

PORT- FOLIO

MARTIN PUMAR

About.



I am Martin Pumar, a recent graduate with a Bachelor's degree in Architecture, driven by a passion for designing spaces that are both sustainable and efficient. My architectural journey has been shaped by a deep commitment to creating spaces that are not only aesthetically pleasing but also environmentally responsible. Throughout my academic career, I have improved my design skills, software abilities, and collaboration, all while maintaining a strong work ethic. I am always enthusiastic about exploring innovative design possibilities, questioning conventional methods, and contributing to projects that drive meaningful and positive impact.

Info

Martin Pumar Carrion

November 7, 1996

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Work Experience

2019 - Present

SkyView Golf Club

Server / Bartender

2017 - 2019

Hilton Hotel

Server / Bartender

Interests & Hobby

Photography

Art

Sketching

Drawing

Painting

Skiing

Traveling

Soccer

Gaming

Singing

Education

2021 - 2025

New Jersey Institute of Technology

Bachelor of Architecture

Minor in Environmental Studies and Sustainability

2019 - 2021

County College of Morris

Associate in Fine Arts

Software Skills



Rhino7 / 8



Revit



AutoCAD



Grasshopper



Lumion



Illustrator



Twinmotion



Enscape

Languages

Spanish (Fluent)

English (Fluent)

Japanese (Learning)

Norwegian (Learning)

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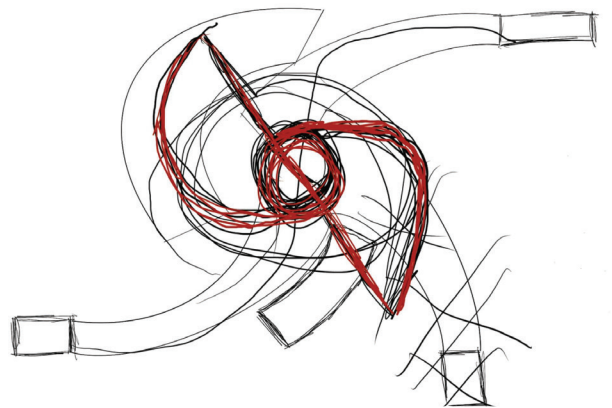
17 - 28

01. Vortice

Venice, Italy - Commercial

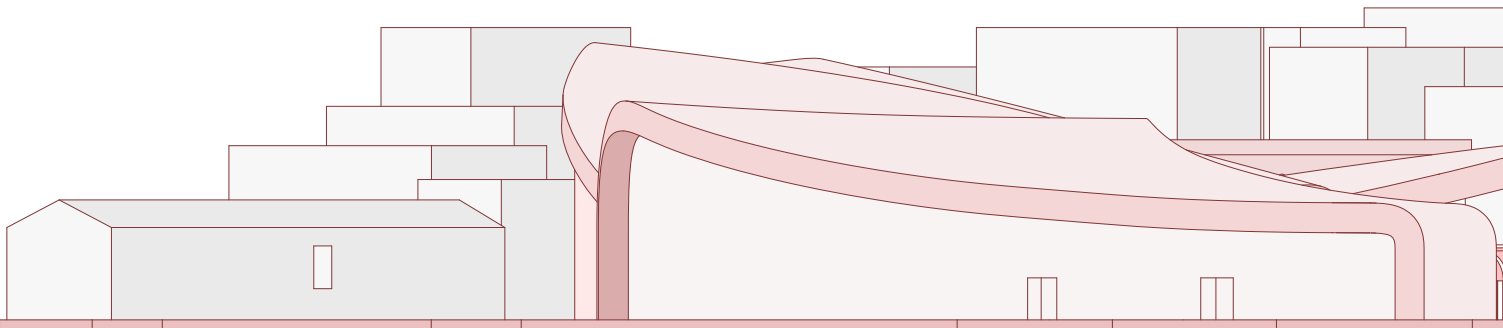
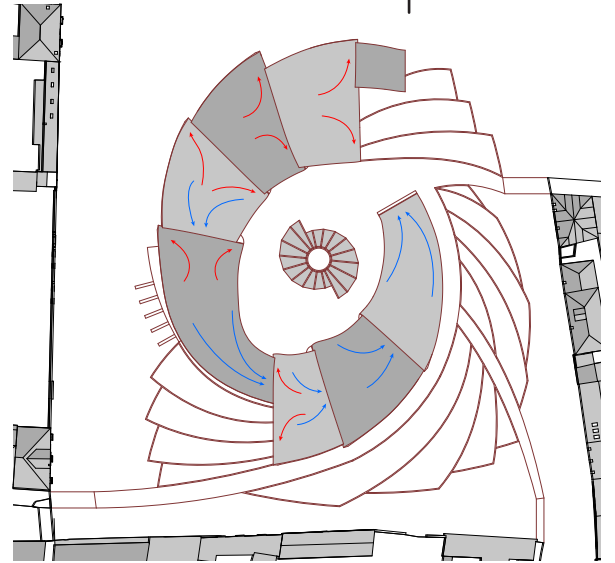
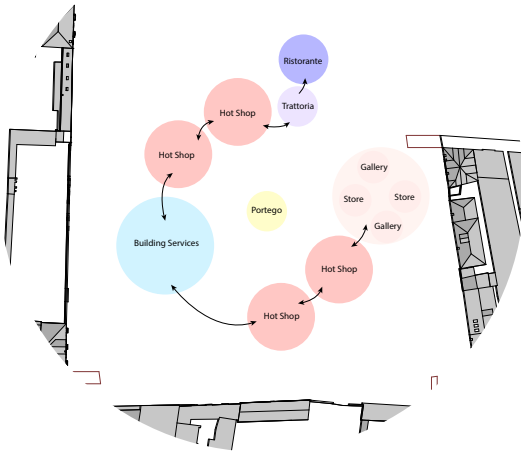
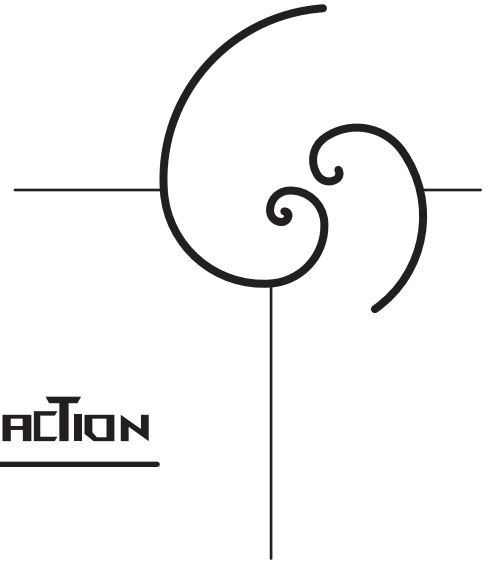
Vortice draws its inspiration from the hypnotic motion of molten glass as it's continuously rotated and shaped in the hands of the artisan. This perpetual movement became the foundation of the project's architectural language, expressed through a vortex form that organizes both program and circulation offering the opportunity to translate this rotational energy into a spatial experience, one that is immersive, fluid, and centralizing. The vortex form is not just symbolic, it informs every aspect of the design. Circulation patterns follow the spiral, ensuring a continuous flow between spaces and reinforcing the idea of movement as a guiding principle.

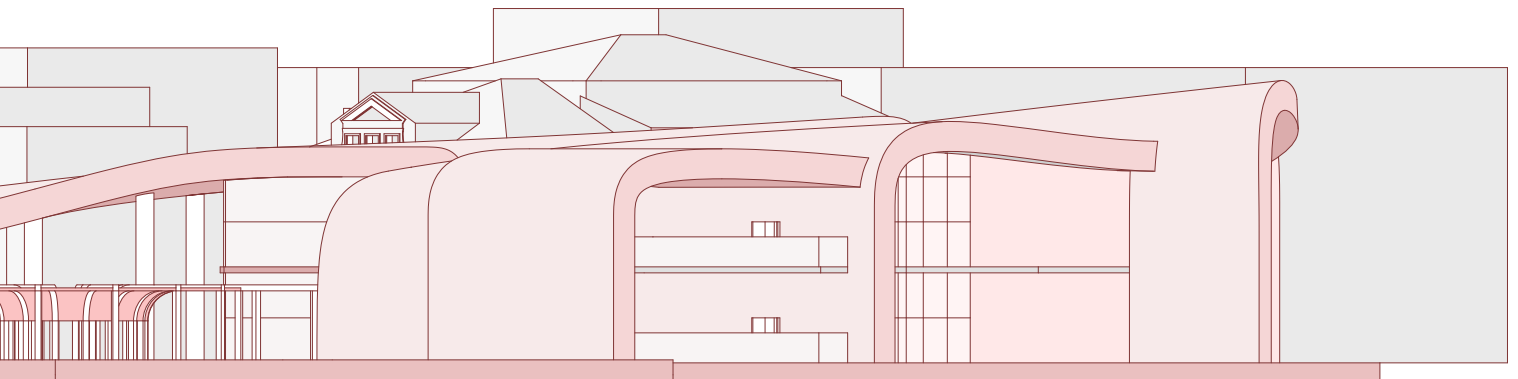
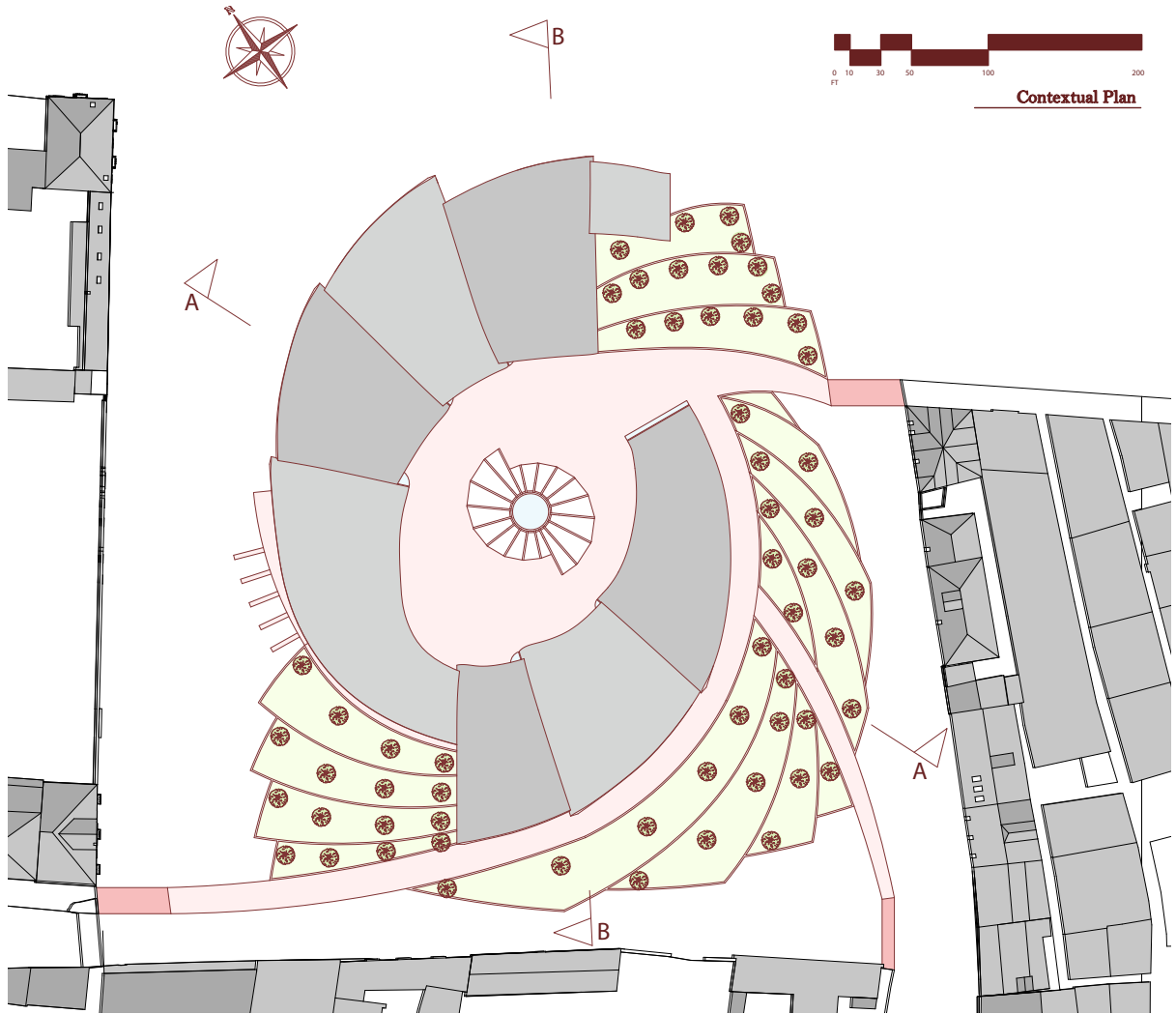
FLUIDITY CENTRALIZATION MOVEMENT

