



Kyle
Rey

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Education

- Summer 2025 **HCAD Study Abroad**, Austria + Italy
Professor Gernot Riether
Relevant Coursework: Options Studio II
- 2021-2025 **New Jersey Institute of Technology**
Cumulative GPA: 3.75
Bachelor of Architecture and Design (B.ARCH)
Magna Cum Laude Graduate Honors
- 2020-2021 **Rowan College of South Jersey/Rowan University**
Cumulative GPA: 3.7
TRANSFERRED TO NJIT TO PURSUE ARCHITECTURE

Experience

- 2023- 2025 **The Michaels Organization | Urban Practice**
Camden, NJ
Position: Architectural Intern

Contributed to a dynamic architecture firm specializing in affordable, mili-
tary, and market-rate housing projects. Collaborated with Senior Architects
to develop The Michaels Organization Project Manual Standards, aimed
at improving design management procedures, deliverables, and project
schedules.
- Spring 2025 **Airport City Newark Urban Design Student Researcher**
Newark, NJ
Position: Urban Design Researcher
Professor: Darius Sollohub

Collaborated with the North Jersey Transportation Planning Authority (NJT-
PA) and the Port Authority of New York and New Jersey on the strategic
vision for Airport City Newark. Produced detailed urban design drawings
and planning illustrations to support the proposed redevelopment of the
airport-adjacent district. Conducted site analysis and spatial research to
inform infrastructure improvements, pedestrian connectivity, and mixed-use
development strategies. Worked within a multidisciplinary team to align
urban design objectives with broader transportation, economic, and envi-
ronmental planning goals.
- 2022-2025 **New Jersey Institute of Technology Residence Life**
Newark, NJ
Position: Resident Assistant (RA)

Facilitated a strong sense of community within the University by fostering a
safe and inclusive environment for all residents. Residents were supported
in adjusting to both the social and academic aspects of university life, help-
ing them feel connected and confident.

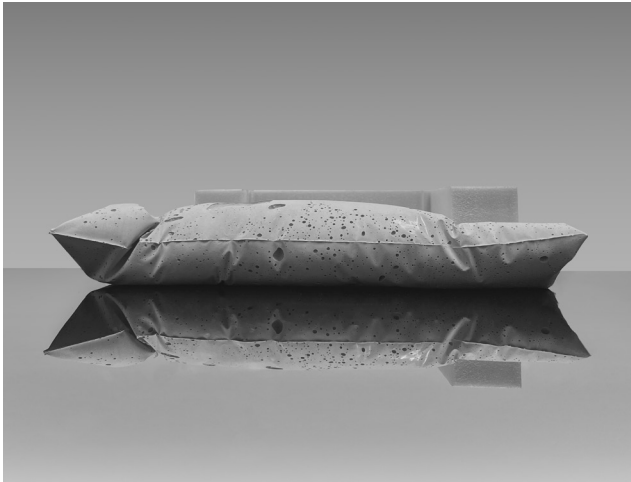
Skills

Microsoft Office | Adobe Creative Cloud - Photoshop, InDesign, Illustrator
| Rendering Software - Vray, Enscape, D5 | CAD/BIM Software - Rhino7,
ArchiCAD 24-27, Revit 2025 | AIAS Laser Lab Certification



01

Instructor: Viktoria Diskina



Isola

Glassworks Facility
Venice, Italy
Fall 2024

02

Instructor: Chit Yee Ng



Sky High Tech

Highschool
Tuckerton Bay, NJ
Spring 2023

03

Instructor: Peter Dumbadze



The Model Home

Residential
Summer 2024

Group Project Feat.
Jonathan Friel, Salvatore Micche, Daniel Girgis, Escon
Seicada

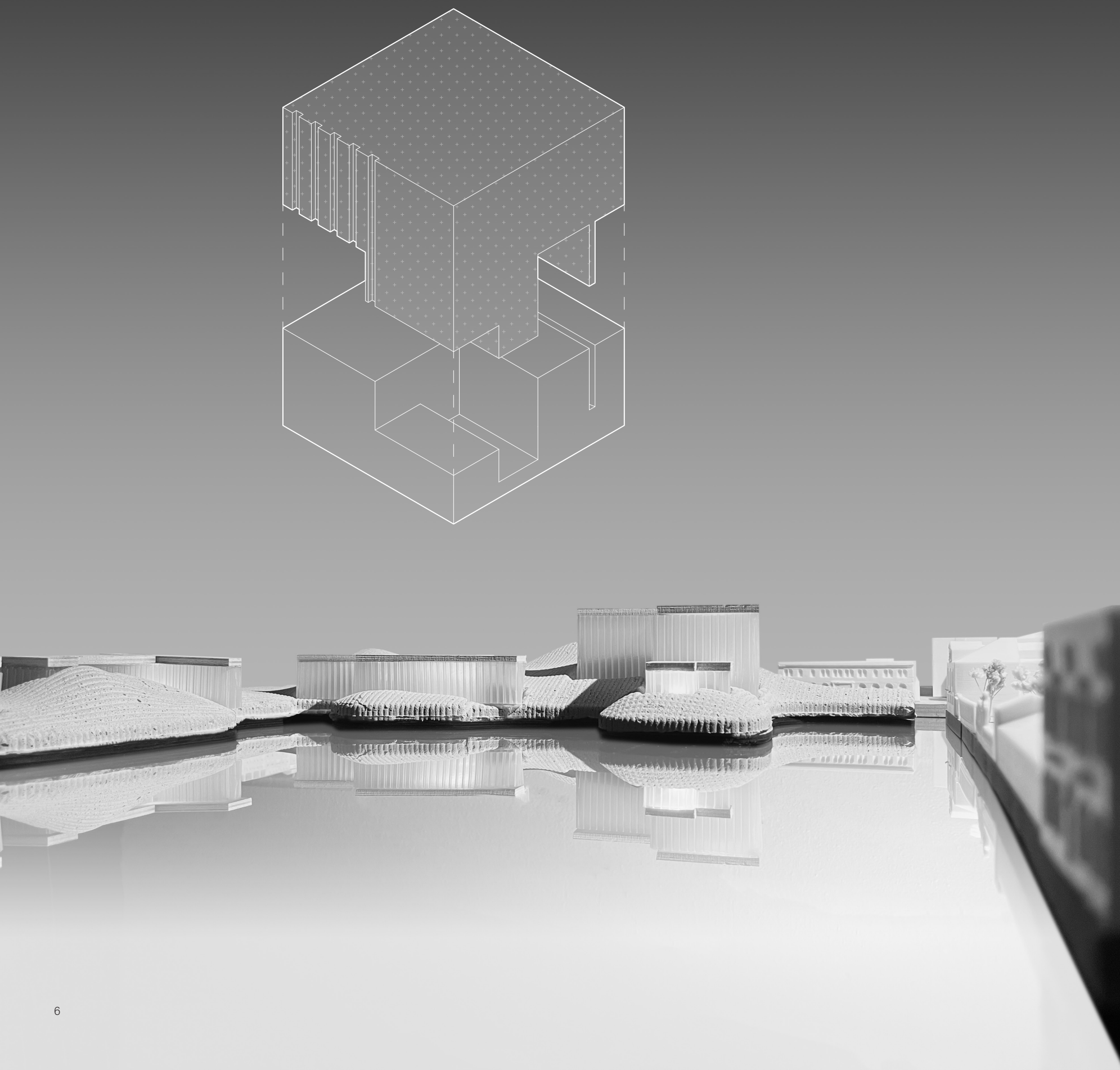
04

Instructor: Duncan Reid



Luthier at Chelsea Market

Boutique Hotel
Chelsea Market, NY
Spring 2025



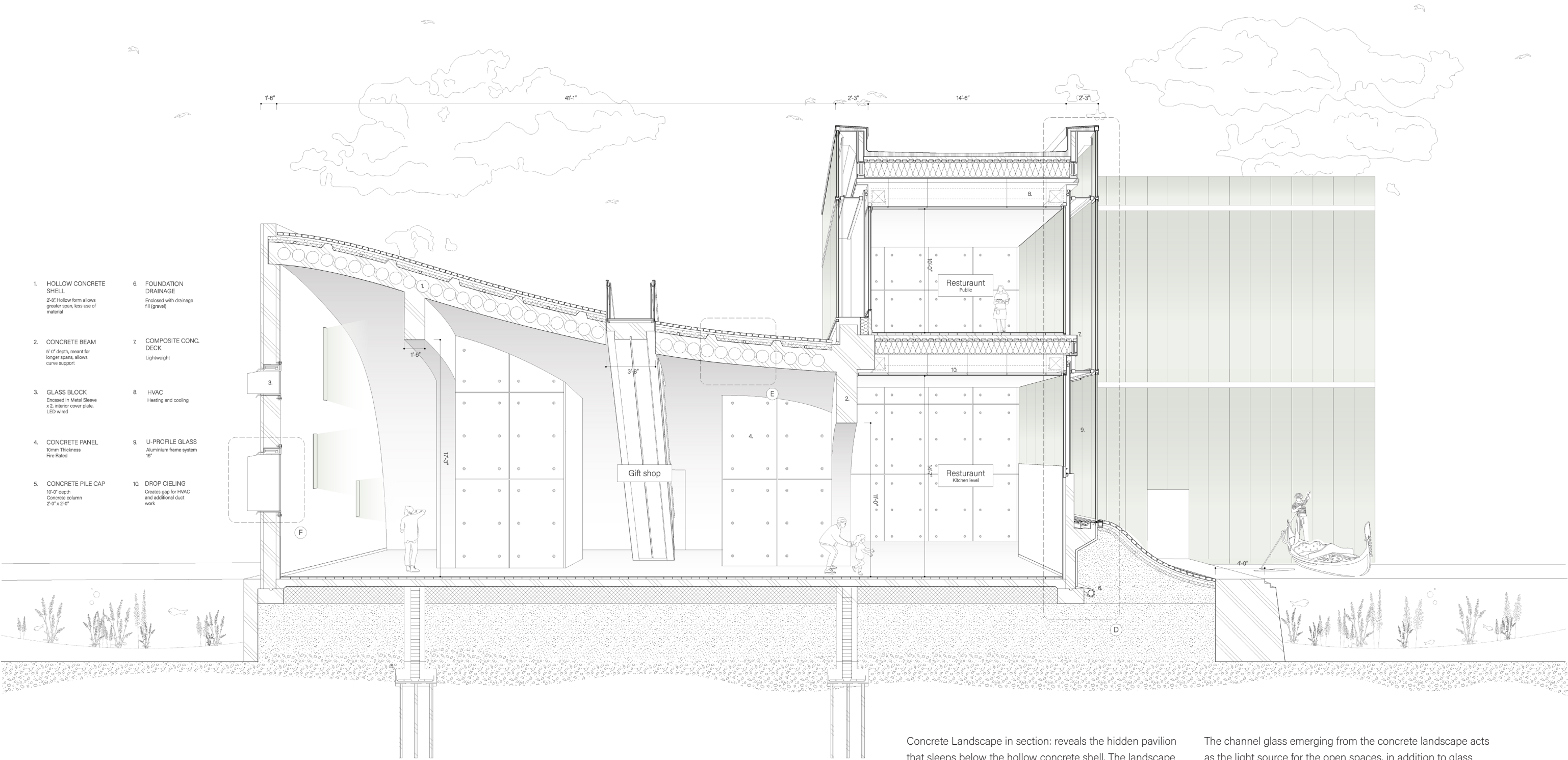
Isola

Glassworks Facilty, Venice Italy

This project explores the poetic duality of heavy and light through a material study centered on concrete and its ability to imprint memory, form, and texture. The model-making process involved casting concrete and pressing objects into its surface to mimic the tactile essence of the landscape— capturing the impression of nature while asserting the permanence of material.

