structure not only functions as storage for thousands of games but also acts as a large divider wall, separating zones while maintaining flexibility and connectivity. The design seamlessly integrates with the building's existing beams, carefully avoiding interference with the beam areas.





FLAGELLA
IN TUMBLING MODE



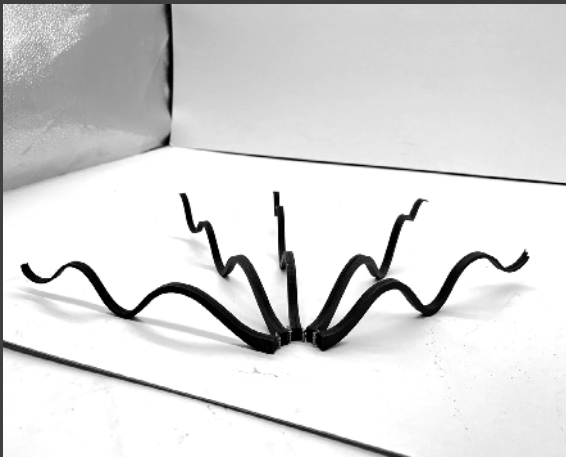
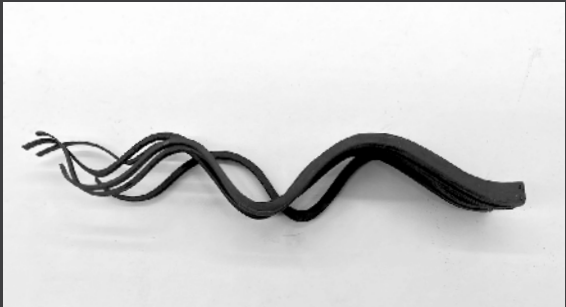
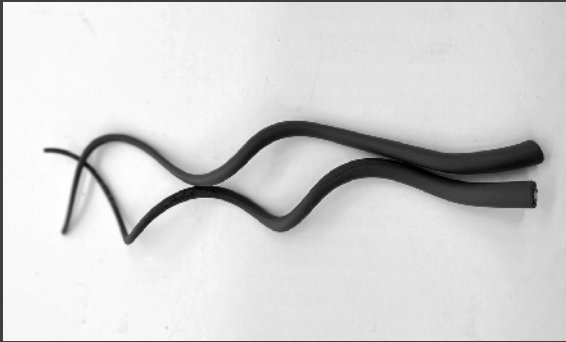
FLAGELLA
IN RUNNING MODE

GAME LIBRARY STRUCTURE

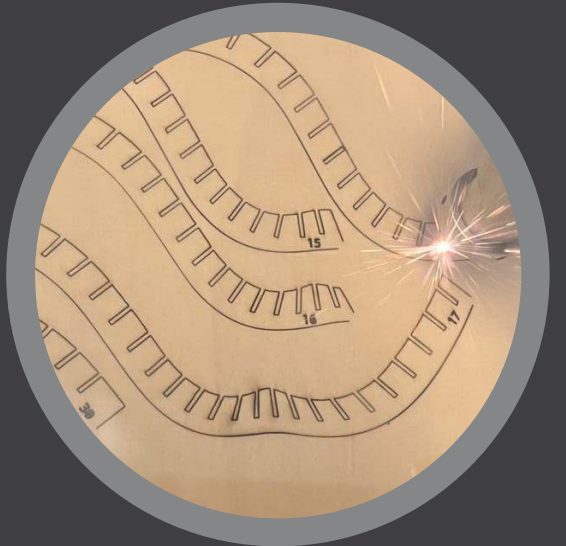
CONCEPT : The game library shelf structure, inspired from a thousands of bacterial flagella is designed as a giant puzzle-like system, made of timber with interlocking slots to store a collection of thousands of board and card games, collaboratively created by diverse youth.

GAME LIBRARY STRUCTURE

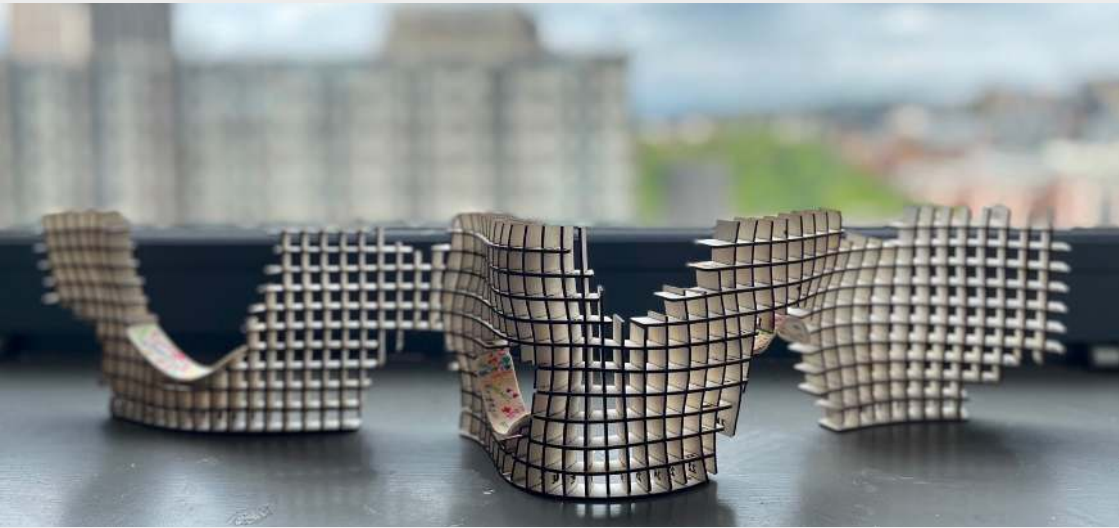
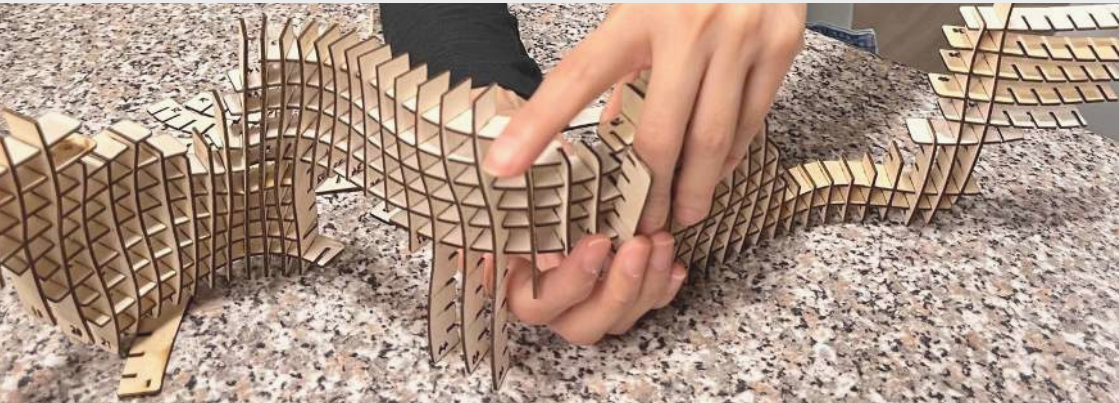
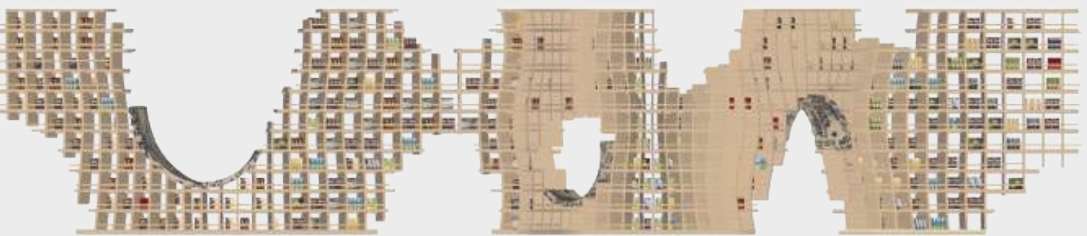
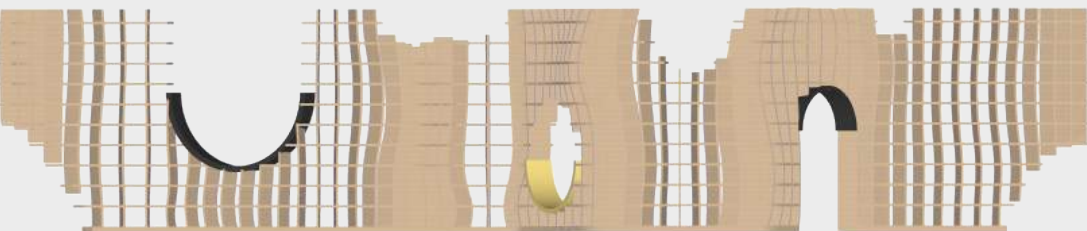
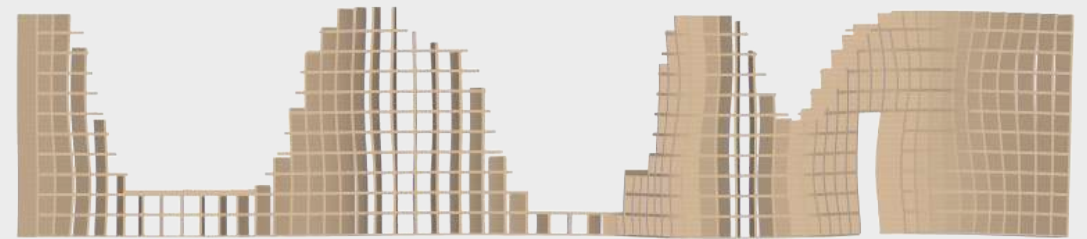
Concept models