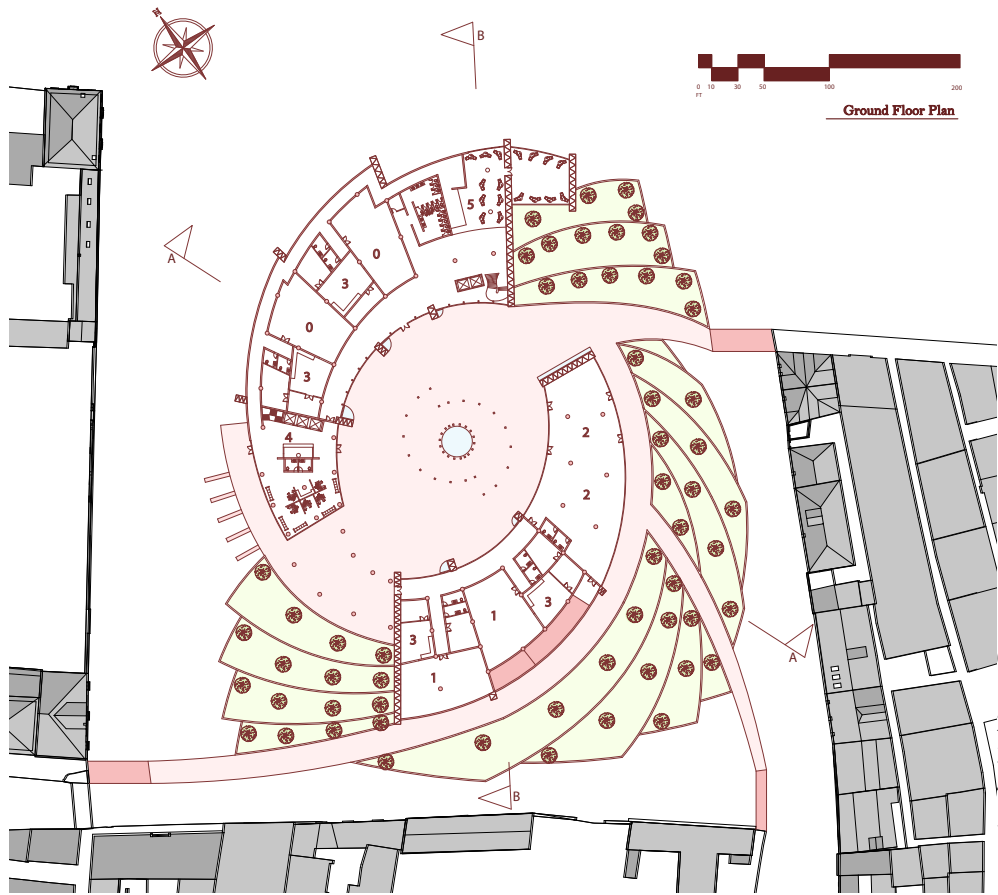


EXPANSION

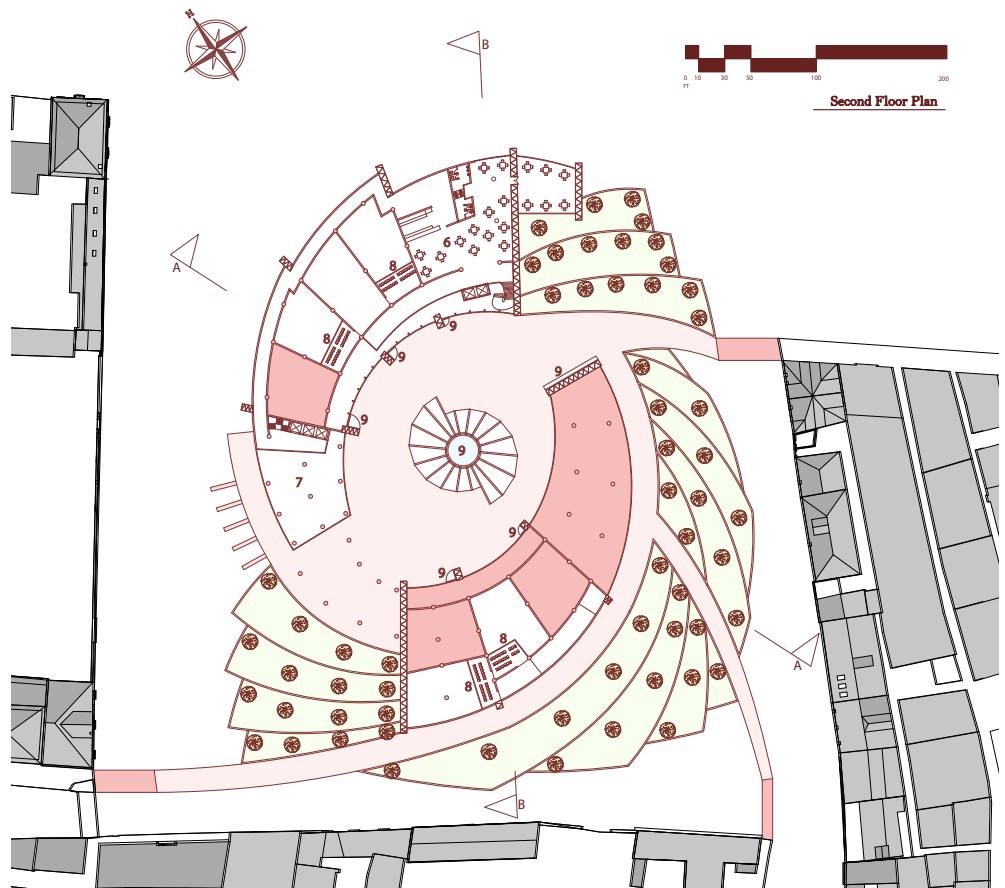
CONTRACTION



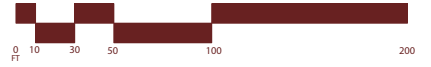




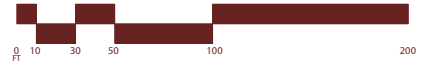
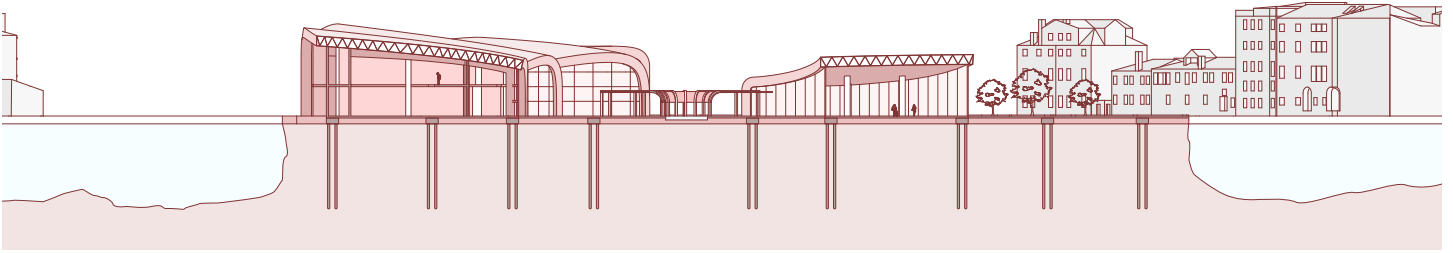
- 0. Hot Shop (Advance)
- 1. Hot Shop (Beginners)
- 2. Gallery and Shops
- 3. Art Storage
- 4. Building Offices
- 5. Trattoria



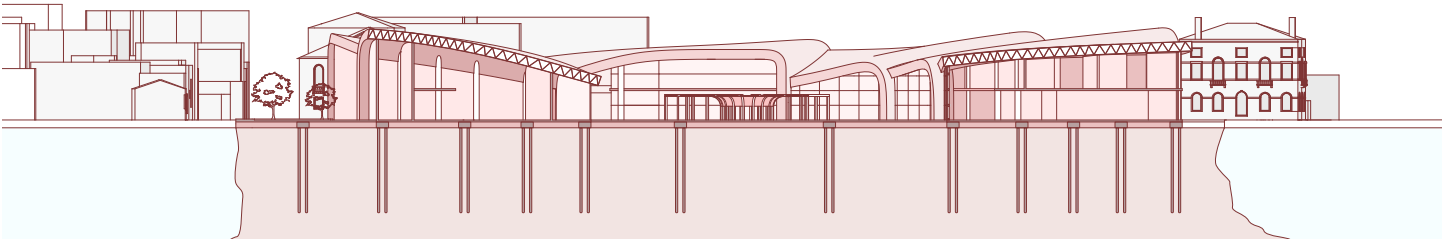
- 6. Ristorante
- 7. Services
- 8. H.S. Seating Areas
- 9. Water Collection