Circulation between these spaces is deliberately organized to allow limited access from the water, reinforcing the project's concept of isolation and controlled entry. This restrained connectivity enhances the visitor's sense of discovery, framing movement through the site as a sequence of thresholds between heaviness and lightness.

Programs/Workflow: Rhino7 Modeling software, V-Ray Rendering software, Adobe Creative Cloud (Photoshop, Illustrator)



Concrete Landscape in section: reveals the hidden pavilion that sleeps below the hollow concrete shell. The landscape and buildings share the same ground and when inside, the landscape simply becomes the roof of the structure.

The channel glass emerging from the concrete landscape acts as the light source for the open spaces, in addition to glass blocks that are shoved into the canal wall to provide an experience from the exterior and interior.



Concrete Landscape in this project is the foundation of the public programs. This organic landscape serves as the dock to the glassworks museum, Isola. Programs such as restaurants, cafes, gift shops and pavilions are shoved into this landscape creating the illusion that they are submerged in the surface. The Isola sits at the most northern portion of the site, slightly angled so the entrances of the site are met with a blank face of this concrete mass. The Isola, isolated in the marina, stands alone and is only accessible by boat.



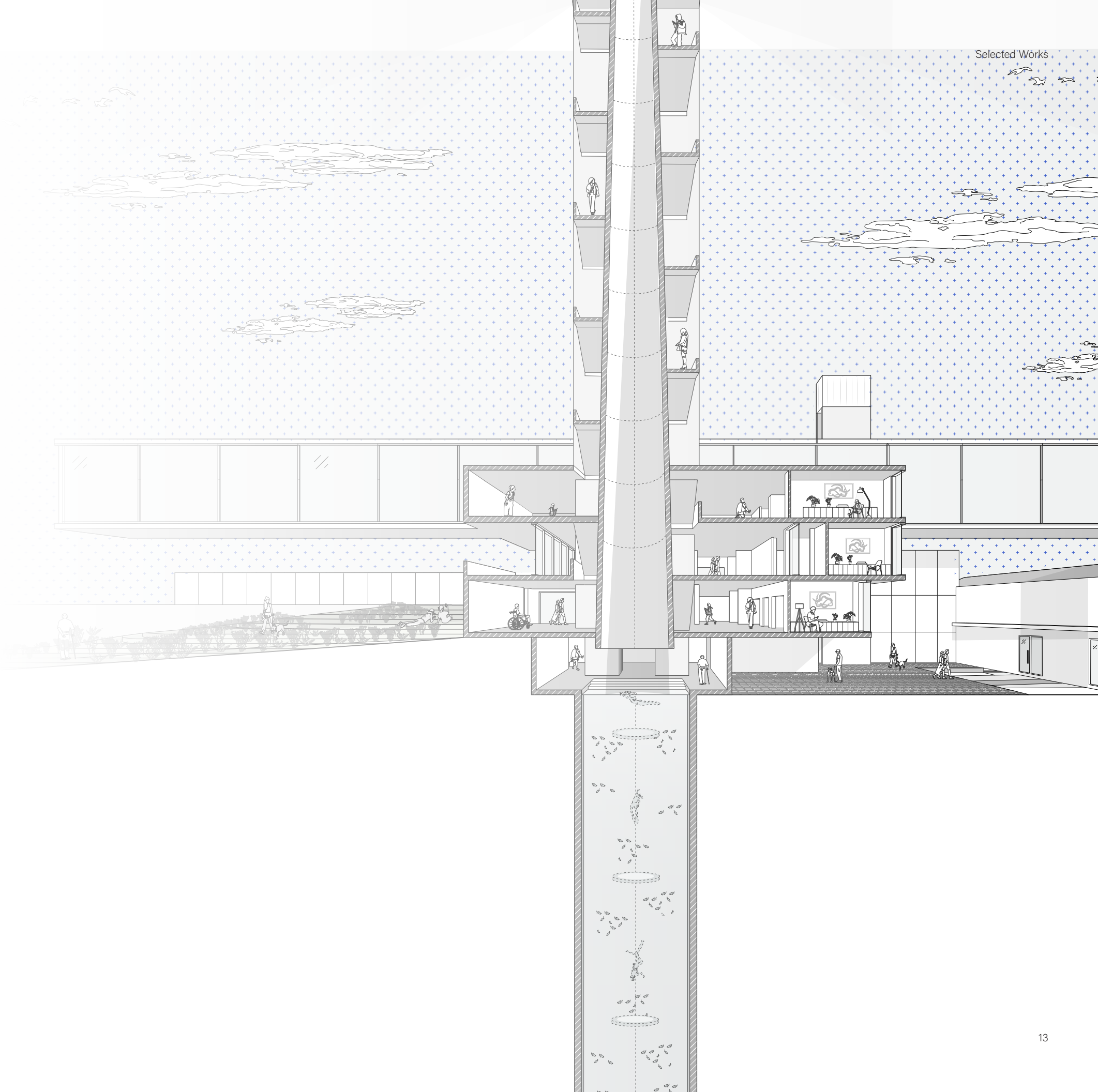
Sky High Tech

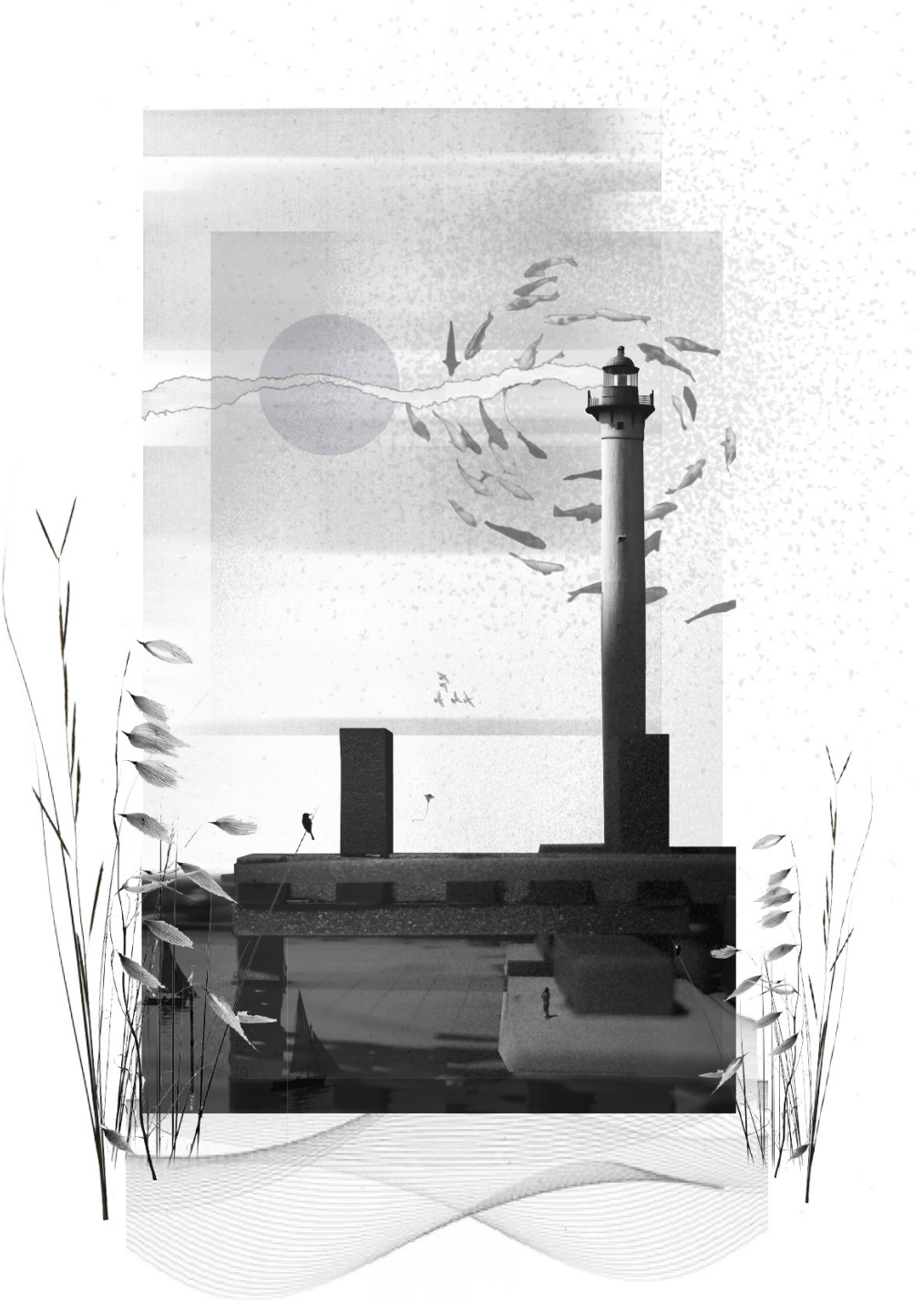
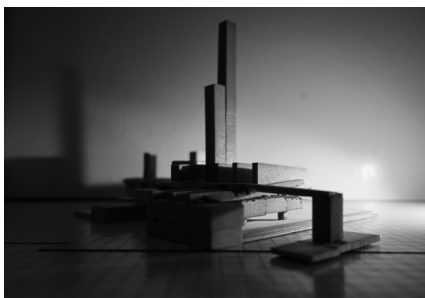
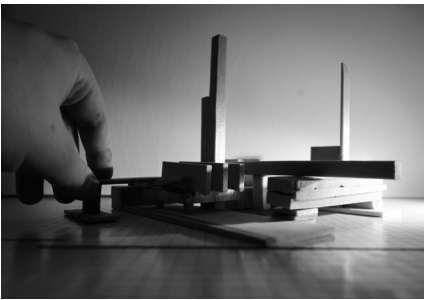
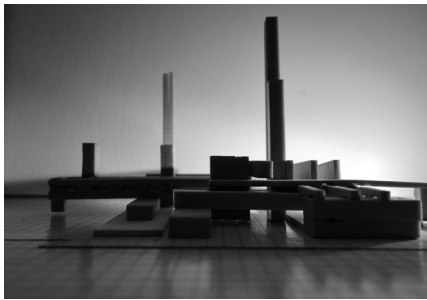
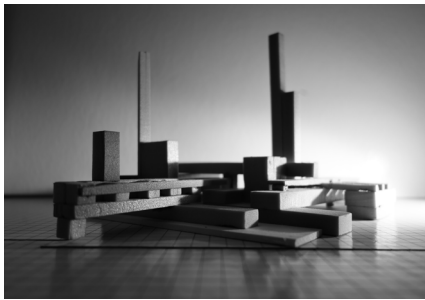
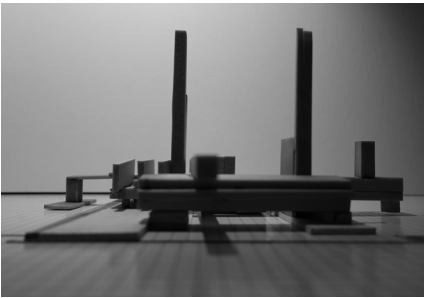
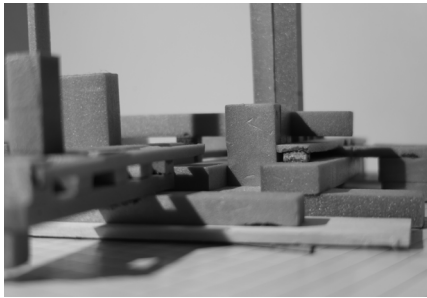
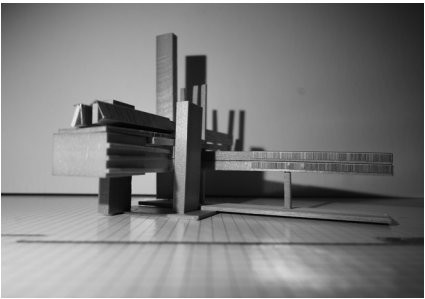
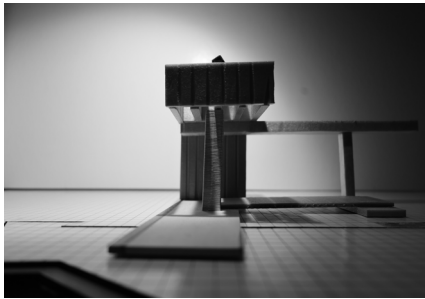
Highschool, Tuckerton, NJ

Throughout this project, the main focus was the overall iterative process of modeling, sketching and translation of these mediums. Through physical massing models made of foam and sketches to illustrate program, this highschool came to life.

