2020-2024

Selected Works
Marco Zhou

CPP Architecture

MARCO ZHOU

marcozhou.arch@gmail.com
626.283.1733

@marcozhou_
linkedin.com/in/marcozhou

Work Experience

2023 - 2024 (Oct. - May)
TOLO Architecture | Part Time
Los Angeles, CA

- Project within the Greater Los Angeles Metropolitan Area
- Physical fabrication through 3D printing, laser cutting, and milling
- Create accurate digital 3D CAD Models and graphics

2023 (May - Aug.)
Walt Disney Imagineering | Architecture Intern
Lake Buena Vista, FL

- Projects within properties owned by The Walt Disney Company in Florida and California
- Collaborated with teams of 3-15 people on concept designs and design development
- Produced visual studies through 3D models and digital renderings

2022 (June - Aug.)
Skidmore, Owings & Merrill | Architecture Intern
Los Angeles, CA

- Commercial projects in the Greater Los Angeles Metropolitan Area and Toronto, Canada
- Worked on renderings, diagrams and reports for client presentations
- Worked with teams of 3-6 on concept designs

2021 - 2022 (May - June)
Woodruff Mayer Architecture | Architecture Intern
Upland, CA

- Residential projects in the Greater Los Angeles Metropollitan Area and Utah
- Prepared as-builts, construction sets, and details to take projects from start to finish
- Researched the implications of building codes and other regulations

Education

2020 - 2024
California State Polytechnic University, Pomona | B.Arch
Pomona, CA

2022 - 2023 - Teaching Peacticum for second year structures + design studio
2022 - 2023 - President's List + Dean's List

2018 - 2020
Citrus College | A.S. Arch
Glendora, CA

2020 - Architecture Curriculum Advisory Comittee Member
2019 - 2020 - Laser Cutter Student Employee

Achievement

2024 **Alpha Rho Chi Bronze Medal** | Cal Poly Pomona

2024 **Dean's Award for Outstanding Architecture Student** | Cal Poly Pomona

2024 **Cavin Family Fellowship Runner-up** | Cal Poly Pomona

2020 - 2023 **CPPARC Outstanding Design** | Cal Poly Pomona

2023 **HOK Diversity x Design Scholarship** | Cal Poly Pomona

2022 **Bobby Brooks Studio Memorial Award** | Cal Poly Pomona

2020 **Raul and Wanda Fernandes Memorial Scholarship** | Citrus College

Involvement

2023
AIA LA Design Awards Committee | Graphics Subcommittee
Los Angeles, CA

2022 - 2023
Neutra VDL Studio and Residences | Student Docent
Los Angeles, CA

Organization

2020 - 2024
CPP.NOMAS | President, Vice President, Founding Board

2021 - 2022 - SoCalNOMA Architecture Camp Volunteer Coordinator

2022 - 2024 **CPP.TSD** | Vice President, ENV. Representative

2018 - 2020 **American Society of Engineers and Architects** | Vice President

Additional Skills

Proficient: **Revit | Bluebeam | Navisworks | Forma | AutoCAD | Rhino 8 | Adobe CC | Enscape | Vray**

Intermediate: **Cove.tool | Maya | Sketchup | ULS | PrusaSlicer | CuraSlicer**

Project No.

00.

Professional Work

TOLO Architecture / TOLO

Los Angeles, CA
September 2023 - Present
Part Time

Walt Disney Imagineering, WDI

Lake Buena Vista, Florida
May 2023 - August 2023
Architecture Intern

Skidmore, Owings & Merrill / SOM

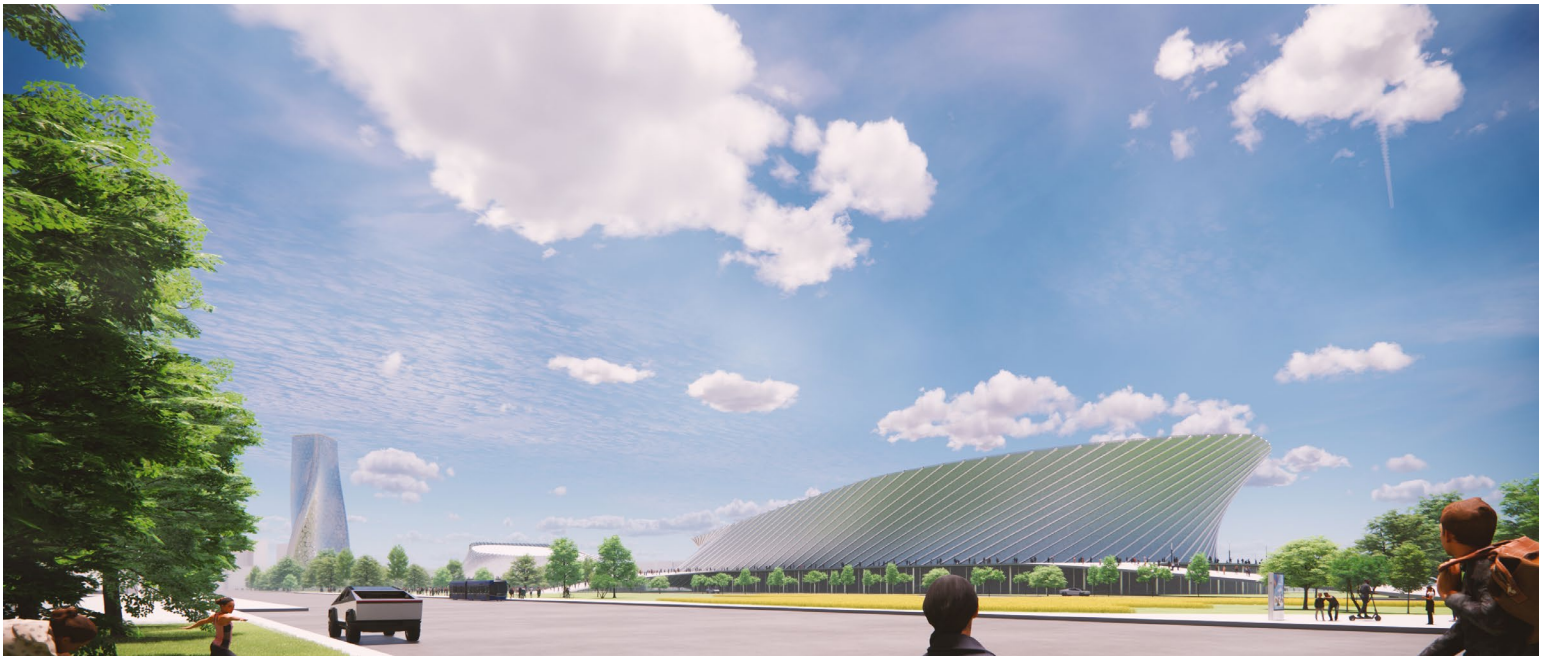
Los Angeles, CA
June 2022 - August 2022
Architecture Intern

Woodruff Mayer Architecture / WMAI

Upland, CA
May 2021 - June 2022
Architecture Intern

Schulitz Architekten
Ice Rink + Speed Skating Proposal
Riverfront Render
Undisclosed Location
October 2023
Credits to Schulitz Architekten for design

1.



2.

3.

1.
Schulitz Architekten
Ice Rink + Speed Skating Proposal*
Streetside render
Undisclosed Location

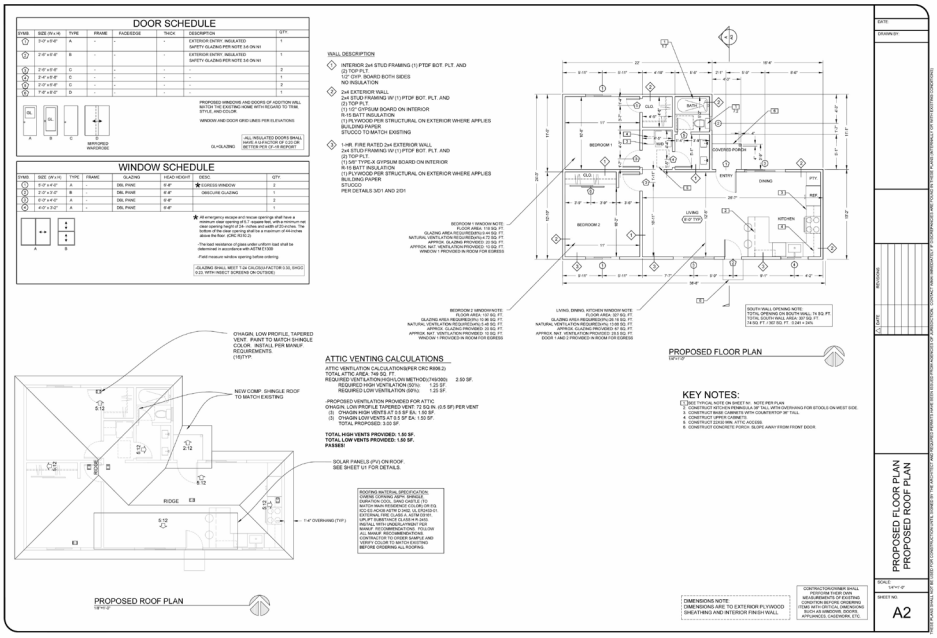
2.
SOM
Soundstage Masterplan**
Concept design/pitch deck
Toronto, Canada

3.
SOM
Westlake Mixed Use**
Entitlements
Los Angeles, CA

4.
SOM
Boutique Office**
Design Development
Los Angeles, CA

Credits to
* Schulitz Architekten for design
** SOM for design

4.



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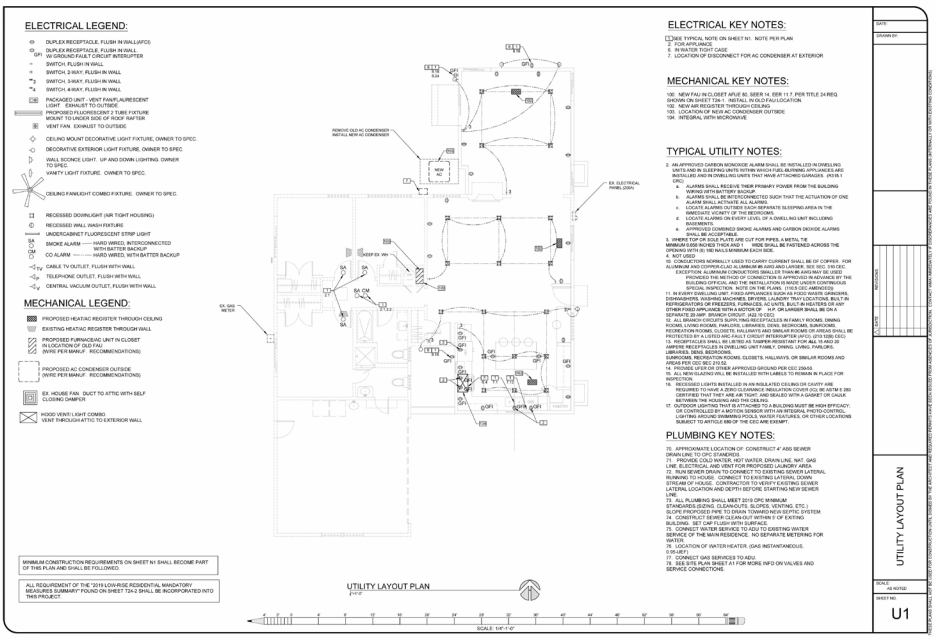


6.

7.

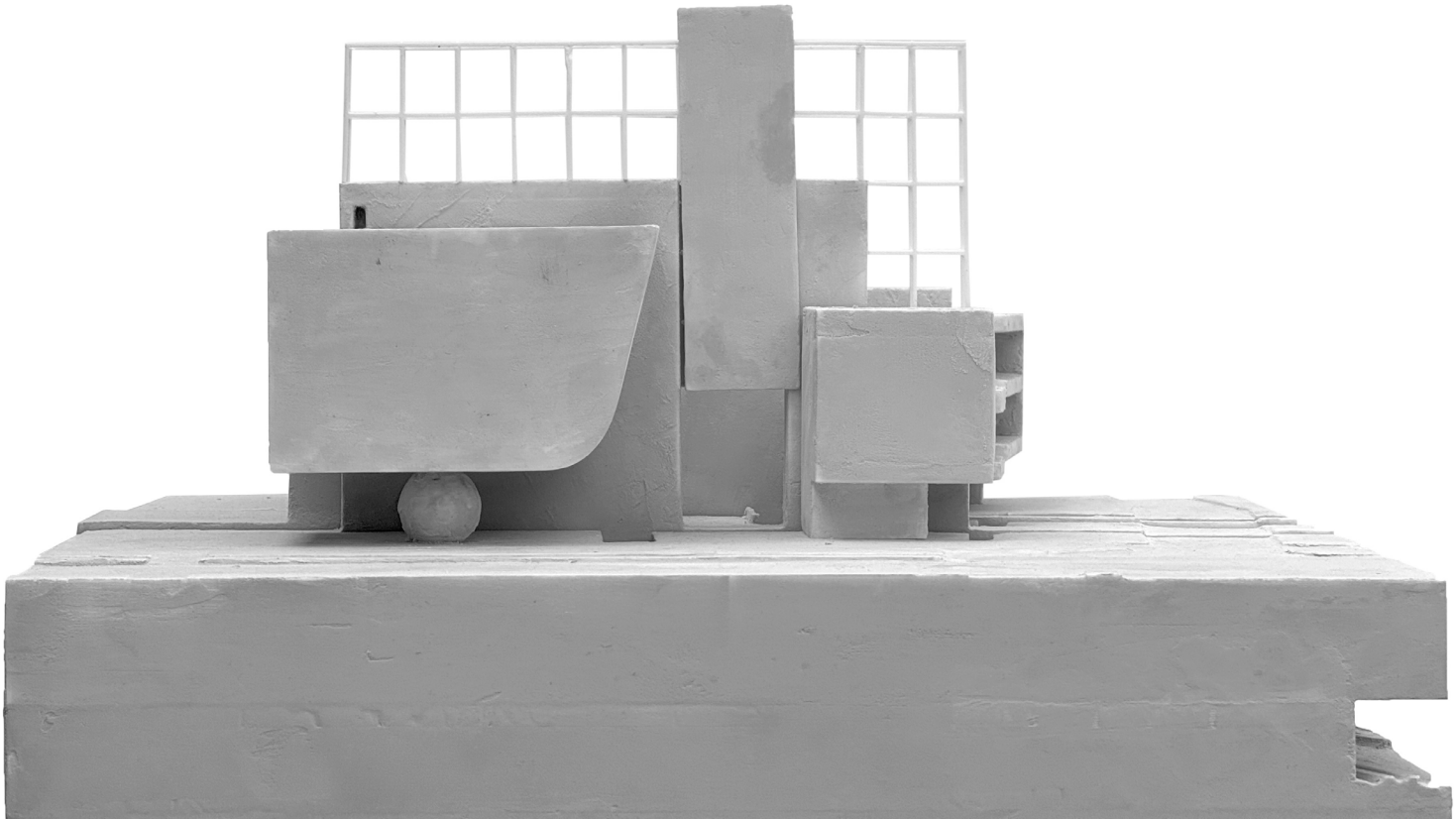
5.
New ADU
Start to finish
Upland, CA
Woodruff Mayer Architecture

6.
Kitchen Addition
Start to finish
Glendora, CA
Woodruff Mayer Architecture

7.
New Residential
Design Development
Glendora, CA
Woodruff Mayer Architecture

8.
Qux Residence
Concept Design
Glendora, CA
Credits to Woodruff Mayer for design

8.



01.

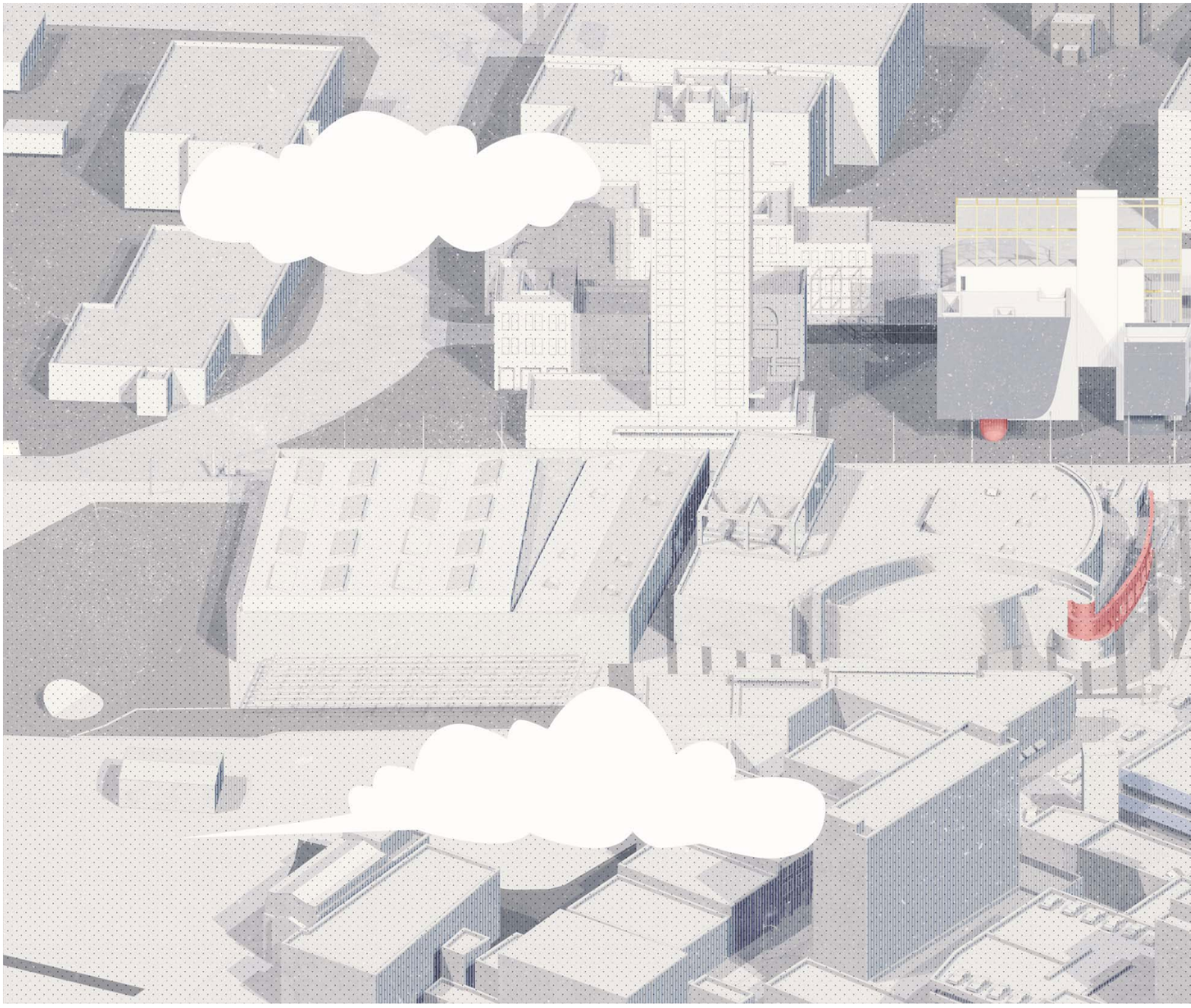
LA Film Keep

Los Angeles, CA

CPP Architecture
5th Year Senior Project
Instructor: Robert Alexander
Rhino 7 + Adobe Suite

Los Angeles - a symbol of the western United States, an economic powerhouse in the late 19th century, built on the backs of the film industry. The metropolis itself has gone through countless iterations, morphed by the way it was envisioned by Hollywood. Los Angeles can be argued to be a victim of its own success, following countless scripts and narratives, the public's preception of the city has undergone numerous transformations with every film.
To some, L.A. is depicted as a place for actors and actresses where every weekend is a beach day and every date happened in a bowling alley or a movie theater. Beautiful skies with a bustling nightlife - especially in Chinatown. A place where there is almost no need for public transportation and roads are perfect for racing and car chases.
L.A. is unreal, because it's an imitation of what many filmmakers aspire Los Angeles to be. The city itself is a result of these countless depictions. Issues often overlooked - social, economic, and architectural issues are hardly shown in films, isntead, romanticized elements of L.A. are inserted into Los Angeles. Like a symbiotic relationship, Los Angeles was built from the film industry, and many businesses were activated by the film industry.
The history of Los Angeles itself can almost be pieced together through old Hollywood films. With movies having shot in almost every nooks and crannies of the city every week, these showings have affected the city itself over the years. With media becoming digital and older media becoming more obselete, it is more important than ever to preserve and archive important films.
What the metropolis needs is a film archive that protects and educates locals and travelers the impacts of the film industry and films which once defined and will continue to shape Los Angeles.

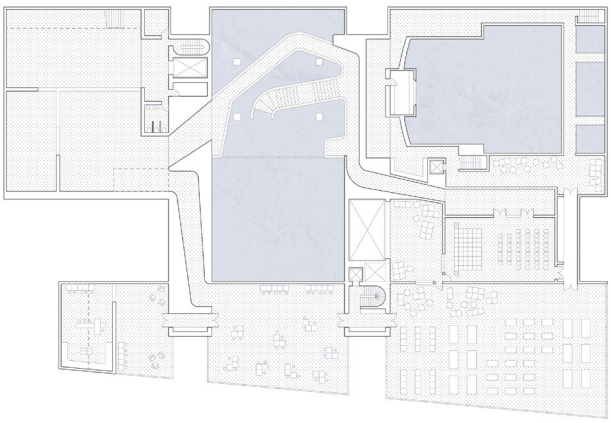
Physical Model
Foamcore, Basswood, Modeling Paste, Paint, Plywood, 3DP



The site, located in little Tokyo is adjacent to a number of notable landmarks and features. This includes the MOCA, The Japanese American National Museum, The Little Tokyo Village Plaza, and The Japanese American Cultural & Community Center. The LA Film keep contributes to this complex weave of landmarks and will stand as a testament to the rich cinematic history of Los Angeles.

