



Paul McAneary

Current role: Manging Director at Paul McAneary Architects.

Key areas of responsibility in current role: McAneary is the designer in chief of the practice, leading the design of every project and taking each design and client from the initial concept through to the end of construction.

Previous relevant roles/experience: Studied Architecture at the AA and the Oxford School of Architecture. After winning a travelling scholarship, he completed his practical training in Hong Kong at architect Mike Tonkin's practice, and in Japan for leading architect Shin Takamatsu. Before establishing Paul McAneary Architects, his final position was at the practice of acclaimed minimalist John Pawson.

Total years in the K&B industry: 17 years.

BIO Further to his various experiences overseas and some time working with John Pawson, Paul McAneary founded his own practice in 2006. The awardwinning London-based practice is engaged in designing a range of residential, retail and cultural projects. Known for a spirit of elegantly refined minimalism, the practice has a track record for devising innovative and environmentally sustainable architecture and interiors in response to often challenging sites and budgets.

In particular, the idea of substance is crucial to the work of PMA. In its most obvious manifestation, substance speaks of physical materiality and the tactile quality of architecture – what things are made of and how they are put together. Inspired by a spirit of enquiry and economy, the practice cultivates an exploratory approach to detailing and fabrication, based on its own unique culture of research and experimentation. Over the years, it has established close working relationships with skilled craftsmen such as stonemasons, joiners and glaziers to achieve the best quality of workmanship. McAneary has won multiple awards for his work, most recently the Bathroom Design of the Year (Over £15k) category at the Designer Kitchen & Bathroom Awards 2017.

Paul McAneary Architects / paulmcaneary.com