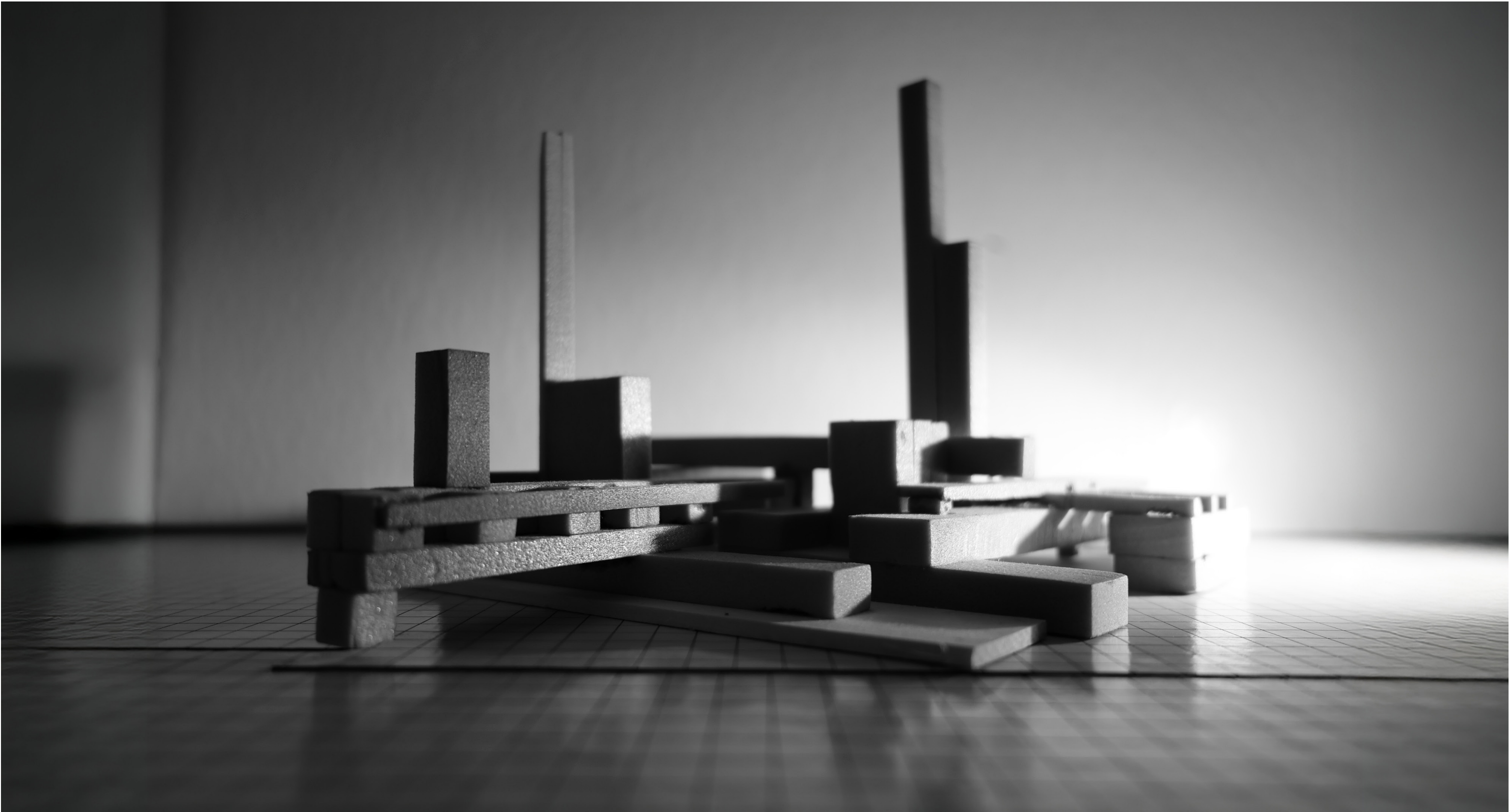
Located in Tuckerton Bay, this High School offers a unique educational experience with a focus on technology and maritime studies. The curriculum includes specialized classes like marine biology, boat docking, and even a rowing team. With access to botanical gardens and oyster research facilities, students have hands-on opportunities to explore marine ecosystems and conservation efforts. This school provides a dynamic learning environment tailored to students interested in marine sciences and technology.

Programs/Workflow: Archicad27, Rhino7 Modeling software, V-Ray Rendering software, Adobe Creative Cloud (Photoshop, Illustrator)



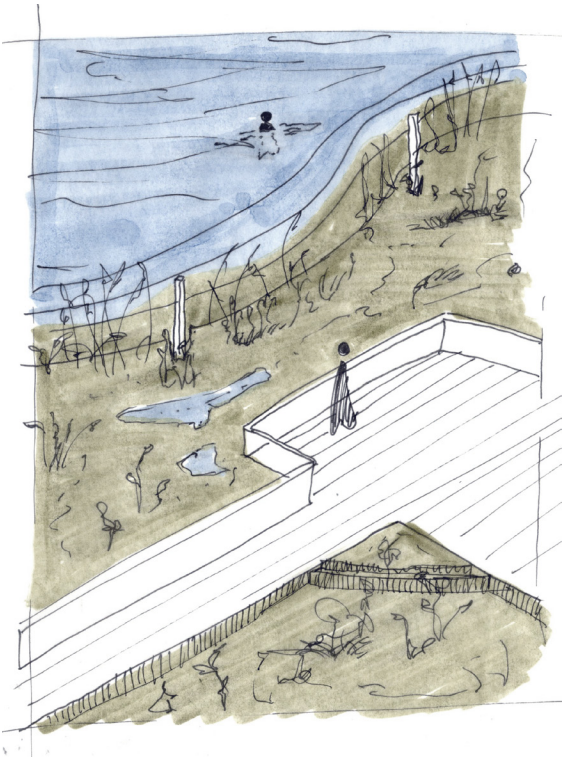
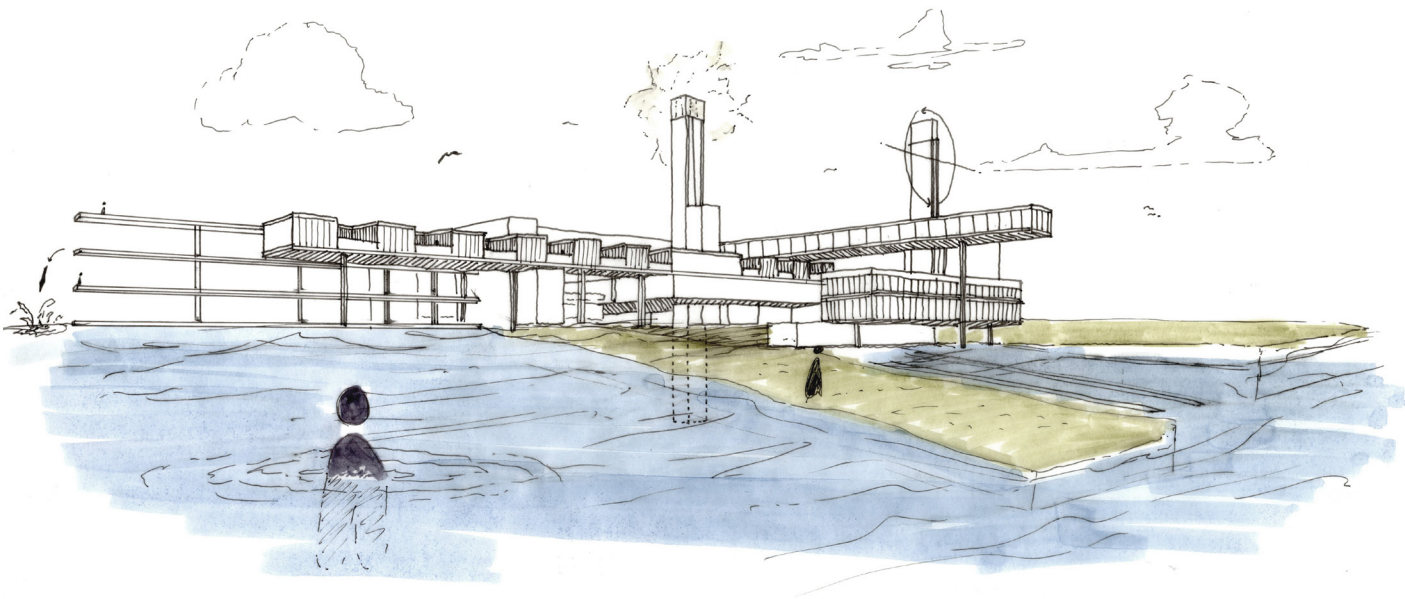


Sky High Tech
Collage of physical model
Approaching view from water





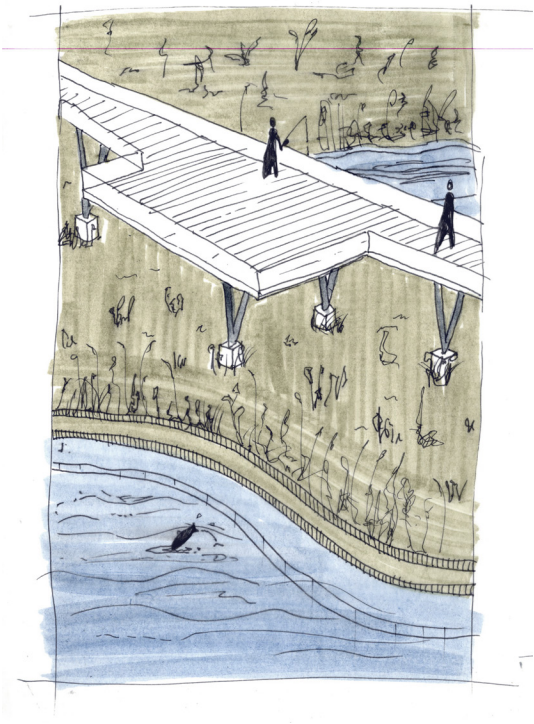
Sky High Tech
Collage of physical model
Aerial View