The project will not only serves as a cultural beacon for the local community but also as an activation to the ever expanding metro A line as a conduit for cultural exploration and discovery, with an emphasis of designing an infrastructure for the future.

(above)
Plan Oblique
Little Tokyo Historic District,
Los Angeles



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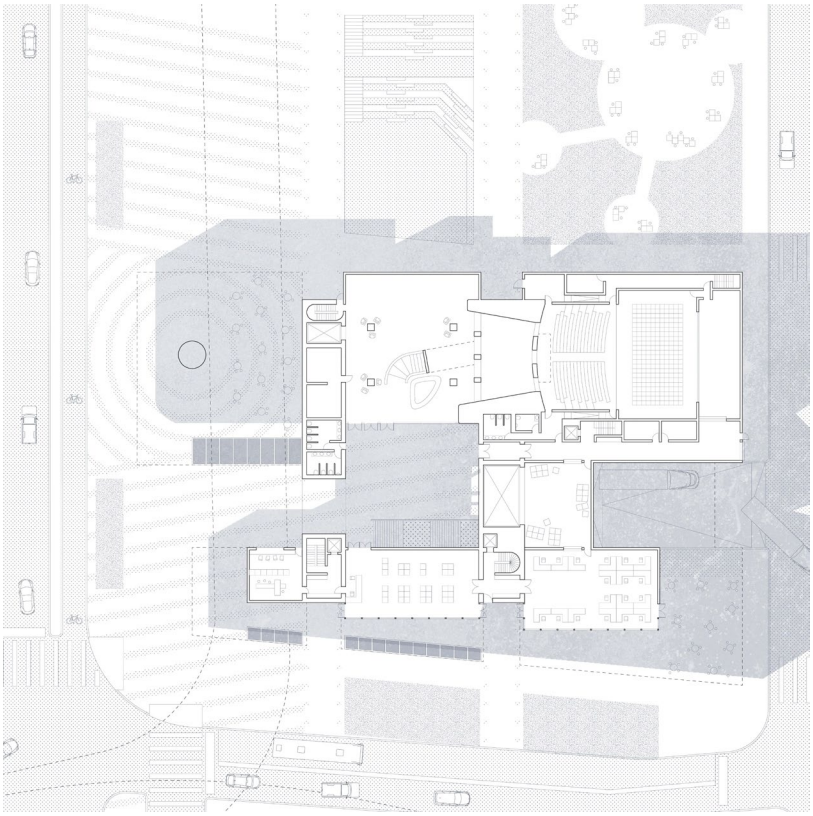

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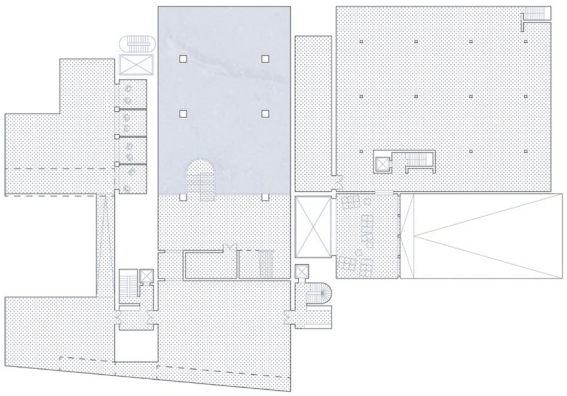


3.

1.
Second Floor Plan
Exhibition Hall, Projection Room, Blackbox, Cafe, Lounge, Exhibit Storage

2.
Ground Floor Plan
Ticketing, Courtyard, Lobby, Forecourt, Theater, Stage, Backstage, Storage, Loading, Shop, Office, Outdoor Forum

3.
Underground Floor Plan
Immersive Exhibits, Permanent Collection, Understage

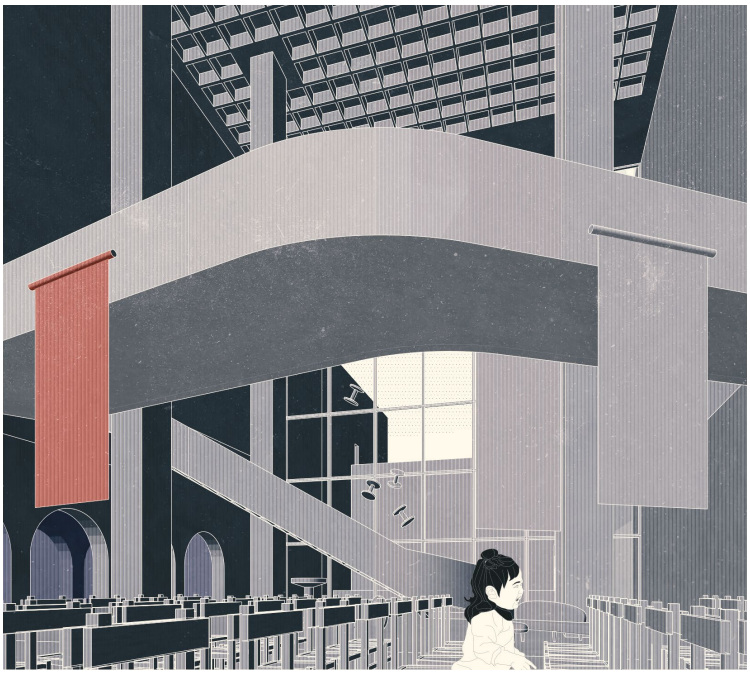
4.
Lobby Render
From in, looking out

5.
View under the Exhibition Hall
Looking out to the street

The design of the building is split into two components: formal design strategy and material design strategy. Driven by the 5 different user groups which will occupy the building: museum visitors, film watchers, researchers, archive workers, and building operators, it is important to create a building that provides distinct entrances to all.

In addition, there is a need for utility and service spaces to accommodate the preservation of film reels and important artifacts, utility spaces and circulation spaces. Made out of concrete, the bar would house circulation and utility, service spaces which also acts as a effective acoustical barrier for sound filteration. By placing programs adjacent and inbetween the bars, it creates a simple and effective way to route mechanical systems to service each program.

4.



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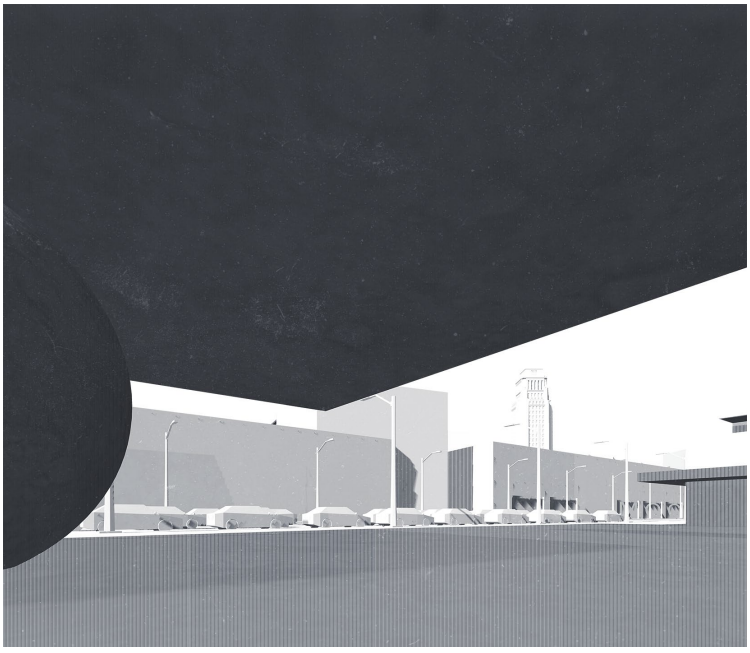
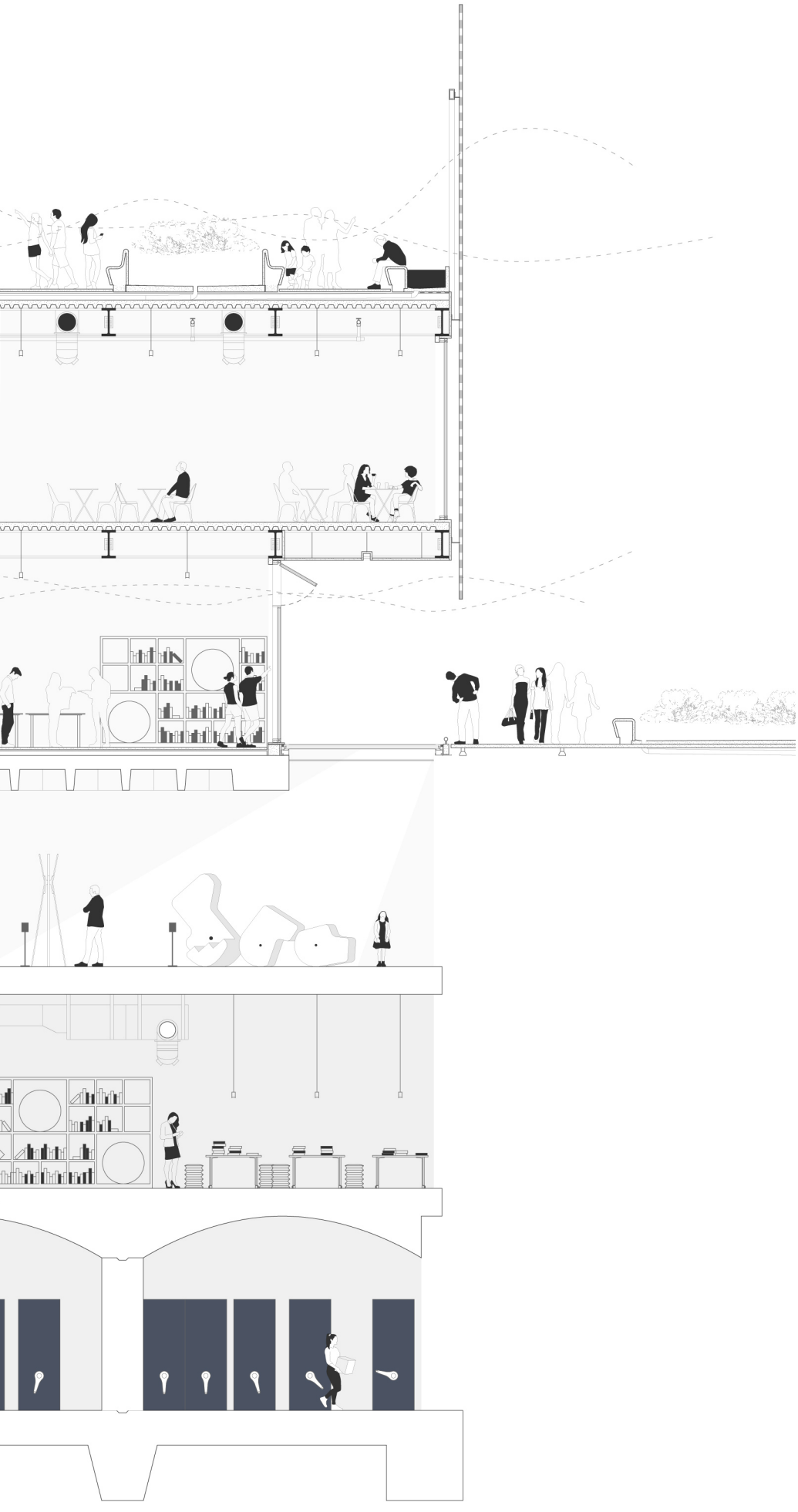




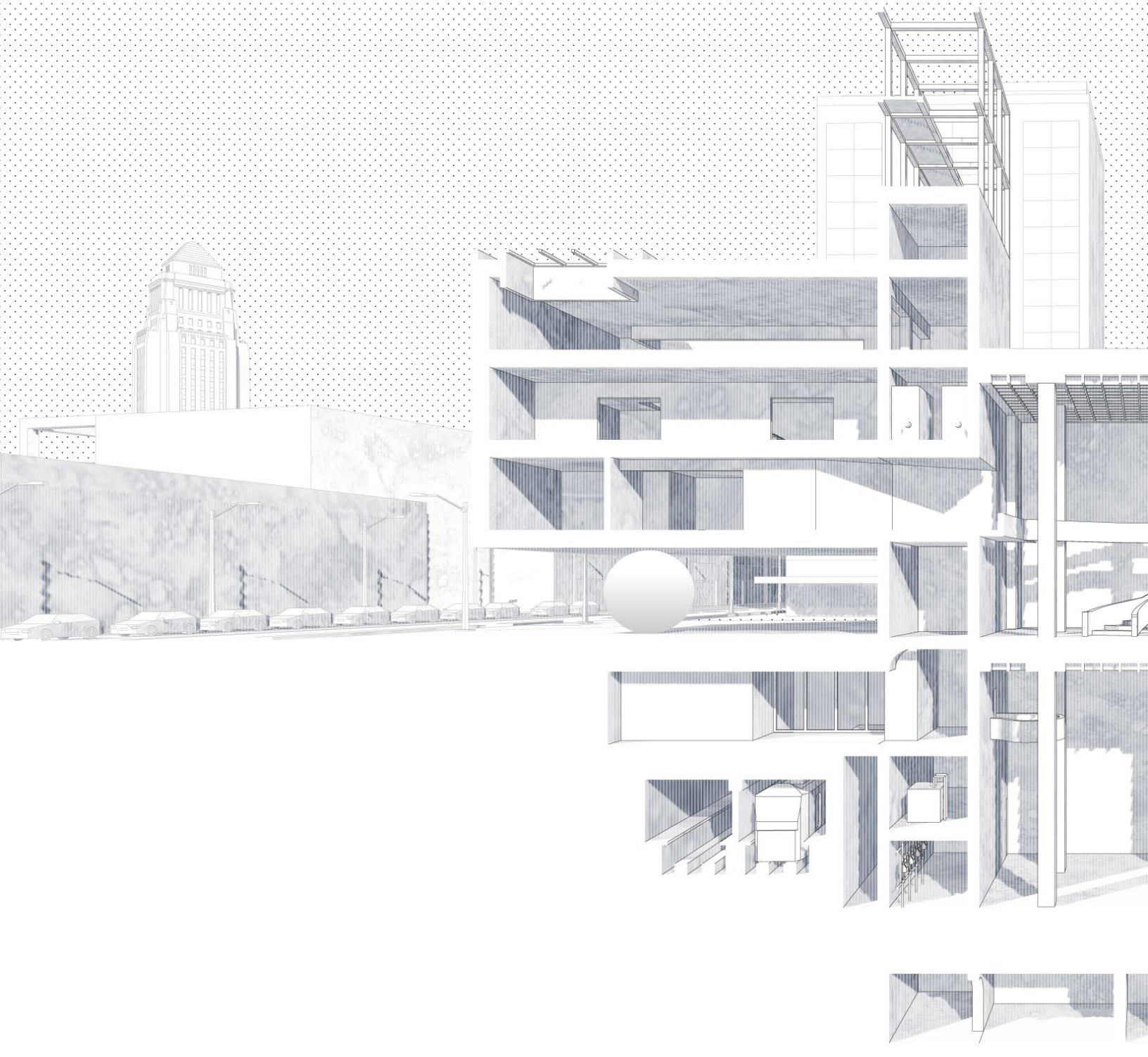
(left)
Section
It's a section

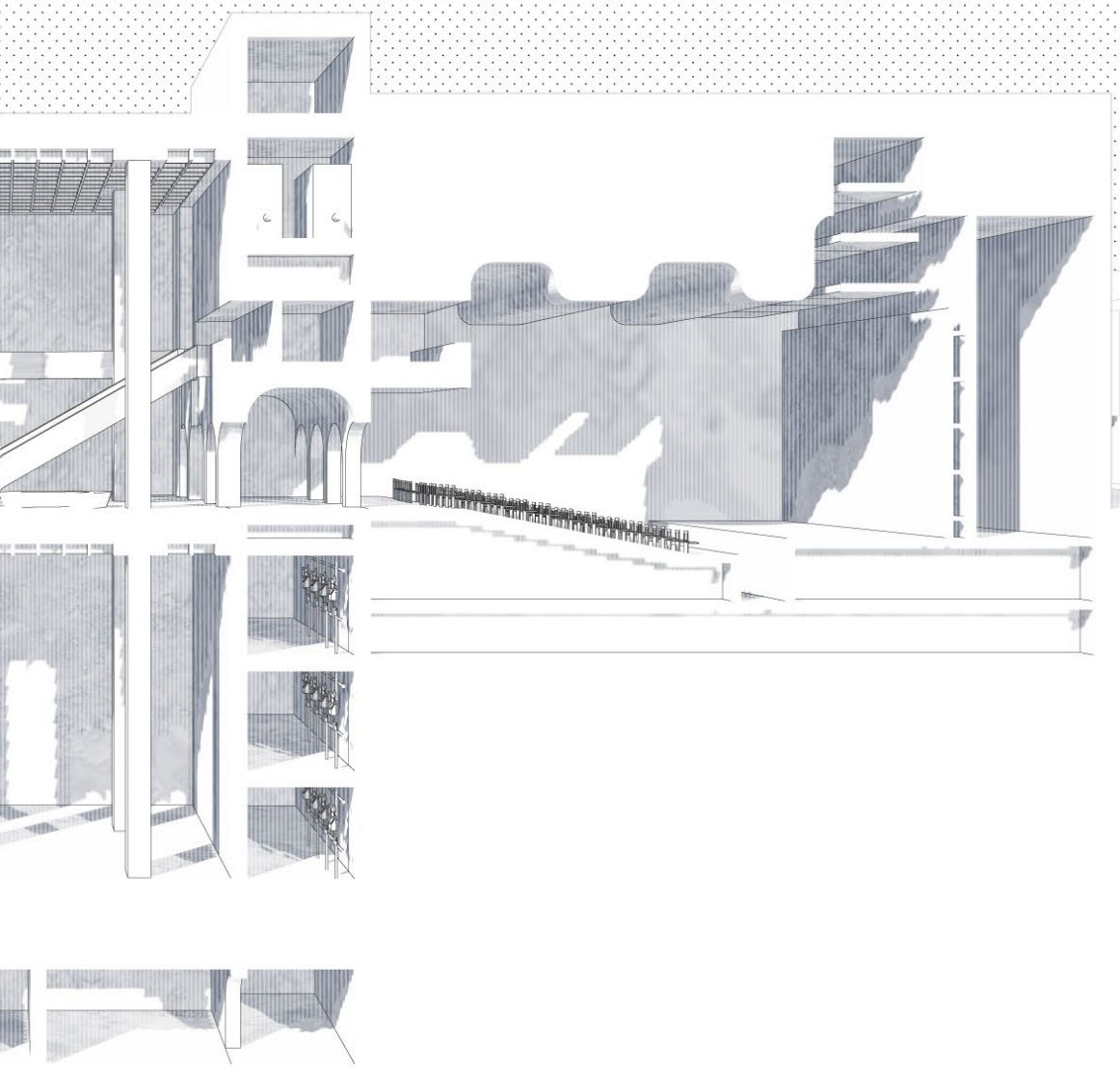
(right)
Exploded Axonometric
Showing steel structure, connection with concrete cores, and the location of the underground metro

The LA Film keep utilizes a series of structural design based on the zoning regulations and site conditions. Zoned for DM2, and building had a maximum width of 160 feet, with a required building break of 15 feet.

Keeping seismic conditions in mind, the center portion of the building is flanked by two concrete cores, 50 feet in length. The cores are tied together with waffle slabs on the upper floors and underground. In the event of an earthquake, the building would move as a single structure, akin to a boat on water.

The street facing portions consists of steel construction, connecting back to the concrete cores. Facing Alameda Avenue, the building sits right above the A-line train. With the underground condition in mind, the structure is lifted upwards, with proper clearance.