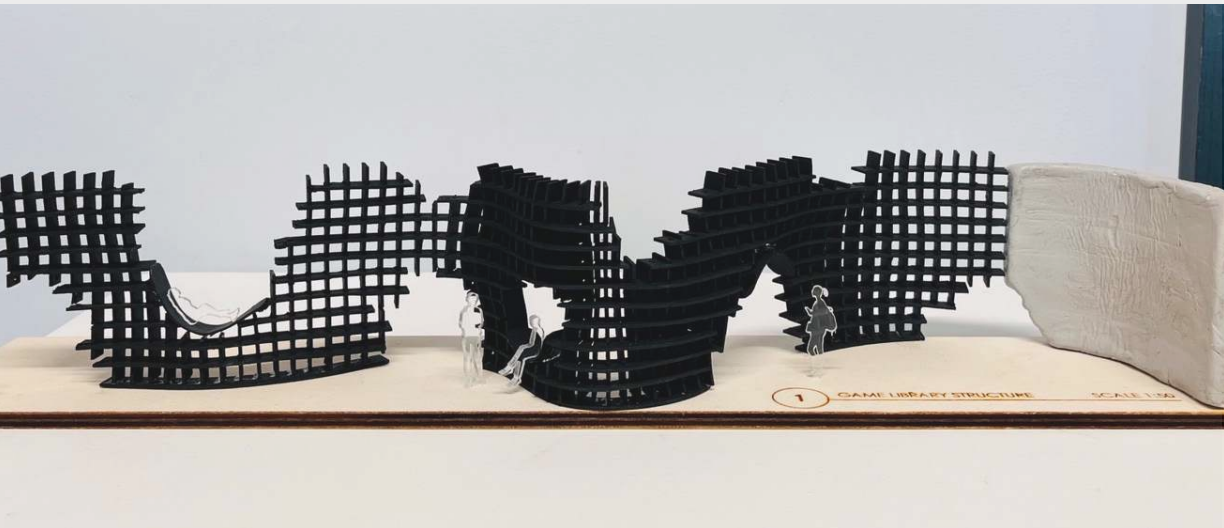
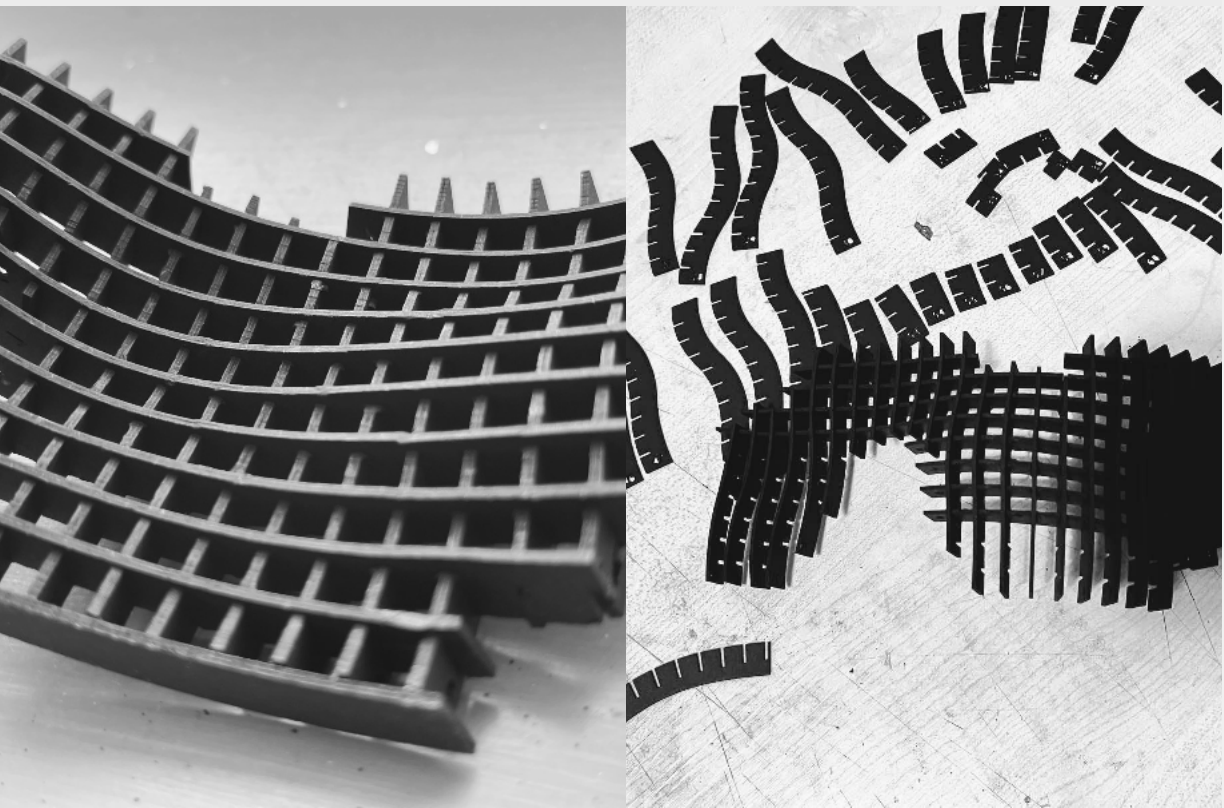
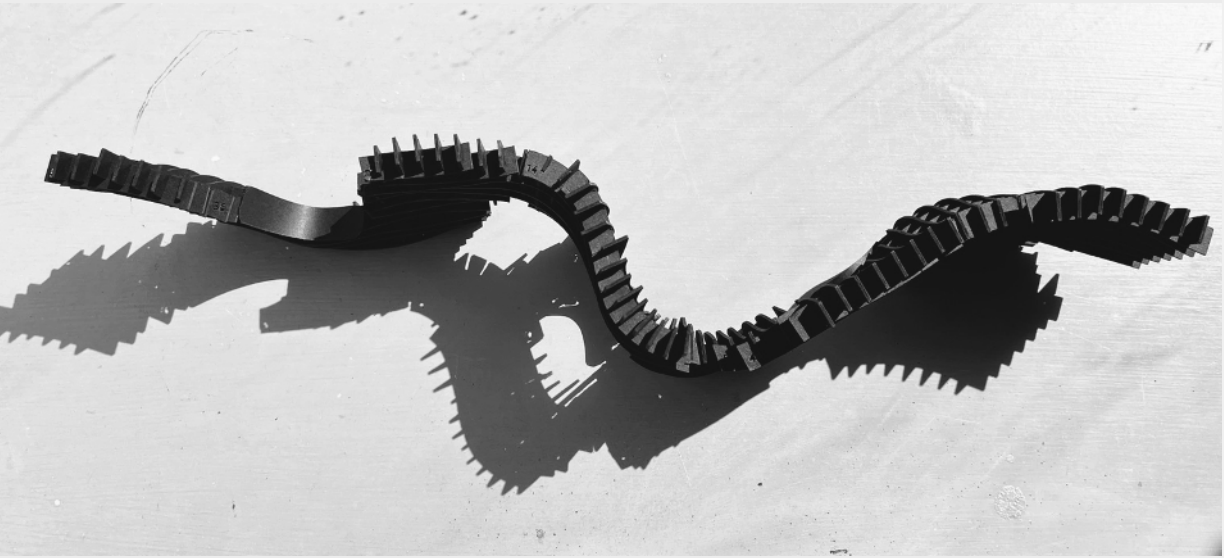
Laser cutting process for slot system