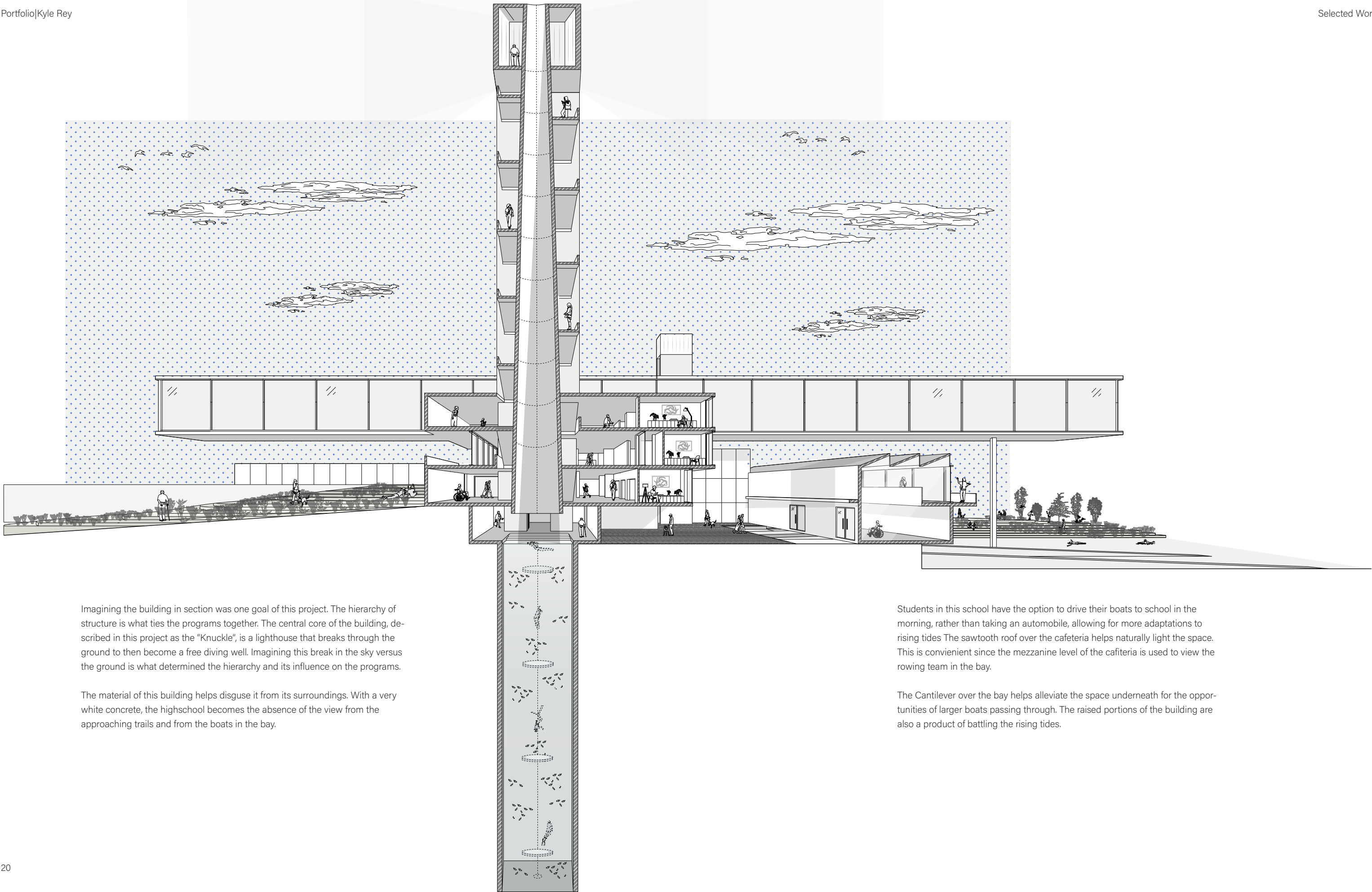
SITE INTERVENTION
Urban Trail

While making topographic changes to the overall site, it was crucial to create an experience that is influenced by this new topography.

The proposal for an urban trail determines the future of the site. With the rising tides, the raised trails can act as boating dock when the water is too high.



The urban trail connects directly to the nearest neighborhood, allowing the residents to embrace the changes of the environment by offering a multiuse landscape

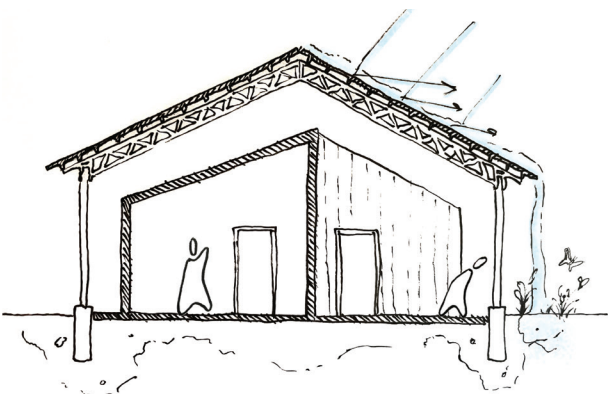
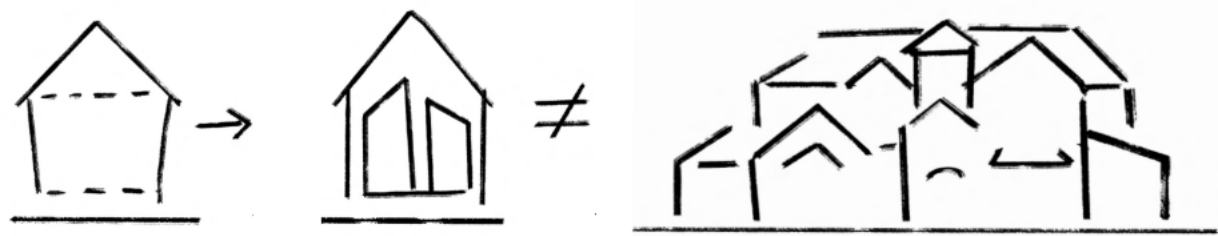


Imagining the building in section was one goal of this project. The hierarchy of structure is what ties the programs together. The central core of the building, described in this project as the "Knuckle", is a lighthouse that breaks through the ground to then become a free diving well. Imagining this break in the sky versus the ground is what determined the hierarchy and its influence on the programs.

The material of this building helps disguise it from its surroundings. With a very white concrete, the highschool becomes the absence of the view from the approaching trails and from the boats in the bay.

Students in this school have the option to drive their boats to school in the morning, rather than taking an automobile, allowing for more adaptations to rising tides. The sawtooth roof over the cafeteria helps naturally light the space. This is convenient since the mezzanine level of the cafeteria is used to view the rowing team in the bay.

The Cantilever over the bay helps alleviate the space underneath for the opportunities of larger boats passing through. The raised portions of the building are also a product of battling the rising tides.



A Model Home Studio

In 3 Parts

I. Case Studies

Exploring the relationship between architecture and McMansions. In this case, Rural studios 20k home versus McCARville, mediterranean style home.

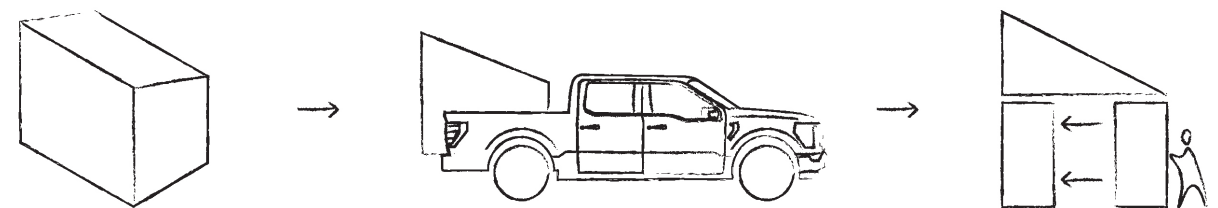
Two very different projects, forced to compare and contrast, revealing the truth behind architecture and the real definition of a home.

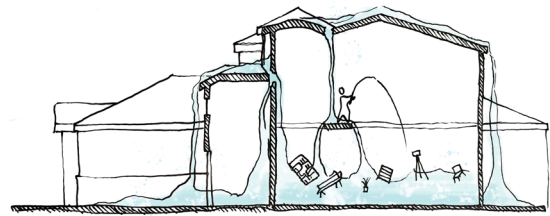
II. Hot Monster

What if the highways and communities could co-exist? Taking the module of the 20k home from rural studios and applying the CAR from McCARville, hot monster takes shape. Embracing the road, all homes are now accessible by vehicle, Focusing on the rural, suburban, and urban developments that would occur under this expansion

III. House

The outcome of the case studies and hot monster lead us to the model home, House. What defines a home? Is it somewhere you feel comfort? a place you have control over? A place where any decision can be yours?





I. Case Studies

“Everyone, both rich and poor, deserve the benefits of good design”

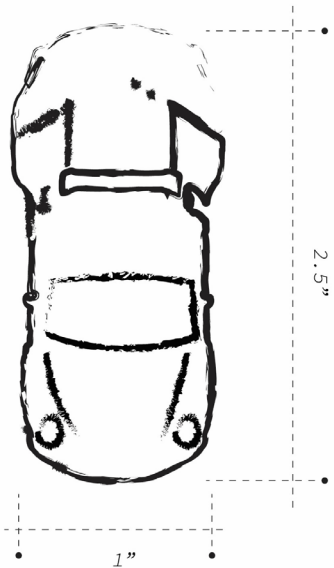
Rural studios, the design build architecture firm developed the 20k project, aiming to provide accessibility and affordability to the rural south. In 2021, Rural Studio took on the Reverend Walker 20k home. A project built on the word “expansion” uses the most basic construction methods while still fulfilling an architectural narrative. A large barn, post-structured roof over a continuous sheltered concrete slab to allow for the expansion below the roof. Embracing this narrative, the project forced us to acknowledge architectural elements with little cost and compare it to something less architecturally sound and neary 60x expensive.

McCARville. A McMansion. The name McCARville comes from the 850 sqft 3 car garage that sits in the very front of this home. Poorly constructed, drywall as thin as paper, you’d think this home was the set of Arrested Development.

Surprisingly enough, some similarities were found. Given the 850 sqft garage in McCarville and the open air continuous concrete slab in the 20k home, both homes can provide adequate space for vehicles.

Programs/Workflow: Archicad27, Rhino7 Modeling software, Adobe Creative Cloud (Photoshop, Illustrator)





II. *Hot Monster*

After reviewing the 20k Home and McCARville, it was time to combine the two. The unit module from the 20k home is affordable, possesses architectural characteristics, and is easy to produce. McCarville on the other hand embodies the space for multiple vehicles. By taking the form of the 20k home and the large square footage garage from McCARville, Hot Monster takes shape.