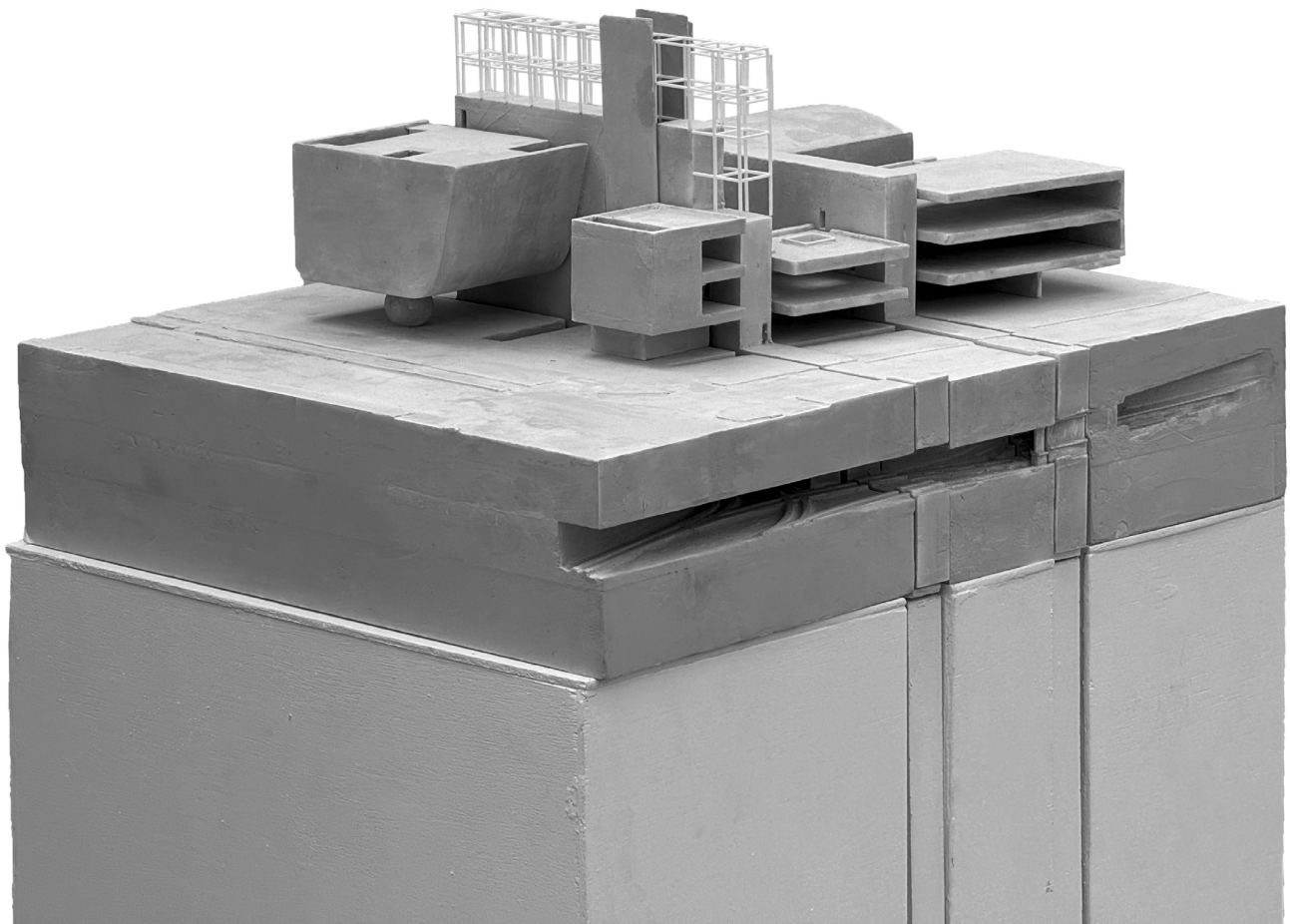


(bottom)
Physical Model
Foamcore, Basswood, Modeling Paste, Paint, Plywood, 3DP

6.
A+D Museum Public Exhibition
Model featured in 2024 exhibition in the A+D Museum: LA, A Model City.

7.
Interim Design Center
Model + Presentation Drawings on the Interim Design Center.

8.
Presentation
Senior Project Presentation



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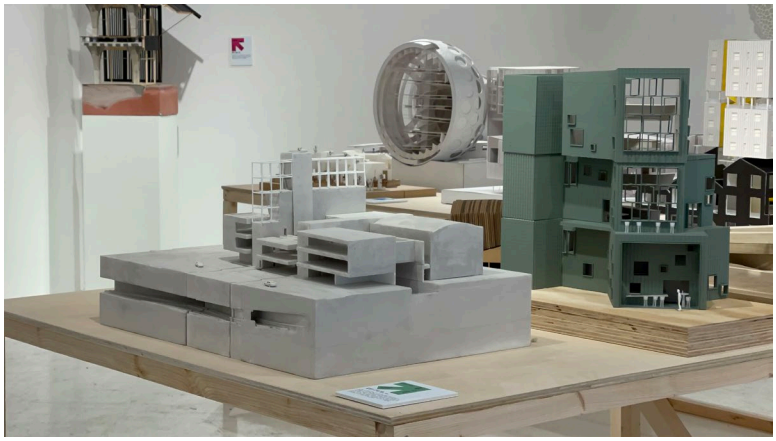

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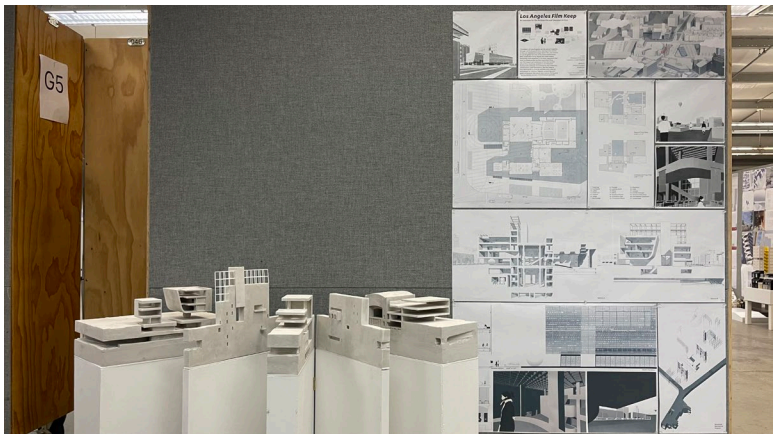

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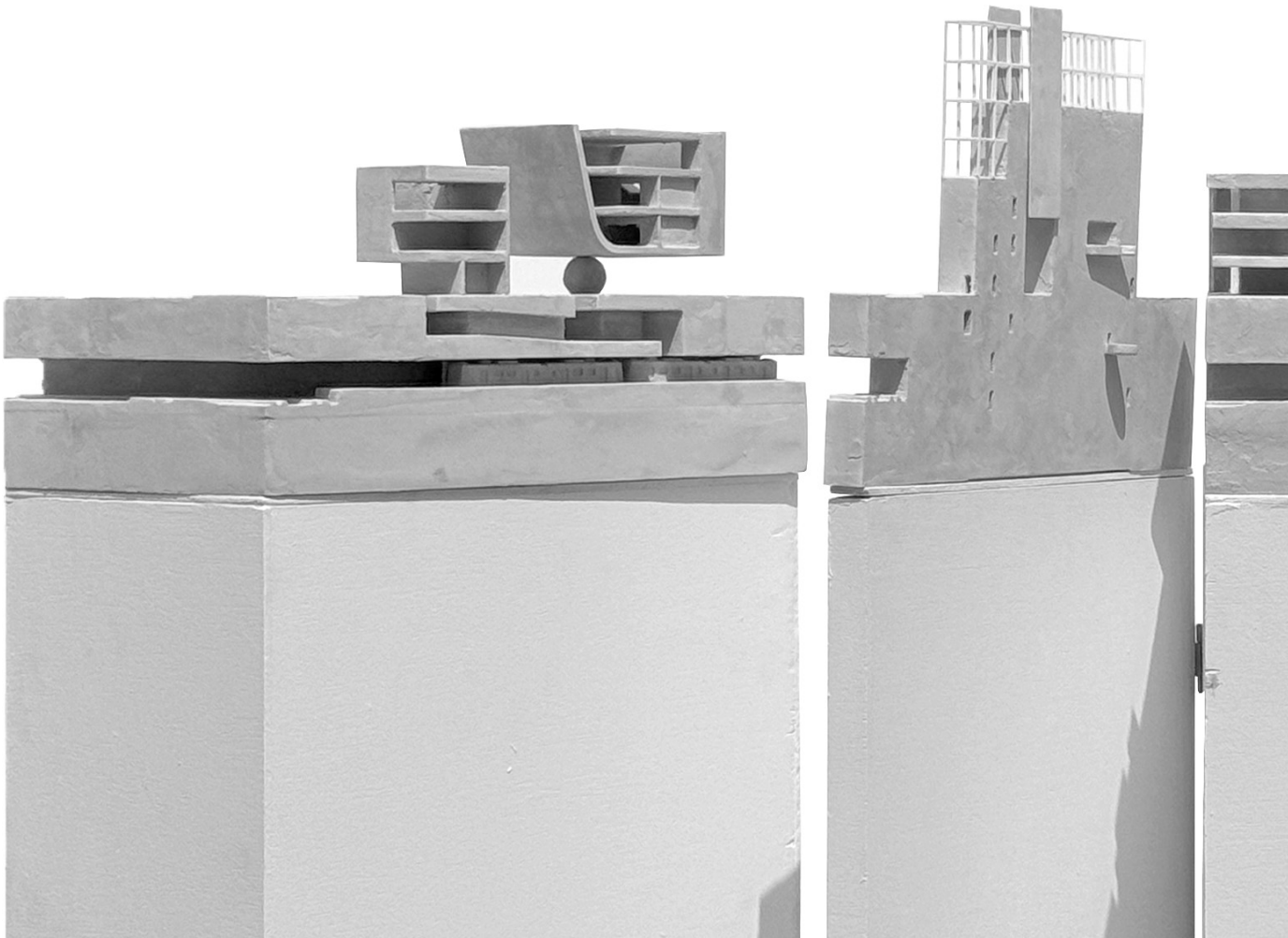
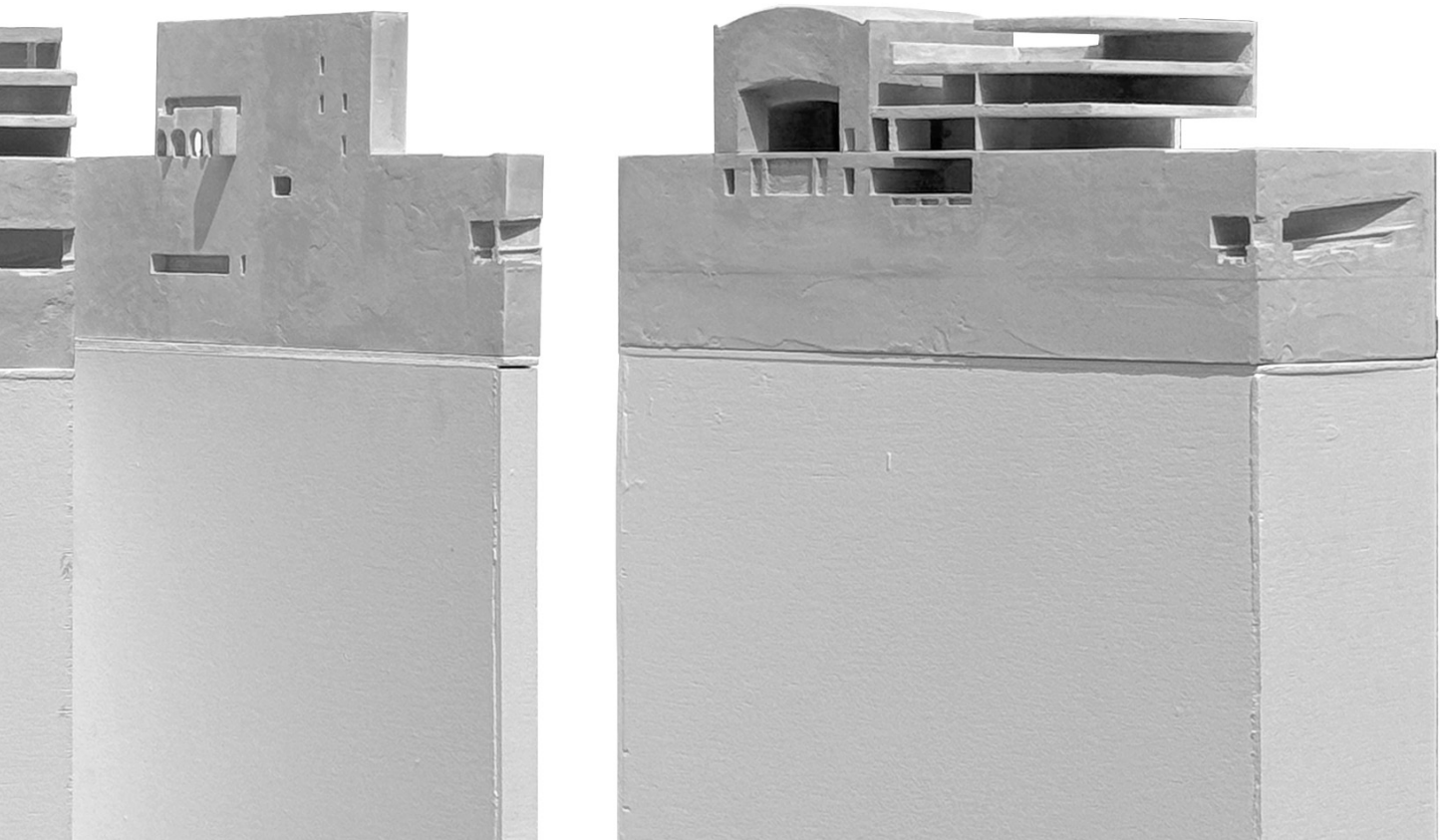
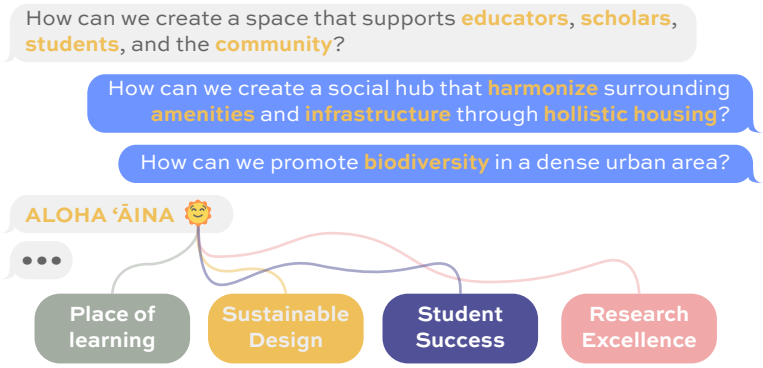






02.

Live, Laugh, Learn

Honolulu, HI

CPP Architecture
Instructor: Pablo La Roche
Rhino 7 + Cove.tool + Forma + HEED + Adobe Suite

Hawaii, home to a very diverse ecosystem and a rich culture, has been going through an education crisis. For years, Hawaii has been facing a critical teacher shortage. This is due to a dated centralized school district which refuses to change. Along with a high cost of living, it makes for poor retention rate and is inconvenient for teachers to commute to schools.

Teacher retention rate has gone down by 70% since 2012 and will continue to decrease without any remediation. Up until now, schools have relied on emergency hires to sustain themselves.

While this will not solve the issue, the site - located between an elementary school, middle school, and a high school, is a prime location to provide affordable and sustainable housing for educators and researchers. At the core of the site, it is a civic learning up which fosters well-being, education, and sustainable practices. Accessible to students, teachers, and local residents, the project aligns with the University of Hawaii's core value - Aloha ʻAina.

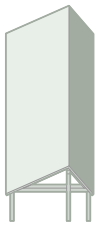
Aloha ʻAina's values not only ensure student success, but vows to do so in a sustainable, equitable, and inclusive way. This project aims to weave these ideals together and create an inhabiting space that also provides a channel for education within the community and neighborhood.

Pictorial Render
Depicting the building and its surrounding vegetation

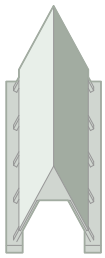
The building is programmatically split into two components: Public commercial ground floor, and housing above. Residential portion is meant to house teachers, educators, and scholars, while the ground floor is open to the public which includes flexible spaces that encourages local businesses and public engagement. The location of the project was picked with the future in mind - sitting between three schools, and within a 5-minute walk of a future proposed train line, the project is a prime location for activated retail space with housing above. This project also serves as an example to future community driven projects.

A.

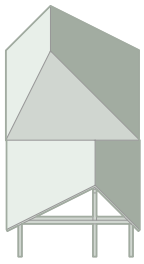
B.



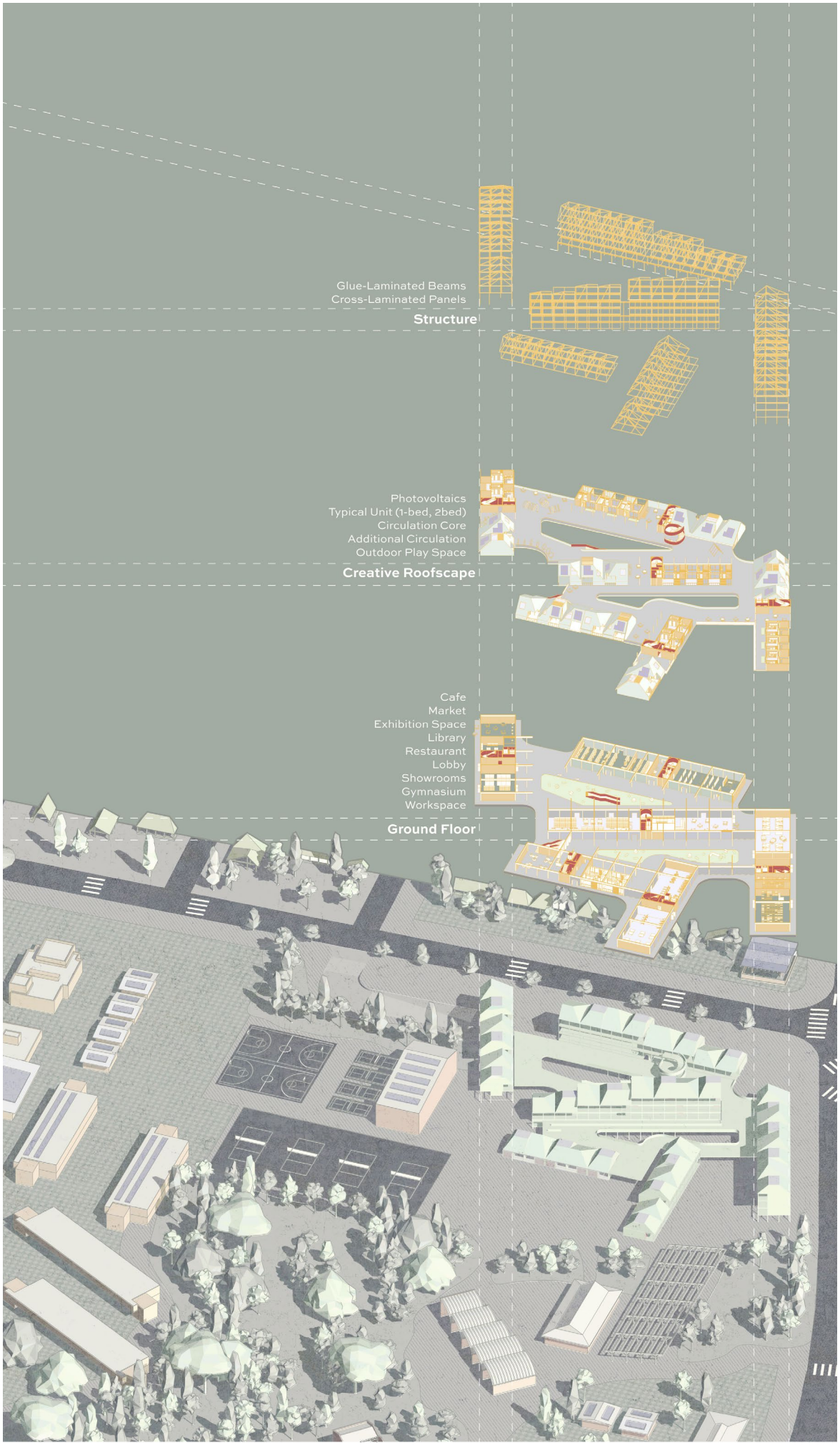
C.



D.



A. Hale Halawai - Thatched End
B. Hale Ku` Ai - Gable
C. Hale Wa` A - A-frame
D. Hale Hou - Mixed



(above)
Traditional Roofs
Hawaiian architecture reference

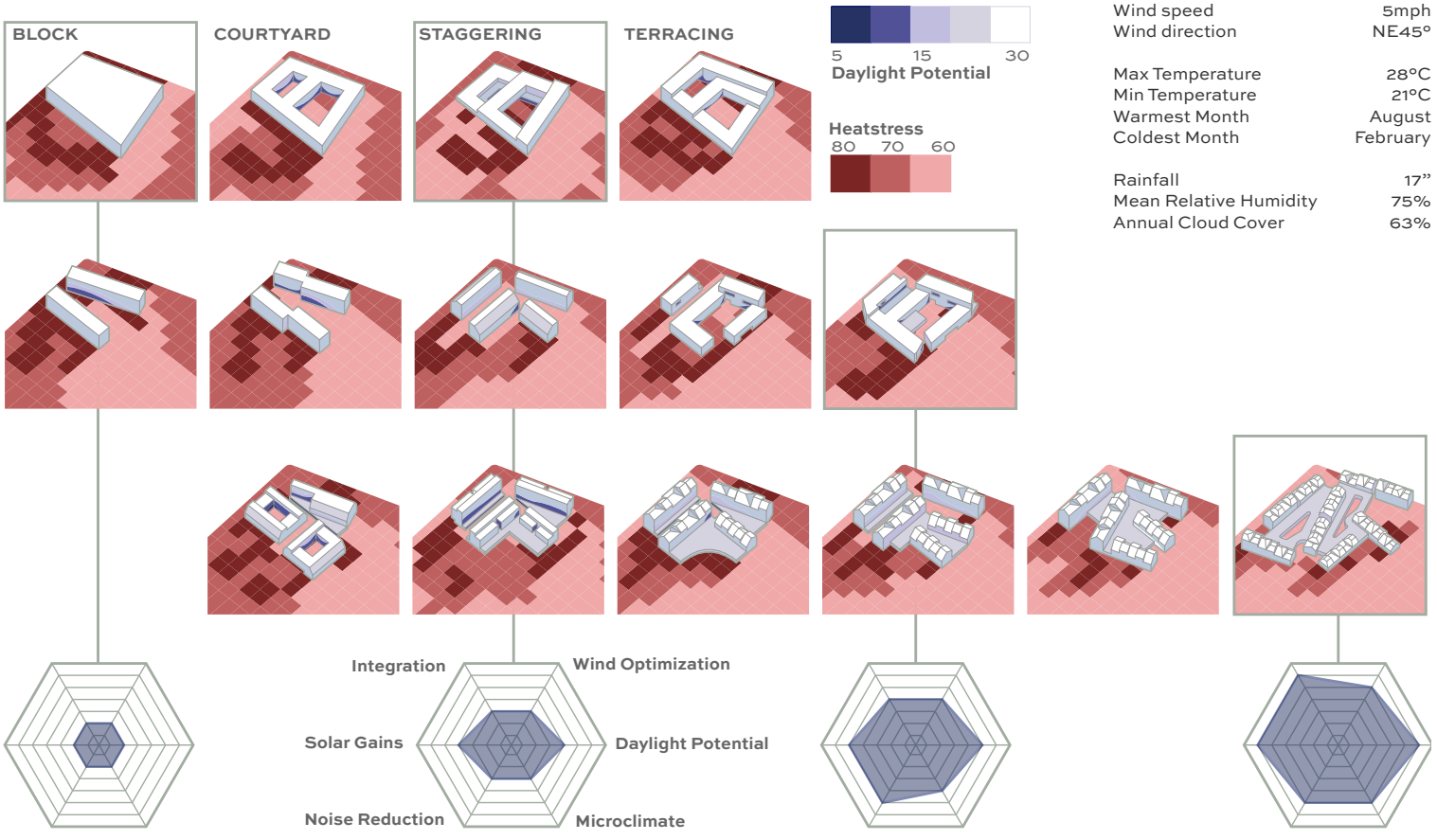
(left)
Site Analysis Pt. 1
What does this place have to offer?