Shapes Study



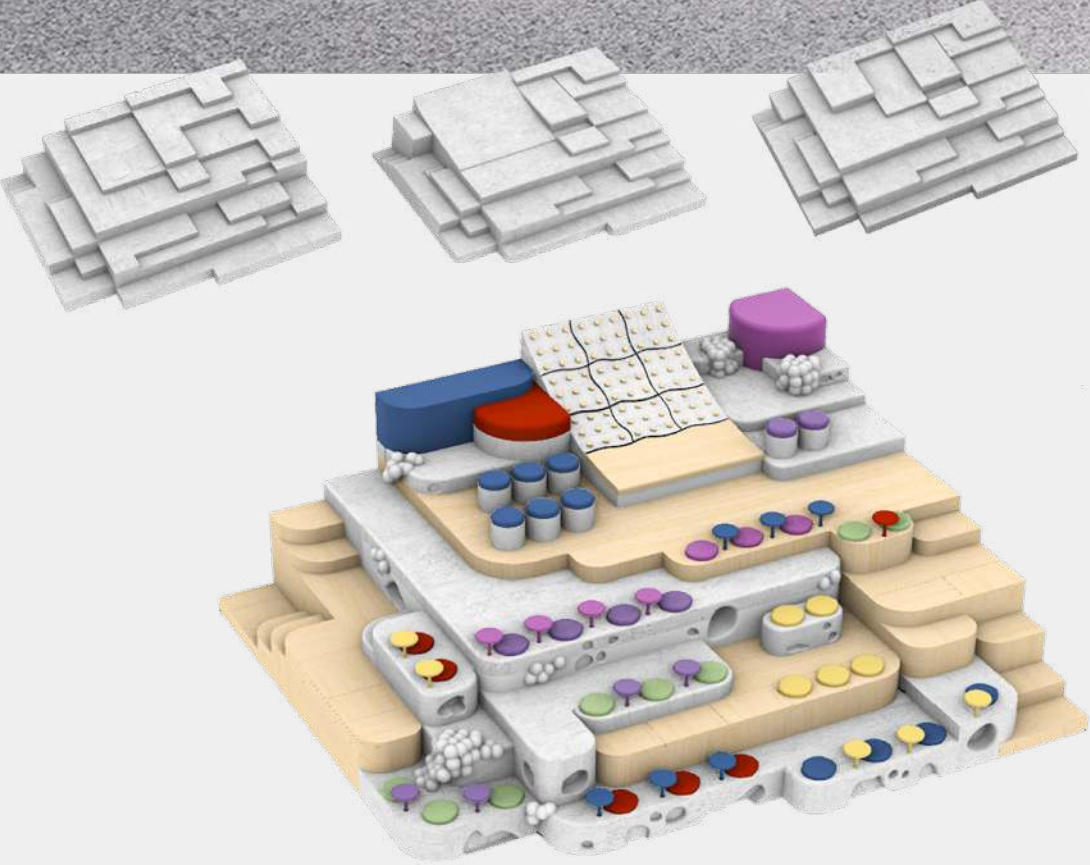
Prototype





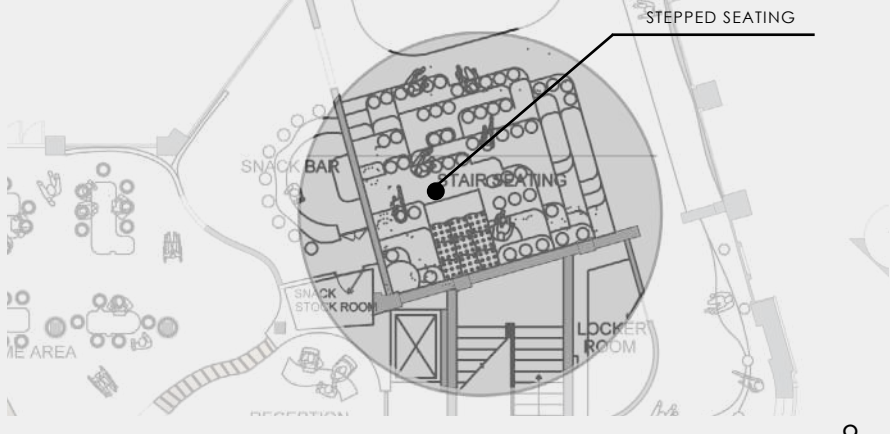
Concrete surfaces are fused with microscopic bacteria patterns.

Concrete-effect spray paint on cork has been tested for use on wall panels in a multi functional game space, aiming to enhance acoustic performance and provide injury protection.



STEPPED SEATING

The steps seating with pop-up colors of tiny tables and cushions are designed for players for notetaking, observing games, or simply relaxing during sessions. The large SUDOKU featuring nine-language gaming board is installed on the top level of seating steps which encourage collaborative group play. This is an example of language learning gaming boards that can be replaced with other similar concepts.



MARGA 12

CONDO APARTMENT

PROJECT OVERVIEW

Marga 12 Condo is a thoughtfully designed 122 sqm home for a family of six who value minimal, warm, and clean aesthetics. The kitchen, a hub for their love of cooking, is designed for both functionality and comfort. Cat-friendly spaces add a playful touch, ensuring harmony for both family and pets. The overall ambiance is sophisticated yet inviting, highlighted with subtle patterns and vibrant yellow accents.

ACHIEVEMENTS

- Delivered a design that fully met the client's vision, resulting in high client satisfaction
- Successfully overcame on-site constraints and completed the project with only one design revision

PROJECT YEAR

2023

PROJECT TYPE

Residential

LOCATION

Yangon, Myanmar

ROLE

FREELANCE INTERIOR DESIGNER

SCOPE OF WORK

Client communication, Layout planning, conceptual design and visualization, technical drawing

SOFTWARES

Autocad, Sketchup, V-Ray, Photoshop





BEFORE



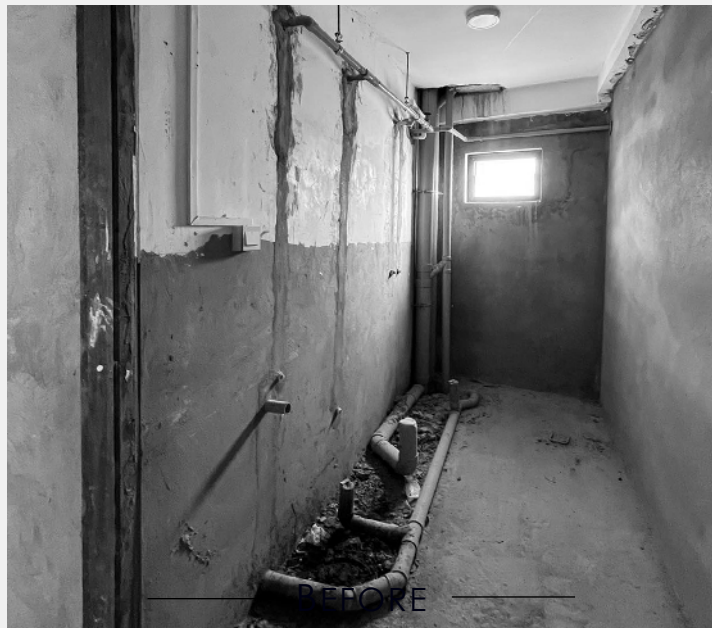
AFTER



BEFORE



AFTER



BEFORE



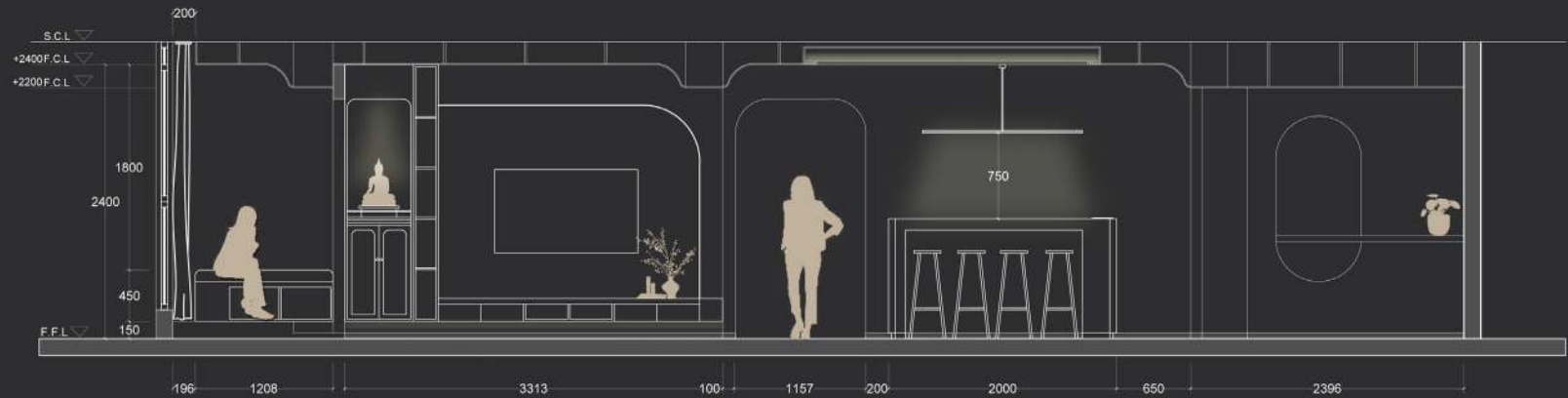
AFTER





LAYOUT PLAN

The existing layout plan originally included only three bedrooms, including a master bedroom. However, the clients required four bedrooms to accommodate six family members. To meet this need, some walls were demolished and new ones were constructed to create the additional bedroom, following structural discussions. Along with the bedroom extensions, an aesthetic wall was introduced around the entrance to provide better privacy for the residents when guests arrive, while still maintaining connectivity through an open section on the wall.