The vehicle is now the occupant. Arrayed along the highway and suburbia, 20k home modules can now be driven through creating a new way to circulate your home without ever leaving your car. Questions began to take shape; How can we go vertical? Where can we put a loopy loop? How can this single unit solve an entire housing crisis?

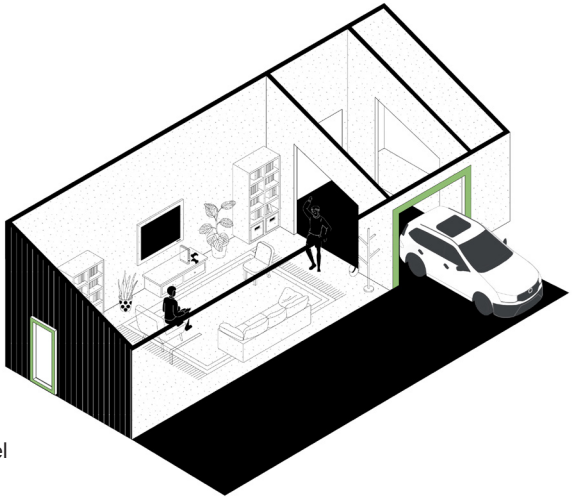
Exploring with hotwheels helped us envision what this unit/car takeover would look like.

Programs/Workflow: Archicad27, Rhino7 Modeling software, Adobe Creative Cloud (Photoshop, Illustrator)



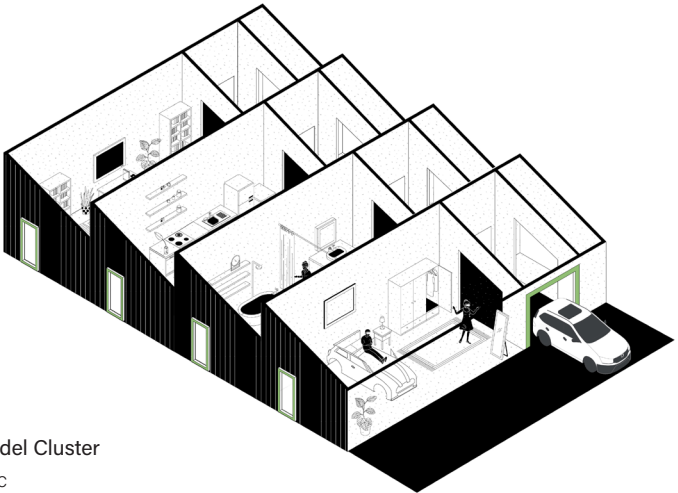
Hot Monster
Physical Model Photo
Review Day

1 Unit Configuration
Living Room



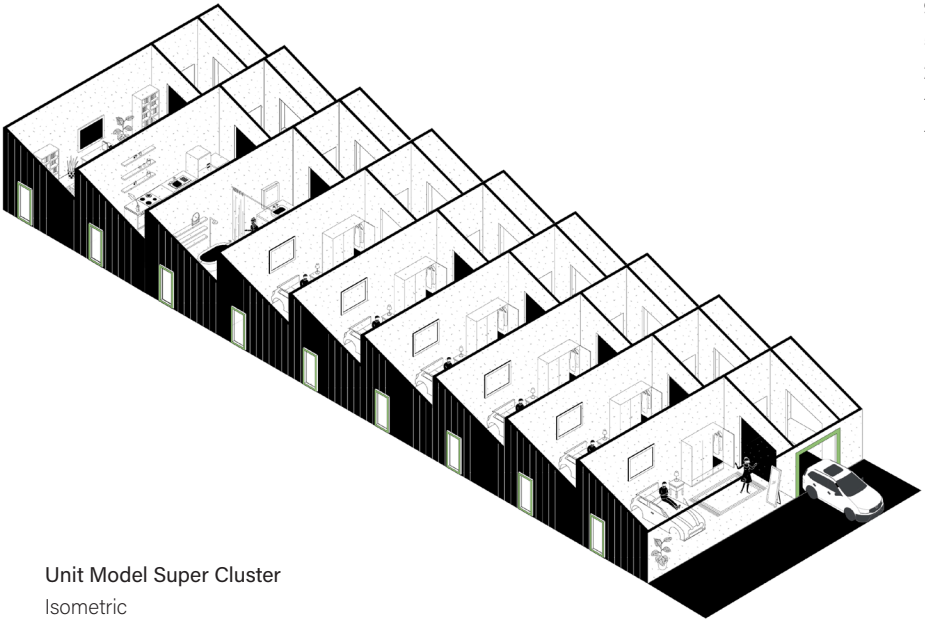
Unit Model
Isometric

4 Unit Configuration
1 bedroom
1 bathrooms
1 entertainment/living space
1 kitchen



Unit Model Cluster
Isometric

9 Unit Configuration
5 bedrooms
2 bathrooms
1 entertainment/living space
1 kitchen



Unit Model Super Cluster
Isometric



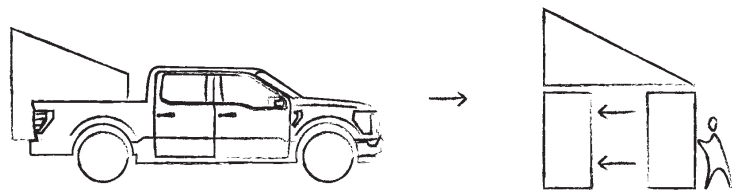
Hot Monster
Physical Model Photo



Hot Monster
Physical Model Photo
Vertical Unit Stacking Study



Hot Monster
Physical Model Photo
Typical Vehicle Accessibility



III. *Höuse*
Residential, Prefabrication

What defines a home? Is it somewhere you feel comfort? a place you have control over? A place where any decision can be yours?

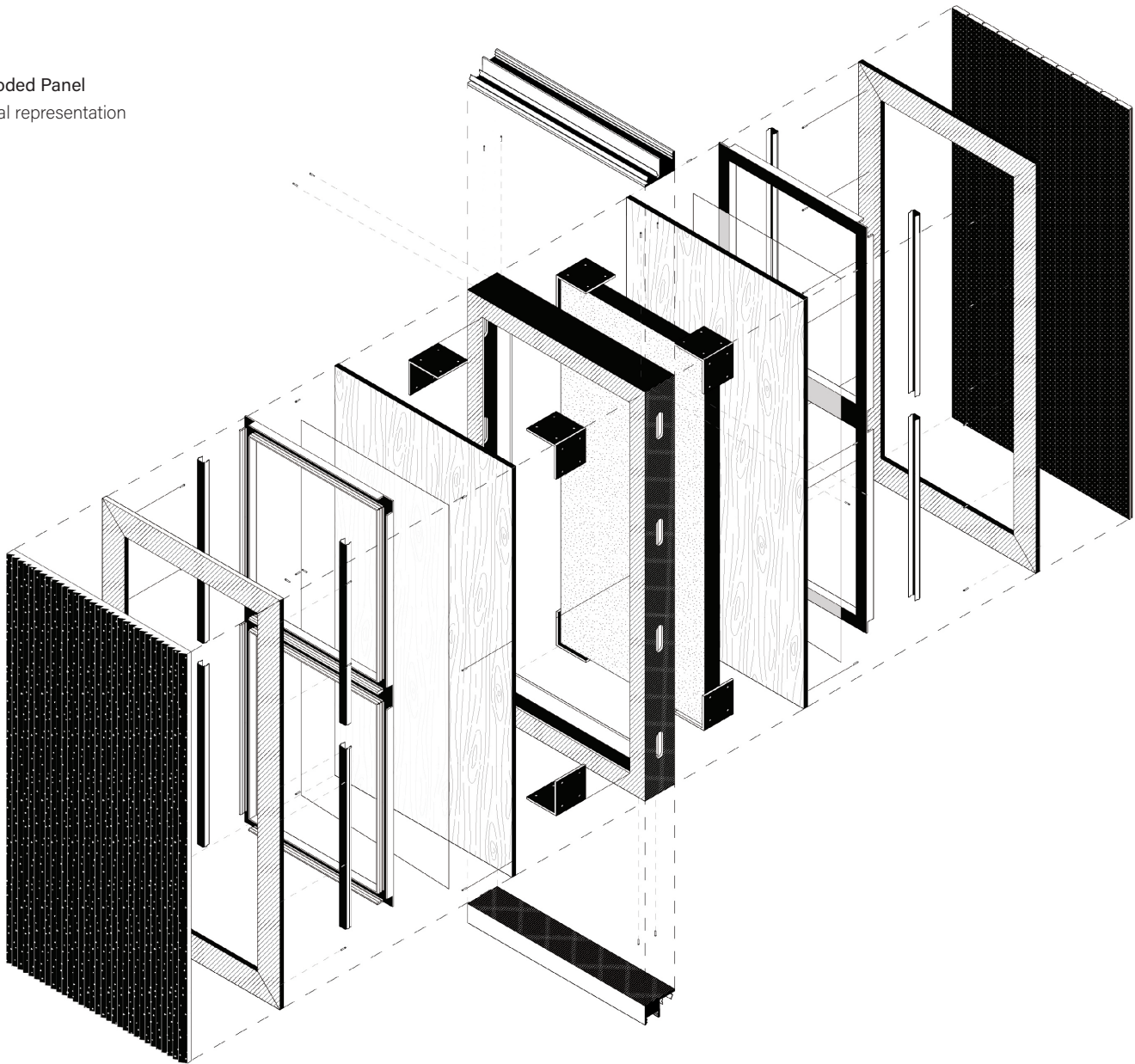
House is an attempt to test these questions. A 4' x 2' wall panel, only 25lbs with a detachable veneer aims to be a symbol of the model home. Prefabricated panels that could be purchased from your local hardware store, detachable veneers that can be swapped out to accomodate the owner, in this case now known as the designer. The ability to change this veneer gives the owner of the home full design power in changing the overall look of their home.