(right)
Fragmented Axon
Program breakdown per level

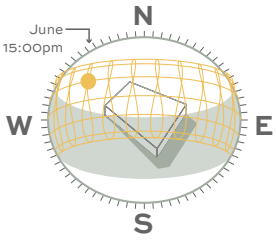
(this page)
Climate Analysis Pt. 1
Building form through wind, microclimate, etc.

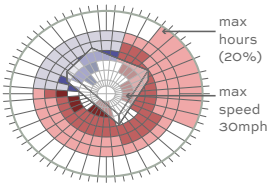
(right)
Site Analysis Pt. 2
Measuring solar shading, wind, and temperature

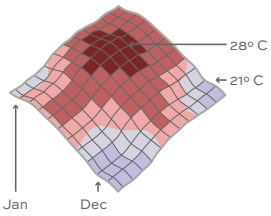
(right)
Site Plan
Ground floor plan



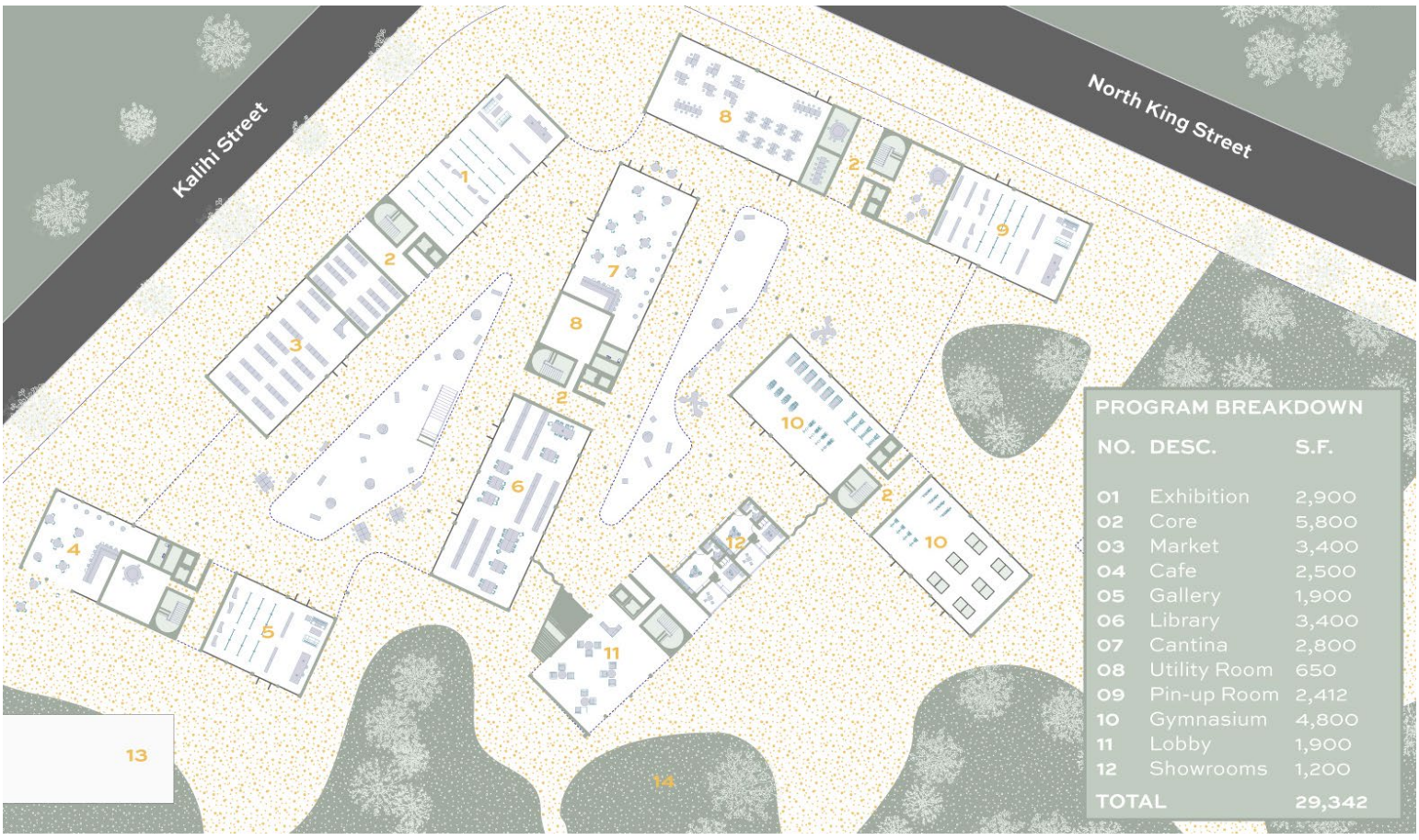
Wind speed	5mph
Wind direction	NE45°
Max Temperature	28°C
Min Temperature	21°C
Warmest Month	August
Coldest Month	February
Rainfall	17”
Mean Relative Humidity	75%
Annual Cloud Cover	63%

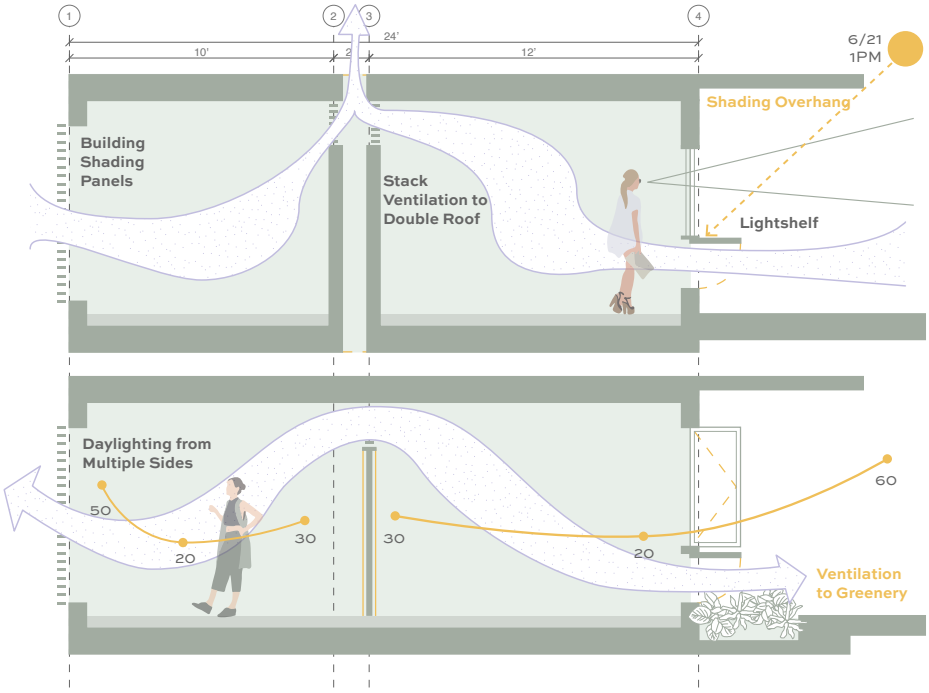






Economy of means is important to consider to avoid value engineering. A series of initial studies were conducted through parametric design to set guidelines and parameters on design choices that are non-negotiable. This might meant that upfront costs are high, however, usually pays off in the long run, thus providing abundance.





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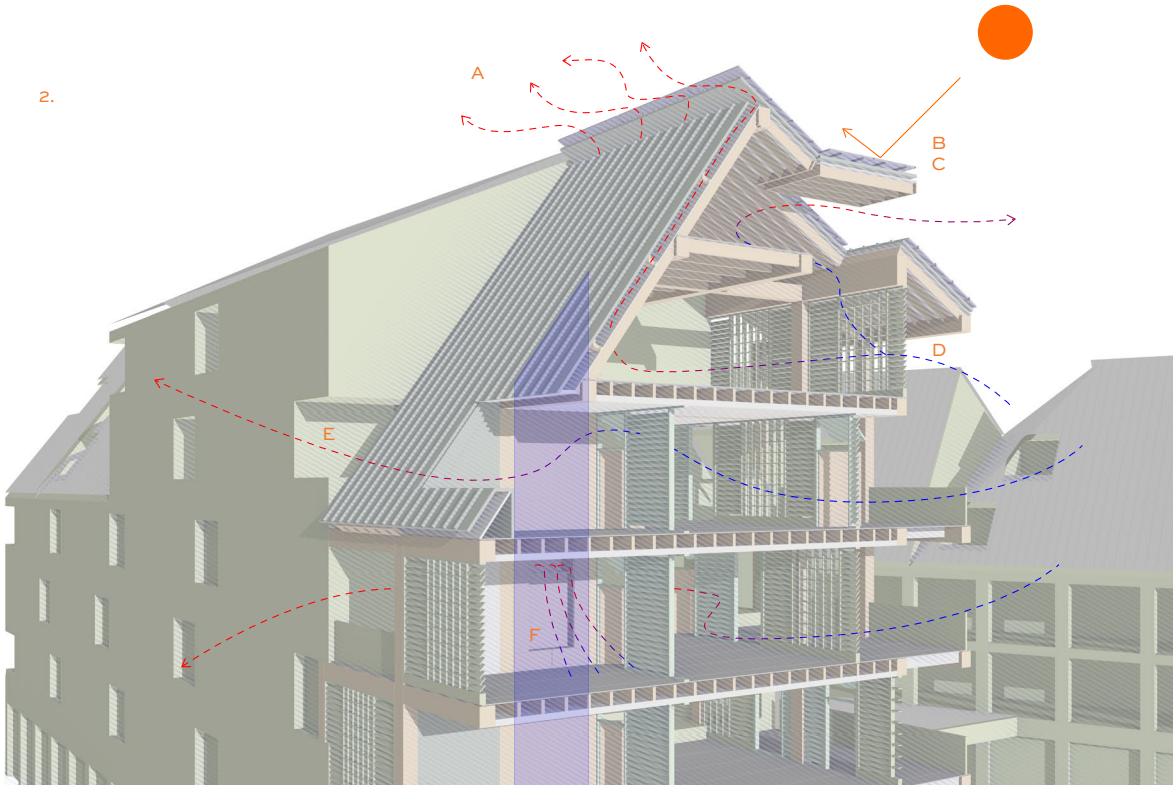


2.

A. Double Roof Ventilation
B. PV Panels
C. Operable Skylight
D. Cross-floor Ventilation

E. Cross-room Ventilation
F. Double Roof Ventilation - intake

1.
Section Diagram
Passive strategies for hot humid

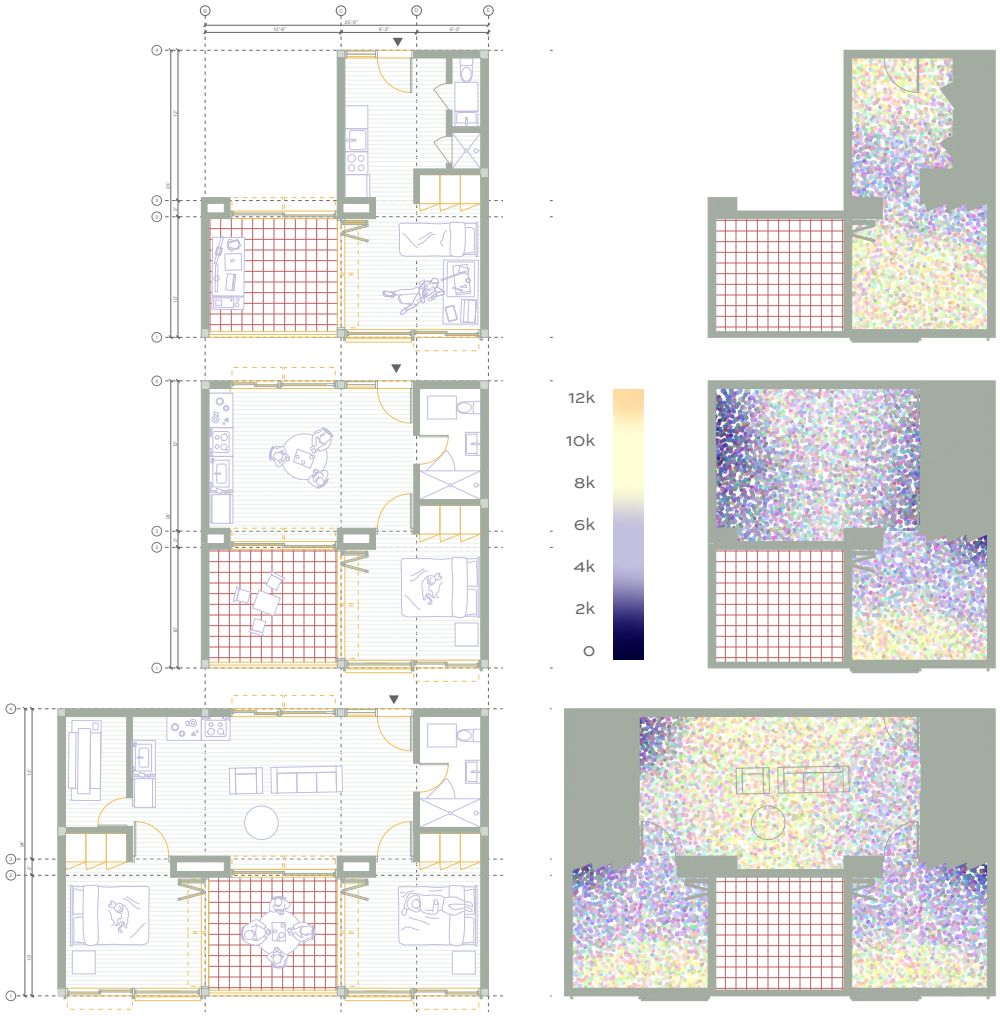
2.
Chunk Diagram
Cooling visualized in 3D

3.
Unit Analysis
Measuring daylighting

4.
Typical Unit Plan
Level 2 specifically

Through climate analysis, it was determined that natural ventilation indoors was the most effective solution to provide comfort and wellbeing. Daylighting was also measured to gauge glazing, window size, and window placement. In addition, cross-ventilation is ensured throughout the units which often circulate breezes from one end of the wall to the other. An additional strategy is stacked ventilation, which directs hot air into a shaft that gets funneled out the roof.

3.



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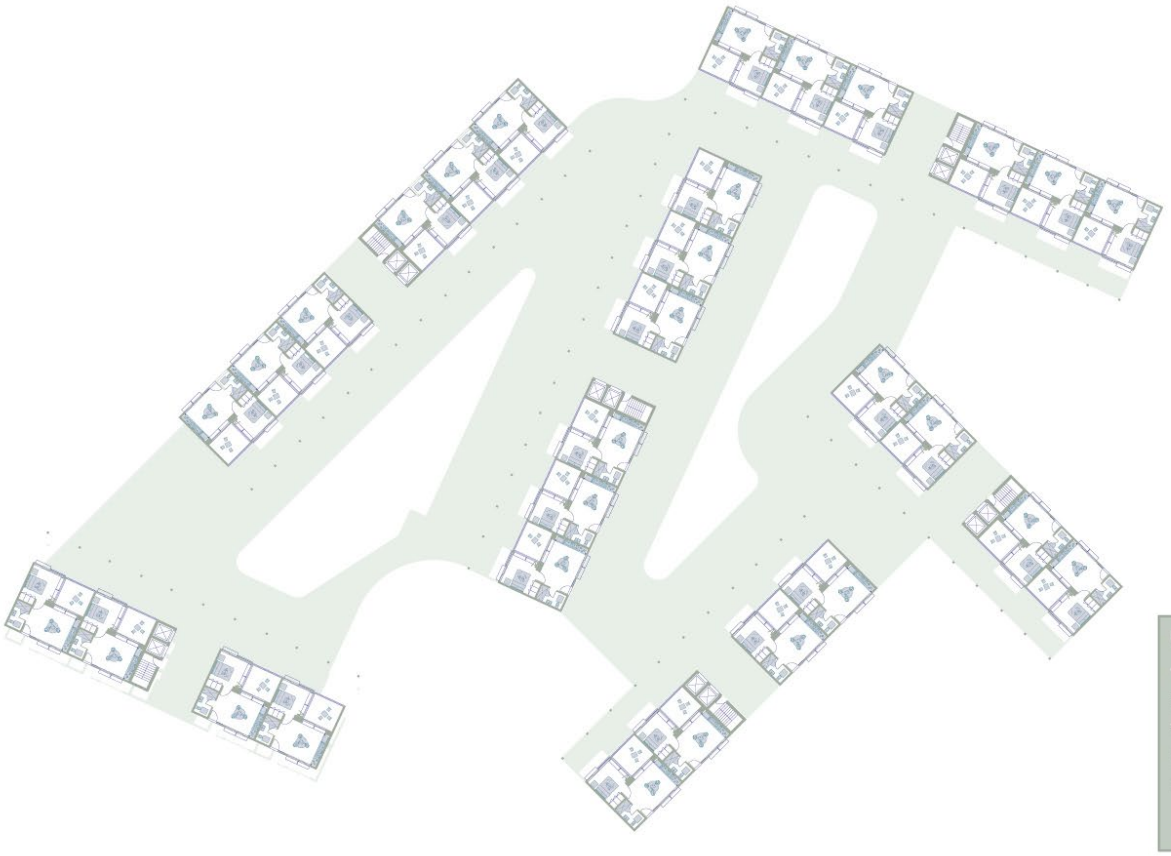
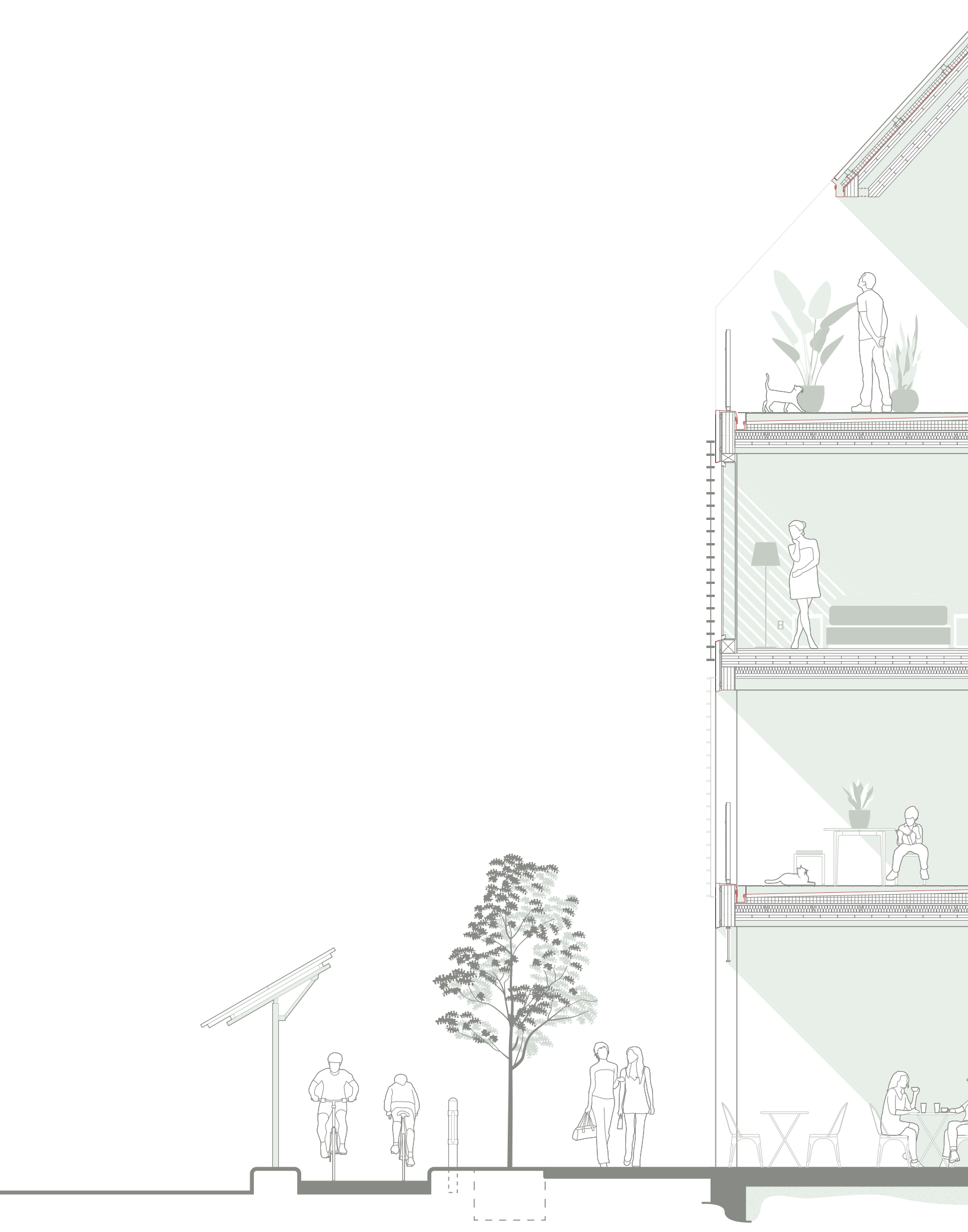


UNIT BREAKDOWN

TYPE	COUNT	S.F.
Studio	18	290
1 Bed	75	580
2 Bed	27	790
TOTAL	120	70,050

75 Units / Acre



(left)
Section
It's a section

(right)
Material Analysis
Embodied Carbon of this building and properties of biogenic materials

Mass timber is the material of choice for this project. While not native to Hawaii, mass timber has been encouraged by the Hawaii building authorities as a very sustainable material. Shipped from the nearest region, the life cycle of mass timber was researched. Being a biogenic material, the entire cycle results in a negative carbon footprint, providing further benefits to the environment. Assuming a building's life is around 50 years old. When it's ready for disassembly, the parts used to create this building can be reused into other parts of other buildings or turned into mulch and fertilizer for the next batch of trees.