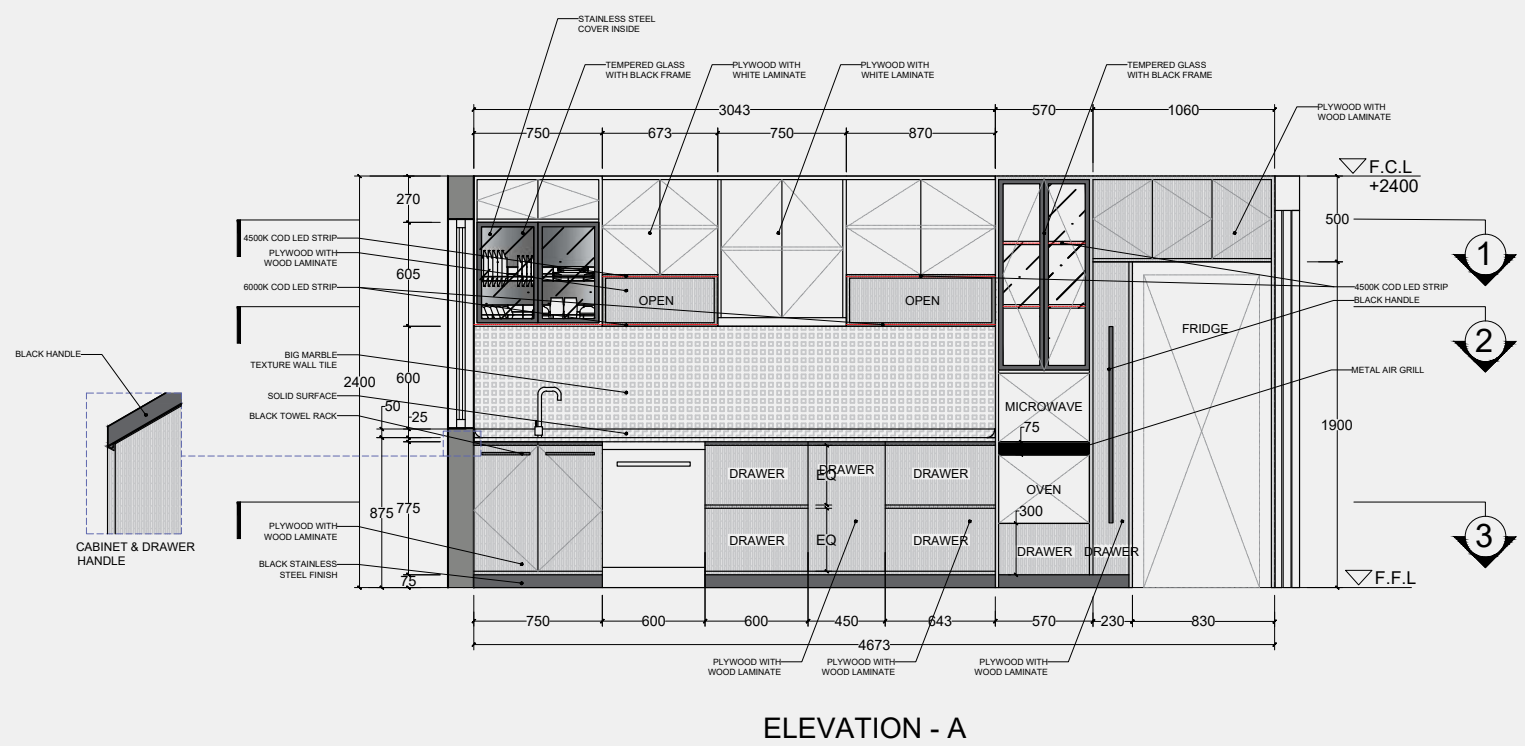
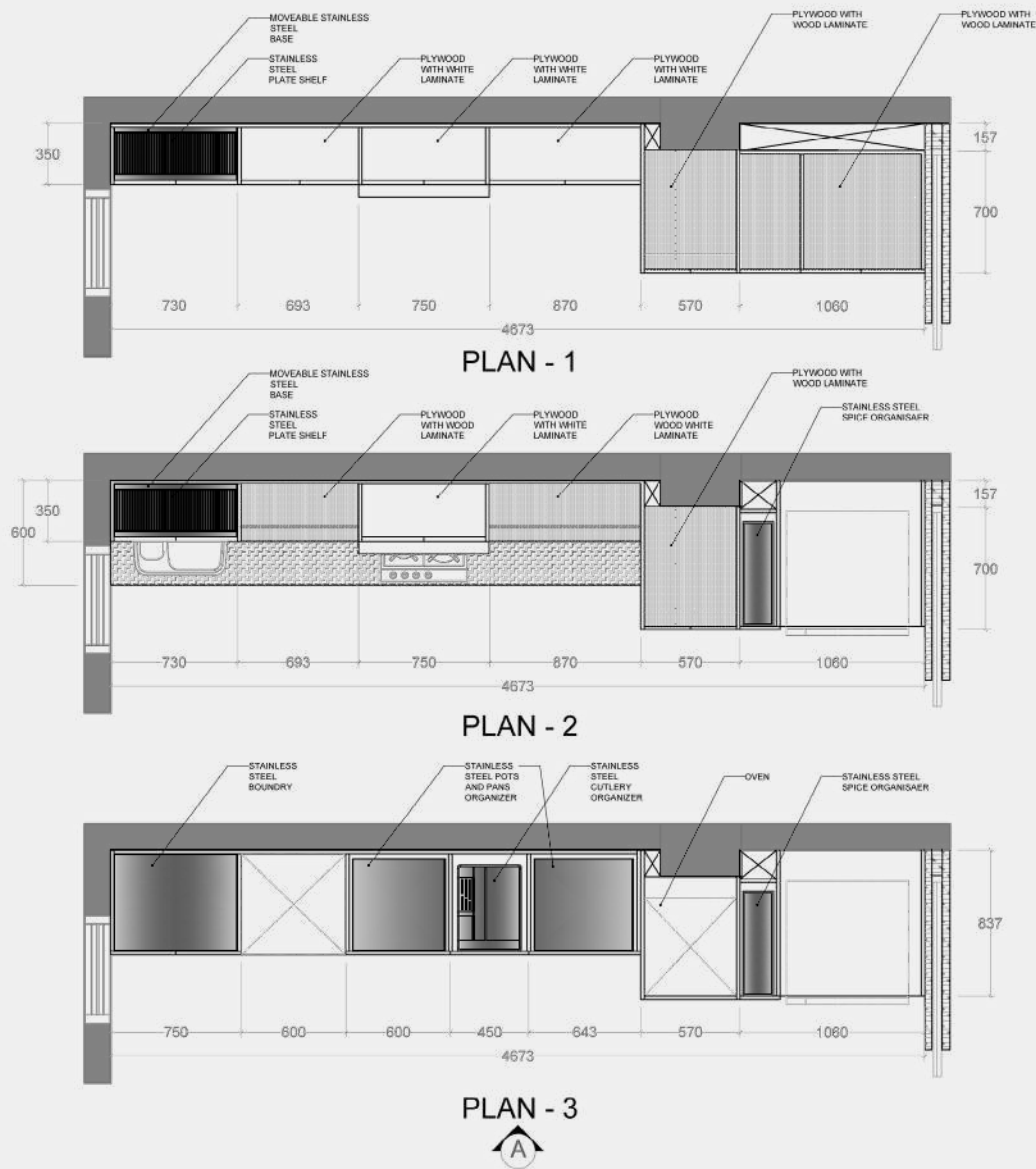


ELEVATION - A



ELEVATION - B





SWEETY HOME

LIVING MALL

PROJECT OVERVIEW

Sweet Home Living Mall in Yangon spans 6,065 sq. meters, featuring five dynamic retail levels, seven expansive showroom floors, and five office/rental levels. Developed with the Sweet Home design team, it offers vibrant shopping areas, car parking, and landscaped surroundings, emphasizing seamless spatial flow, striking visual appeal, and an immersive shopping experience for visitors.

ACHIEVEMENTS

- Collaborated with diverse teams, including project managers, suppliers, installers, and lighting designers
- Successfully overcame challenges of managing a large-scale project as a team
- Achieved client satisfaction by balancing design quality with brand identity

PROJECT YEAR

2023

PROJECT TYPE

Furniture Showroom

LOCATION

Yangon, Myanmar

ROLE

PROJECT-BASED INTERIOR DESIGNER

ASSOCIATED WITH

Sweet Home Furniture Co. Ltd

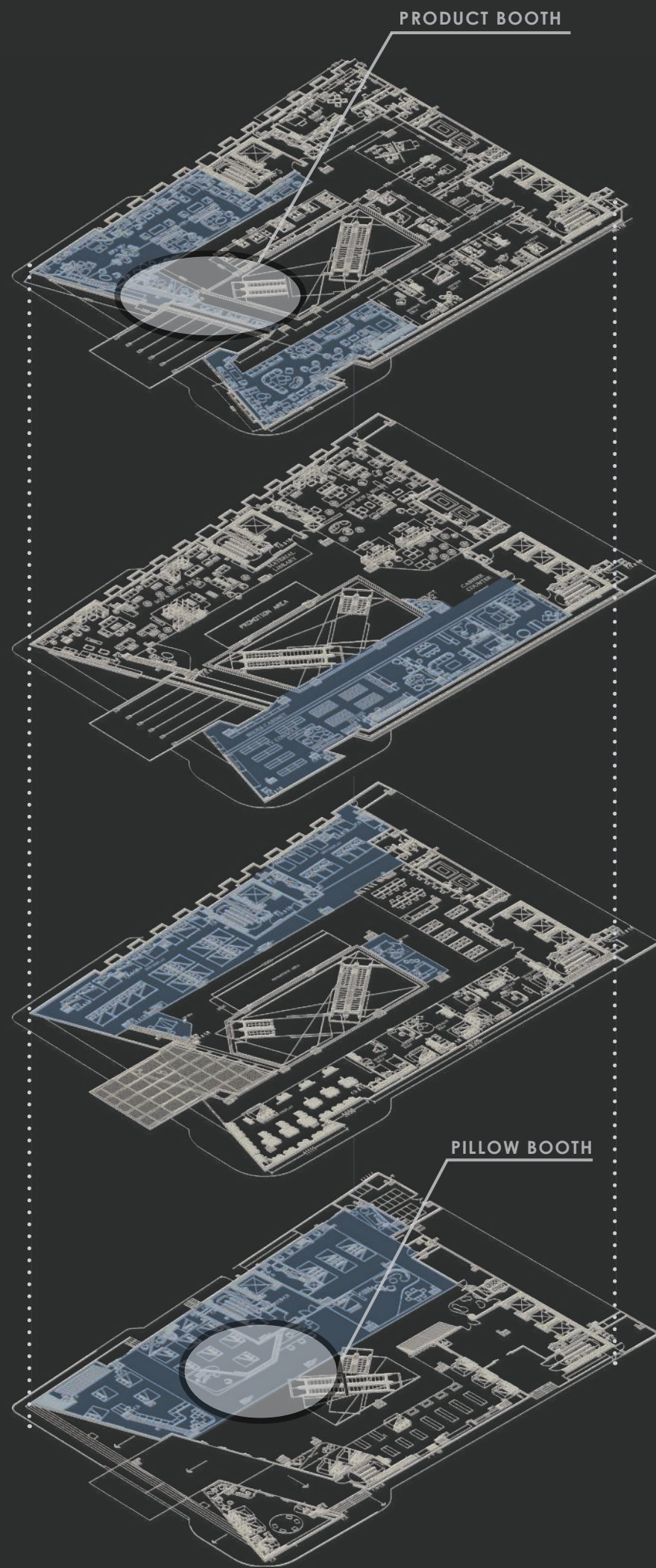
SCOPE OF WORK

Layout plan, conceptual design and visualization, technical drawing, material selection, on-site coordination, interior styling