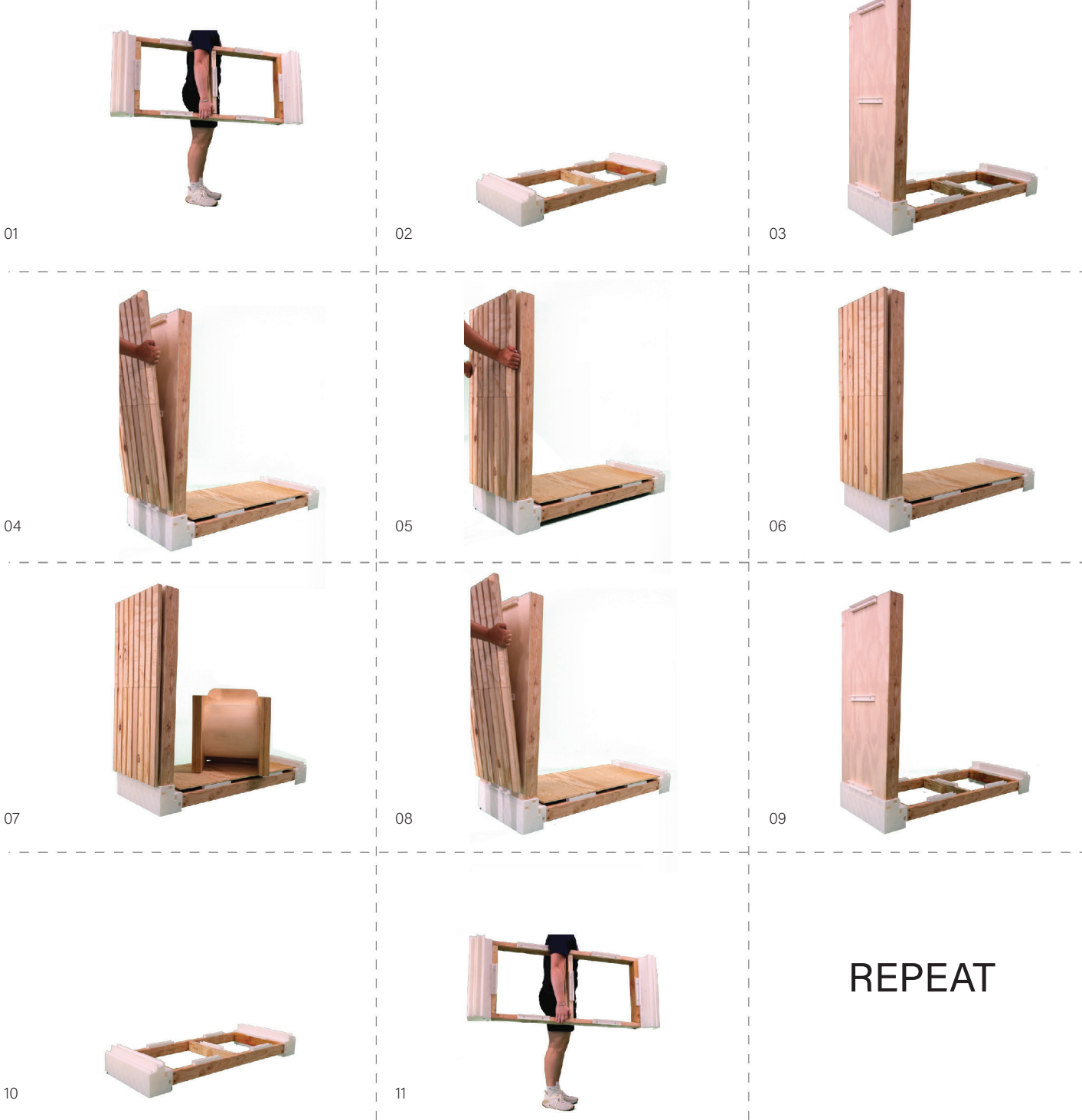
The panel could be shipped via pickup truck in quantity up to 20 at a time. The panel can act as a wall, floor, and even the roof. Each panel has a clip on the top and side utilizes a + - connection point that makes assembly very simple.

Programs/Workflow: Rhino7 Modeling software, V-Ray Rendering software, Adobe Creative Cloud (Photoshop, Illustrator)



Exploded Panel
Digital representation





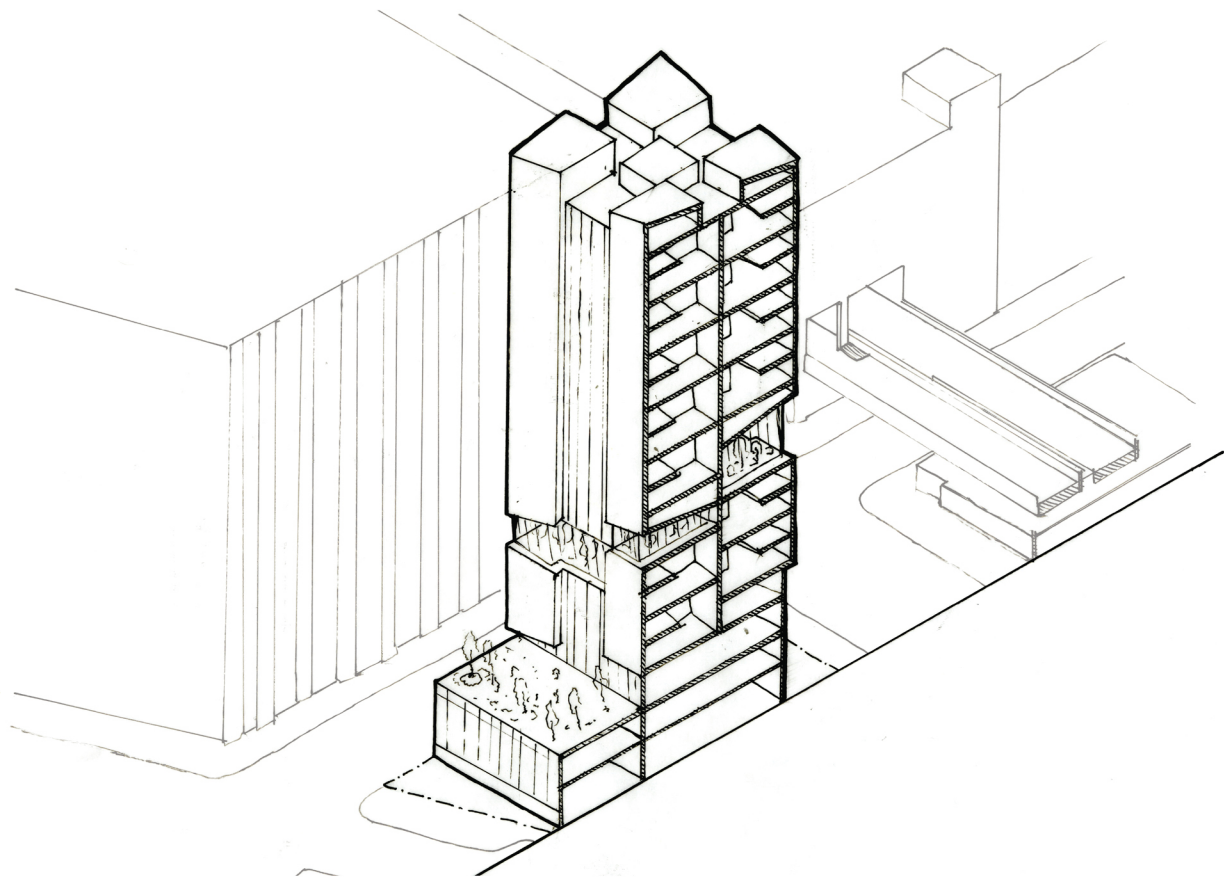


Luthier at Chelsea Market

Boutique Hotel, Chelsea, NY

This boutique hotel in Chelsea Market is centered around the craft of music and instrument making, designed to be both a creative hub and a landmark along the High Line. Its striking aluminum-paneled facade reads as a single, flat surface, giving the building a bold, monolithic presence that contrasts with its surroundings. Though operable, the uniform surface enhances its identity and visibility, making it instantly recognizable from the High Line. Inside, the first three floors feature public galleries, a music-focused lobby, and a restaurant. Above, five floors are dedicated to resident artists, with workshops below and lofted living spaces above to support their work. Green terraces are placed between levels to buffer sound and offer quiet retreats. The top floors house hotel rooms with views of the High Line and Hudson River, connecting guests to the creative energy and unique character of the building below.

Programs/Workflow: Rhino 8 Modeling software, D5 Rendering software, Adobe Creative Cloud (Photoshop, Illustrator), Hand Sketches



Program Separation Diagram

Public programs occupy the first 3 floors of the building, consisting of galleries, lobby entrances, and a restaurant.

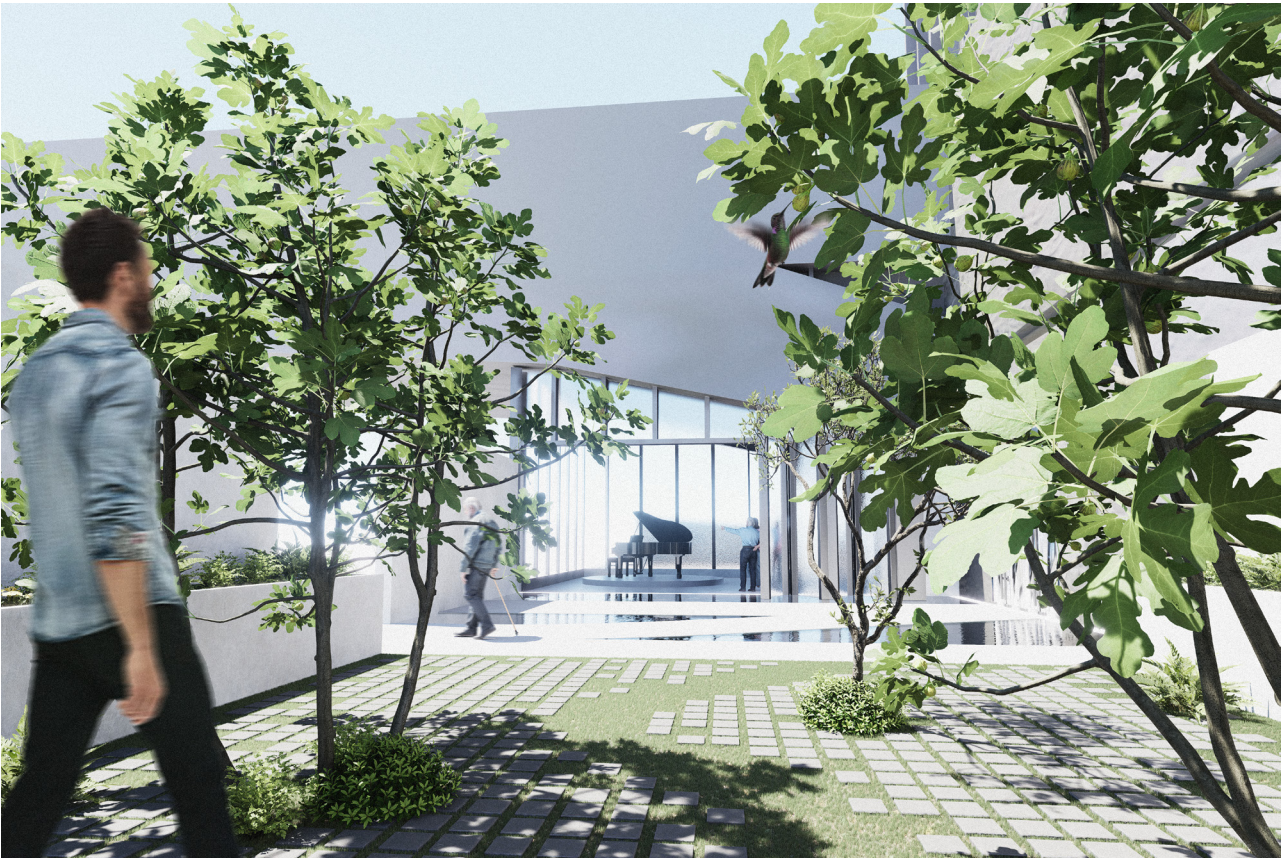
The next 5 floors are dedicated to the artists and their workshops, given that this would be the closest vertical proximity to the galleries, insinuating a collaborative nature between the artists and galleries.