Section A

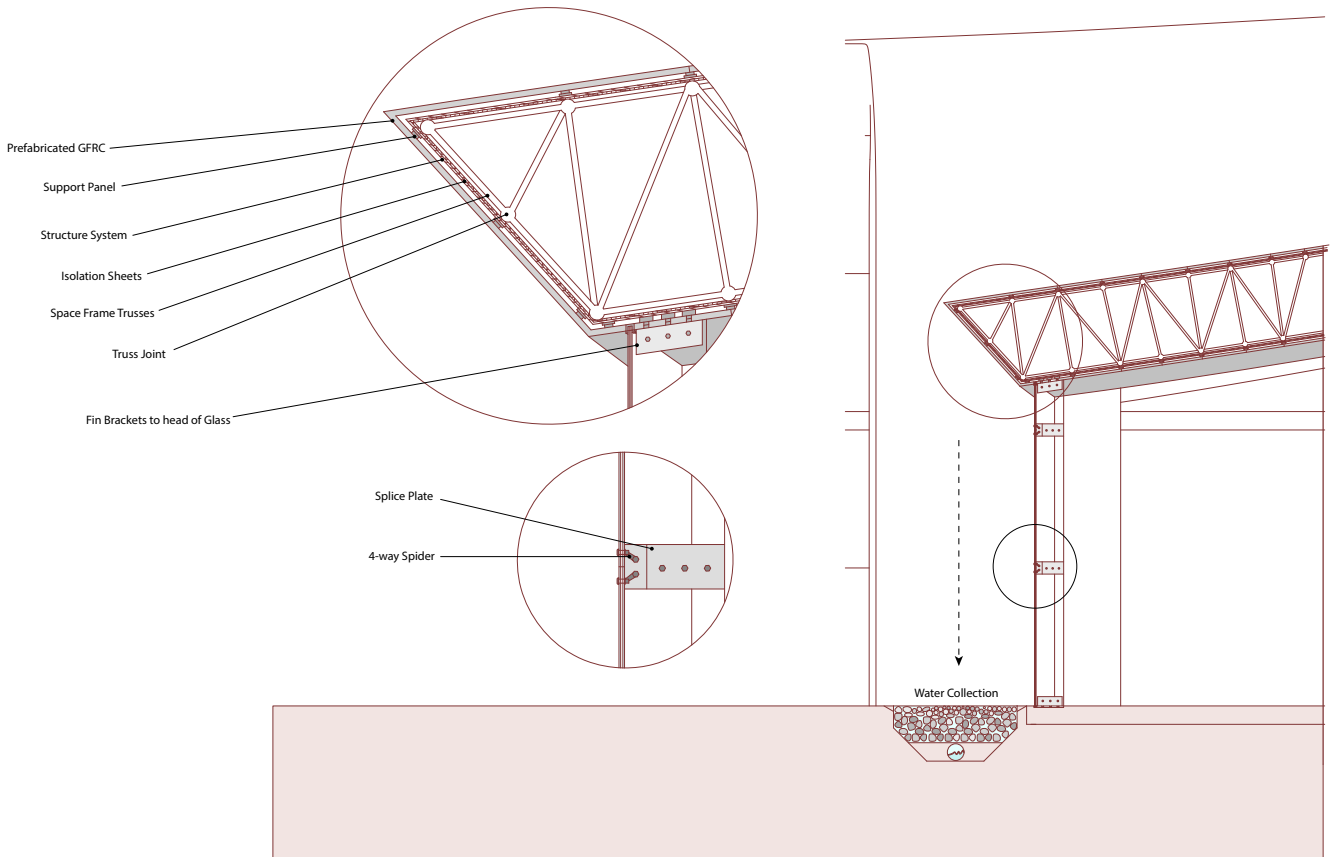


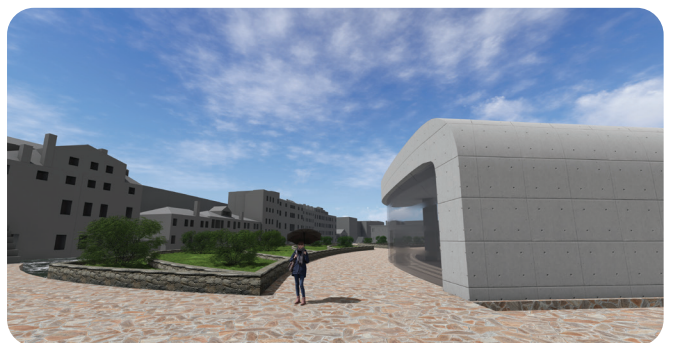
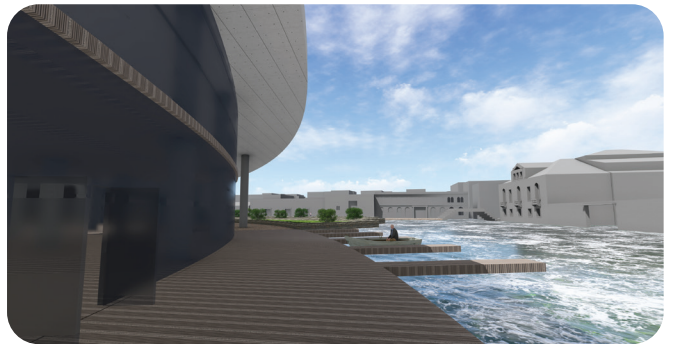
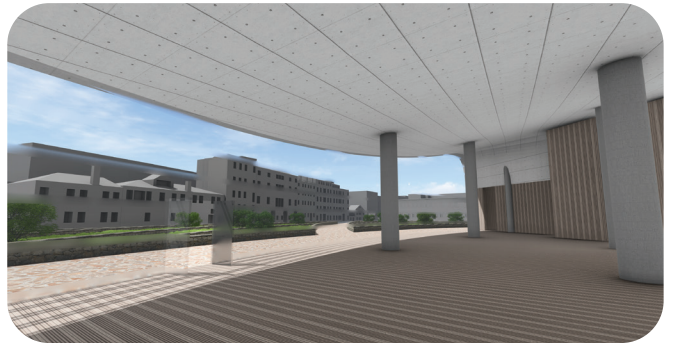
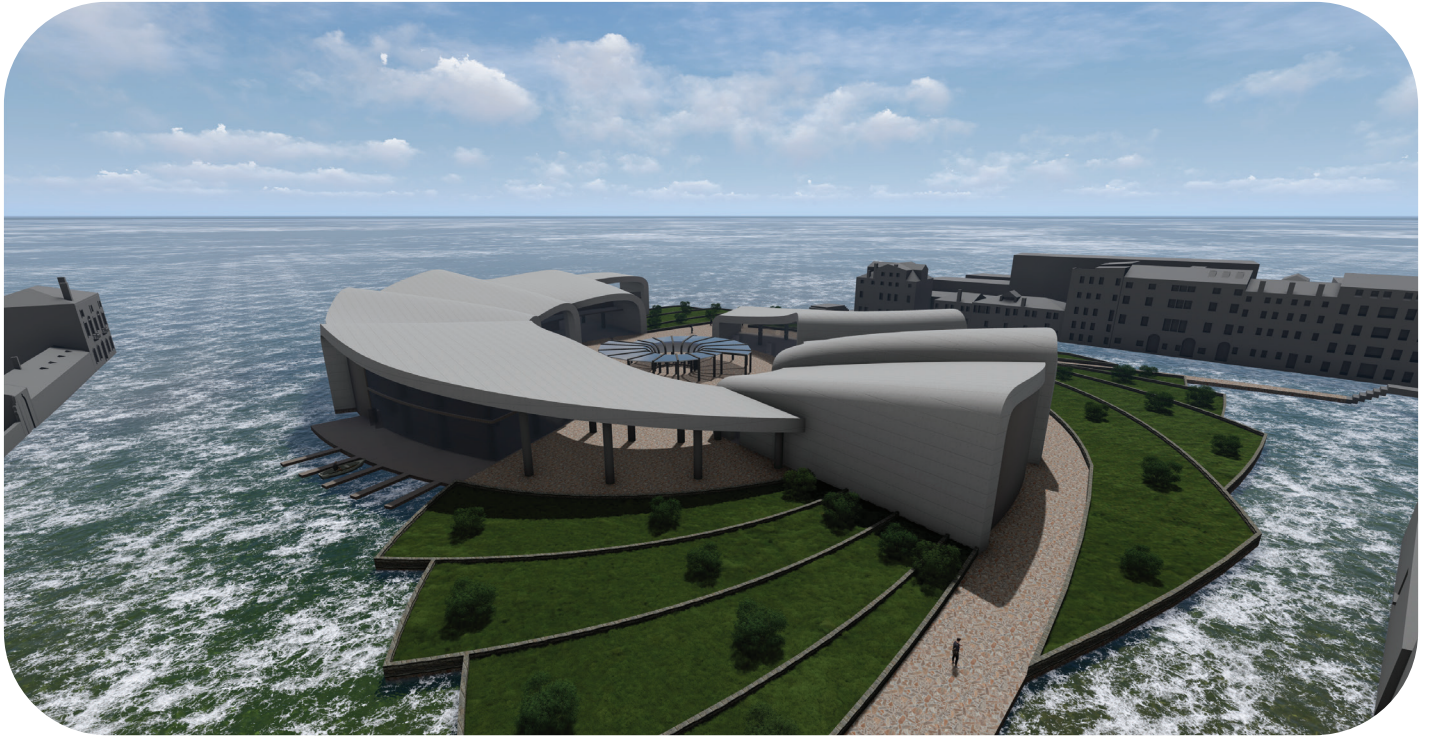
Section B

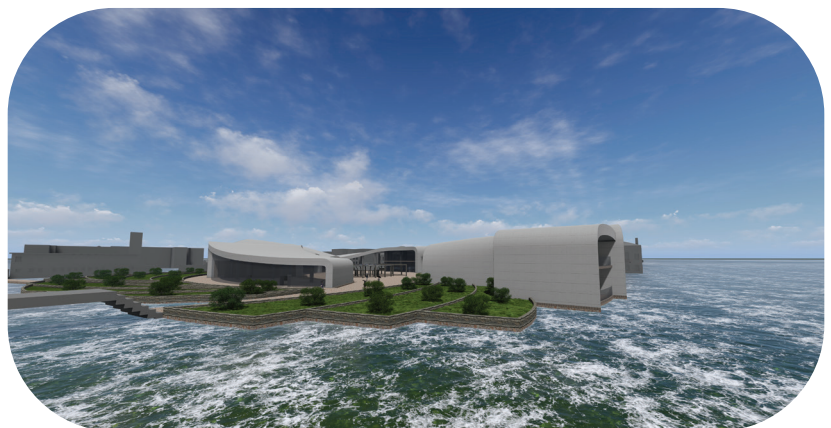
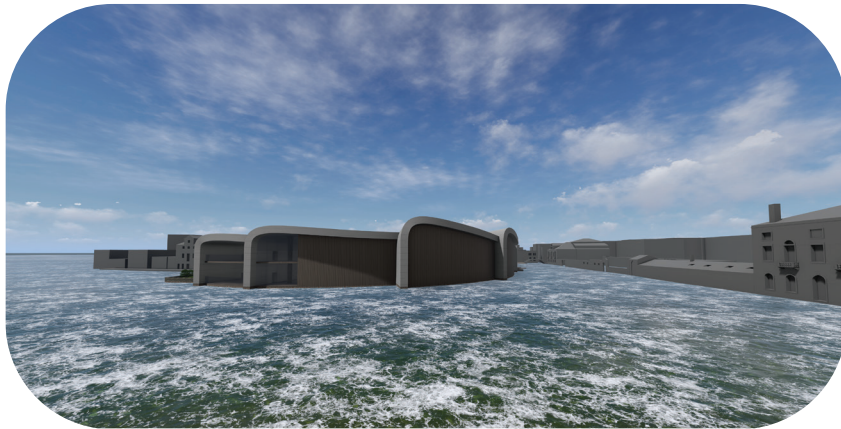
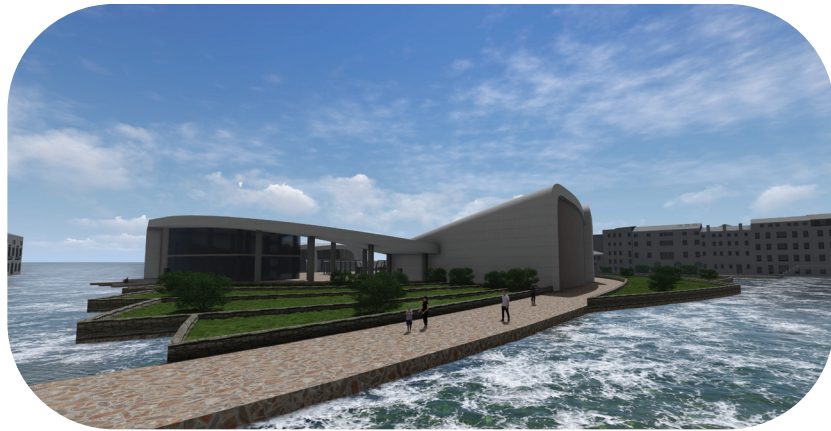
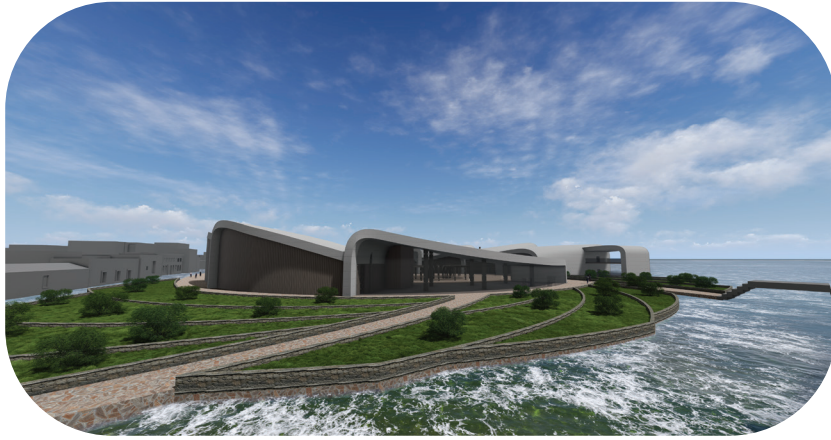


Technical Wall Section Detail

scale: 1" = 1/4"





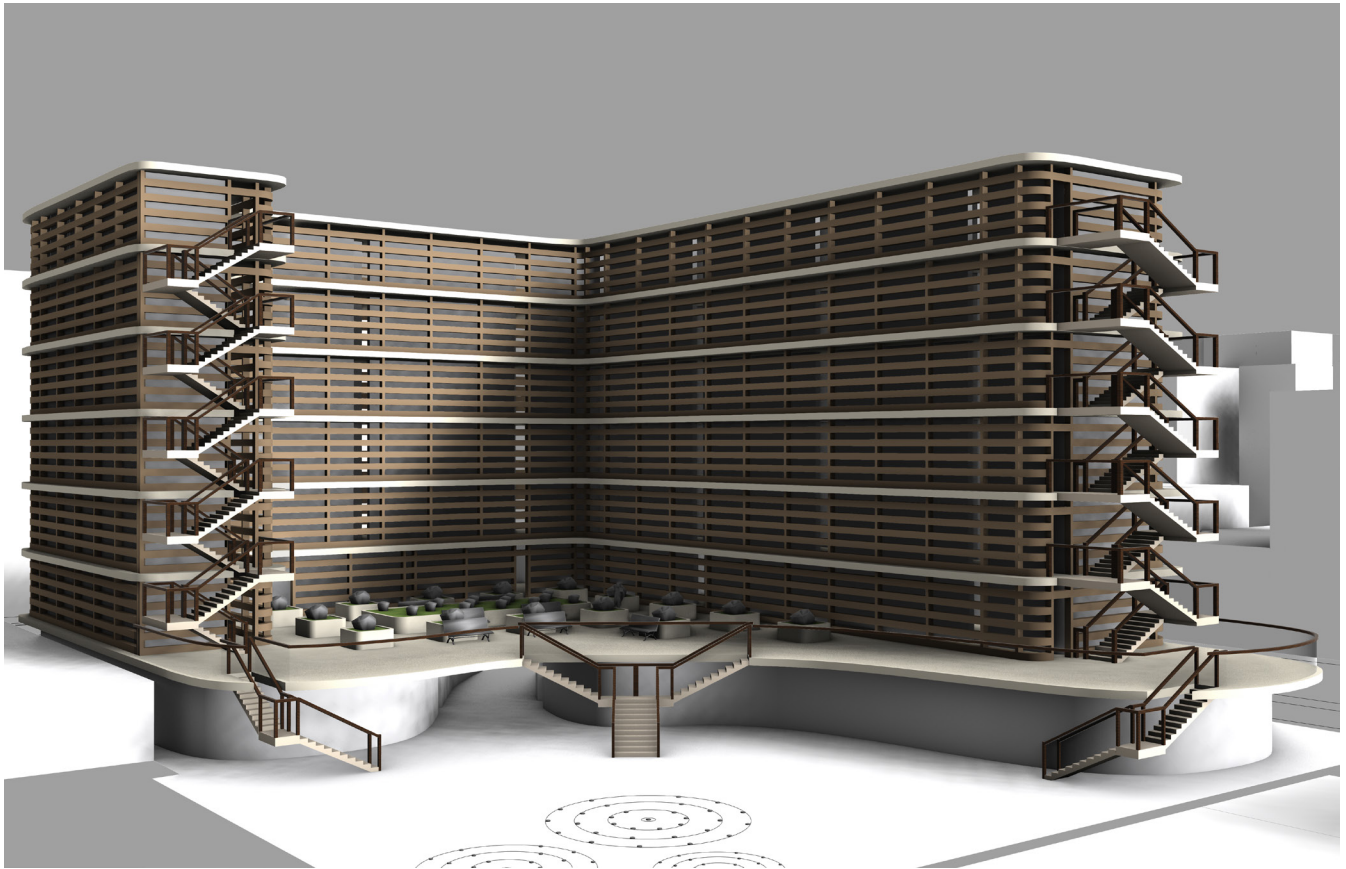


02. Cohousing Spain

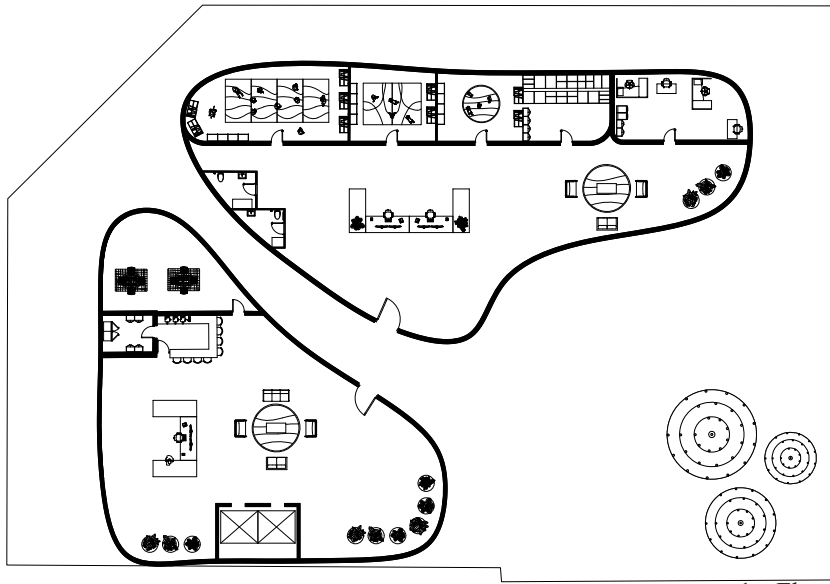
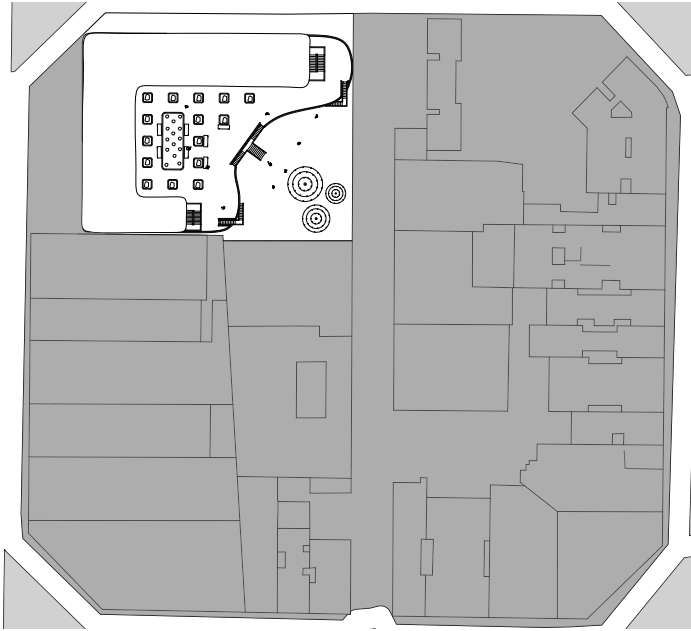
Barcelona, Spain - Residential