SOFTWARES

Autocad, Sketchup, V-ray, Photoshop





3rd FLOOR

RESPONSIBLE AREA

- SOFA DISPLAY AREA
- RUBBER WOOD ITEMS DISPLAY AREA
- PRODUCT BOOTH
- FUNCTION SOFA DISPLAY AREA

2nd FLOOR

RESPONSIBLE AREA

- MOCK UP ROOMS
- PRODUCT BOOTH
- SHRINE CABINET DISPLAY AREA
- TV CONSOLE DISPLAY AREA

1st FLOOR

RESPONSIBLE AREA

- BED FRAME DISPLAY AREA
- BEDSIDE TABLE DISPLAY AREA
- PRODUCT BOOTHS

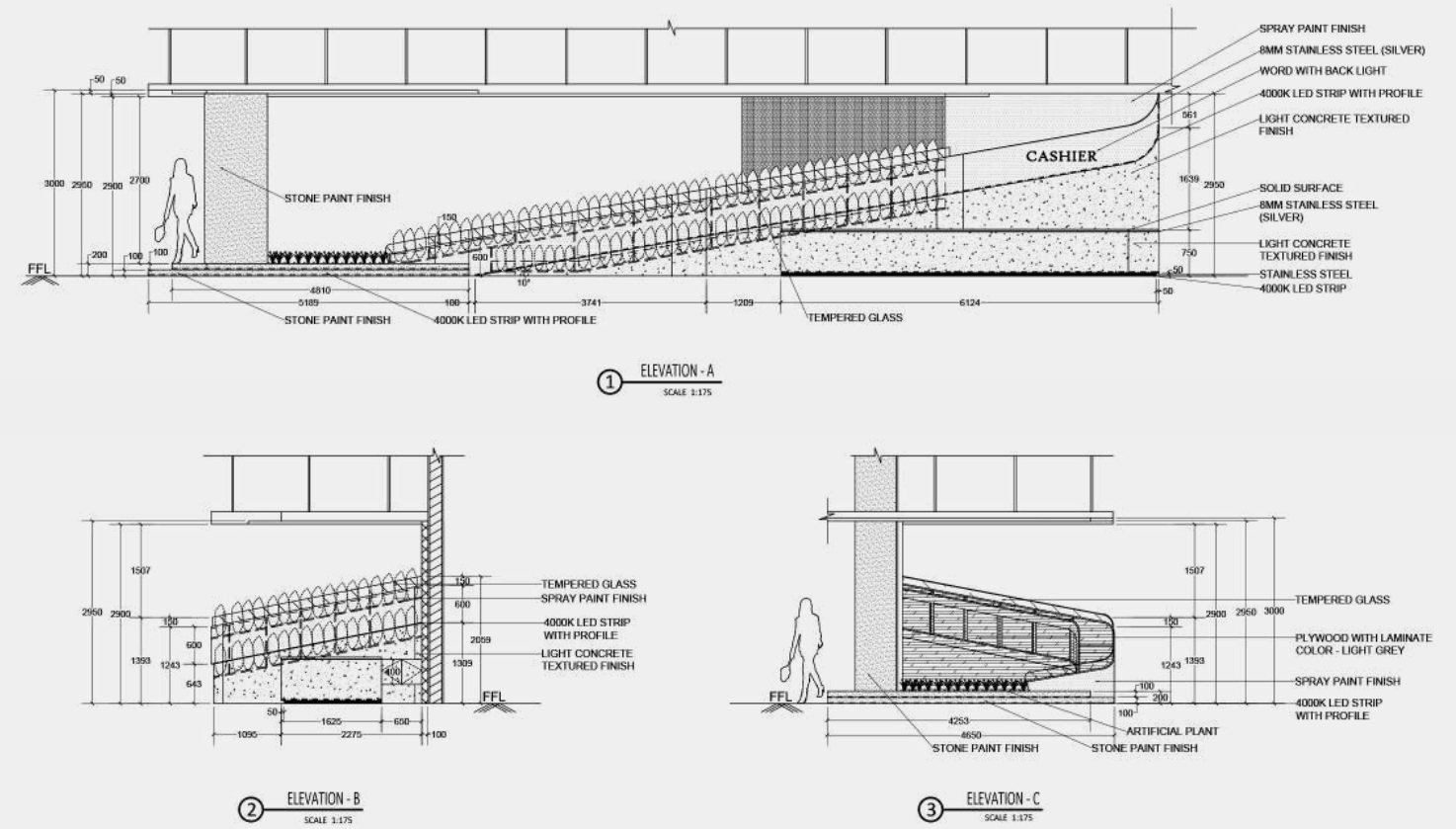
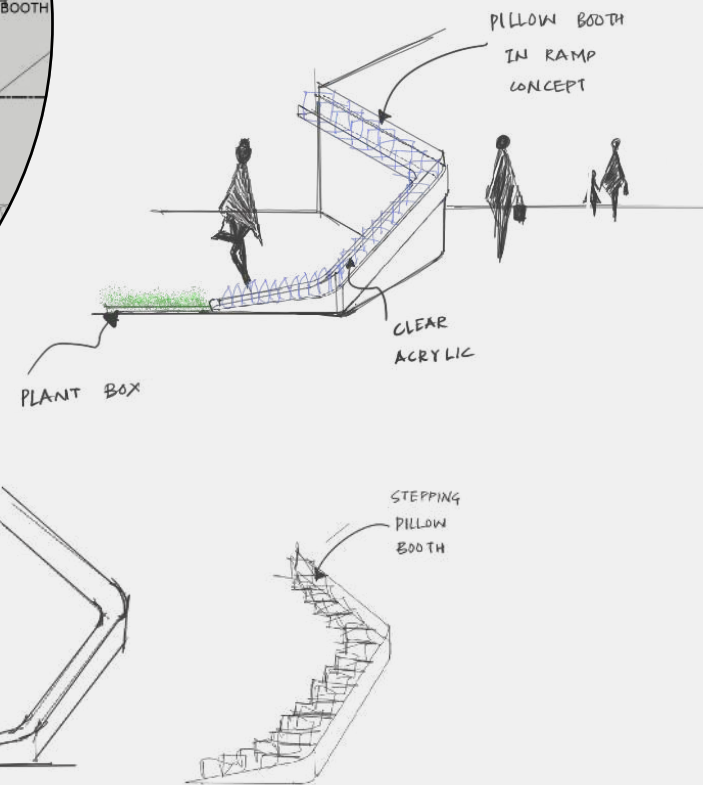
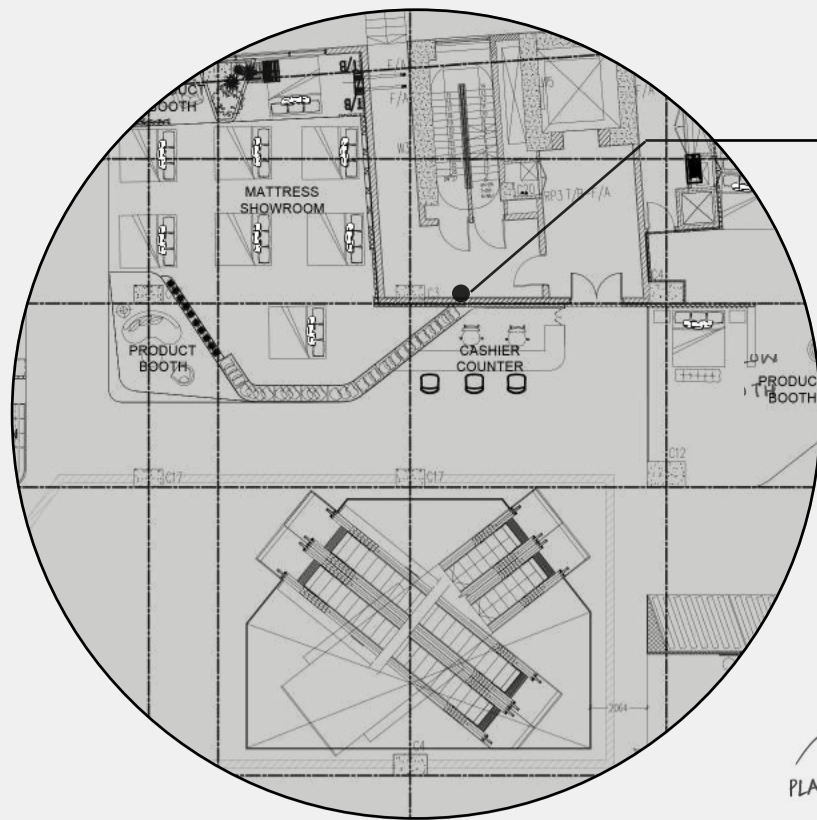
GROUND FLOOR

RESPONSIBLE AREA

- MATTRESS DISPLAY AREA
- PRODUCT BOOTHS
- CASHIER
- INFORMATION COUNTER



PILLOW BOOTH



CONCEPT: The ground floor plan ingeniously mimics the concept of escalators, creating a dynamic design. The innovative pillow booth draws inspiration from escalator stairs and with a gradient layering of cushions, it gives the appearance of moving stairs.