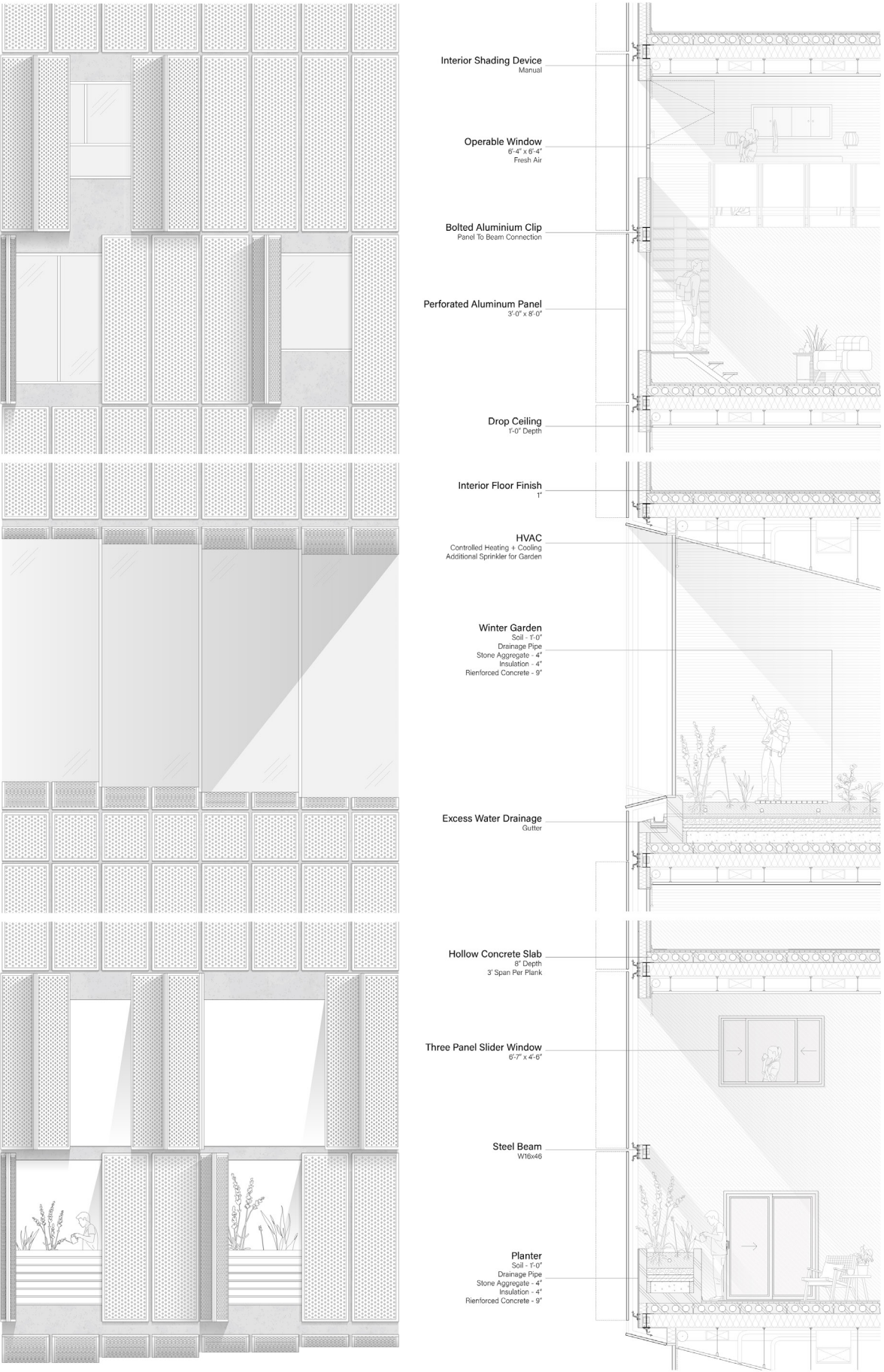
The remainder of the building is dedicated to the hotel suites and guest rooms, providing guests with elevated views of the Highline and the Hudson River.

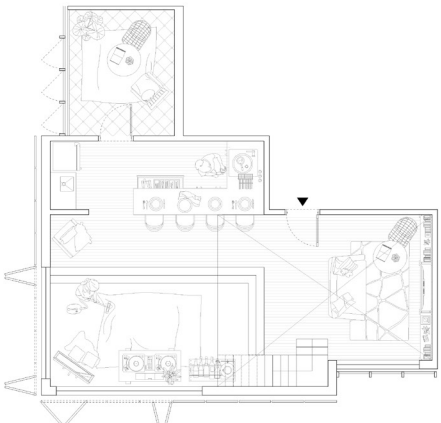
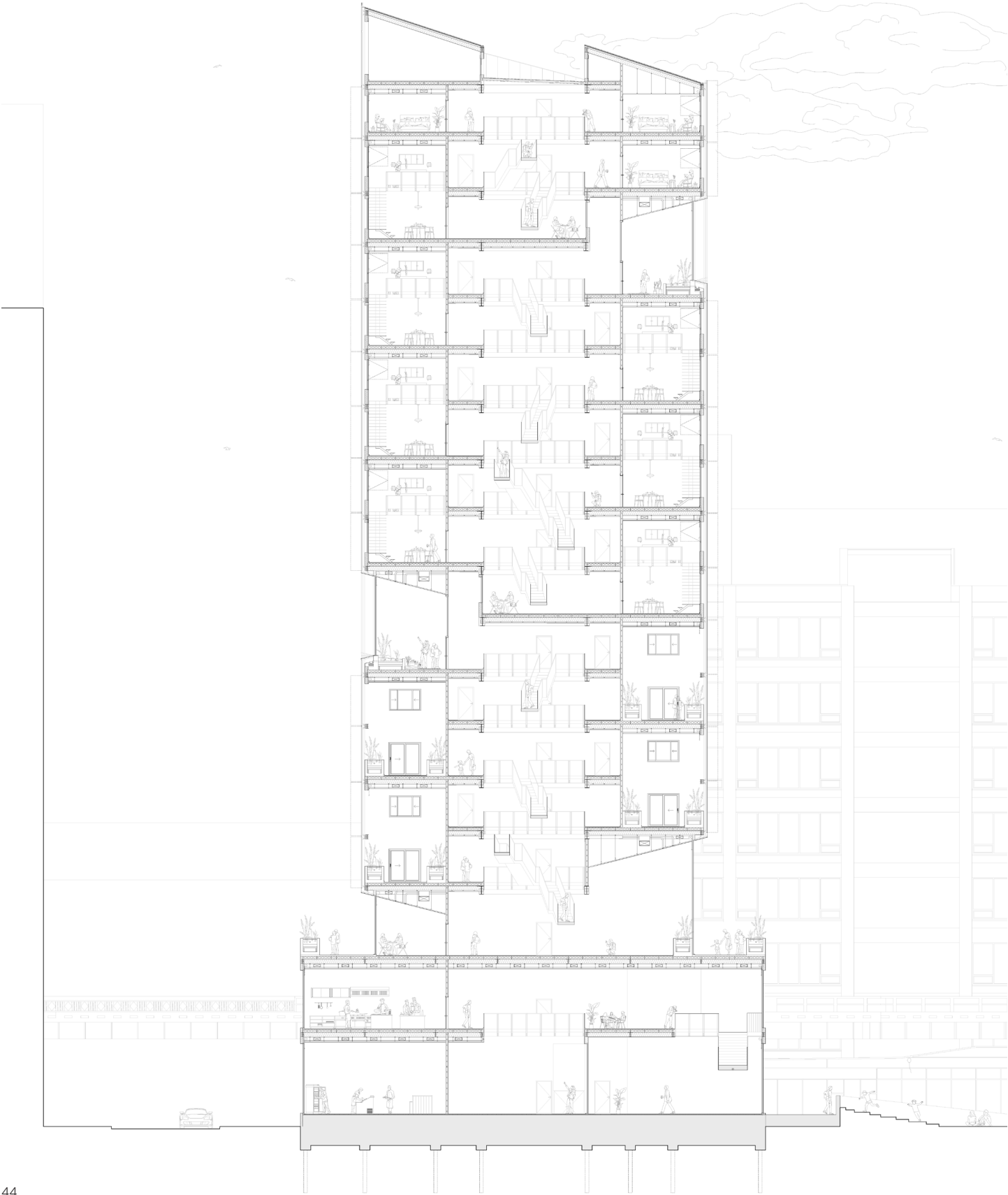
Hotel Suites/ Guest Rooms

Craft Guild Workshops/ Accomodations

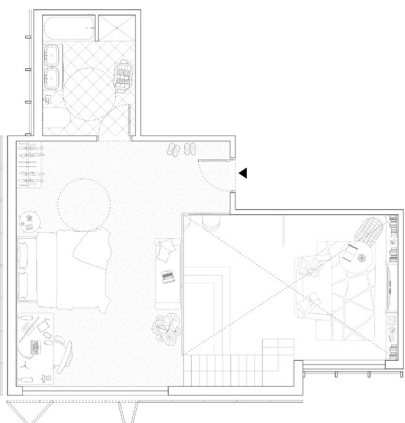
Public Programs

The diagram is a vertical cross-section of the building, divided into three main horizontal zones. The bottom zone, labeled 'Public Programs', shows the ground floor and first two floors with various spaces for galleries, lobbies, and a restaurant. The middle zone, labeled 'Craft Guild Workshops/ Accomodations', shows the next five floors with spaces for artists' workshops and galleries. The top zone, labeled 'Hotel Suites/ Guest Rooms', shows the remaining floors with hotel suites and guest rooms. The diagram uses dashed lines to separate the zones and includes small human figures to indicate scale and activity within the spaces.