Collaborator: Angee Chimbo-Urvina

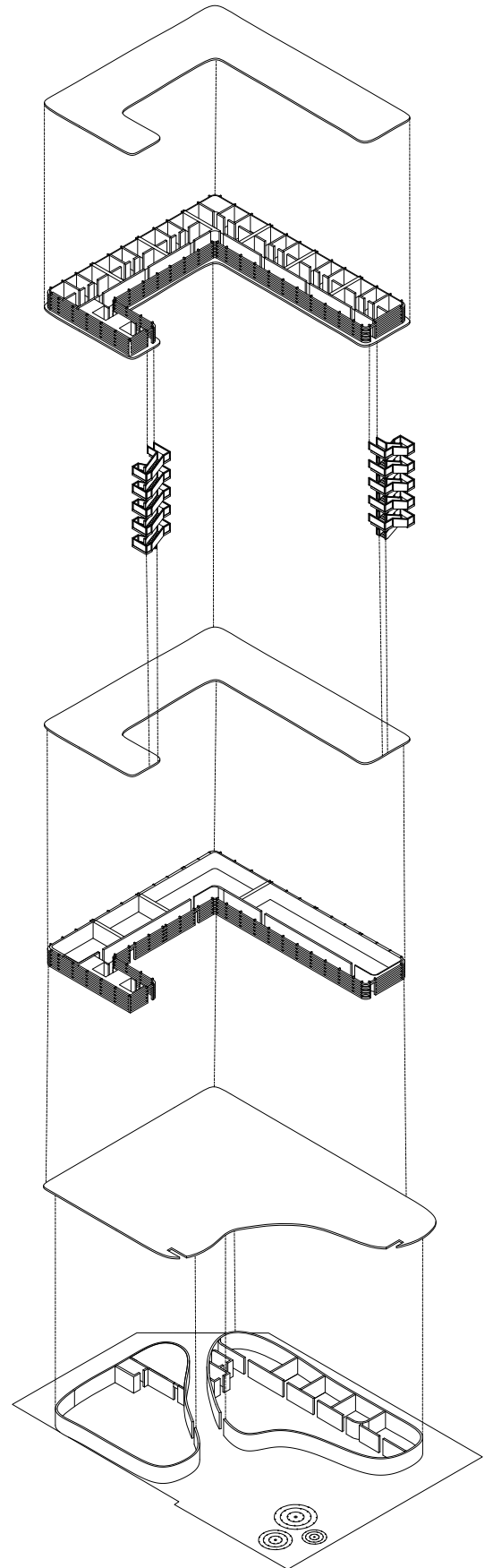
This project is set in Barcelona, Spain, a city renowned for its dense urban fabric, mediterranean climate, and strong culture of community living. The challenge was to design an apartment complex that incorporates a specific co-housing model informed by thorough site research and environmental analysis. Barcelona's climate, characterized by high summer temperatures and significant reliance on air-conditioning, makes it an ideal testing ground for sustainable housing strategies.

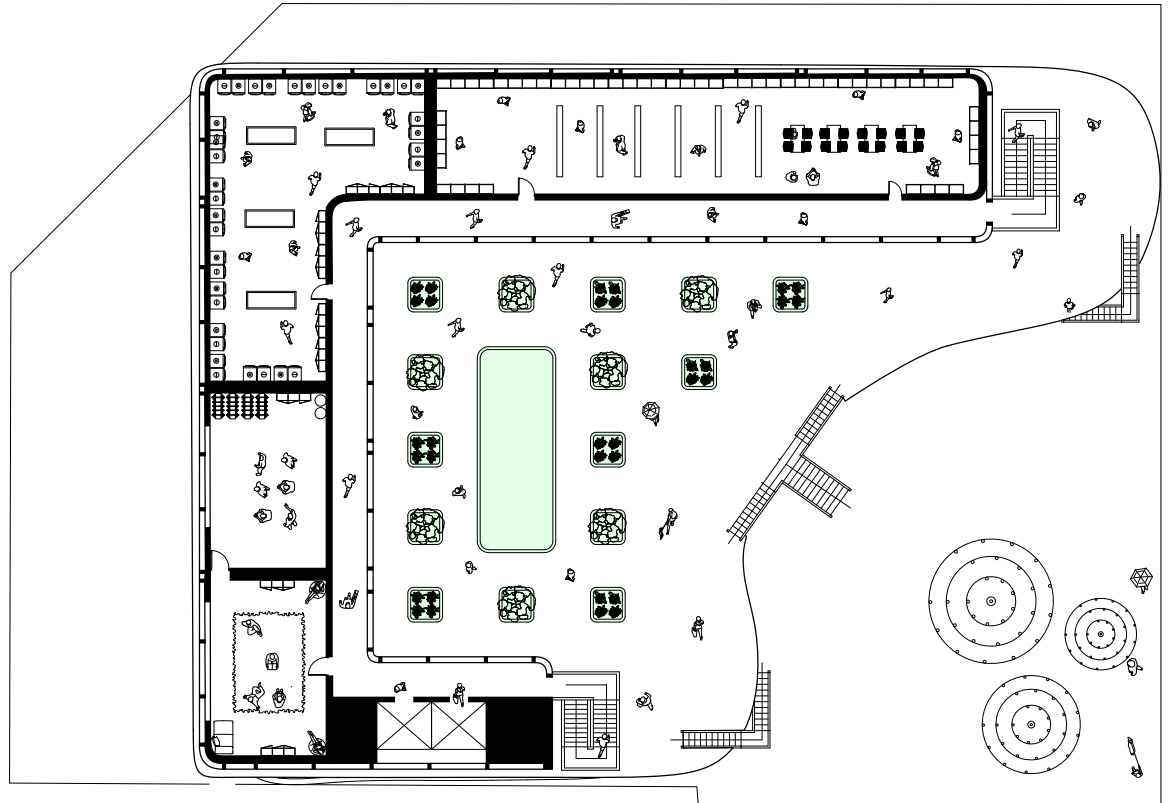


Our proposal responds to these conditions with an architectural language centered on passive cooling techniques, such as strategically oriented openings for cross ventilation, deep overhangs for shading, and the integration of green spaces to mitigate the urban heat island effect. The building is envisioned not just as a collection of individual units, but as a shared living environment that fosters interaction, collaboration, and mutual support among residents. The design balances environmental responsibility with social engagement, aiming to reduce energy consumption while improving quality of life.