3rd _ FLOOR PRODUCT BOOTH



CONCEPT: The product booth inspiration comes from a magazine. Imagining the book printed on the wall and furniture is pop-up, the whole product booth change to the product book which attract the customers with the feeling of reading a big magazine.

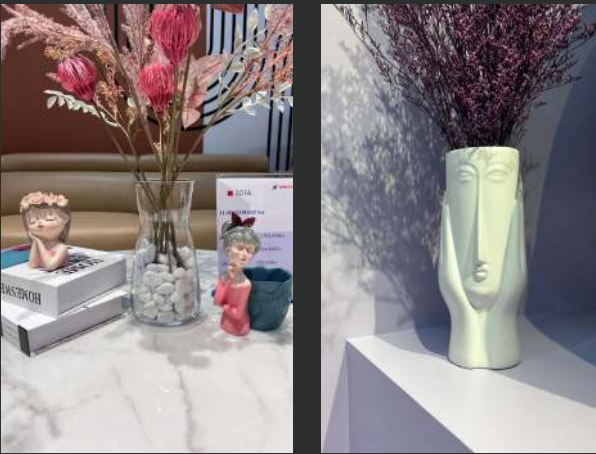


MEDIUM GREY PAINT





GROUND FLOOR MATTRESS DISPLAY



DECOR SETTING



3rd- Floor SOFA DISPLAY



GROUND FLOOR PRODUCT BOOTH + DECOR SETTING

2nd- Floor MOCK UP ROOMS



GROUND FLOOR MATTRESS AND PRODUCT BOOTH



MYUNG RANG

HOTDOG FAST FOOD RESTAURANT

PROJECT OVERVIEW

A proposed design for a fast-casual franchise, exploring cultural story telling and vibrant brand identity. The concept combines bold red accents with warm pine wood finishes to create an inviting atmosphere. The layout was designed for smooth customer flow and operational efficiency. Although the project remained a proposal, it reflects creative thinking and brand-driven design solutions.

PROJECT YEAR

2020

PROJECT TYPE

Restaurant

LOCATION

Yangon, Myanmar

ROLE

JUNIOR INTERIOR DESIGNER

ASSOCIATED WITH

Megalaser Interior Design and Decoration Co.Ltd

SCOPE OF WORK

Client communication, Layout planning, conceptual design and visualization, technical drawing

SOFTWARES

Autocad, Sketchup, V-Ray, Photoshop, Procreate

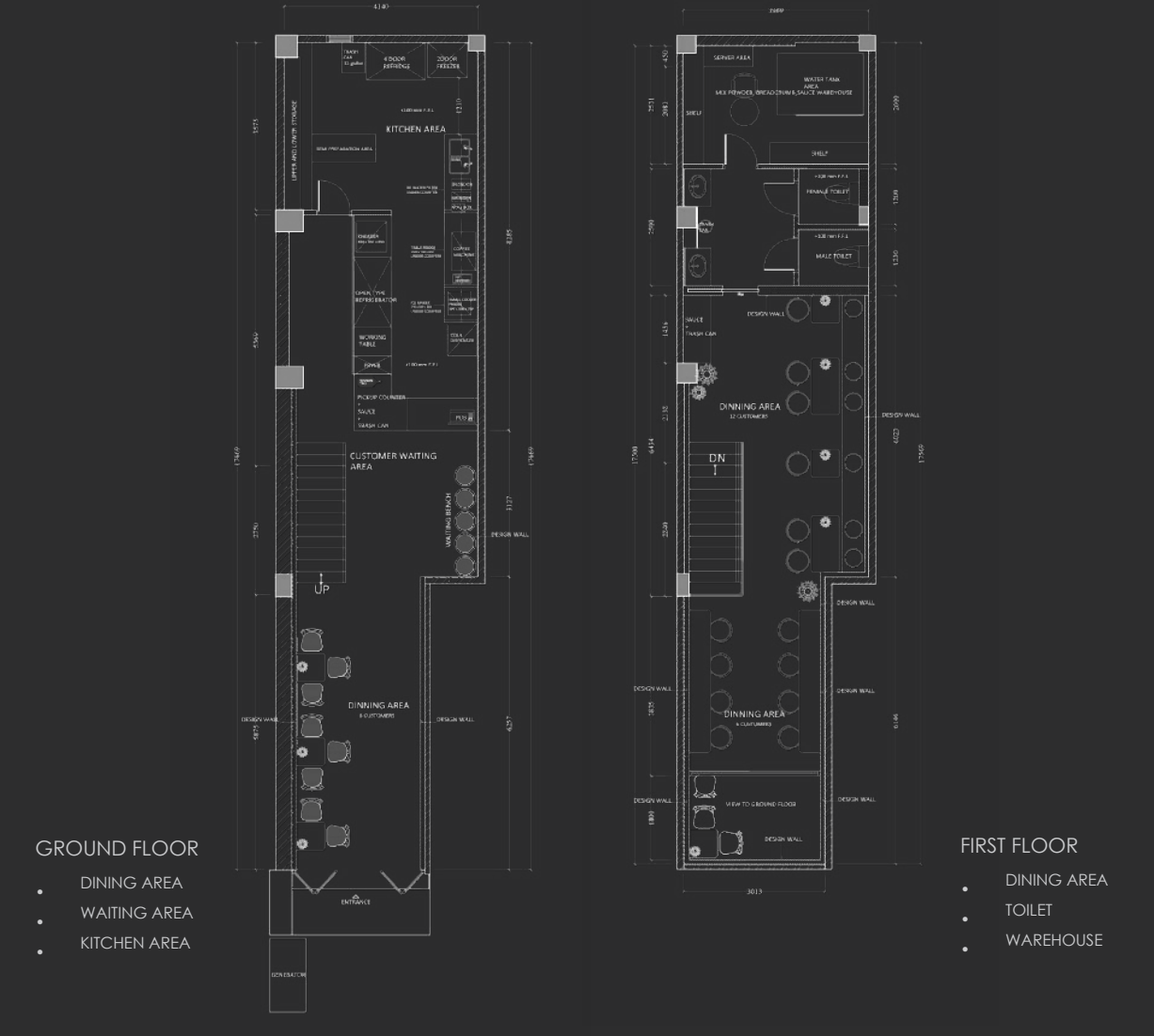
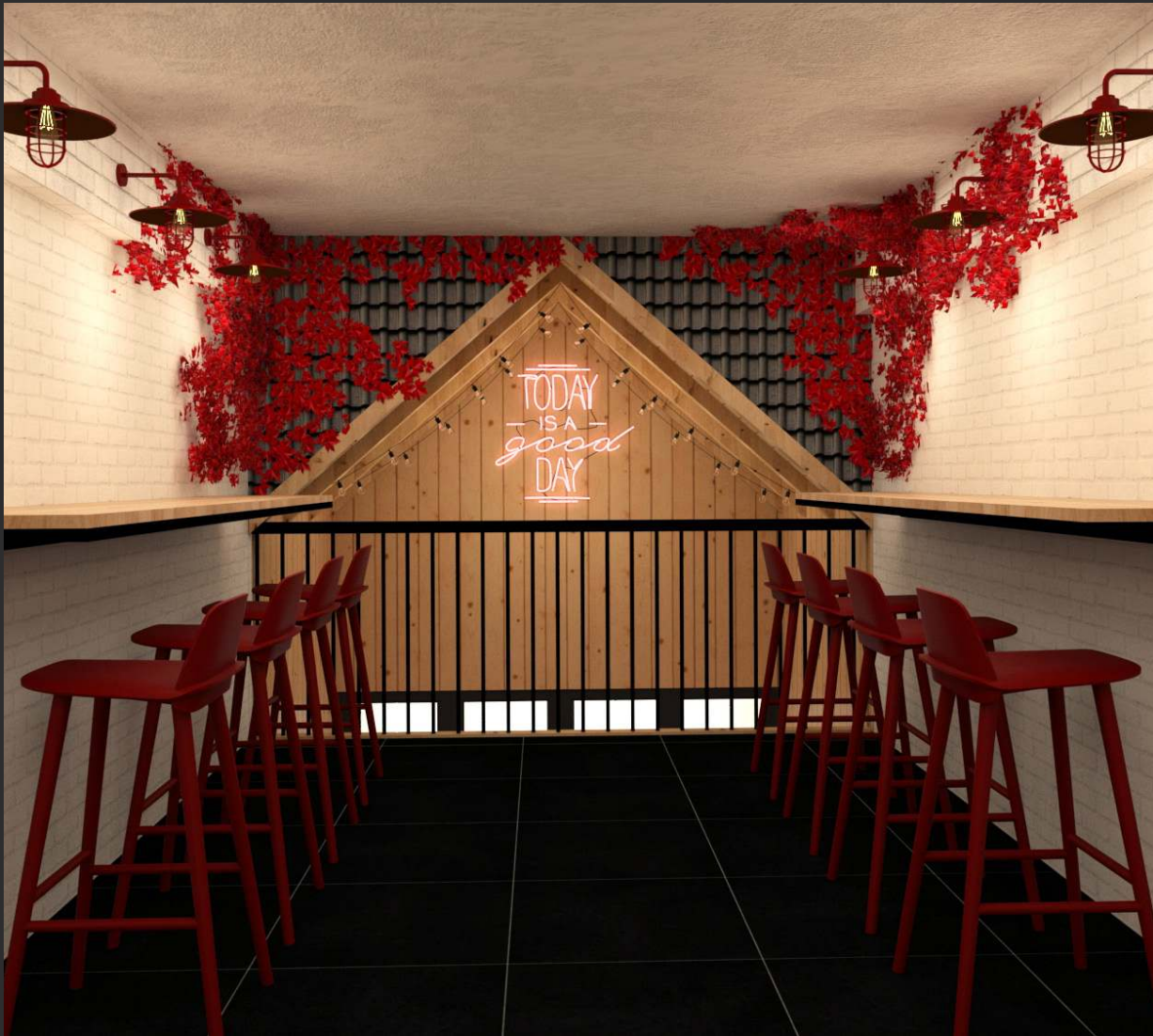