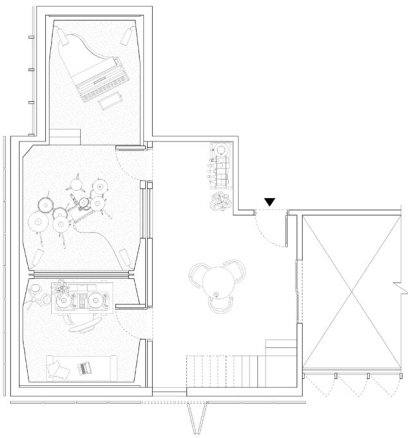




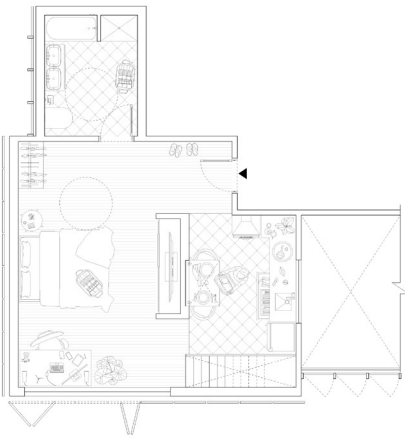
Hotel Suite



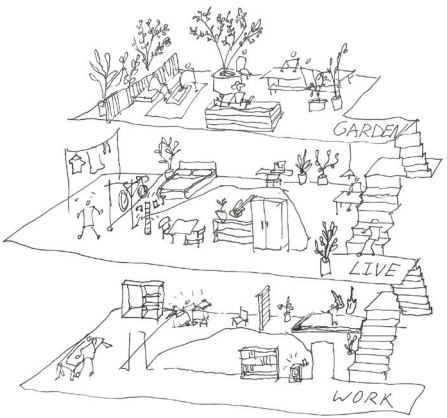
Hotel Suite Loft



Artist Workshop

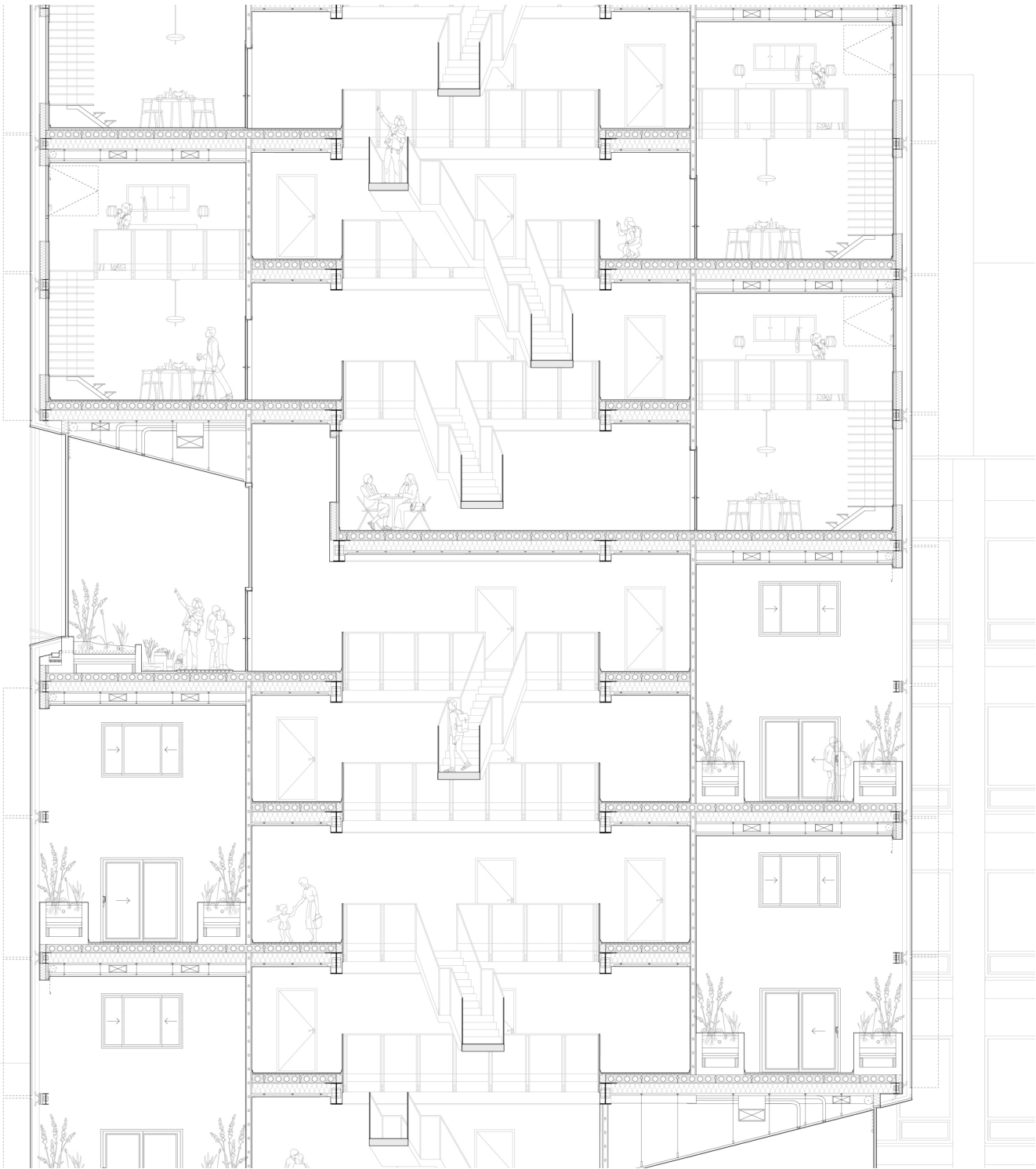


Artist Accommodation

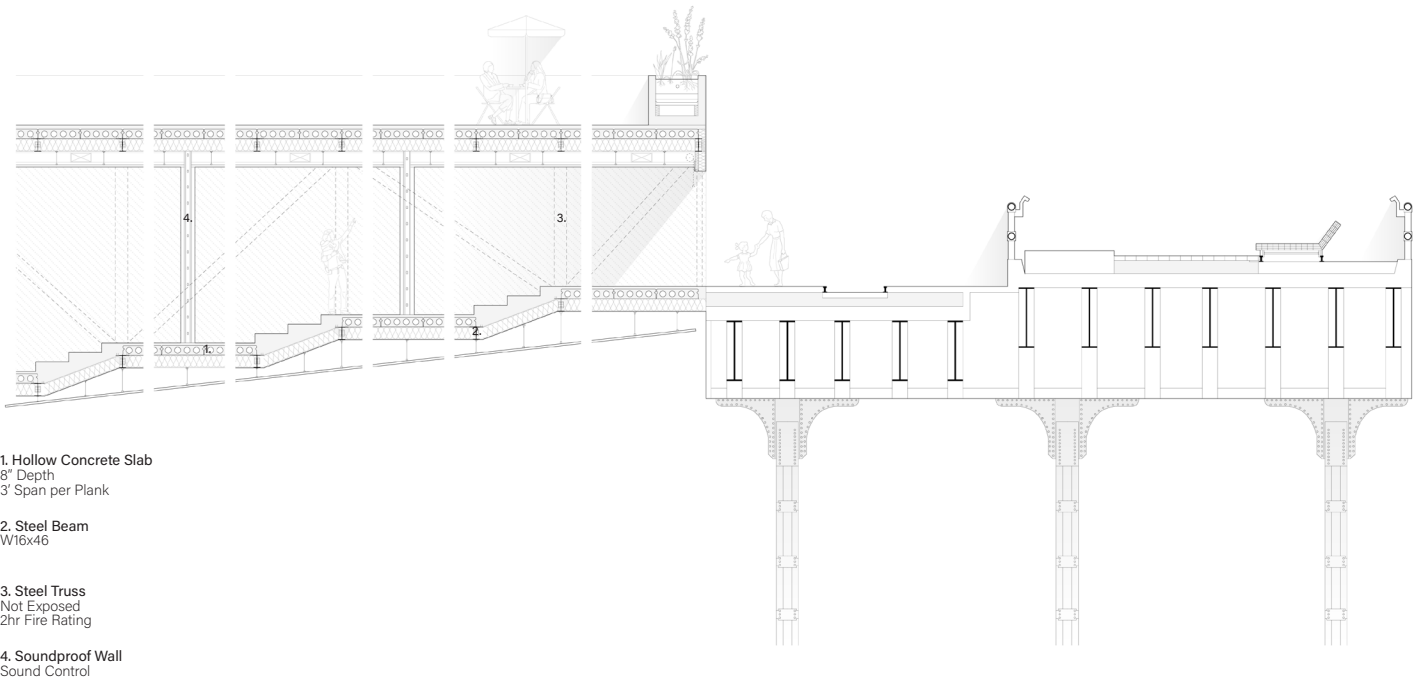


Lofting an artist's accommodation—placing the workshop below and the living space above—offers distinct benefits, especially when the ground-level space is used for instrument repair and sound recording. By situating the workshop and recording studio on the lower floor, it becomes easier to manage the logistics of transporting instruments and equipment, welcoming clients, and containing sound within acoustically treated, purpose-built spaces.

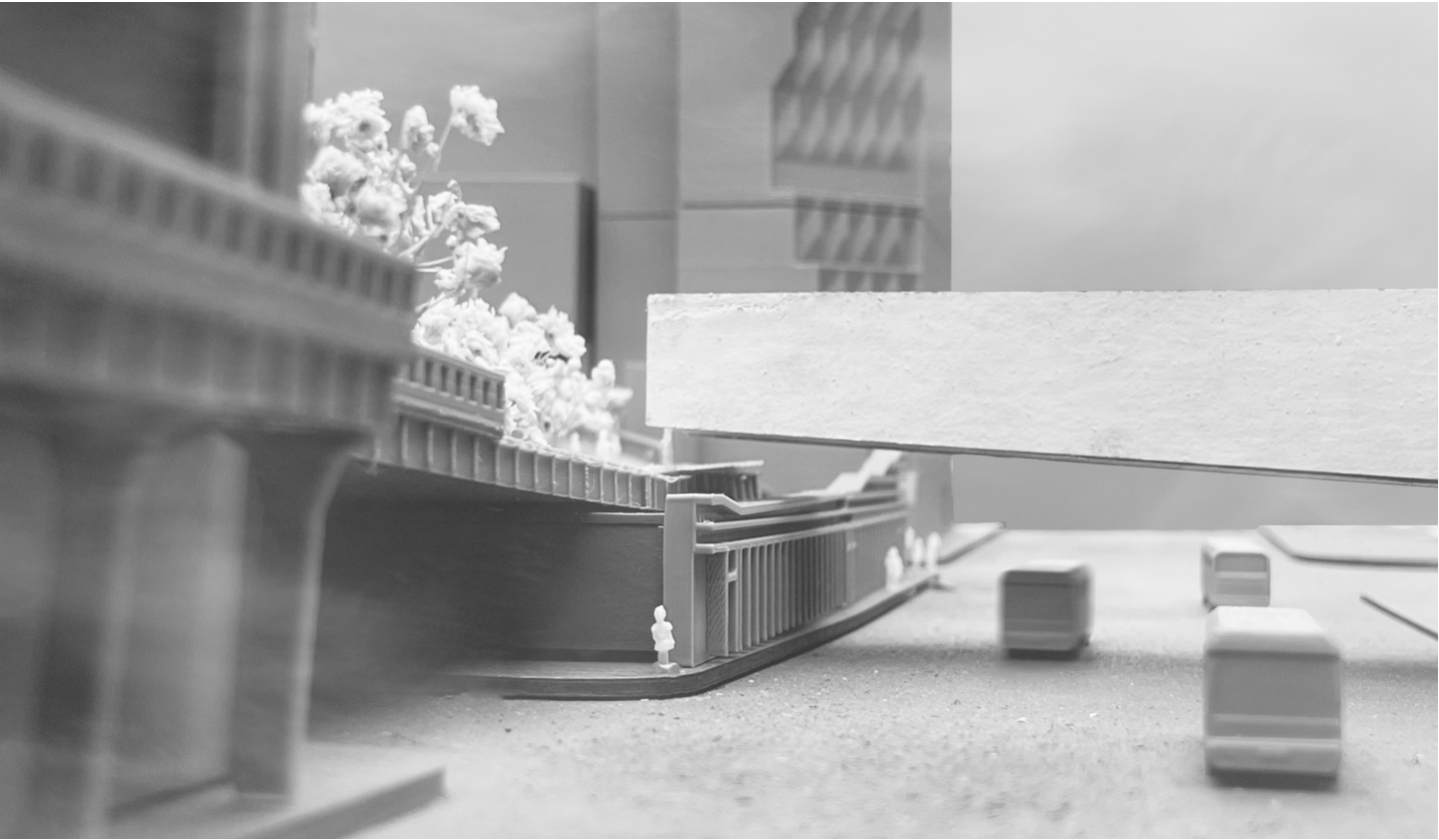
Introducing a vertical offset between the levels, with planted terraces or gardens in between, adds an additional layer of function and beauty.



Isolated Moment Section
Digital representation



- 1. Hollow Concrete Slab
8" Depth
3' Span per Plank
- 2. Steel Beam
W16x46
- 3. Steel Truss
Not Exposed
2hr Fire Rating
- 4. Soundproof Wall
Sound Control



Physical Model Photo
Highline Connection



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