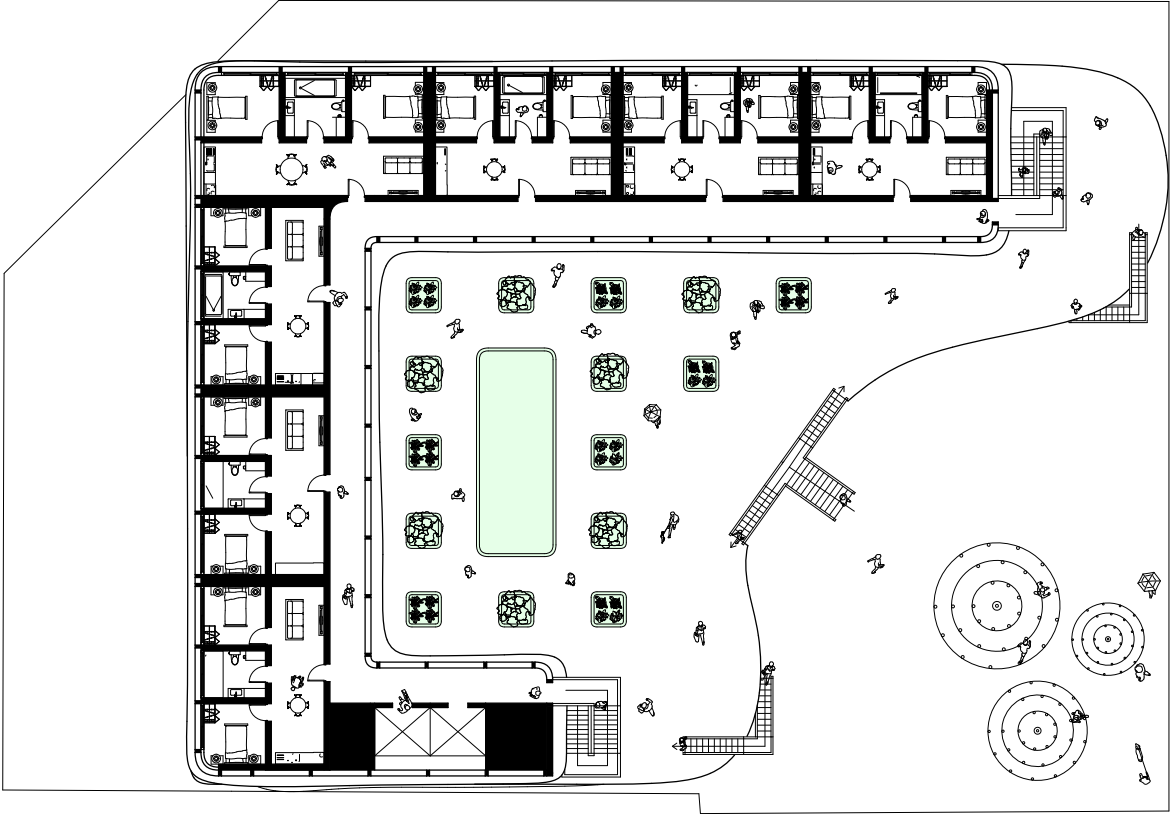


1st Floor





2nd Floor

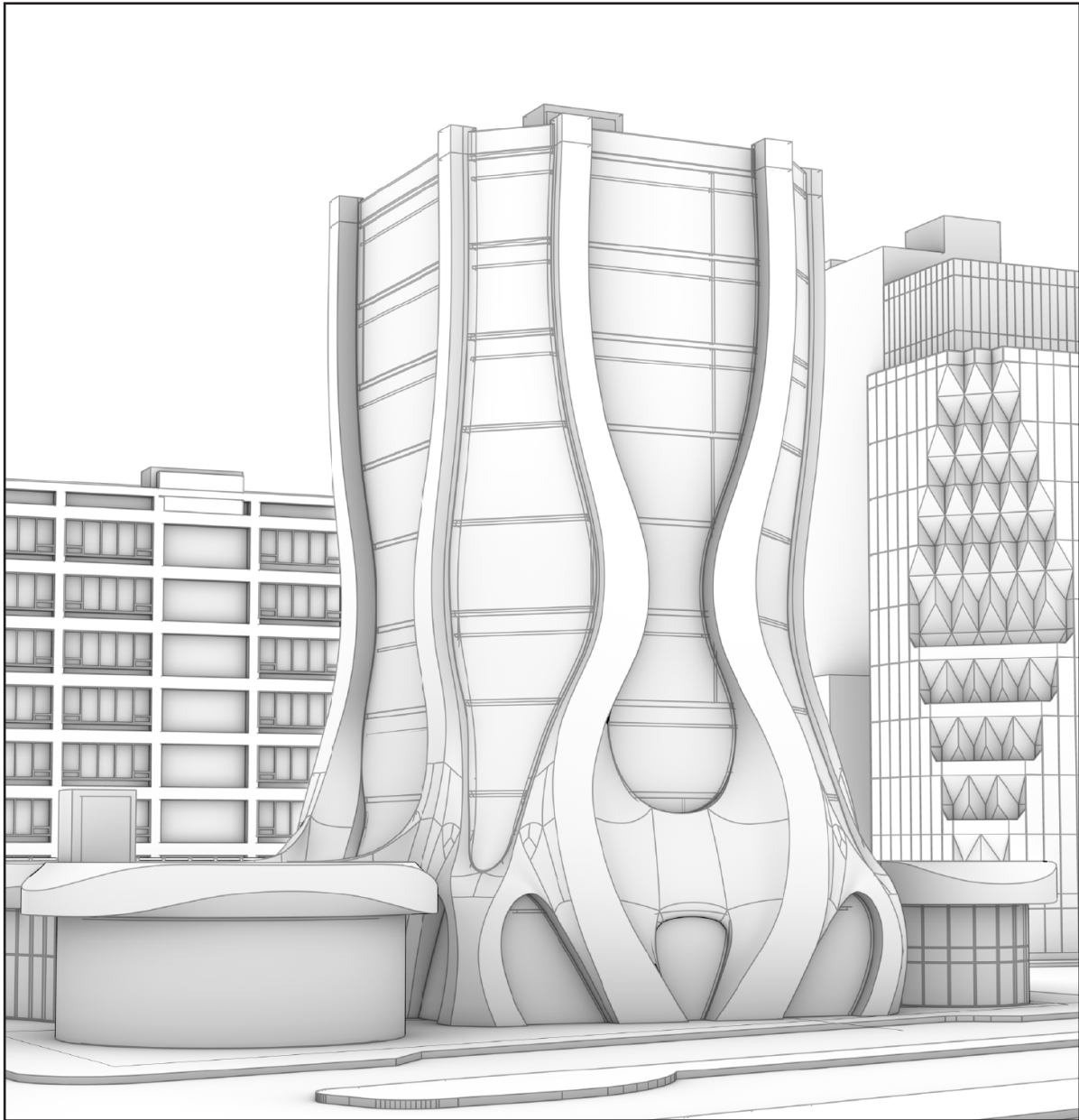


3rd, 4th, 5th, & 6th Floor

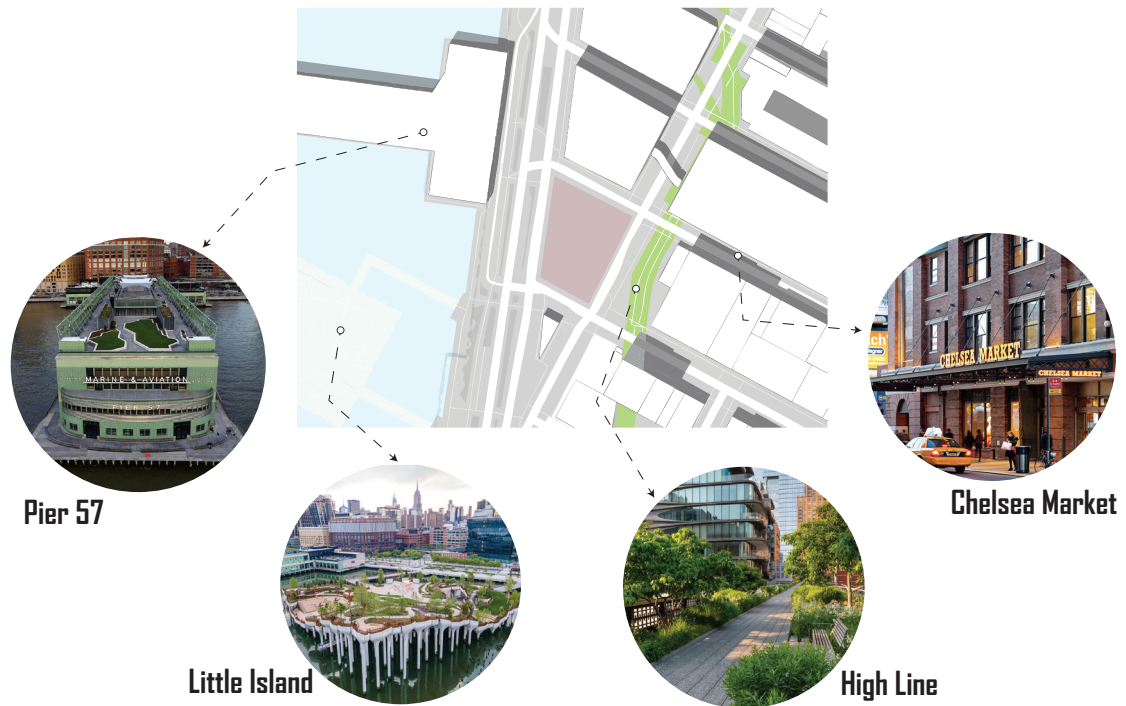
03. House of Others

14 Street Park, New York City - Commercial/ Residential

This project is all about blending the ideas of Queer architecture into a real built experience. Queer architecture is about more than just identity; it's about challenging fixed boundaries, rejecting strict binaries, and designing space that allows for fluidity, transformation, and inclusion. This is a project made up of commercial and residential programs such as an art gallery, cafe, residence for artist, restaurant, work stations for artist, and hotel rooms. A bridge that connects the building directly from the High Line with a exoskeleton structure.



This project will create a balanced space for everybody that wants to stay or work here giving that sense of freedom that the queer community has within them. The exoskeleton will show both protection and visibility, reinforcing the building's identity as both landmark and a platform for creative life.



The Chelsea neighborhood of Manhattan, New York City is a unique in its assembly of hundreds of art galleries, indoor marketplaces (Chelsea Market), the High Line, with a mixture of housing types including high-rise residences, town houses and row houses. Located at the southern boundary of Chelsea, the Chelsea Craft Guild is a non-profit association dedicated to the advancement of the artistry of crafts using both traditional and contemporary methods. Artists from around the world are given a one year residence and apprenticeship to explore their craft, interact with other craftsmen with different working methods or materials, teaching tourists and the Chelsea community, and displaying and selling their works in a gallery setting.

The National Biscuit Company built a large factory where the Oreo Cookie was invented-
1912

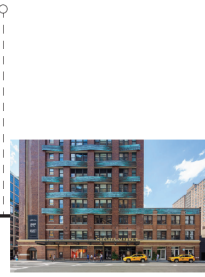
The elevated freight rail line known as the High Line was built to transport goods without disrupting street traffic-
1934

Stonewall Riots and LGBTQ+ activism influencing the cultural scene in Chelsea-
1969

Artist and designers moved into the area, drawn to the loft spaces and raw industrial aesthetic-
1980s -1990s

The High Line was officially closed, setting the stage for future redevelopment
1999

The neighborhood was reshaped by luxury apartments, high-end fashion brands, and tech offices-
2010



1920s -1930s
The neighborhood saw an influx of laborers, including black workers during the great migration-

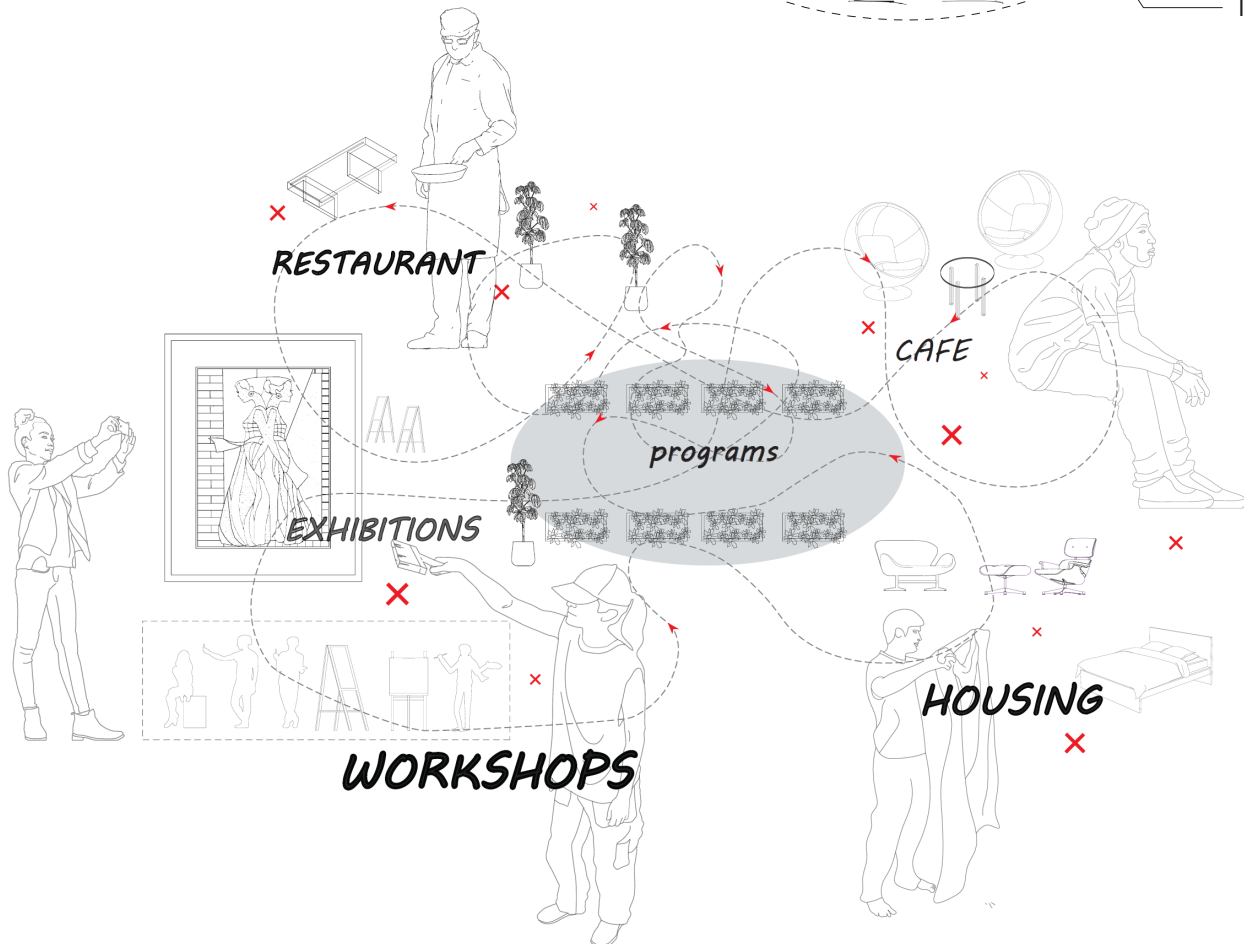
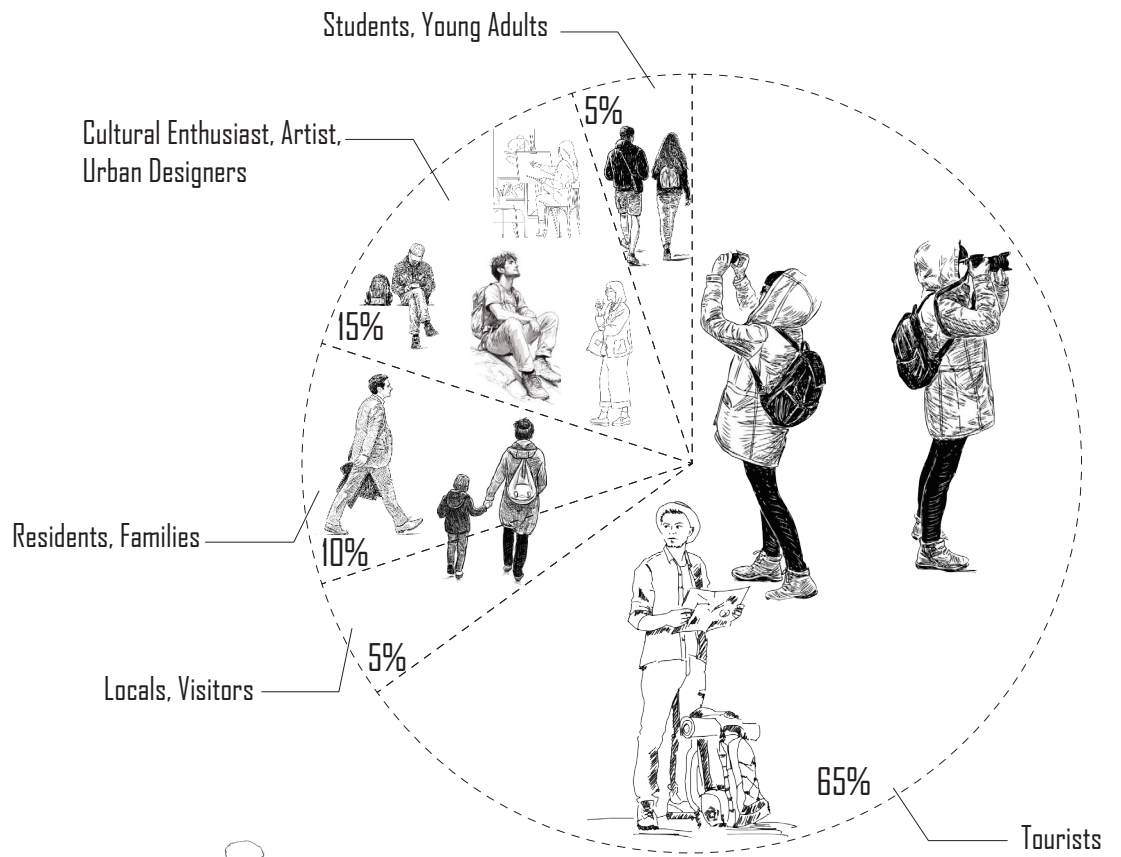
1950s -1970s
The industrial decline led to abandoned warehouses and economic downturn-These spaces provided shelter for underground LGBTQ+ nightlife and art scene-

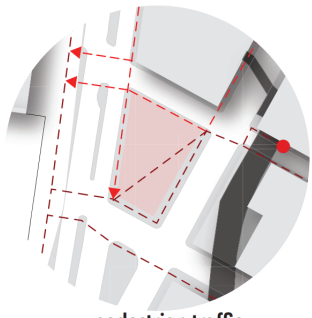
1970s -1980s
The Chelsea District became a hub for underground clubs, including many LGBTQ+ spaces-
"The Mineshaft" and "The Anvil"