CONCEPT

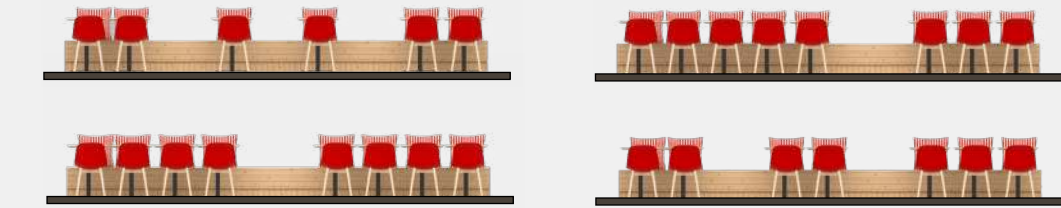
The first-floor dining area is inspired by Korean rooftop gathering culture, where friends and families come together to share food in a relaxed, informal setting. The space is designed to recreate the atmosphere of an outdoor rooftop, despite being located indoors.

Warm string lights, exposed timber finishes, and soft textured walls create a cosy and welcoming ambiance, referencing the casual charm of Korean rooftop dining. The use of wooden seating, red accents, and patterned flooring adds visual warmth, brand identity and energy while maintaining a playful street-food character.

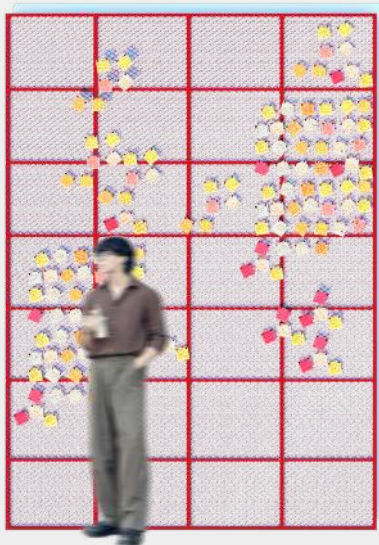
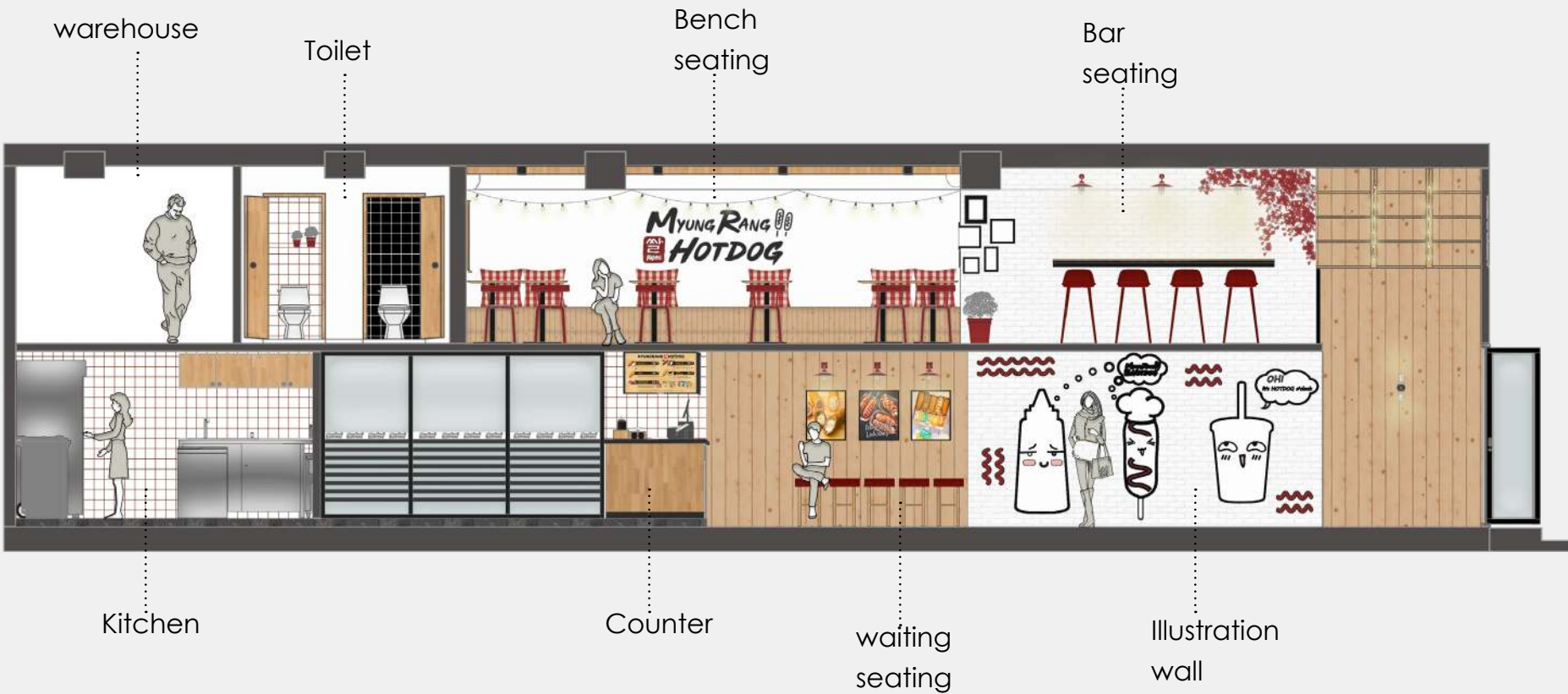




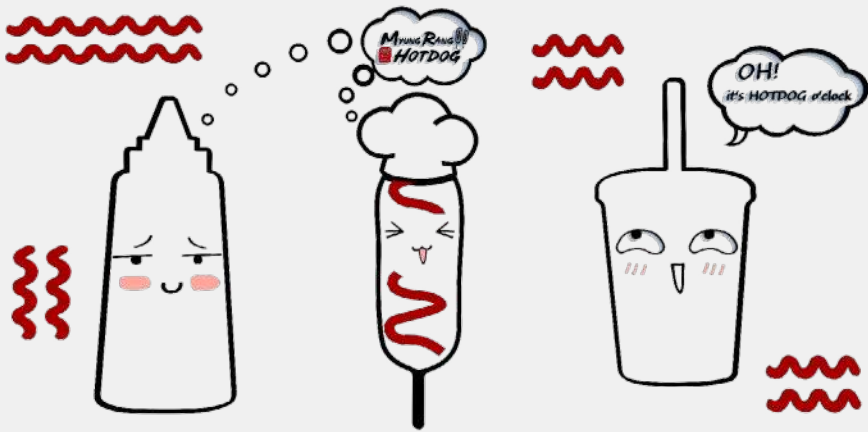
DESIGN ELEMENTS AND FEATURES



Seating flexibility is essential and bench seating offers adaptable capacity for varying numbers of customers