Embodied Carbon Estimates (A1-A3, cradle to gate)

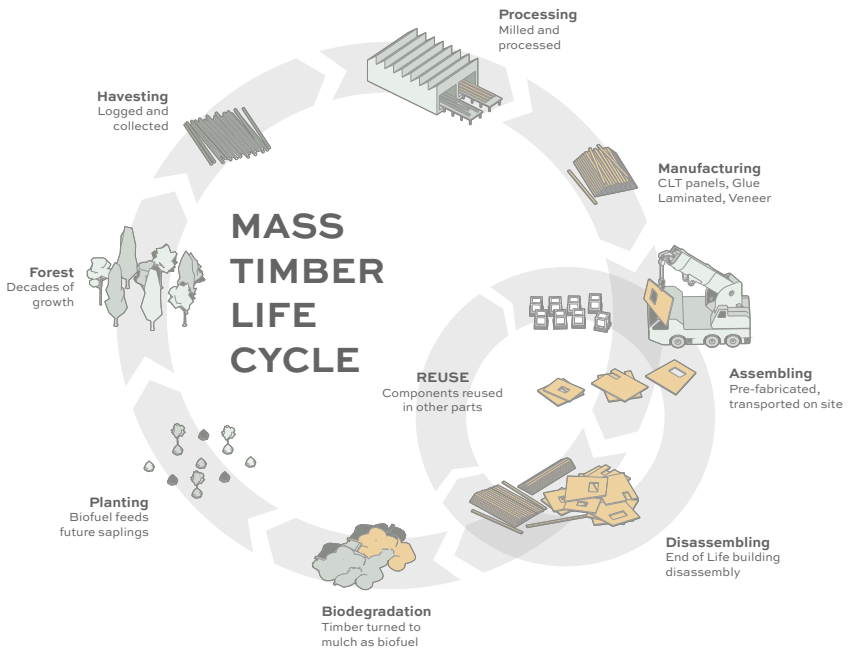
Detailed Assembly	Volume (m^3)	Embodied per volume ($kgCO_2e/m^3$)	Embodied Total ($kgCO_2e$)
Roof			
Galvanized Steel	4.18	21,666	90,563
Aluminum Furring	1.35	18,373	24
Vapor Barrier	4,706 m^2	0.4($kgCO_2/m^2$)	1,882
Glass (low-e, dbl glazing)	4.41	3,593	15,845
Polystyrene Insulation	254.29	96	24,411
Cross-Laminated Timber	876.80	-608	-533,094
Glue-Laminated Timber	177.08	-570	-100,935
Exterior			
Galvanized Steel	2.78	21,666	60,231
Aluminum Furring	0.07	18,373	1,286
Vapor Barrier	834 m^2	0.4($kgCO_2/m^2$)	333
Glass (low-e, dbl glazing)	52.80	3,593	189,710
Dimensional Lumber	30.39	-615	-18,689
Cross-Laminated Timber	1,151	-608	-699,808
Glue-Laminated Timber	247.32	-570	-140,972
Interior			
Gypsum Board	98.15	224	21,985
Plywood	186.97	-472	-88,249
Polystyrene Insulation	109.62	96	10,523
Batt Insulation	146.16	23	3,361
Dimensional Lumber	49.69	-615	-30,559
Cross-Laminated Timber	1,390	-608	-845,120
Glue-Laminated Timber	322.42	-570	-183,779
Foundation			
Dimensional Lumber	17.45	-615	-10,731
Glue-Laminated Timber	15.63	-570	-8,909
Concrete (IIB 42% addt.)	3,864	156	602,784
Gravel	522.23	62	32,378
Vapor Barrier	6,855m^2	0.4($kgCO_2/m^2$)	2,742
			-1,602,744
			/50 years
			-32,054

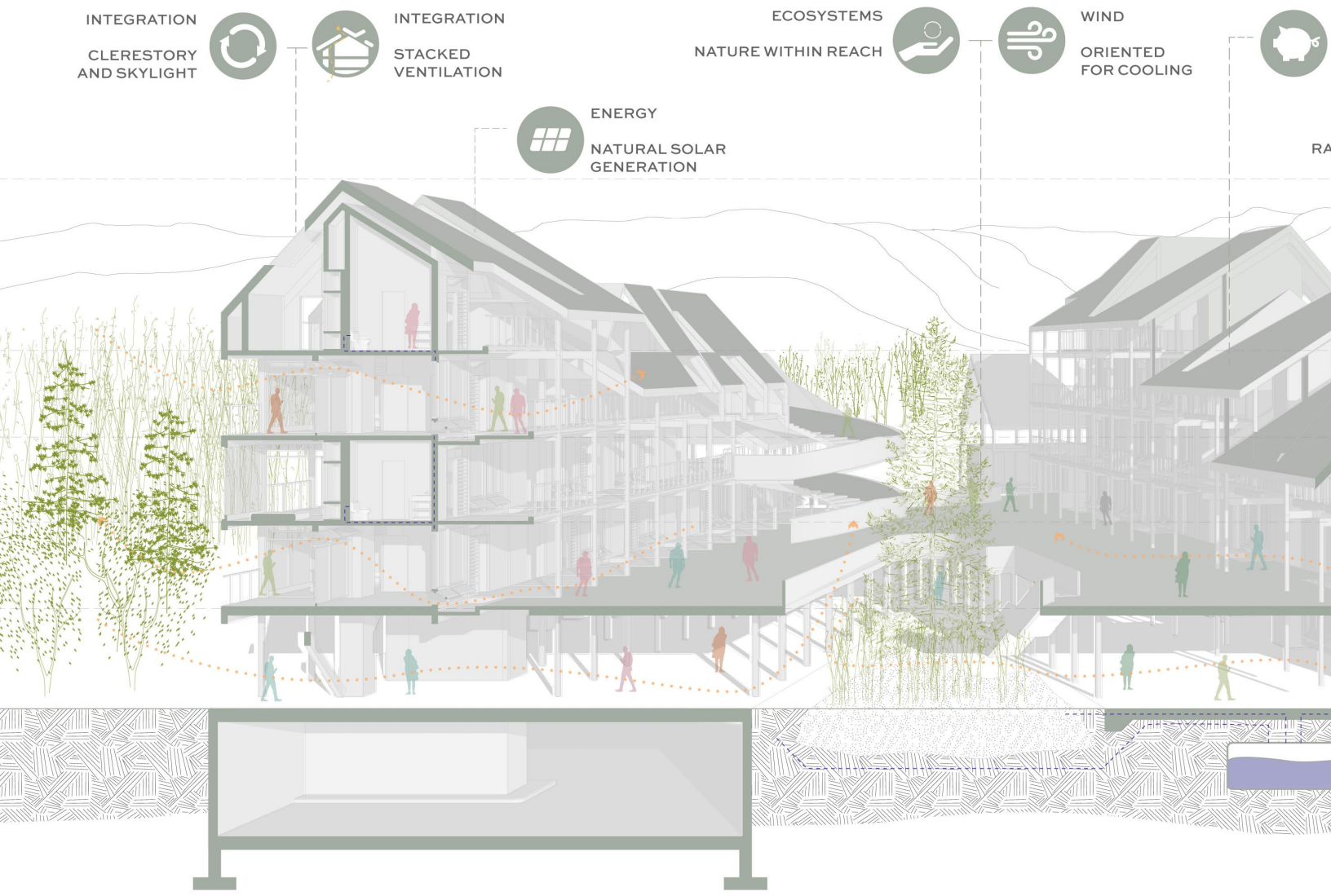
Operational Carbon Estimates

Type	Consumption (kWhr/yr)	Grid Carbon Intensity (kgs/kWhr)	EUI (kWhr/m^2 yr)	Operational Total (kgs CO_2)
Electricity	291,720	0.51	28	148,777
Renewable	378,565	0.51	-8	-193,068
				-44,291
				-76,975
				/12,336m^2

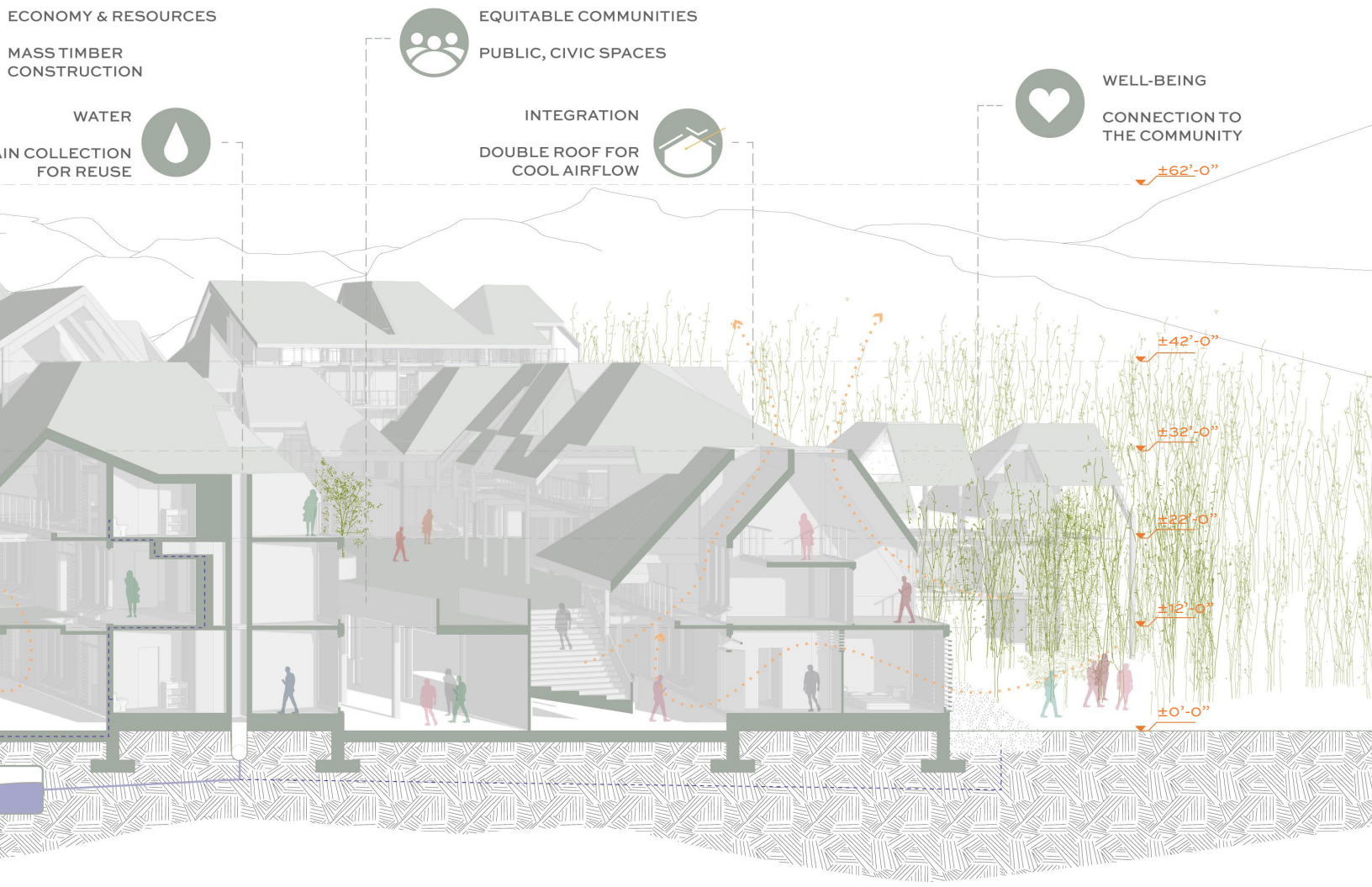
Total Carbon Footprint

-6.2 $kgCO^2e/m^2$
(-) = Carbon Negative




INTEGRATION
CLERESTORY AND SKYLIGHT
INTEGRATION
STACKED VENTILATION
ENERGY
NATURAL SOLAR GENERATION
ECOSYSTEMS
NATURE WITHIN REACH
WIND
ORIENTED FOR COOLING
RA

One of the main goals of this project was to create a sustainable example for future developments around the area. The project benefits the earth in its passive strategies and materials specified. It is important to keep the ecosystem in mind and create a village which becomes carbon negative. There is a further push in the project to restore a now-industrial area to its former condition, which was a lush, tropical forest. As a result, this aims to restore biological and biogenic systems that were in place before the industrial revolution.




32
RECREATION

03.

Stairway of Giants

Irvine, CA

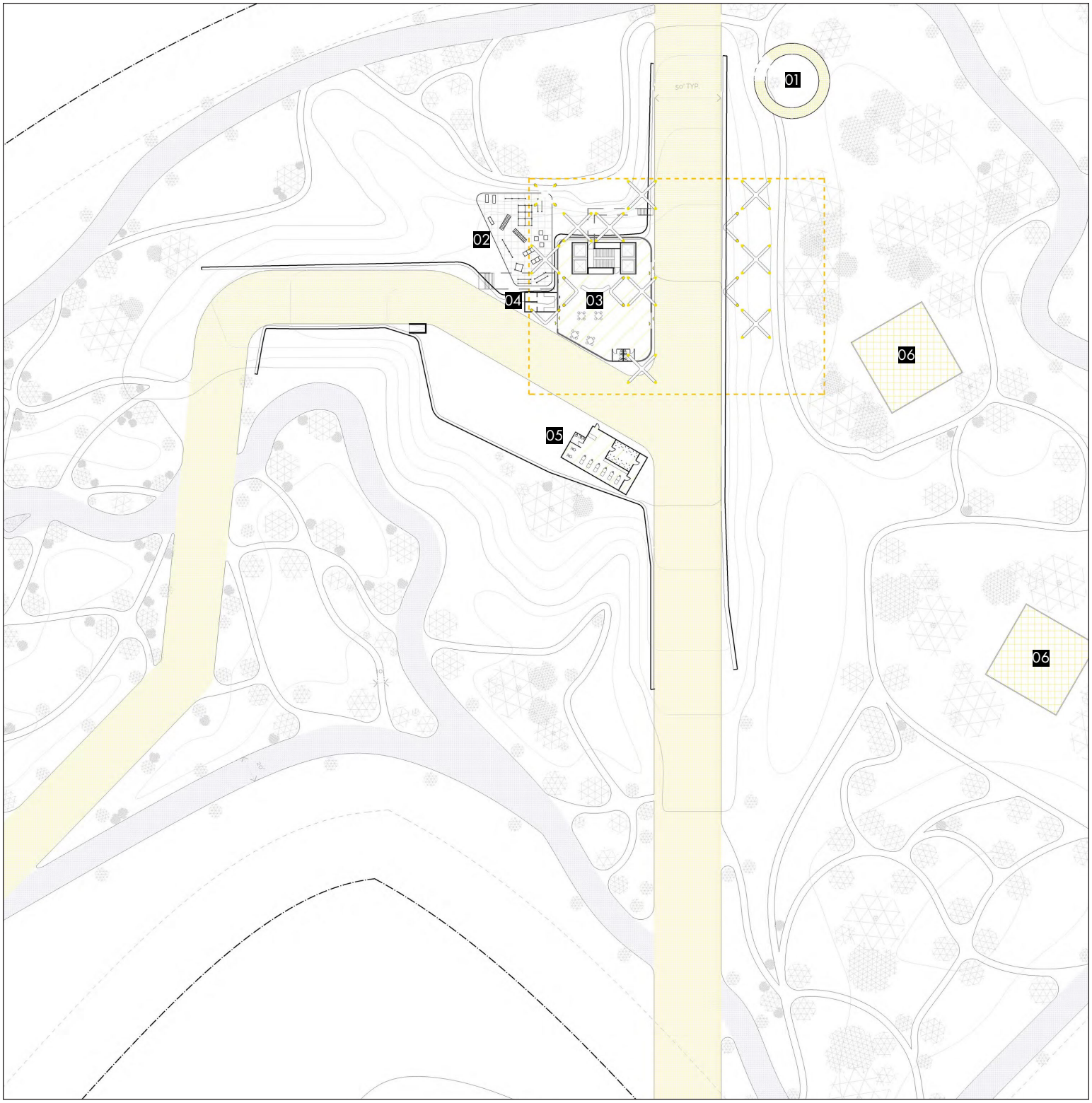
CPP Architecture
4th Year Topic Studio
Instructor: Marc Schulitz
Rhino 7, Adobe CC

In collaboration with Aiko Masaki.

As part of a greater masterplan of the Irvine Great Parks includes a recreational tower, a cricket arena, and a swim stadium, each situated on elevated mounds with bridges connecting them. The recreational tower serves as a beacon for the park and features a vertical obstacle course inspired by high-rise stair climbing.

The tower offers various sports activities such as table tennis, tennis, basketball, volleyball, badminton, and futsal, categorized by height requirements into 12', 24', and 48' volumes. The tower's design creates equal parts outdoor space and a pathway for the obstacle course. The primary structure employs a grid based on these volumes, allowing the building to appear floating. The obstacle course winds its way throughout the tower, culminating in a rooftop viewpoint.

From The Great Park
Irvine, CA
Depicting the metropolis through the lens of a film set

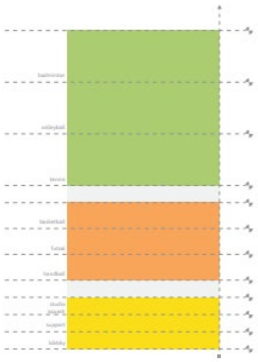


1.

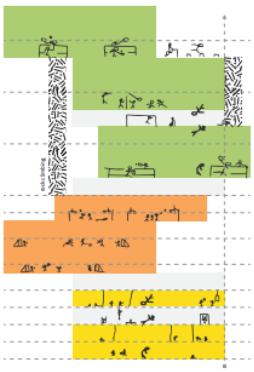
The ground plan strategy for the recreational tower focuses on creating a vertical landmark that offers playful programming. Inspired by Rem Koolhaas's New York Athletics Club, the tower features a vertical obstacle course that weaves in, out, around, under, and through the various sports volumes.

The concept revolves around embracing verticality and incorporating activities such as stair climbing within a high-rise setting.

A.

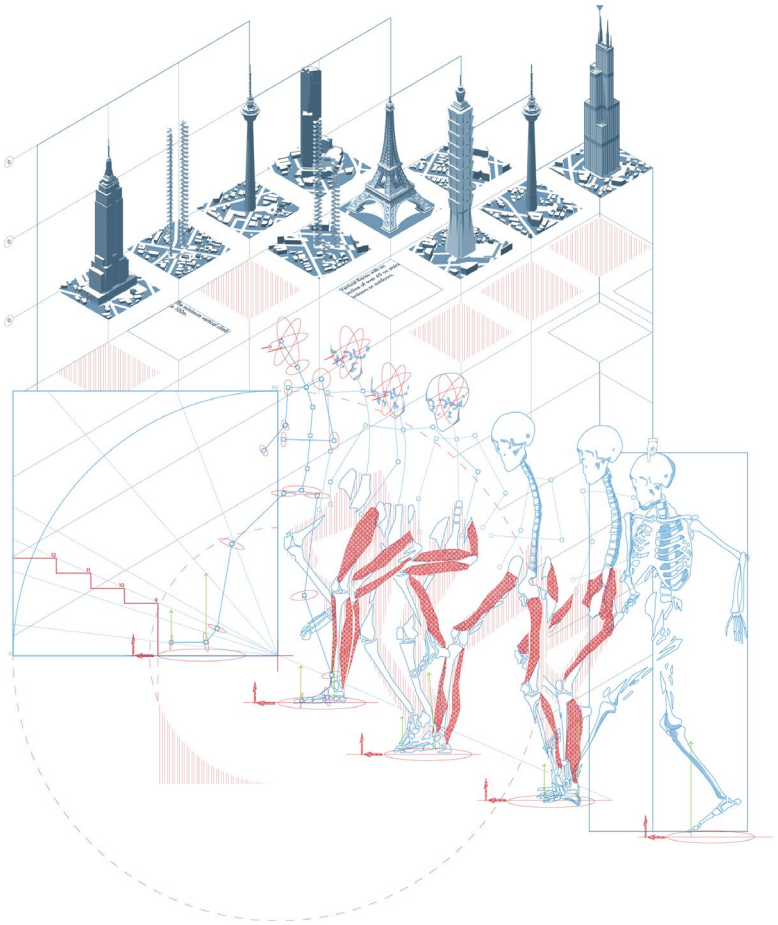


B.



C.

A. Program stacked by height
B. Blocks shifted for outdoor space
C. Circulation weaving the building



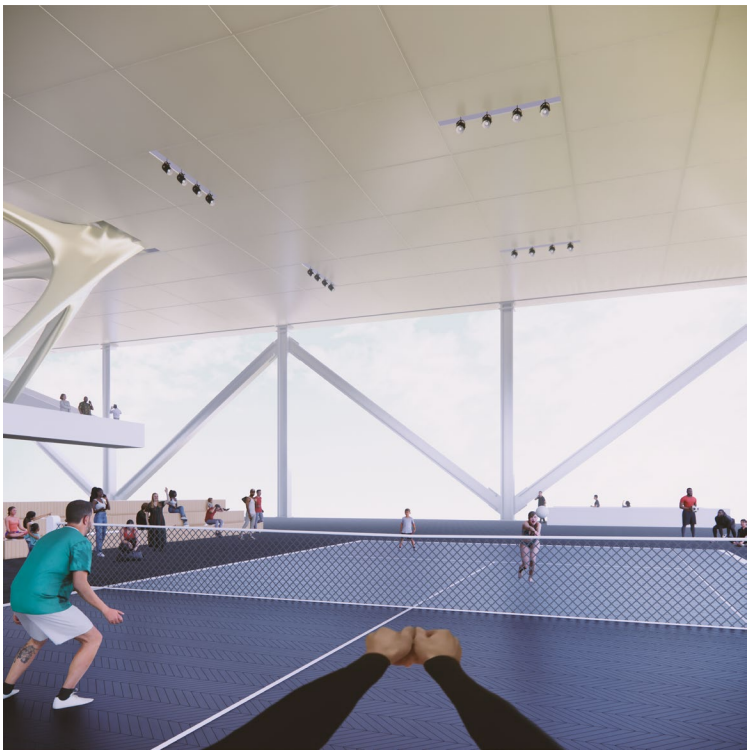
2.