1997
Chelsea Market was redeveloped as a food and retail hub, playing a role in the area's commercial transformation-

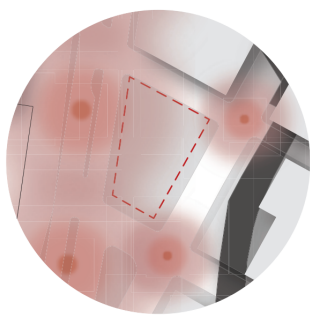
2009
The High Line was transformed into a public park, contributing to gentrification and luxury real estate development-

2021
Little Island opened emphasizing the area's transformation into a cultural and recreational hub-

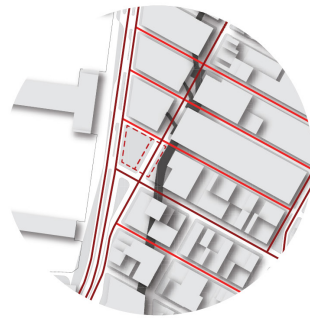




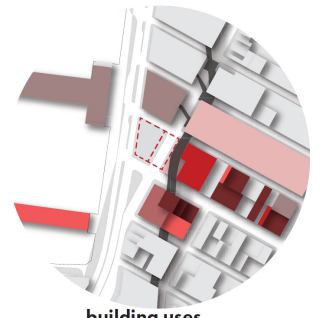
pedestrian traffic
 - - - primary
 - - - secondary
 ● highline access



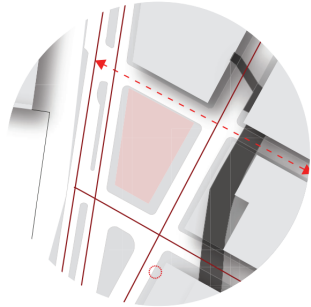
acoustic isolation



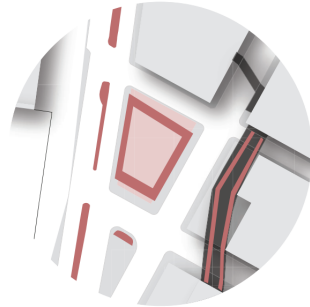
connections
 — primary
 — secondary



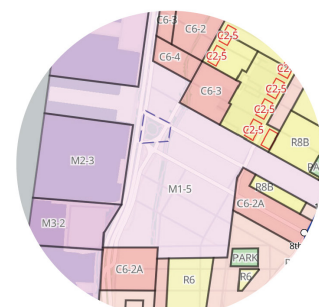
building uses
 ● stores
 ● public/ rooftop
 ● restaurant
 ● education
 ● retail



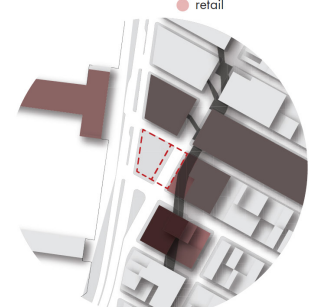
vehicular traffic
 - - - primary
 - - - secondary
 ○ subway station



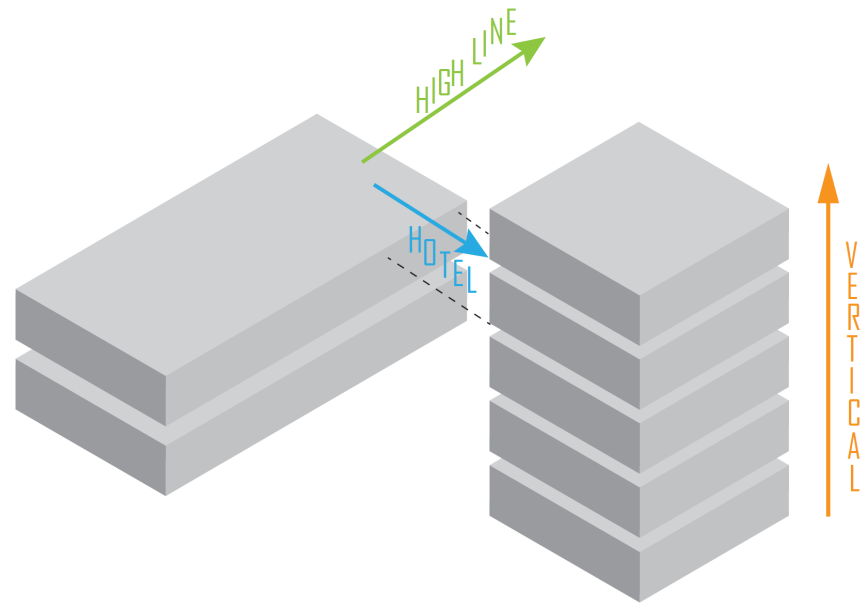
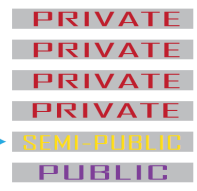
existing vegetation



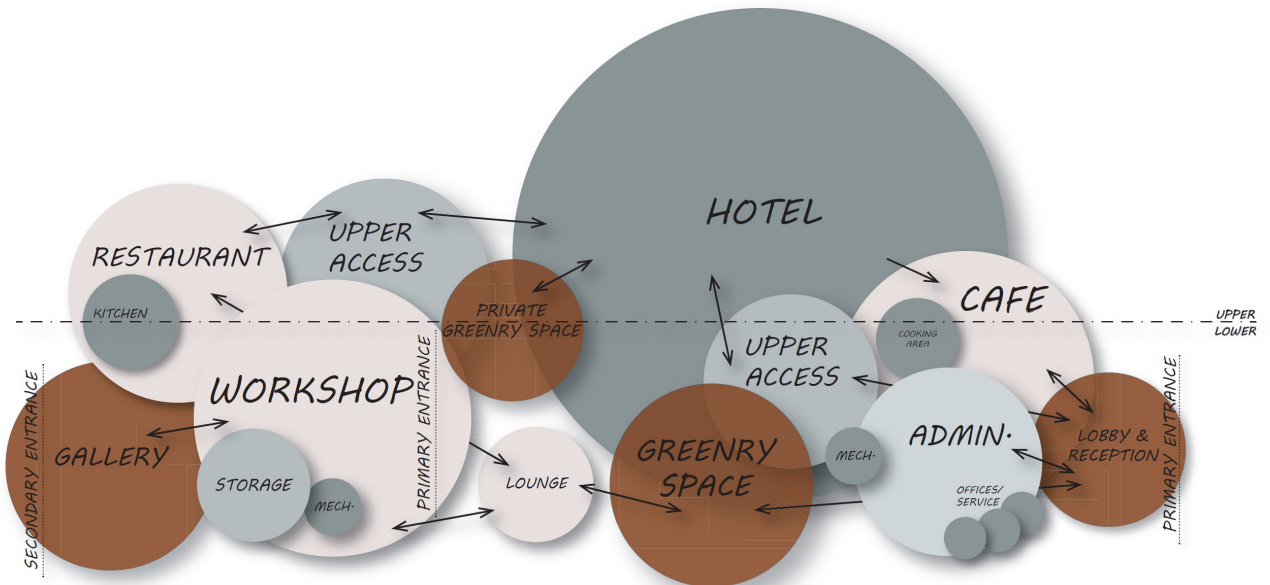
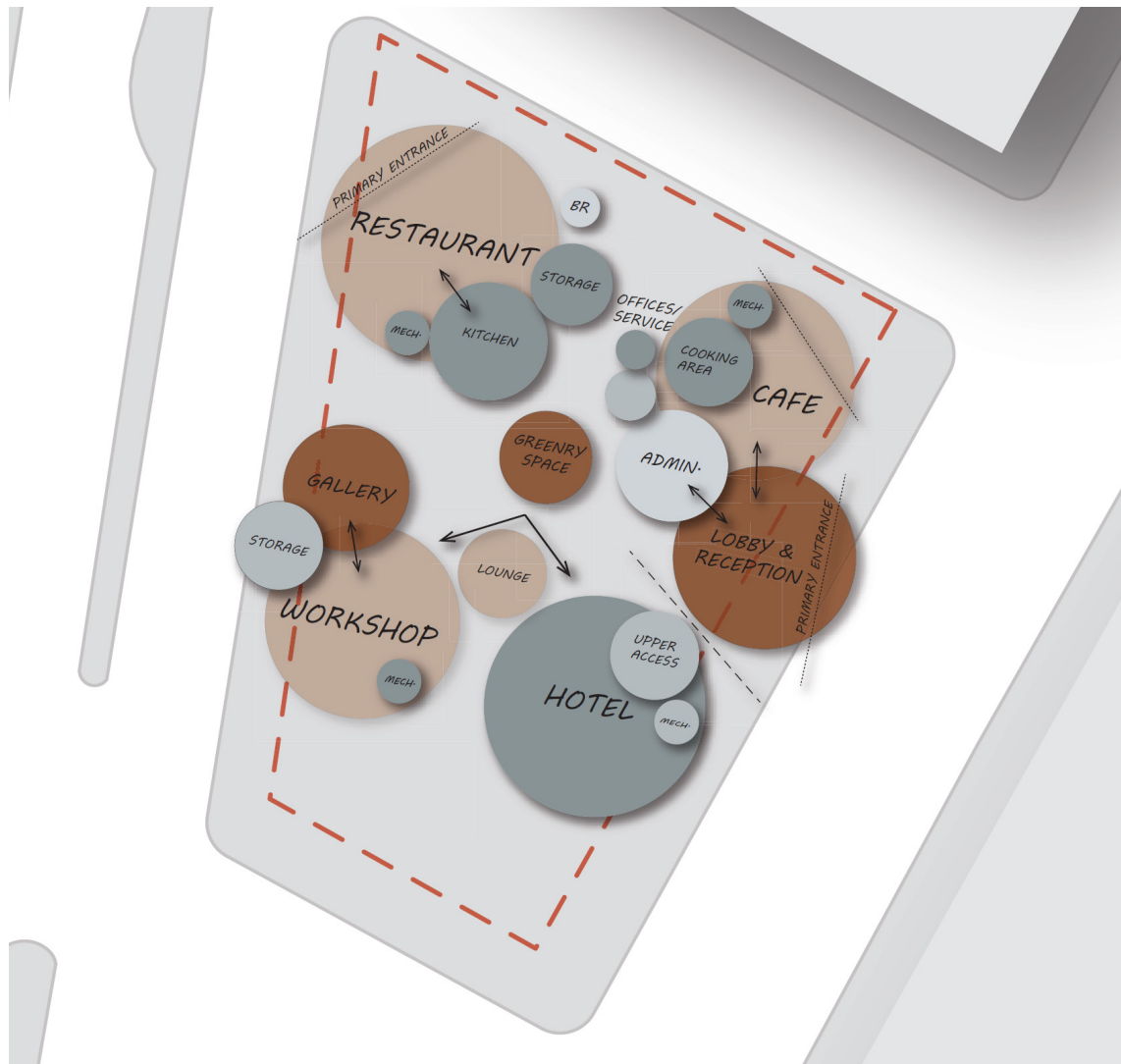
land use