A notes wall connecting customers, brand, and Korean memory culture



Visual Storytelling Through Illustrations

05

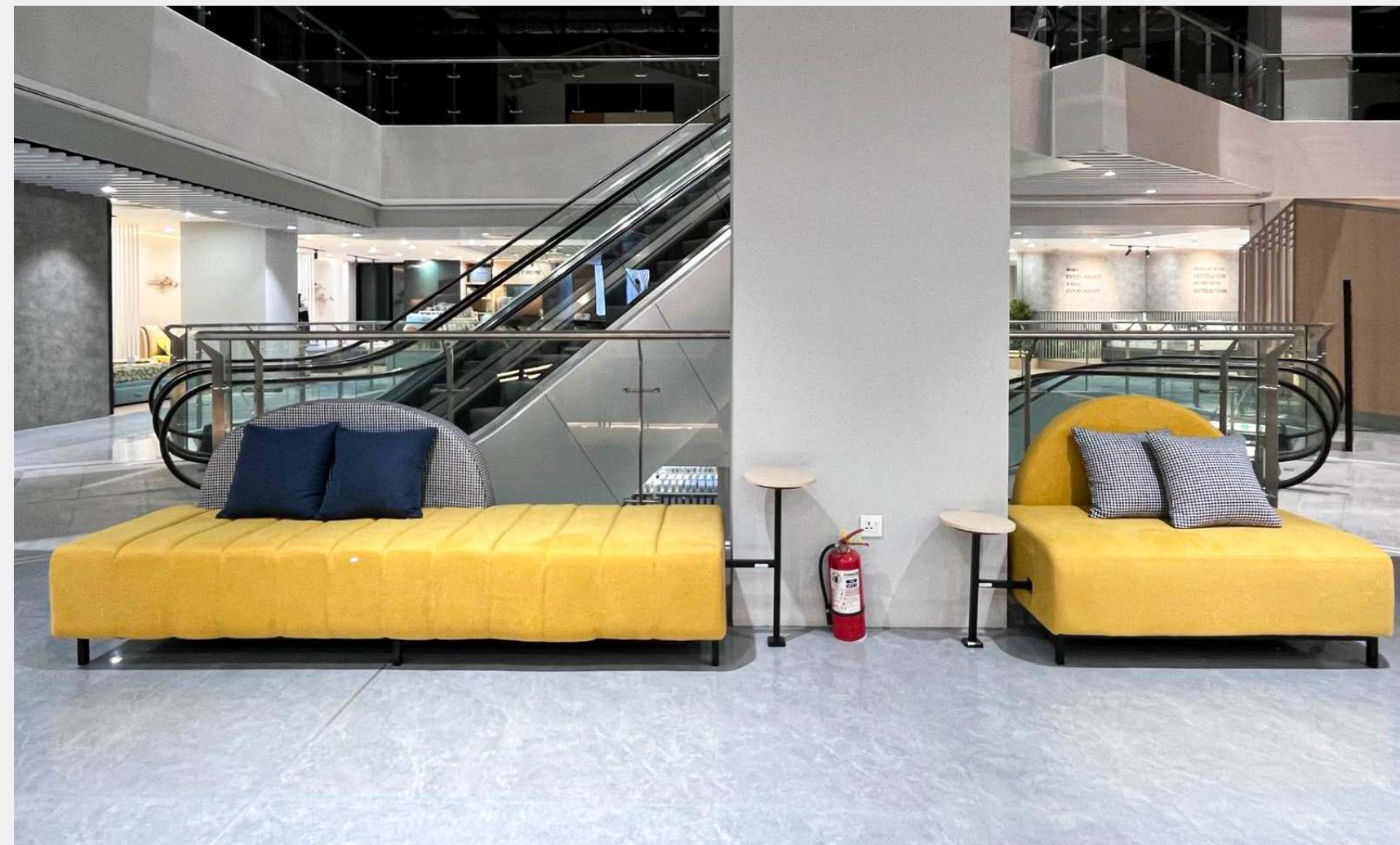
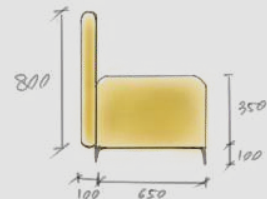
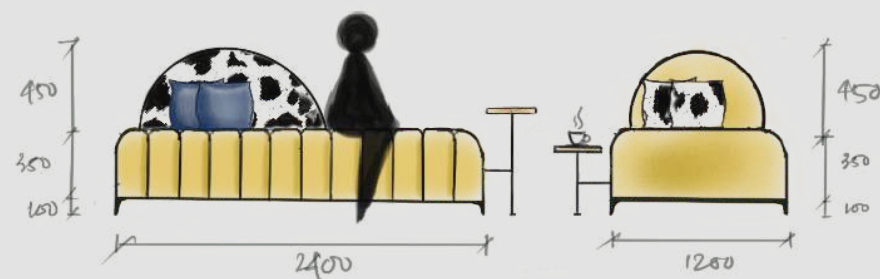
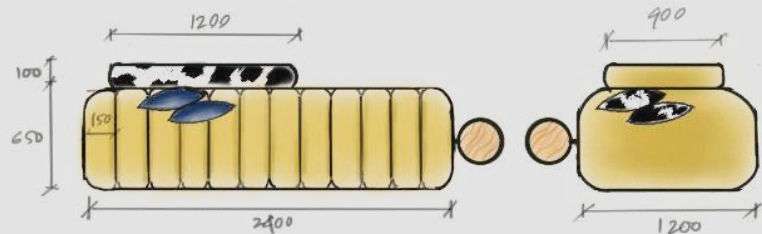
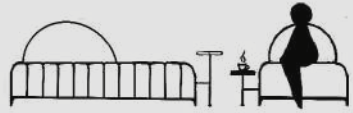
SOFA BENCH

2023

ABOUT: A sofa bench is created for the brand-new living mall(Sweet Home).It is designed to ease the customers after a long walk.

CONCEPT: The concept of this set encompasses two variations in size, both evoking the essence of diversity: Big and Small, Tall and Short. Next to the benches, the circular shaped tea tables offer customers to keep their phones while recharging.

MATERIAL: The bench stands prominently at the front of the cashier counter, showcasing a vibrant yellow and patterned fabric contrast with deep blue cushions.





FLORAL KANOTE FROM
3 DIFFERENT FLOWERS
MEDIUM - WATERCOLOR



ARTWORKS & PAINTINGS



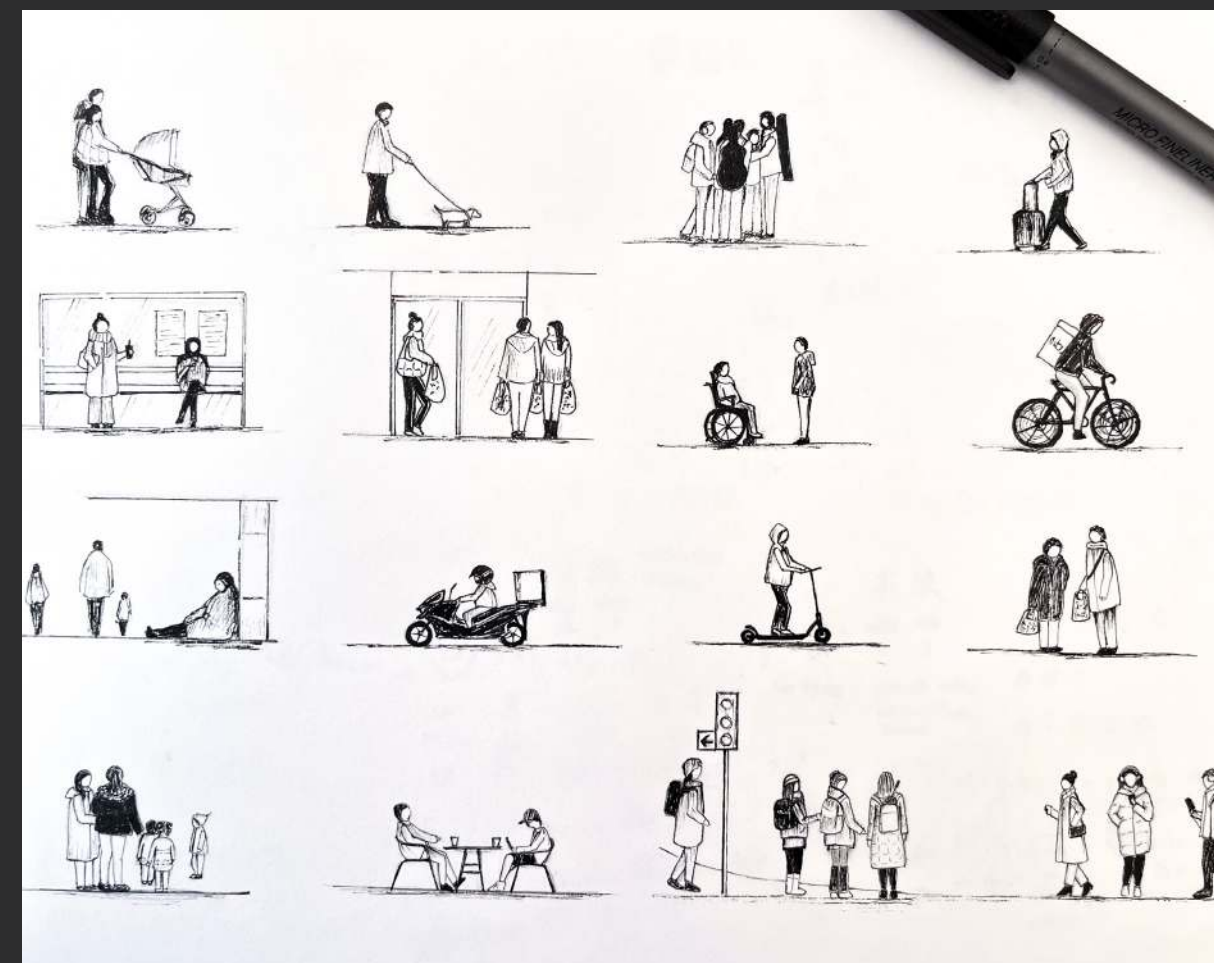
MEDIUM - WATERCOLOR



MEDIUM - ACRYLIC



PROCREATE



MEDIUM - PEN