(above)
The Parti
Form driven by program placement

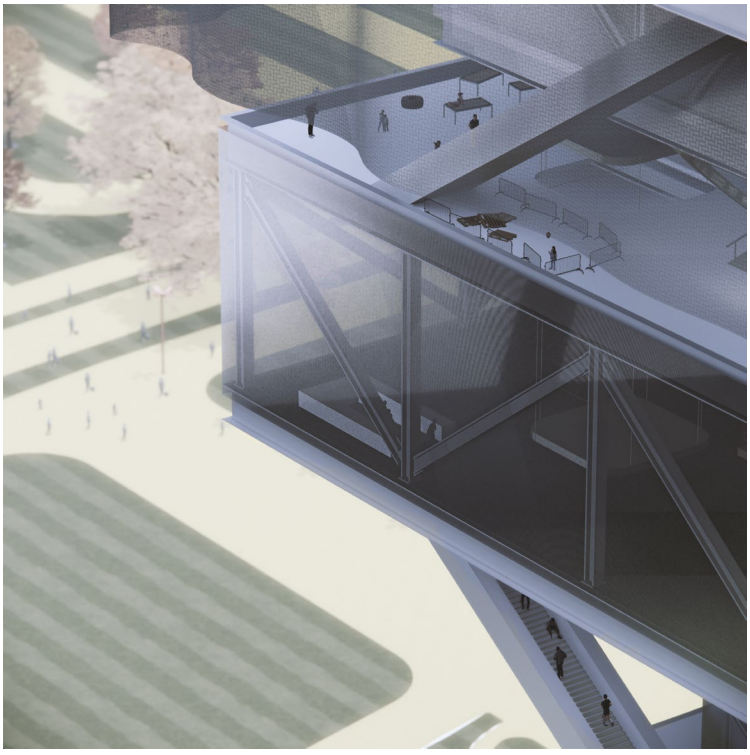
1.
Ground
Lobby, Reception, Restrooms, Emergency Clinic, Ourdoor Courts, Outdoor Gym

2.
Mural
Skyrunning [sport]

The structural strategy for the recreational tower in Irvine Great Parks is key to achieving its floating visual effect. By utilizing the same 12', 24', and 48' datum lines used for categorizing sports volumes, a grid is created, forming the primary structure. The grid supports and interacts with the volumes, allowing them to appear as if they are hugging the structure and floating above the ground. The resulting structural design provides a visually striking and functional solution for the tower's unique architectural concept.



3.

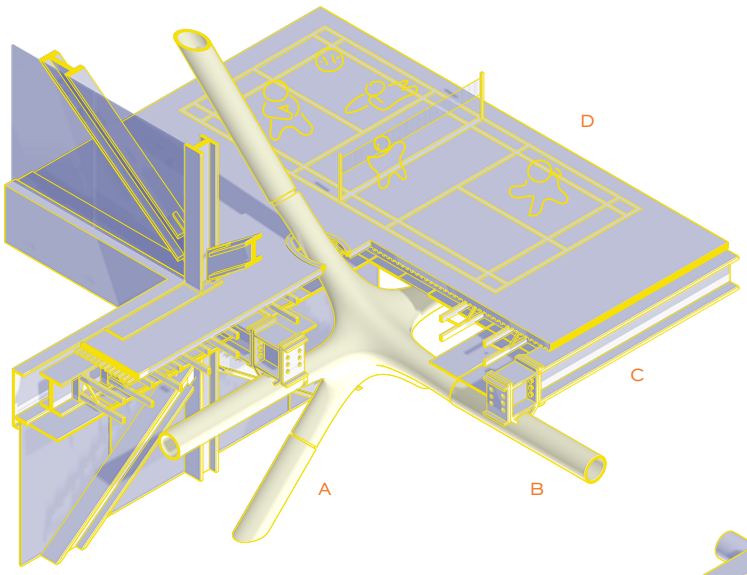


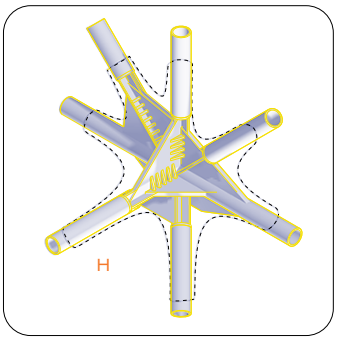
4.

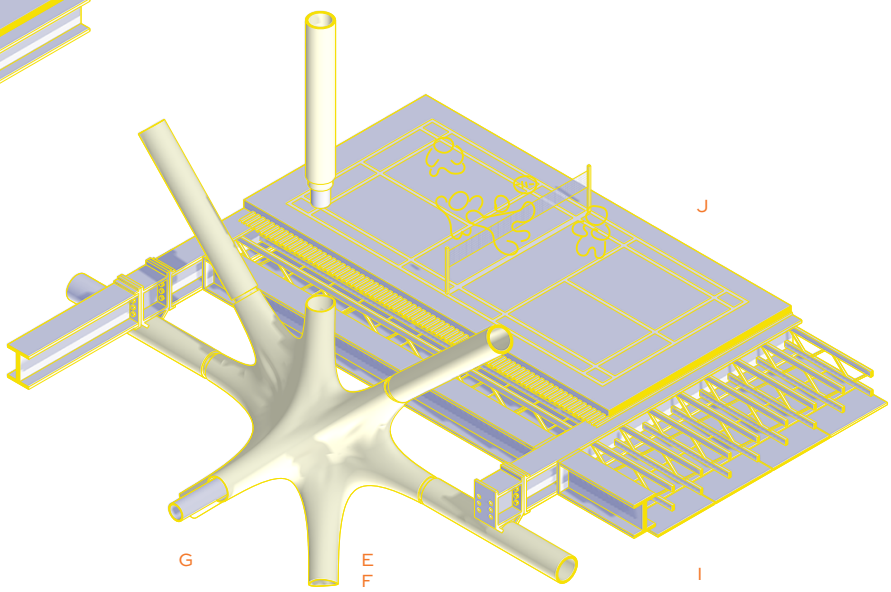
3.
View from inside
Indoor courts illuminated from all sides of the box

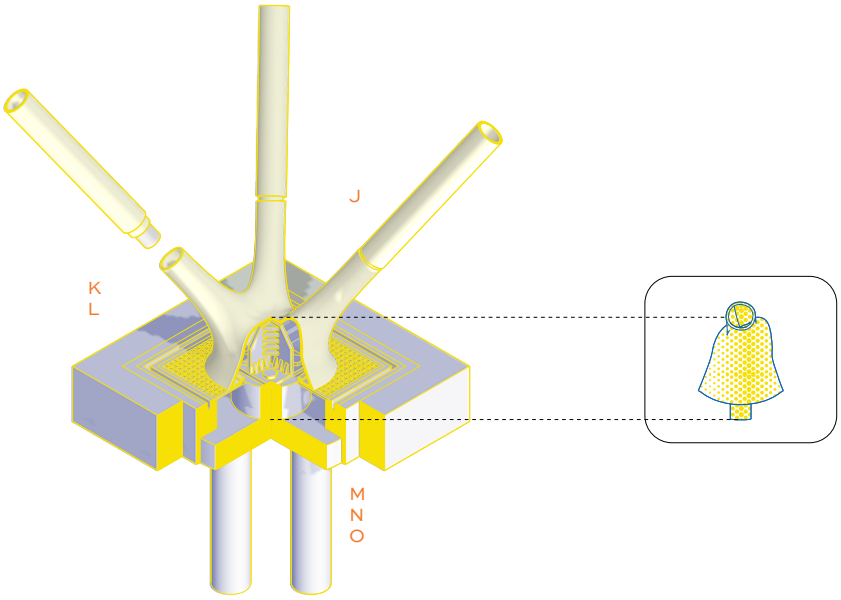
4.
View from the Sky
Hanging part of the building seen through a pilot's eyes

(right)
Fragmented Axons
Depicting activites which takes place on each floor of the tower





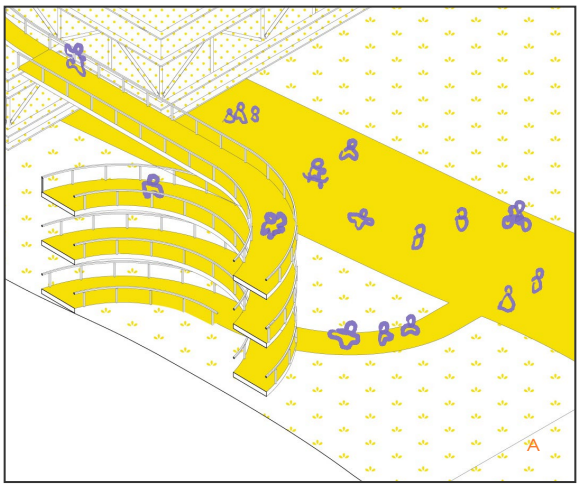


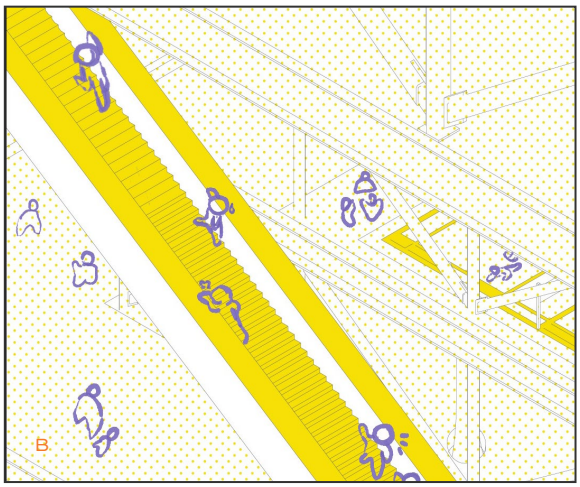


A. Primary Structure
B. Welded Connection
C. Secondary Structure
D. Badminton Court

E. Primary - Core
F. Primary - Encasing
G. HSS Member
H. Plate Welded Connection
I. Open Web Truss
J. Volleyball Court

K. Primary - Ground
L. Steel Base Plate w. Anchor Bolt
M. Ground Lighting
N. Pile Cap
O. Piles to Bedrock

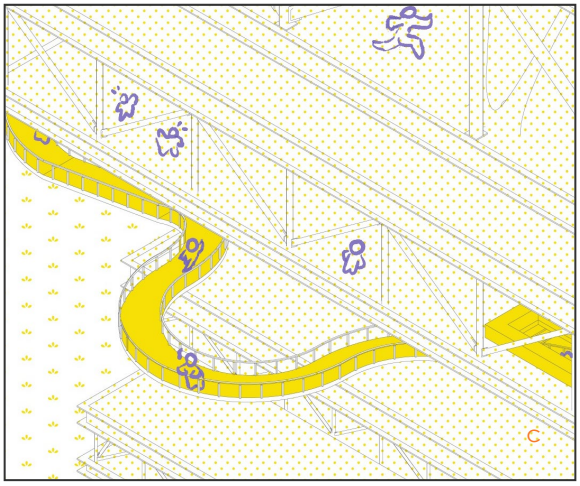


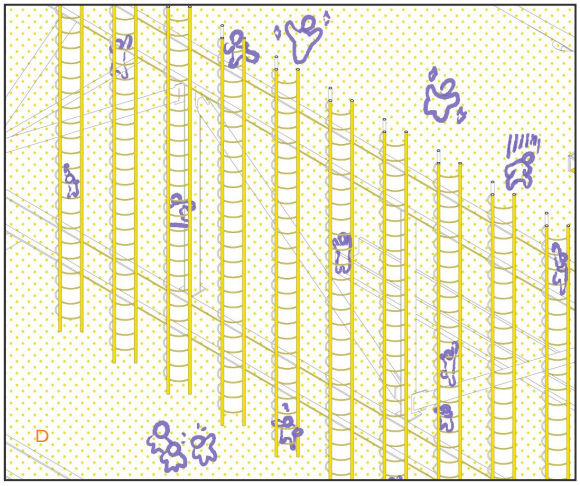


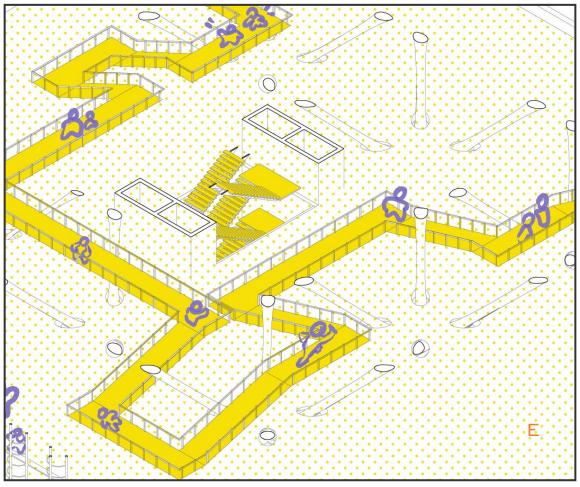
The obstacle course within the recreational tower serves as a central attraction, guiding athletes through a playful trek. It snakes around and within the building, taking visitors through the volumes dedicated to various activities.

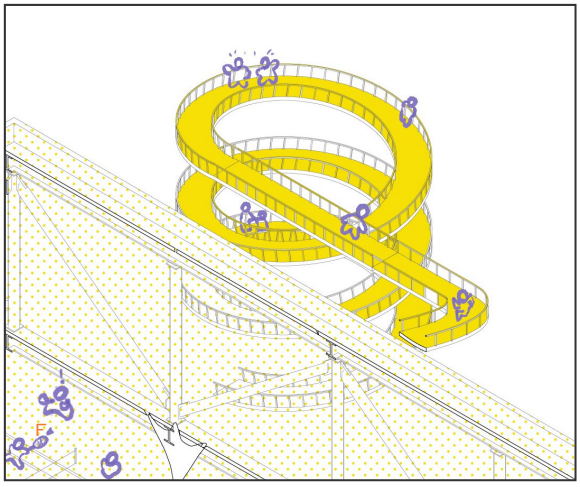
Athletes can challenge themselves with vertical elements, navigating ramps, climbing walls, and other obstacles. The course culminates on the rooftop, rewarding athletes with a panoramic view of Irvine.

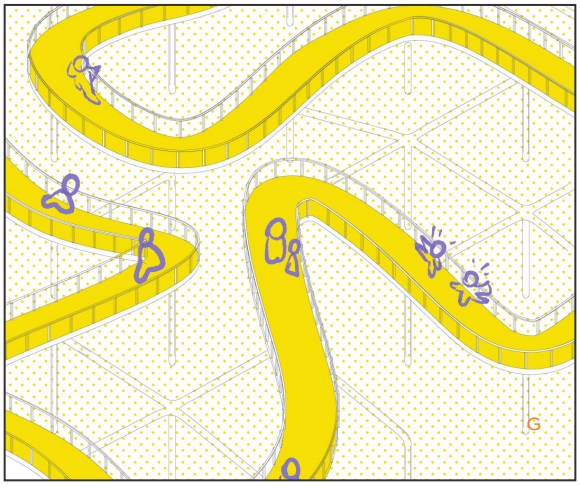
By integrating the obstacle course into the design, the element enhances the recreational experience and adds another element of excitement for visitors.

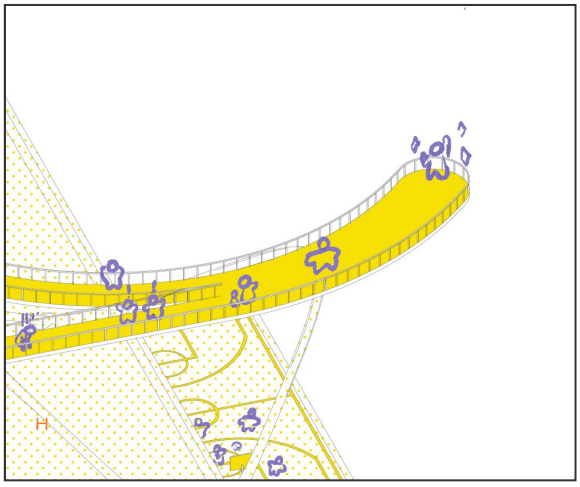






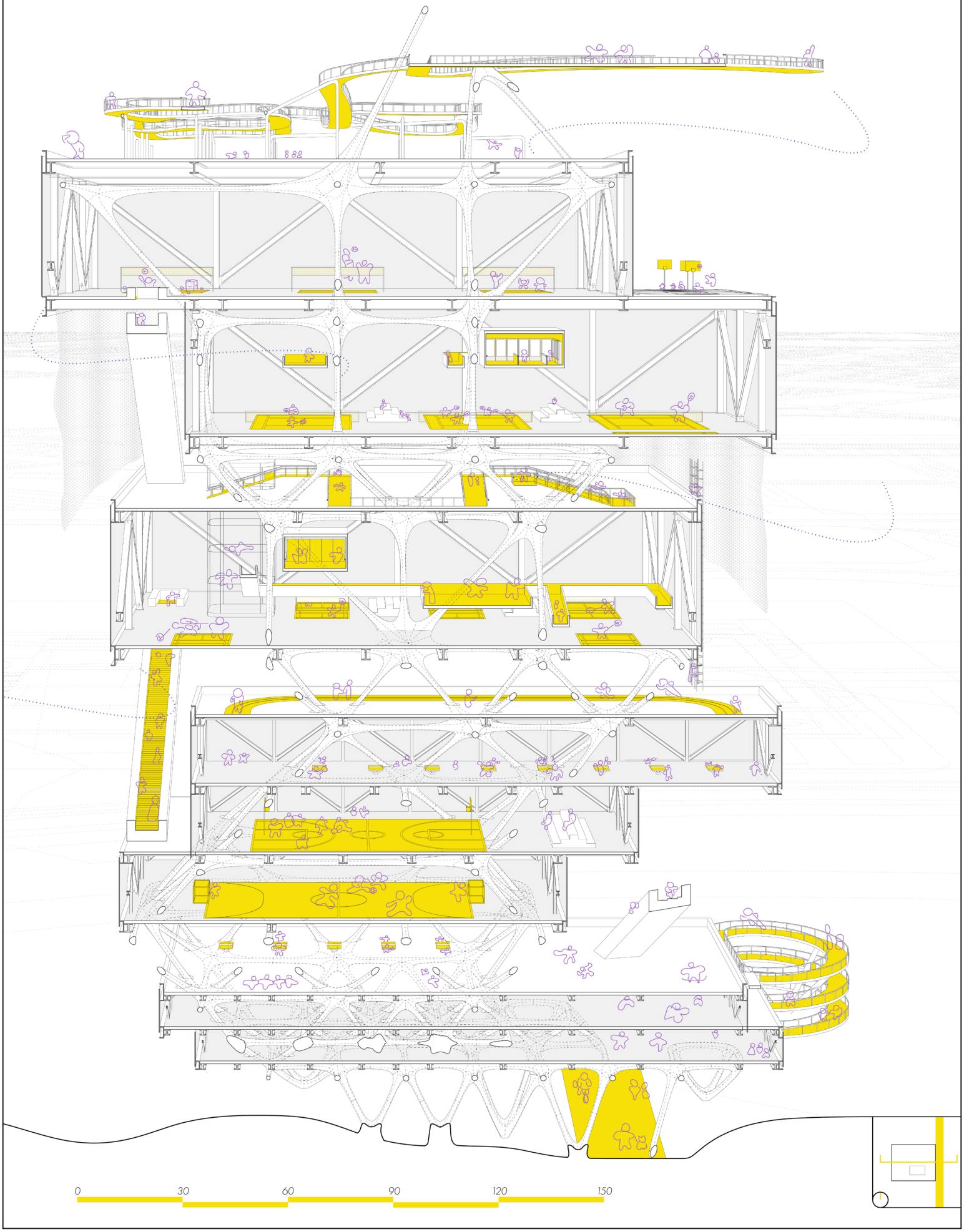


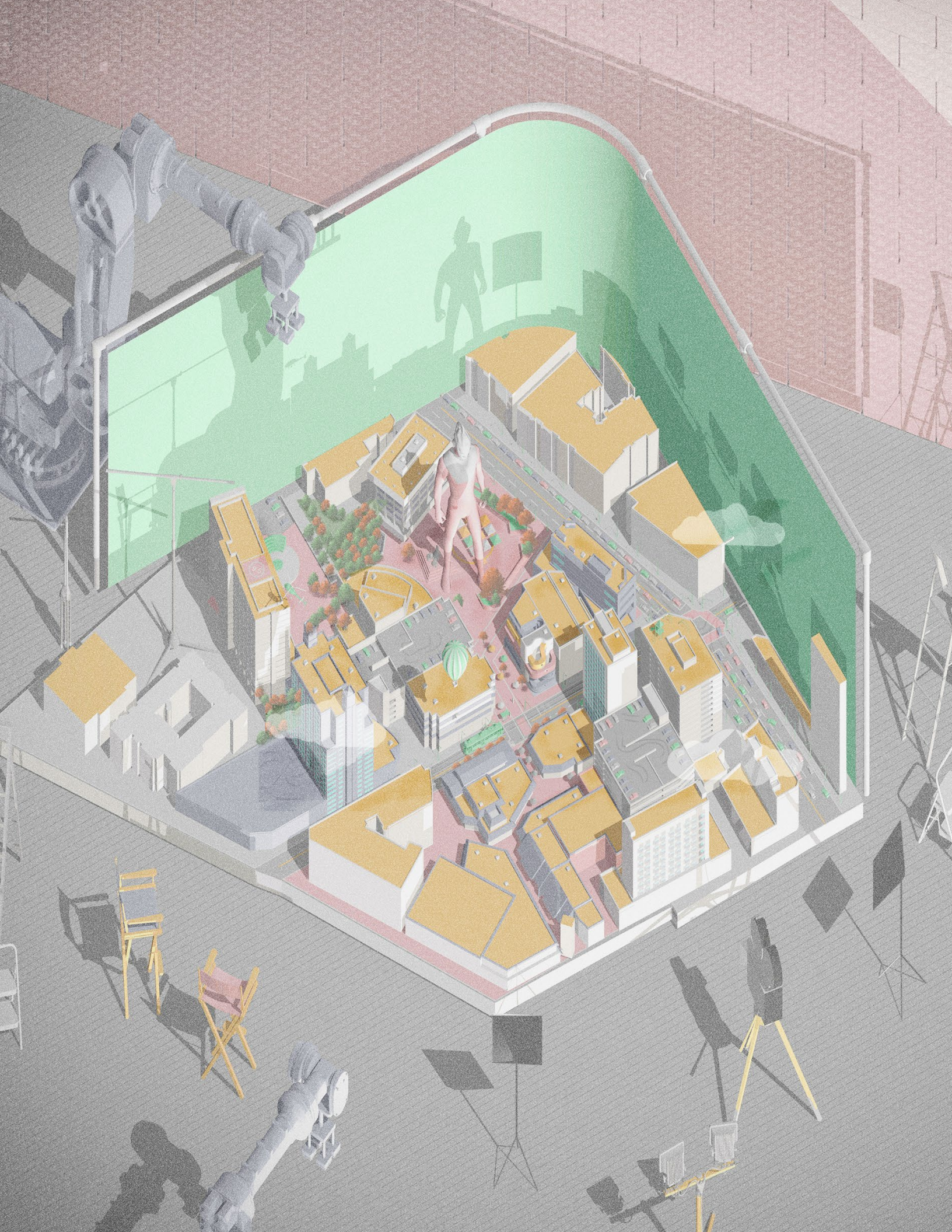




(left)
Storyboard
The climb to the summit through the obstacle course

(right)
Whimsical Section
Depicting activites which takes place on each floor of the tower