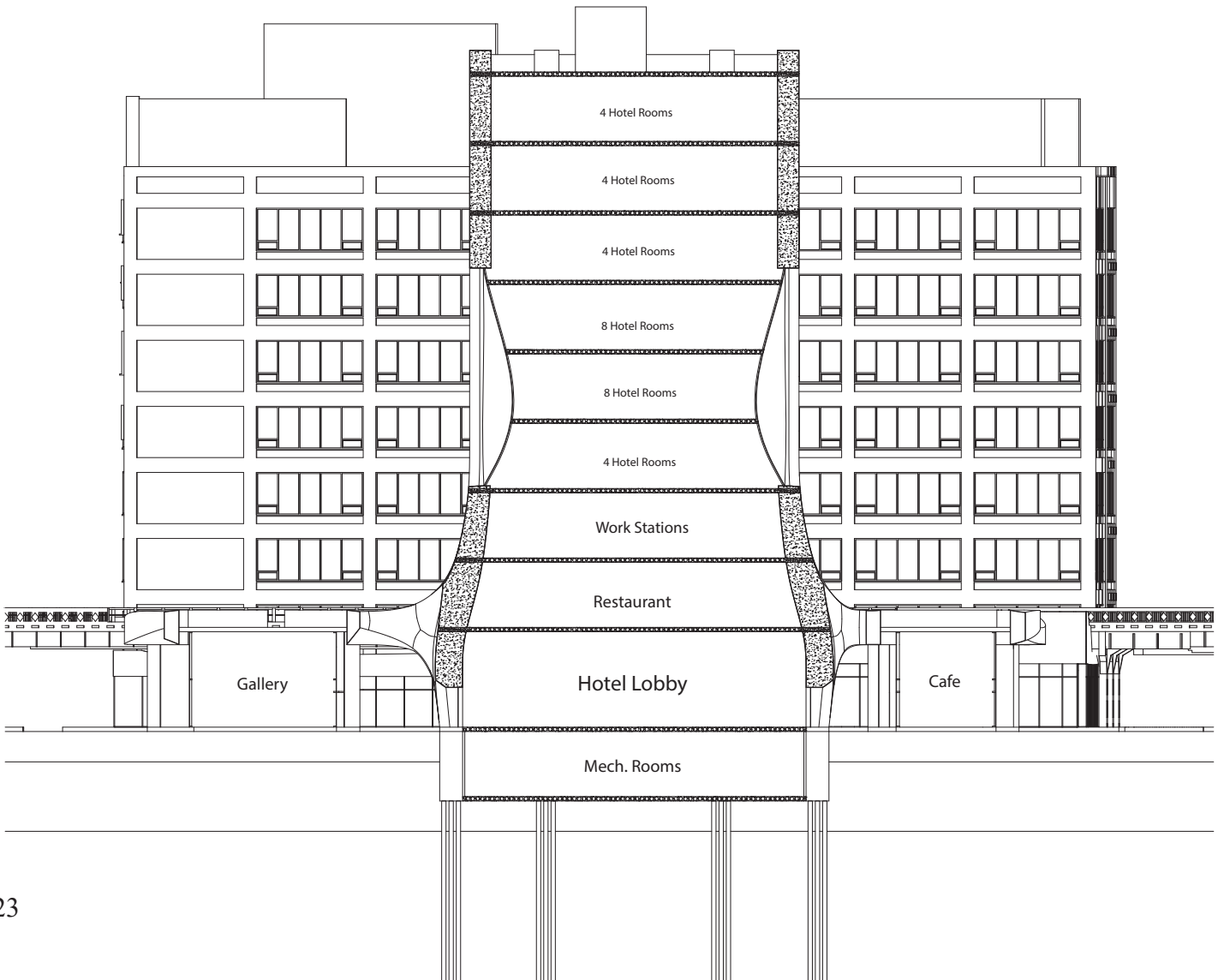
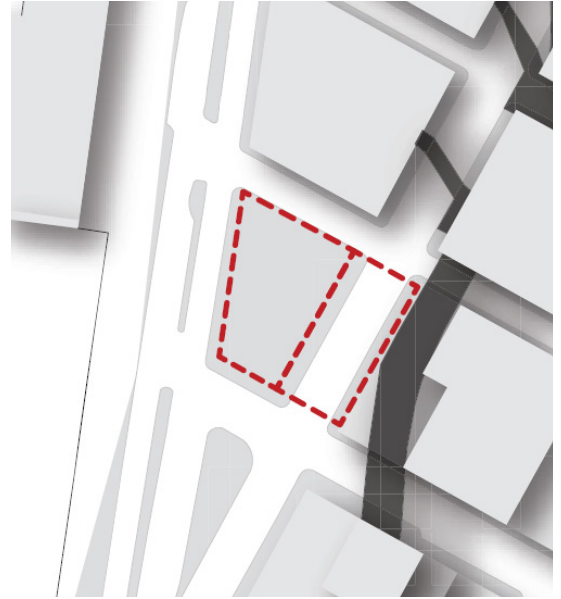
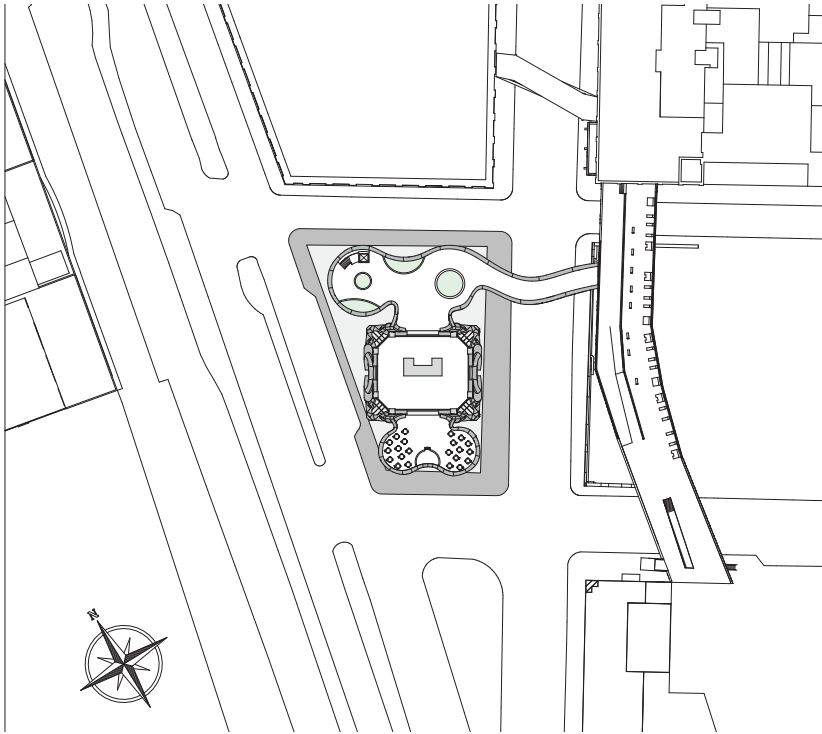
building heights
 ● 1-story
 ● +10 -story
 ● +14- story

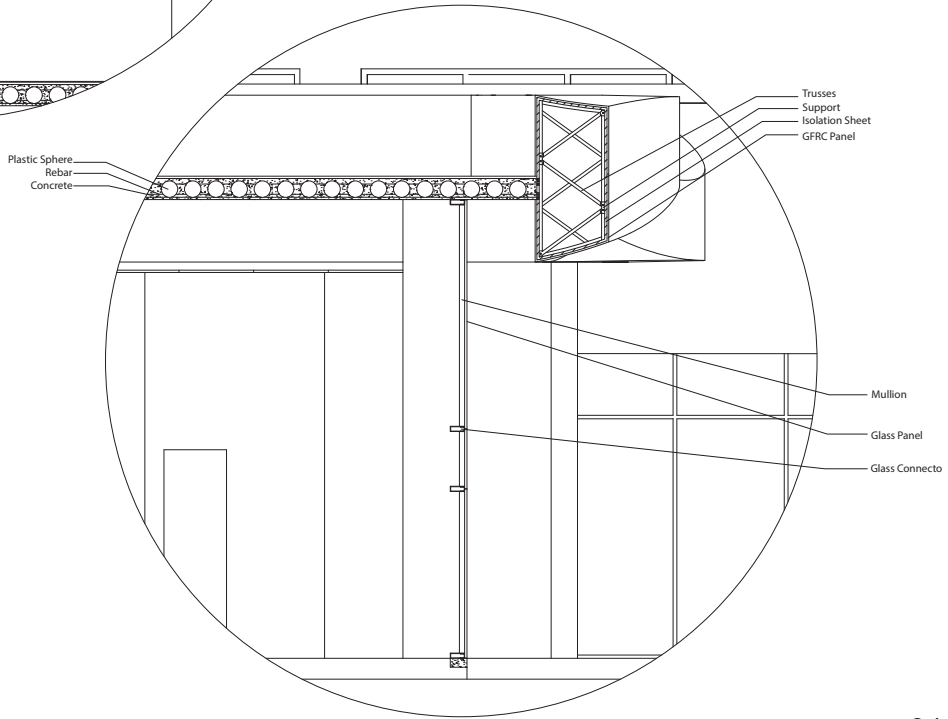
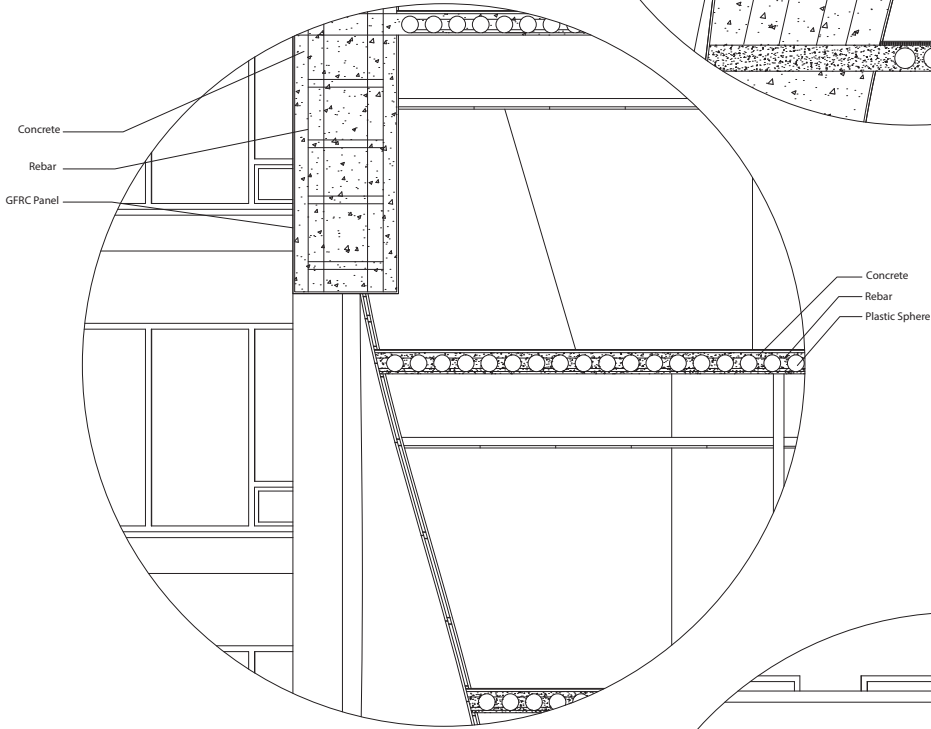
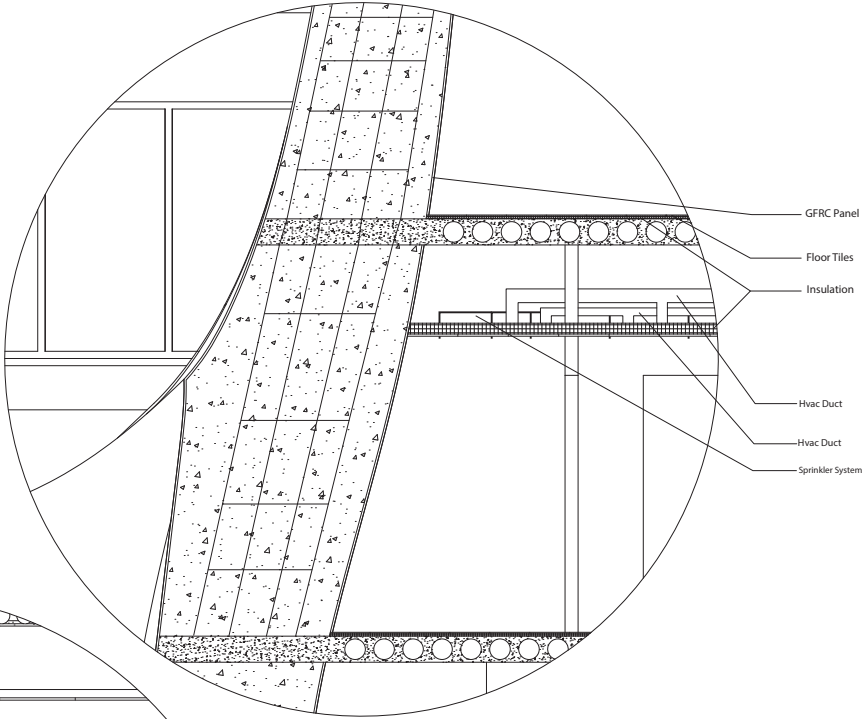


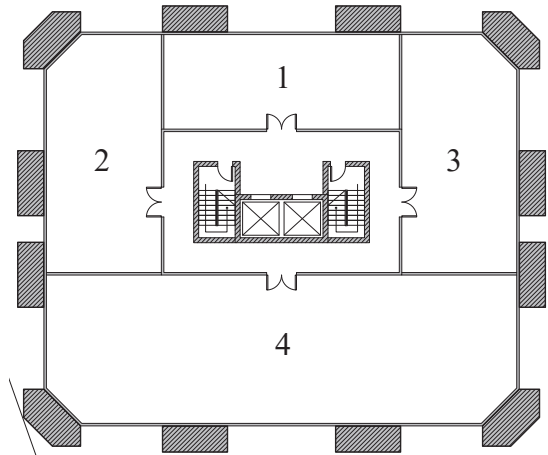
Vertical layering of spaces to create a dynamic mix of public, semi-public, and private zones. The ground level being the most active which is the public area for the restaurant, cafe, and art workshop. Moving up, the second level will connect with the High Line and it will have access to the lobby space and gallery for the hotel area. As we go higher, things get more private with the hotel rooms, and green terraces with a private lounge offering a peaceful escape from the city.



PUBLIC TO PRIVATE

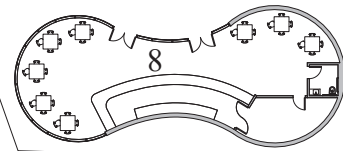
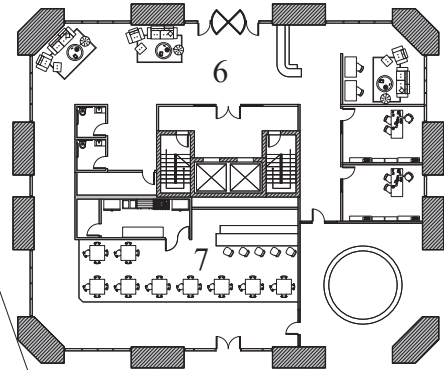
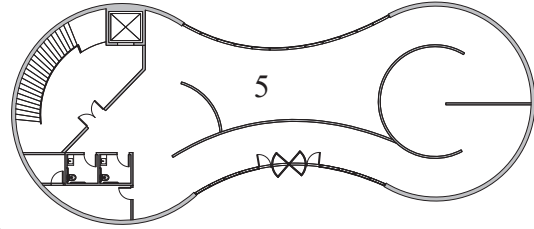






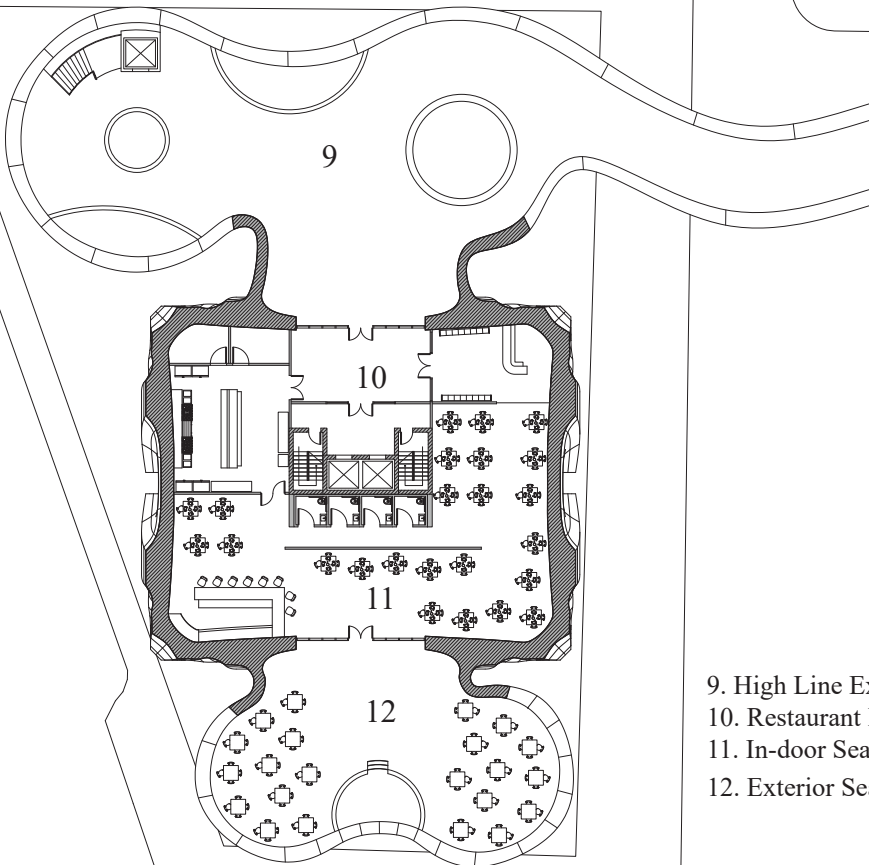
Basement

1. Storage Room
2. Hvac Room
3. Electrical Room
4. Sewage Processing Room



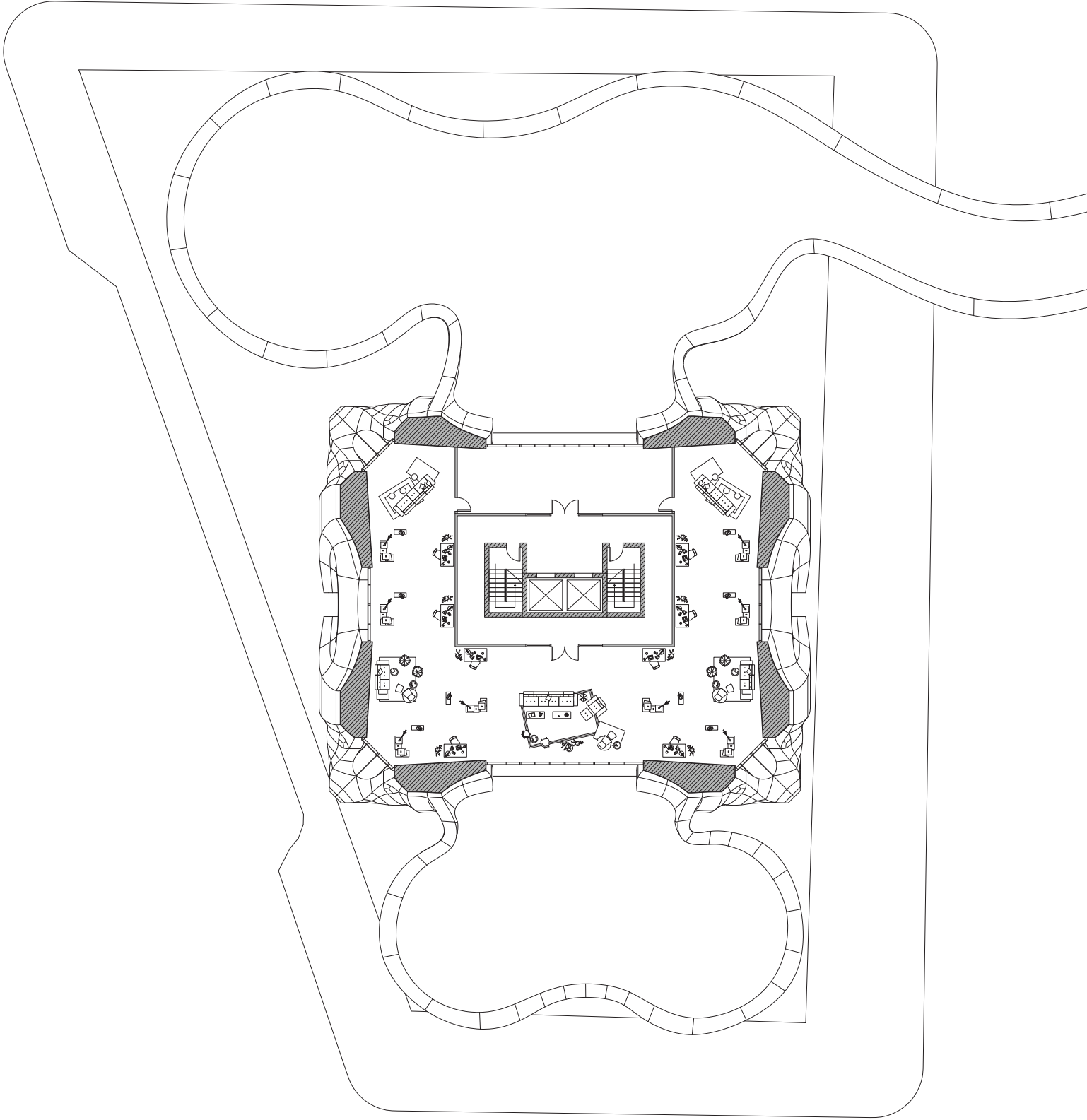
1st Floor

5. Gallery
6. Hotel Lobby
7. Hotel Lounge
8. Cafe

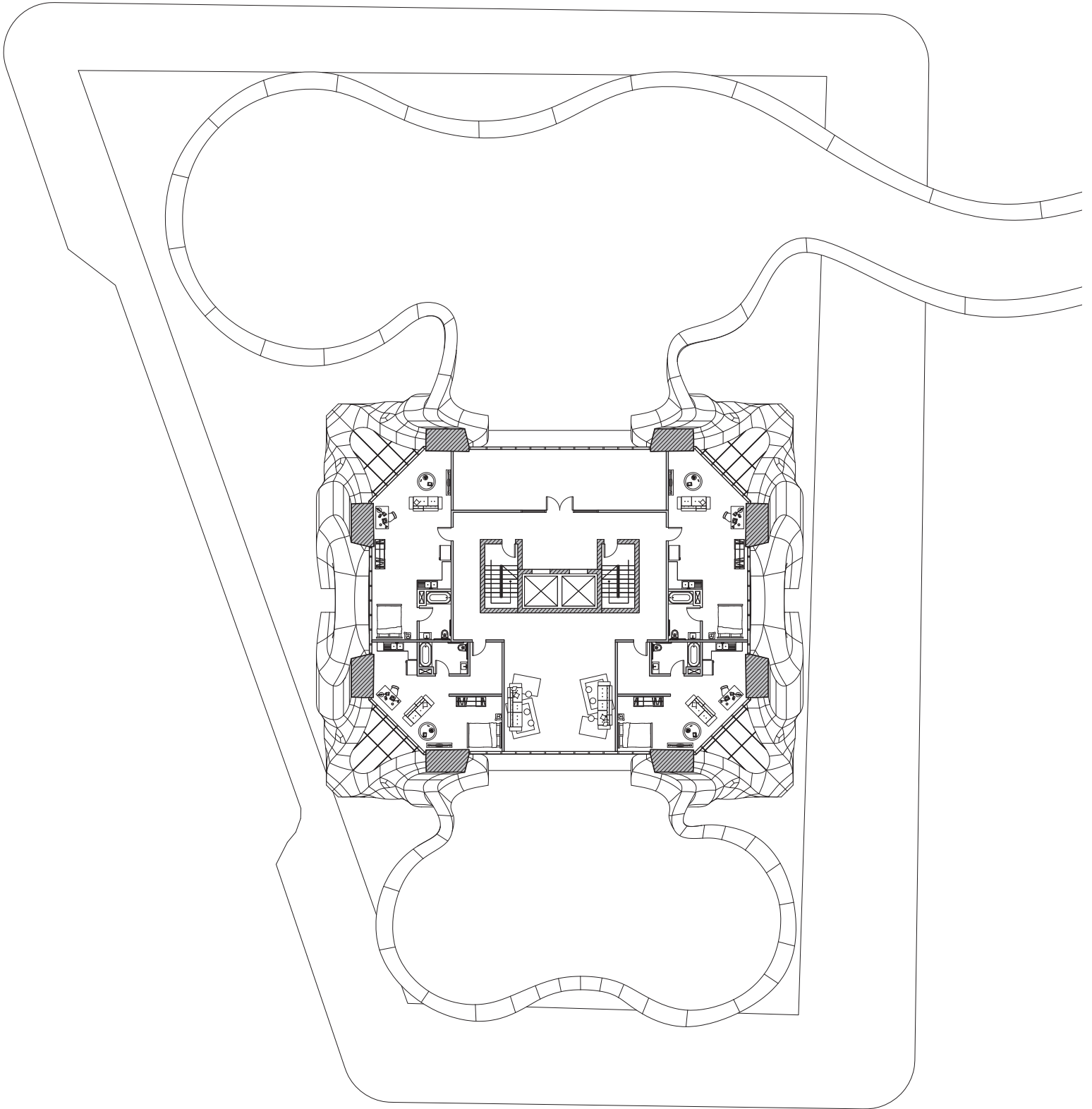


9. High Line Extension
10. Restaurant Lobby
11. In-door Seating
12. Exterior Seating

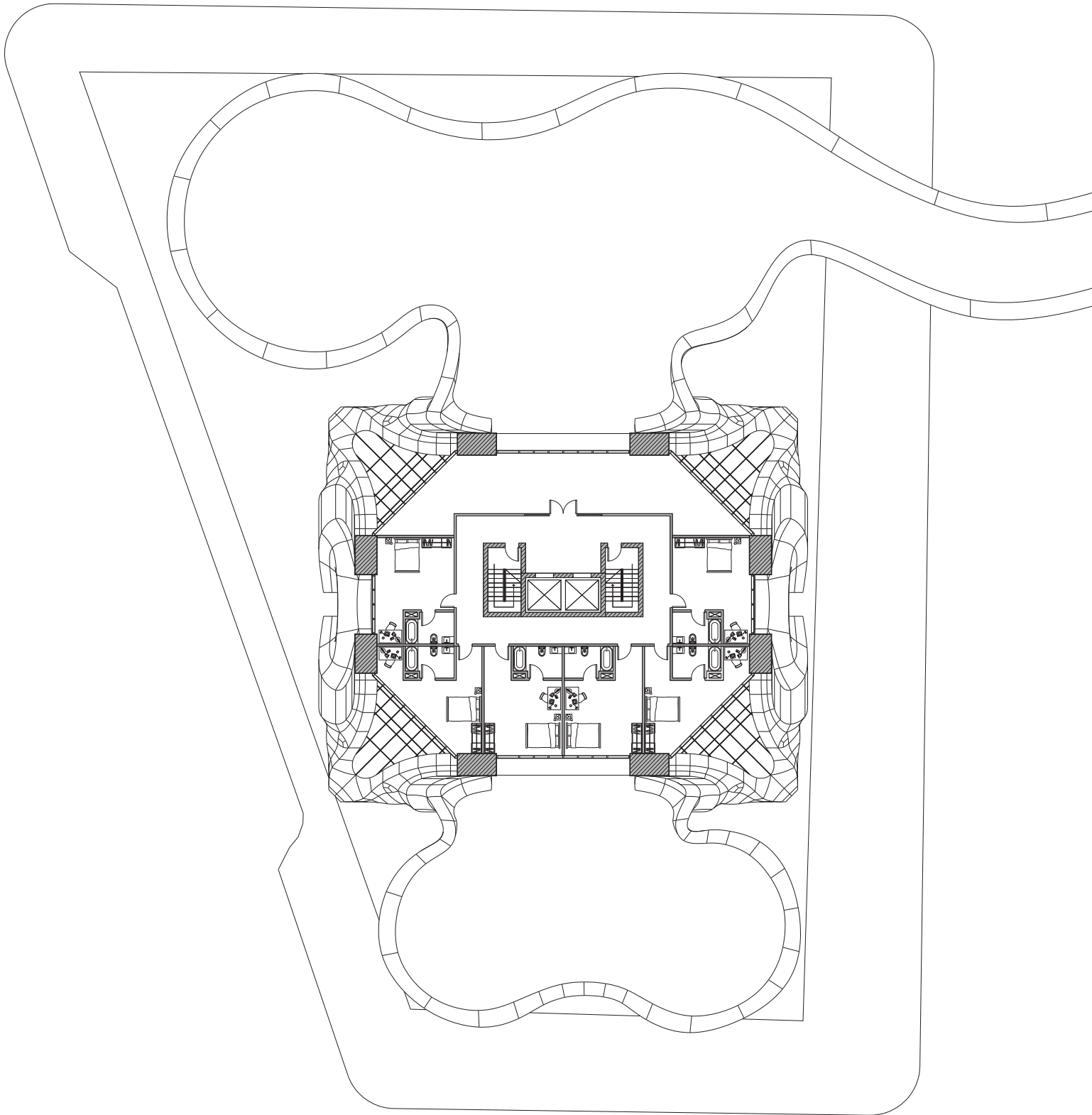
2nd Floor



3rd Floor - Work Stations



4th, 7th, 8th, & 9th Floor



5th & 6th Floor

Thank you

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