0
30
60
90
120
150



Film Set Render
Los Angeles, CA
Depicting the metropolis through the lens of a film set

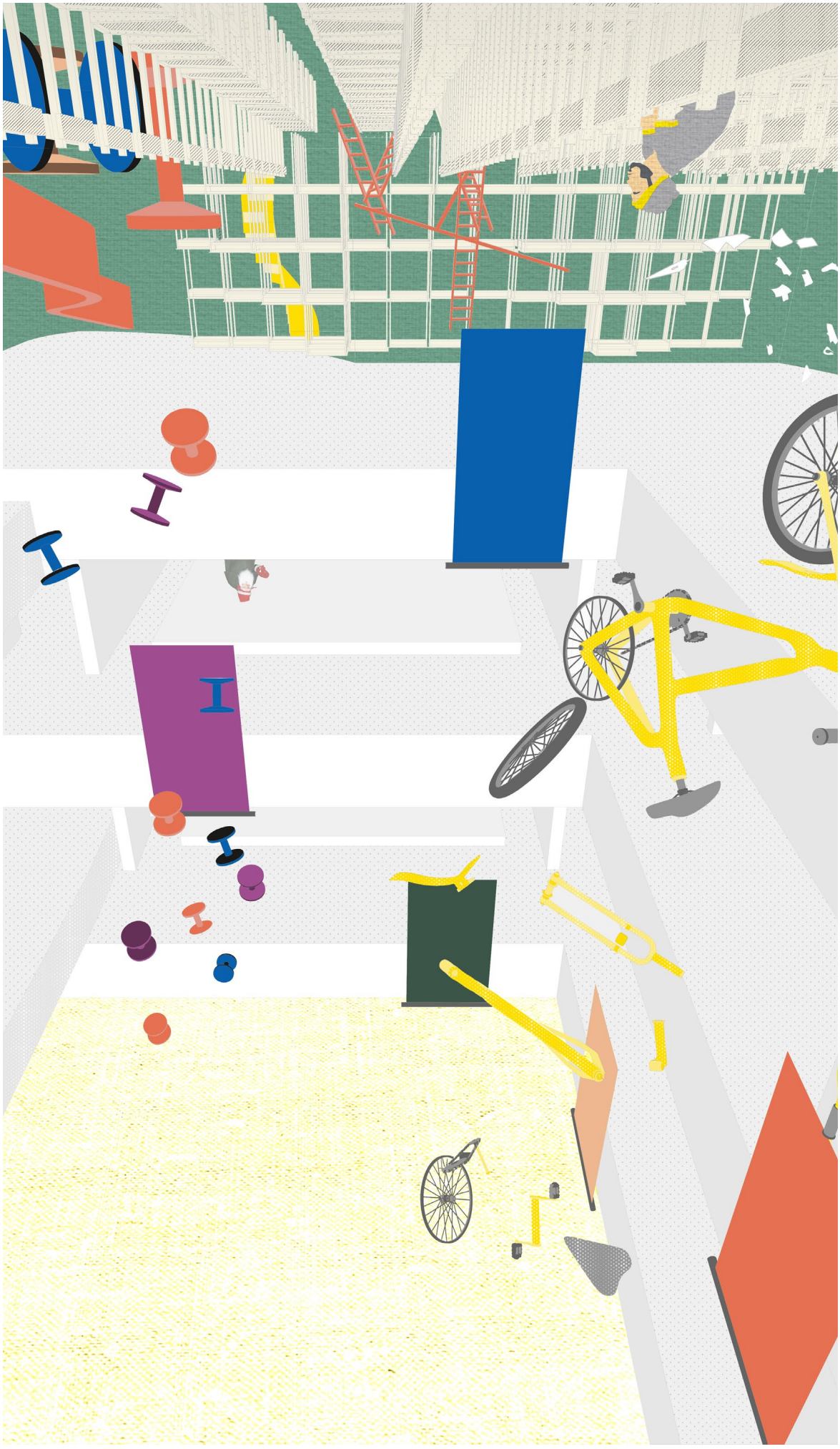
04.

Tokusatsu Museum

Los Angeles, CA

CPP Architecture
2nd Year Design Studio
Instructor: Noam Saragosti
Rhino 6 + AutoCAD + Adobe CC

The Little Museum is located in the Little Tokyo Art district and is influenced by its surroundings. The building's North facade faces Second St, which is always bustling with activity from the Village Plaza. The museum's design features a curved circulation profile to draw people into the building. Exhibition spaces are positioned facing Noguchi Plaza, offering visitors a peaceful space to appreciate the artwork. The museum's main focus is on educating and informing visitors about the history, and cultural significance of tokusatsu films through exhibitions, special events, and screenings. Through its exhibits and programs, the museum celebrates the artistry and creativity of tokusatsu films and its impact on Japanese pop culture.



Positioned between the Japanese Village Plaza and Noguchi Plaza, the site acts as a buffer between the organized and the chaotic.The North facade faces Second Street, which is always bustling with activity from the Village Plaza.

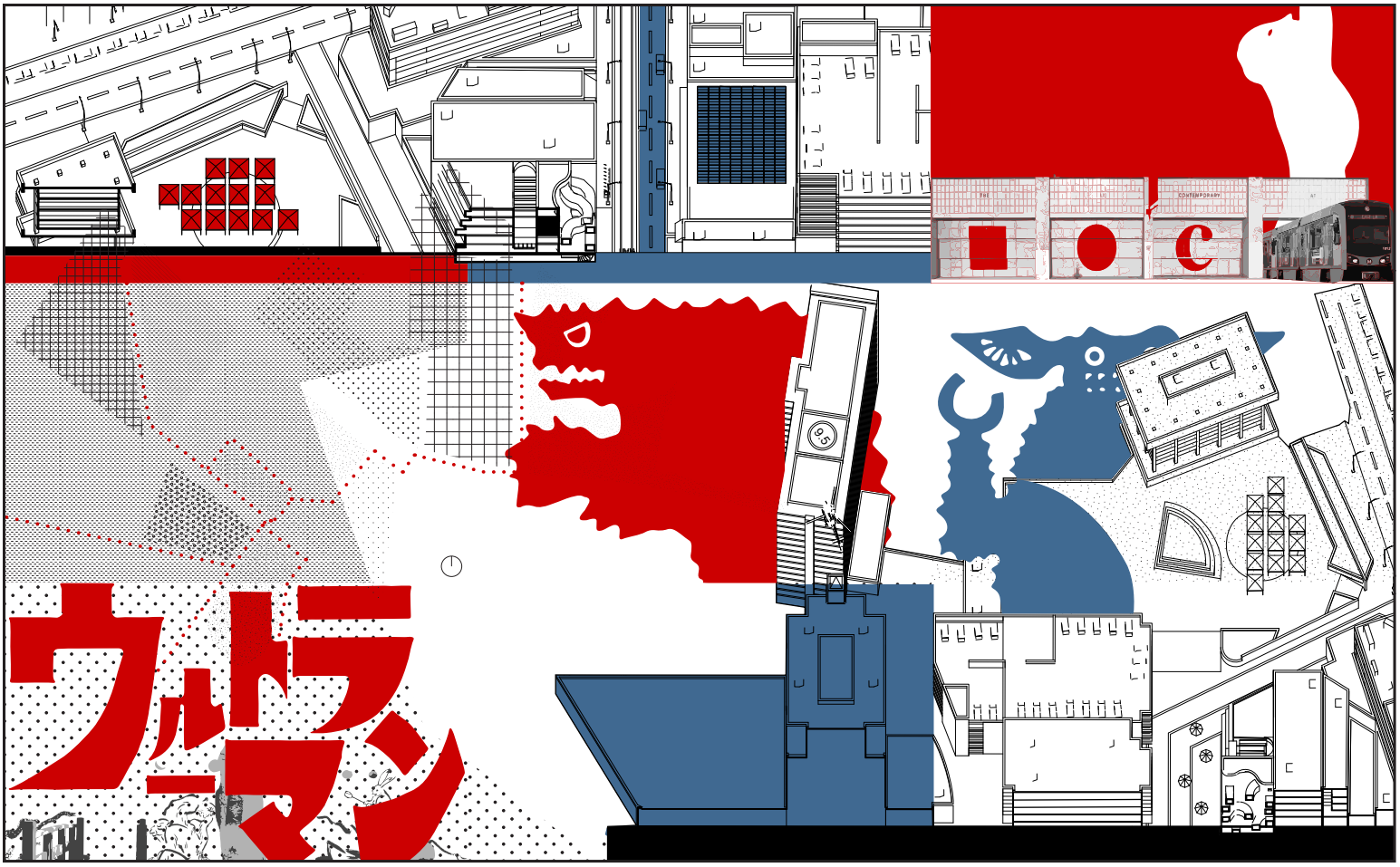
To attract visitors, the museum's design incorporates a curved circulation profile that responds to the street's energy, drawing people into the building.

The exhibition spaces, separated by the back-of-house programs and a void space that allows natural light to enter, are positioned facing Noguchi Plaza.

This tranquil location, in contrast to the other side of the lot, offers visitors a peaceful space to appreciate the artworks.

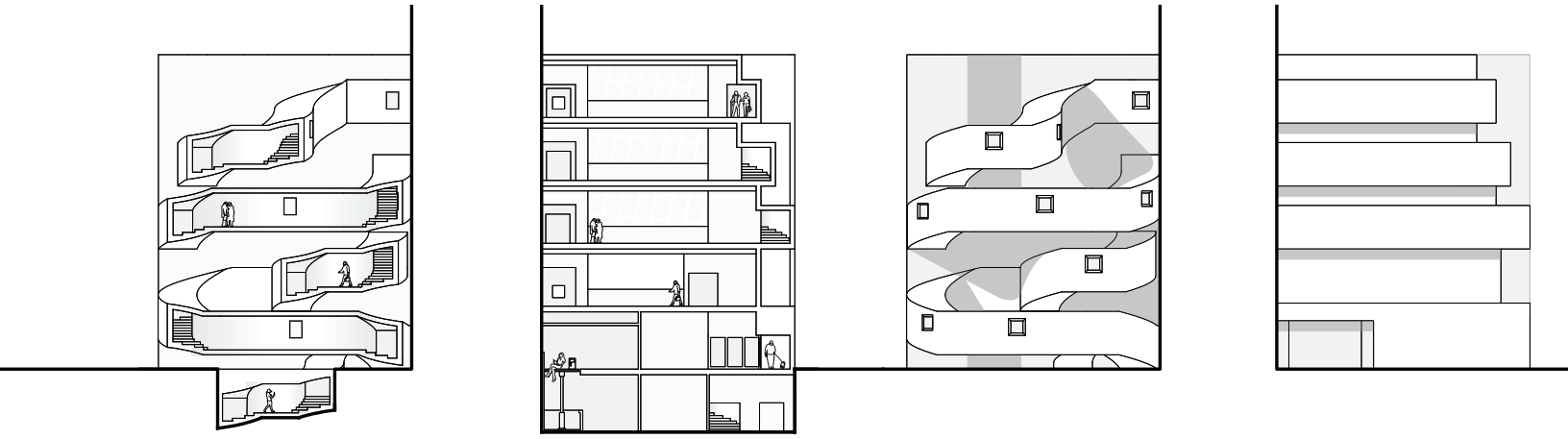
(left)
Vision Render
Depicting the experience inside the museum atrium, with a special exhibition featuring chairs.

(right)
Staircase Catalog
Collection of circulation studies through a 5-story building



1.

Tokusatsu films are a type of Japanese special effects film that typically features superheroes fighting monsters and other villains. The museum aims to educate and inform visitors about the history, development, and cultural significance of tokusatsu films. The exhibition spaces will feature various artworks, props, costumes, and other items related to tokusatsu films.

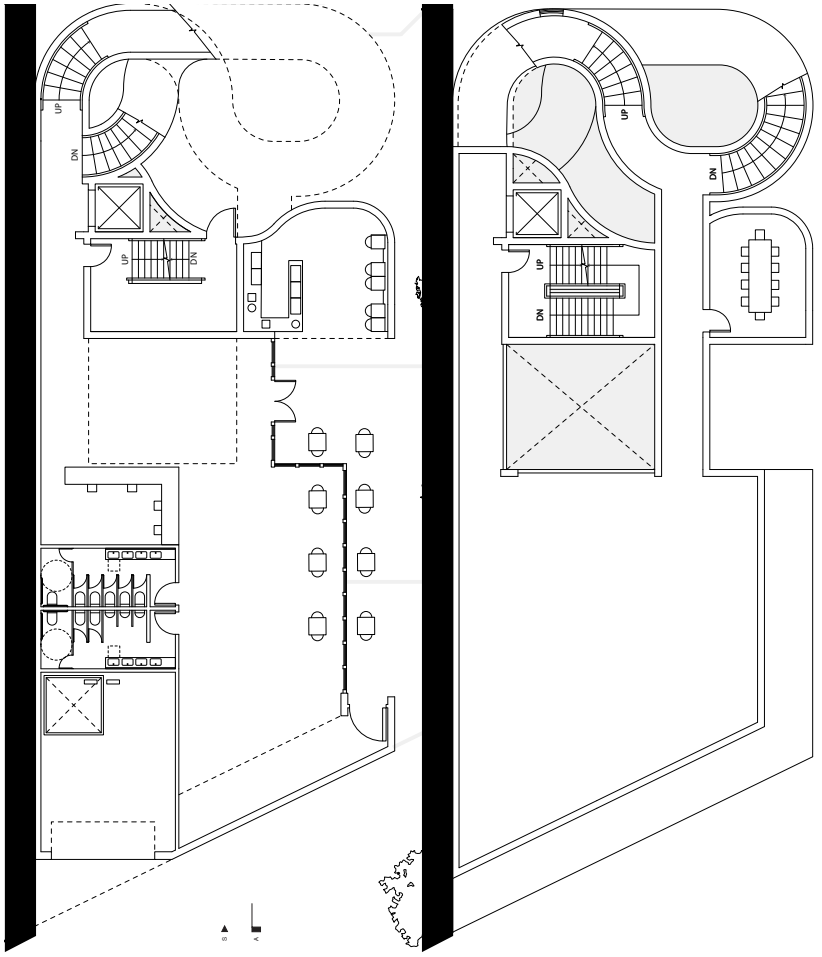


1.
Mural
Little Tokyo and Tokusatsu Arts

2.
Level 1
Lobby, Reception, Cafe
Loading Dock, Restrooms

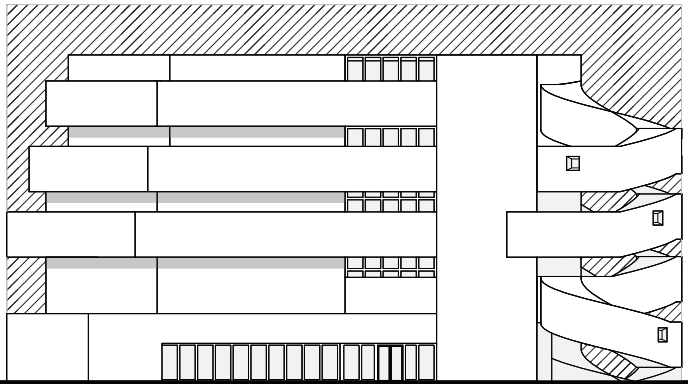
3.
Level 2
Gallery Space, Breakout Room

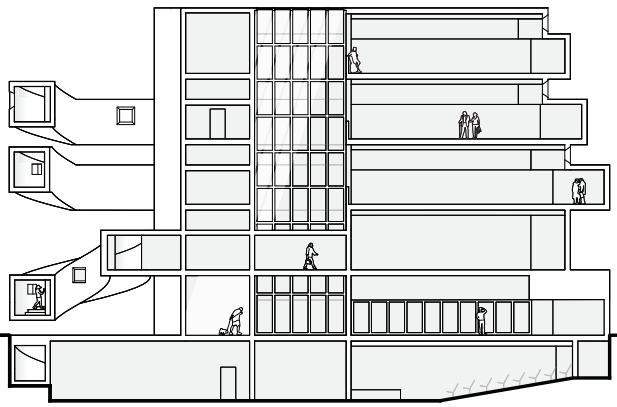
4.
.dwg
Sections + Elevations



2. 3.

4.





Oblique View
Los Angeles, CA
Depicting the everyday scenery of the village in Boyle Heights

05.

Para Salir Adelante

Los Angeles, CA

CPP Architecture
4th Year Topic Studio
Instructor: Irma Ramirez, Ernesto Perez
Rhino 7, Adobe Suite

In collaboration with Christian Cortez, Jennifer Trujillo, Bonnie Wong, Vivian Wu.

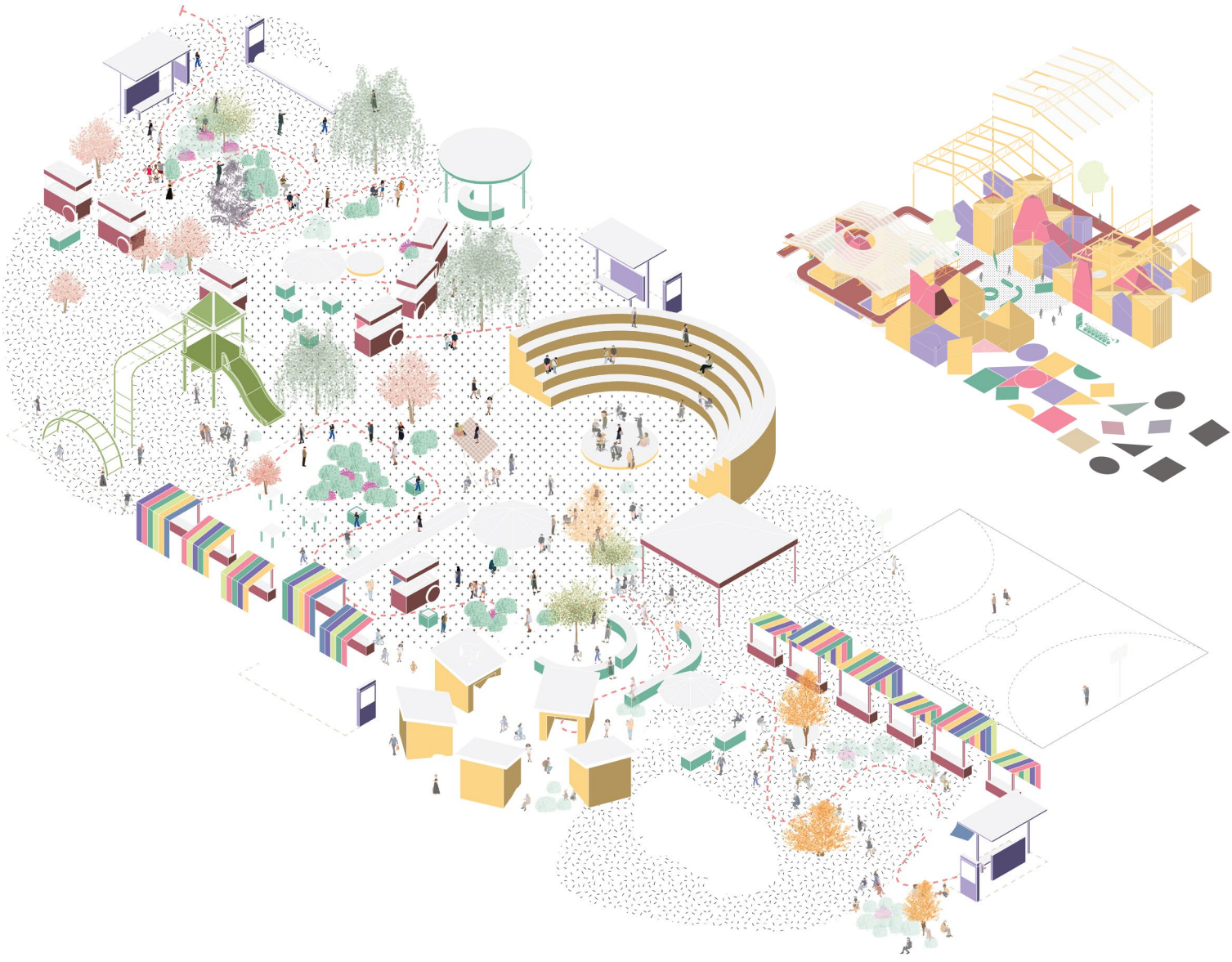
Para salir adelante, or "to get ahead", is a village which aims to empower and provide a home for youth at risk in Boyle Heights. The village grounds are specifically designed to foster hope, opportunities, and success for the youth, with the ultimate goal of ending the cycle of youth homelessness.

The village is partnered with programs such as Jovenes and Seeds of Hope, which provides additional resources and support. Together, these programs create a comprehensive and holistic approach to addressing the issue at hand. The village serves as a hub for learning, work, empowerment, and co-living, providing the youth with the essential tools and resources they need to build a new future for themselves.

The village creates a positive and vibrant setting for the youth to bring to life. The youth are encouraged to have ownership in the community and to find their way through healing, empowerment, sustenance, safe spaces, and sociocultural workshops. These workshops are designed to provide the youth with the skills and knowledge they need to succeed and to become active members of the community. The strong community identity of Boyle Heights allows this project to thrive and pushes it forward to grow as one. It is a place for the youth to call home, where they can feel safe, supported and have access to the resources they need to succeed. The village becomes a beacon of hope for the youth, a second chance and a newly found path that allows them to create a new chapter in their life story.

Overall, Para salir adelante is a vital project that addresses the critical issue of youth homelessness in Boyle Heights. It provides a nurturing environment to grow, learn, thrive, and ultimately creates a new place to call home for the youth. The village is a positive and vibrant setting, acting as an animated mural that the youth bring to life, and it ultimately contributes to ending the cycle of youth homelessness.

1.

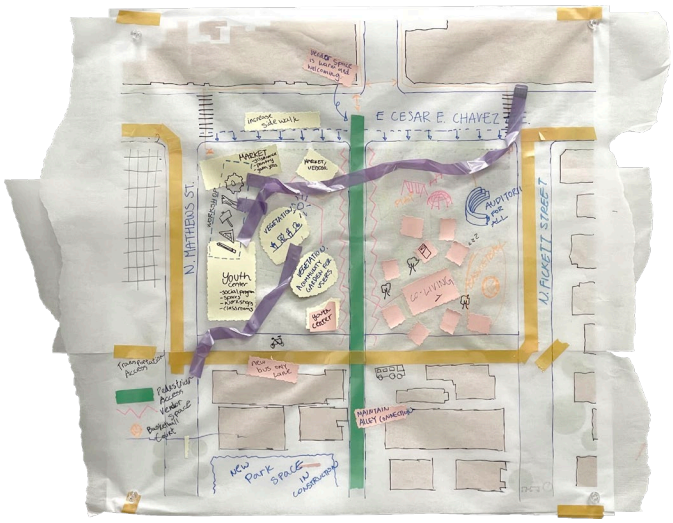


1.
Activities
Amenities that shape the village

2.
Planning
Team brainstorming session

3.
Flexible Programming
Co-living ground floor

2.



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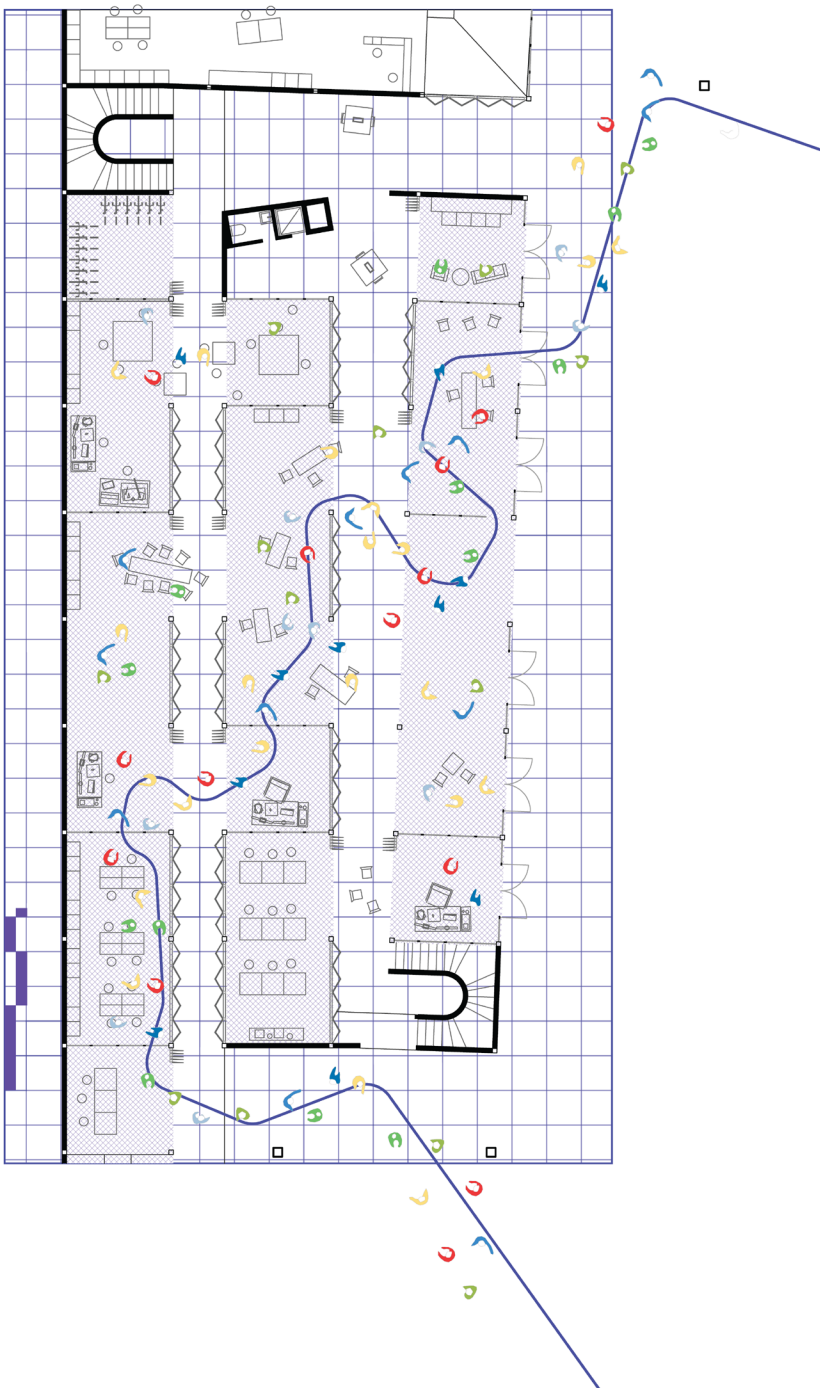


The village creates a positive and vibrant setting for the youth to bring to life. The youth are encouraged to have ownership in the community and to find their way through healing, empowerment, sustenance, safe spaces, and workshops.

The strong community identity of Boyle Heights allows this project to thrive and pushes it forward to grow as one. It is a place for the youth to call home, where they can feel safe, supported and have access to the resources they need to succeed.

The village becomes a beacon of hope for the youth, another opportunity that allows them to create a new chapter in their life.

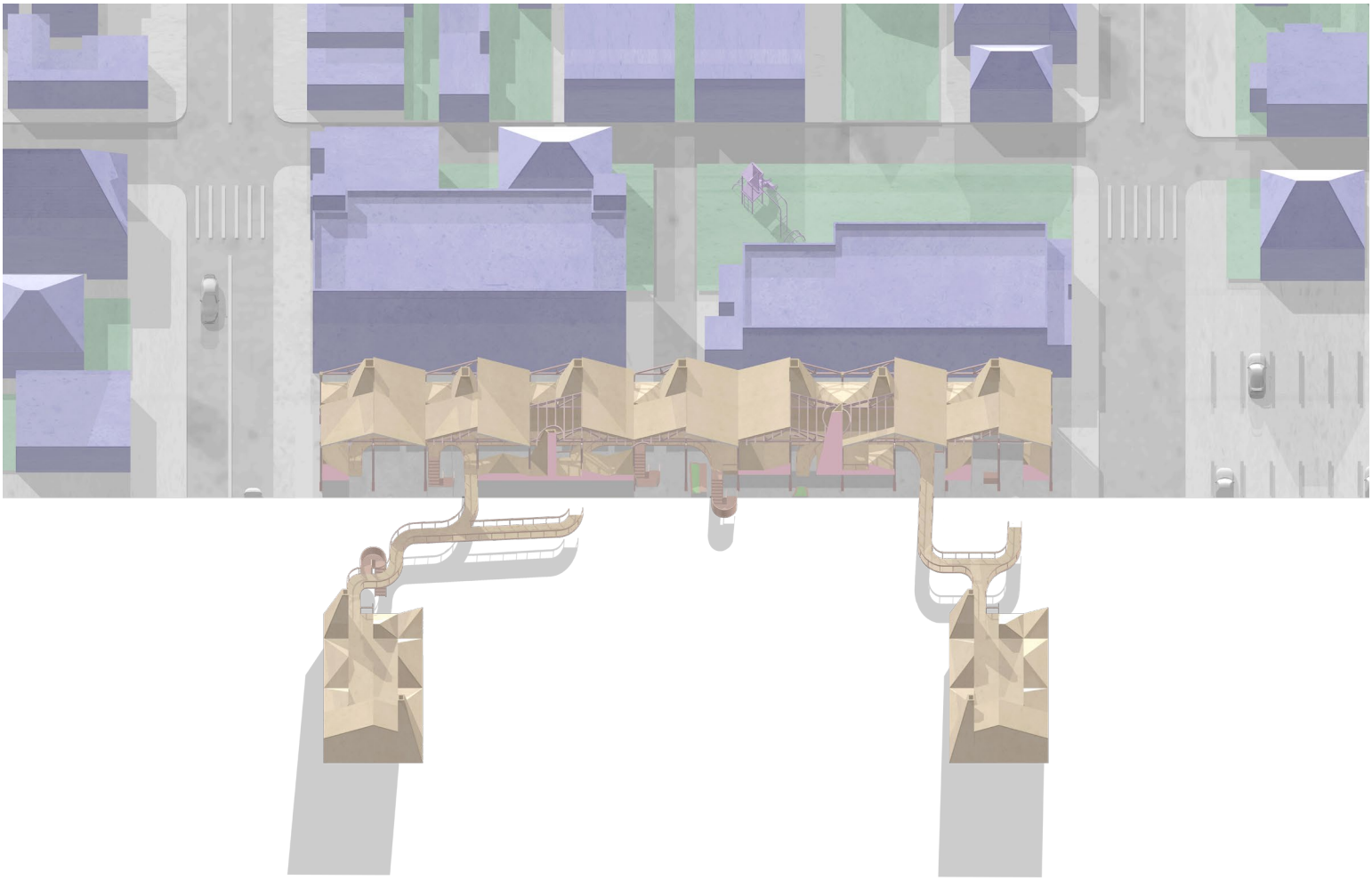
The multi-level residential complex is designed to provide teenagers with a sense of privacy, independence, and safety. Located in a dense urban area, the building promotes community involvement, creativity, and flexibility through its programs.

The ground floor is a semi-public area, with flexible spaces for work and events. The second floor is dedicated to private living spaces, with furnished rooms and access to support and guidance. The rooftop features winding bridges and playful roofscapes, providing creative spaces for residents to meditate and participate in the community. Overall, the design approach caters to the complex backgrounds and needs of the teenagers living here.

4.

5.

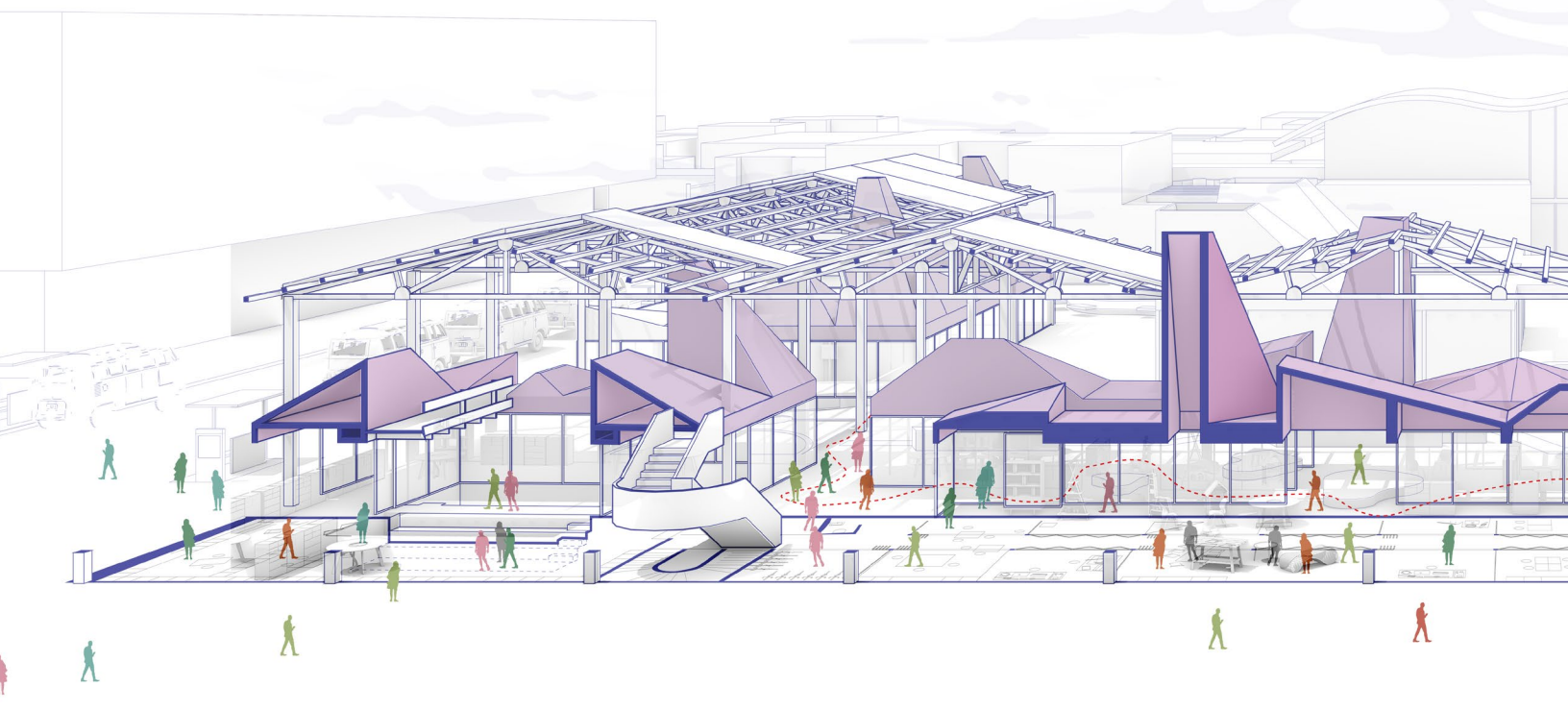
6.



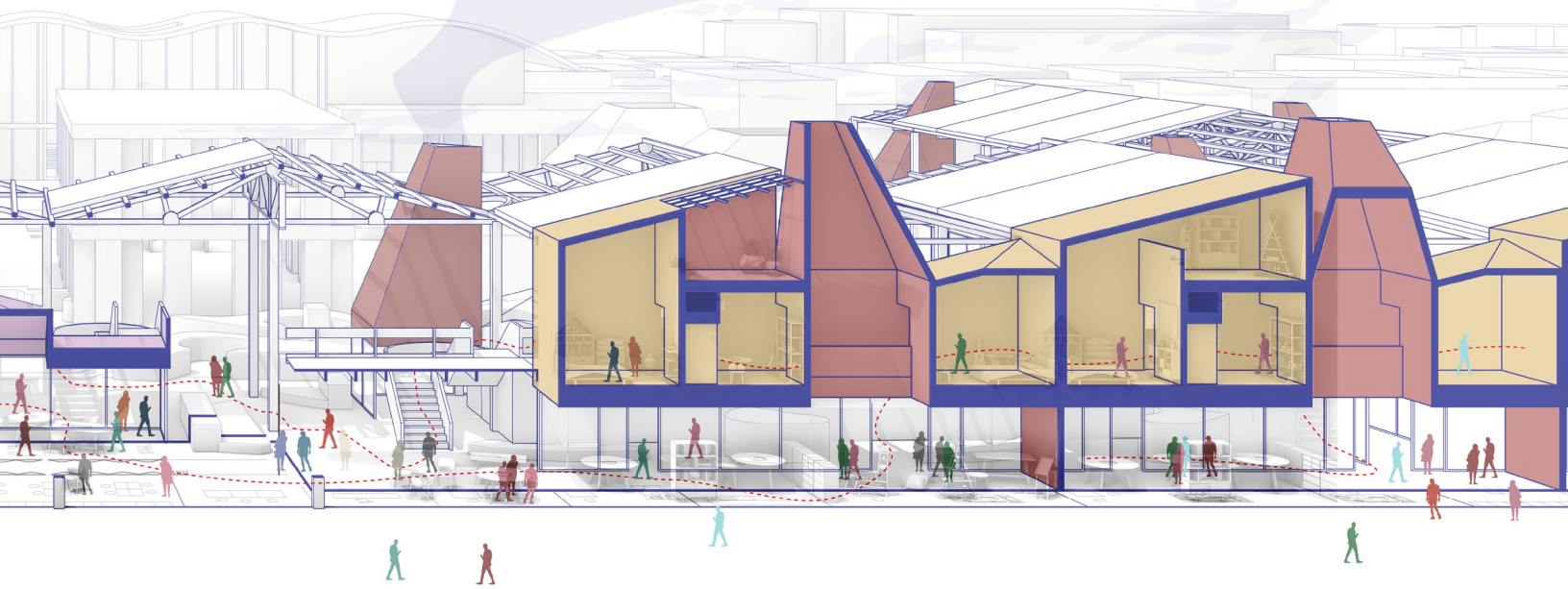
4.
Art Walk
Monthly art showcase from residents of the village, open to all

5.
Creative Rooftop
A place for residents to relax, away from the public in a separate level

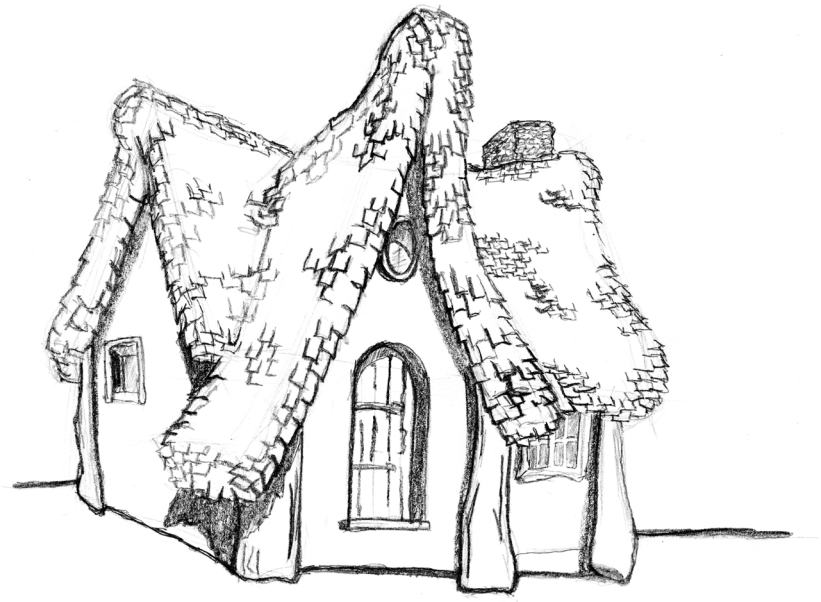
6.
Loop de loop
Second level circulation and connection to creative rooftops



Perspective Section
Depicting the co-living programs
united under a single roof



1.



2.

06.

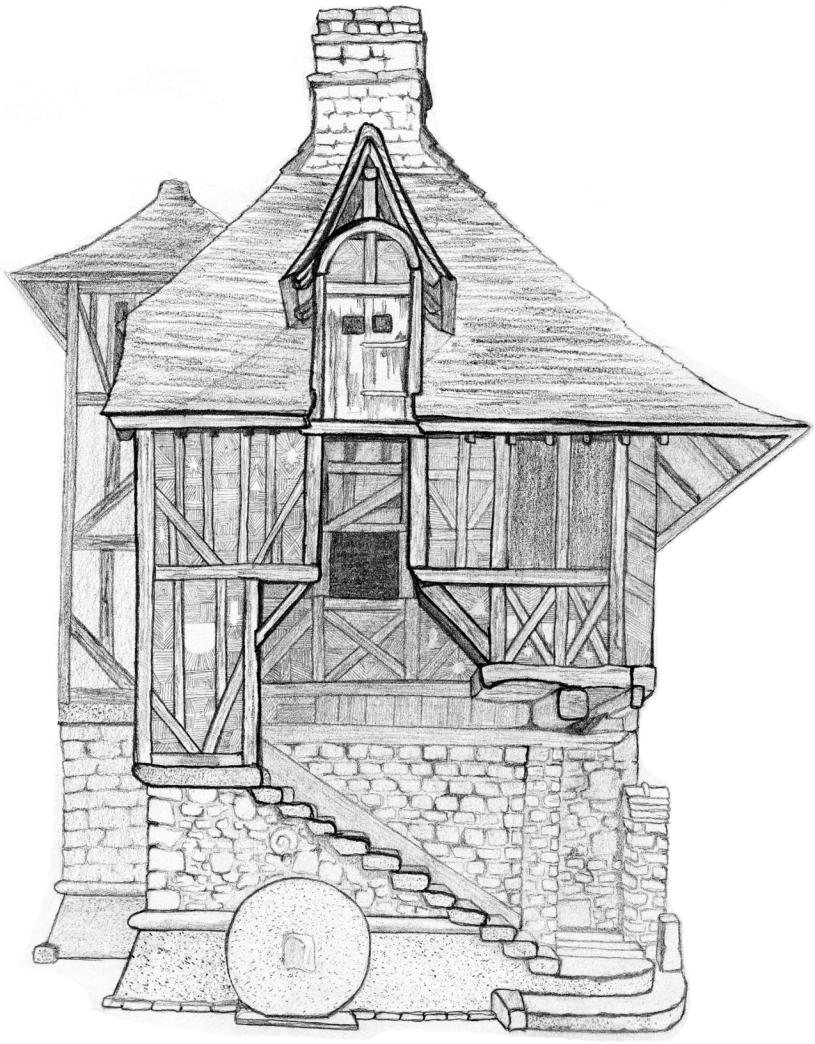
Hand Sketches

1.
Wood Cabin on a Slope
Graphite

2.
Cozy Cottage
Graphite

3.
Old House in Europe
Graphite

4.
Fairy House
Graphite



3.

4.

portfolio_digital