

01

# P.C.P.

Pan-American Cooperation Project - A vision to redefine migration in the western hemisphere.

Location : Mexico - United States  
Date : December 2024 / Ongoing  
Typology : Vision

## VISION

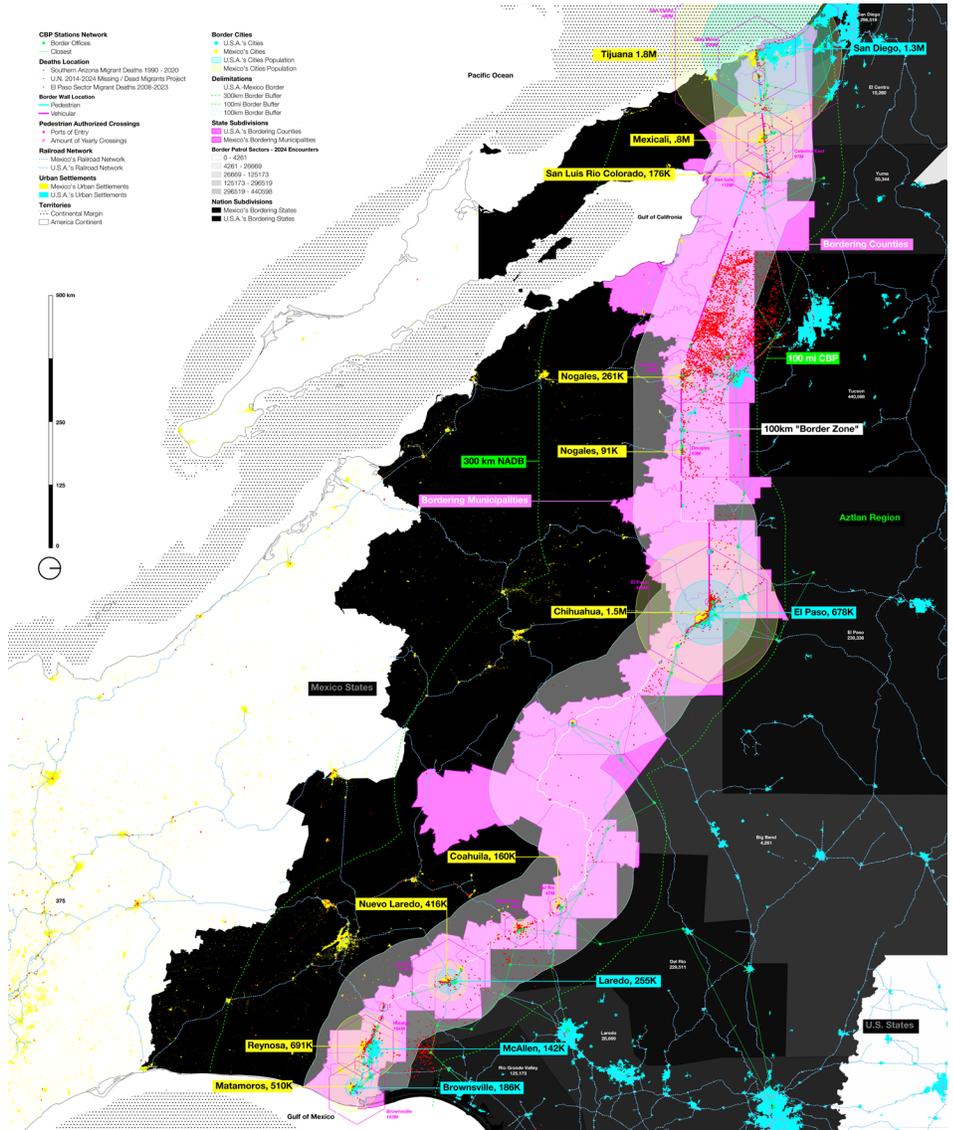
A continental vision that seeks to redefine migration as an opportunity for social regeneration and economic growth. Through research and design proposals, the P.C.P. brings together a series of intellectual and design provocations that employ architecture, urban design, and urban planning as tools to envision scenarios in which migration is addressed.

## COUNTER-MAPPING

Through regional counter-mapping exercises focused on the migration corridors within Mexico and the borderlands with the United States, the project suggests a new transnational territory for international cooperation, embracing ideals similar to those proposed by Étienne Balibar. Tangible solutions begin with a new understand of the regional and territorial context.

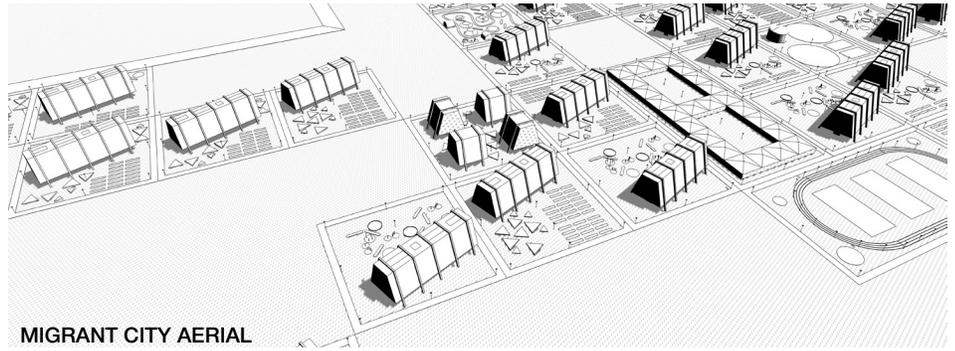
## PARTICIPATORY DESIGN WORKSHOP

Funded by Cornell AAP, this participatory design workshop is an ongoing research effort that began in November 2024. This component of the P.C.P. used design to fabricate a research tool that enables deeper understanding of programmatic and spatial adjacencies preferences from undocumented migrants in Mexico.



## MIGRANT CITY

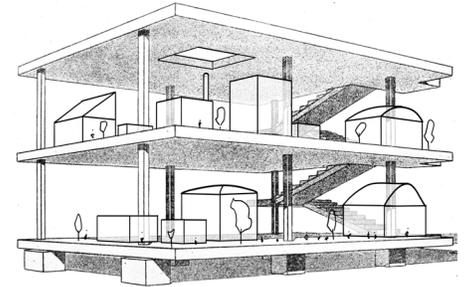
As one of the most radical components of the P.C.P., the migrant city materializes the severity of the ongoing humanitarian crisis that migration represents in the Sonora/Arizona desert. Despite multiple deterrent policies, such as the weaponization of the desert and increased surveillance of the border, the inflow of migrants remains high, as do the casualties. This urban design exercise envisions a city for 100,000 migrants, serving as an intellectual provocation that considers the possibility of a transnational zone in the borderlands of Mexico and the United States that welcomes any American (understood here as a resident of the American continent). The exercise was developed to the architectural scale, culminating in the design of a residential building that employs canonical concepts like the Maison Dom-Ino by Le Corbusier.



MIGRANT CITY AERIAL



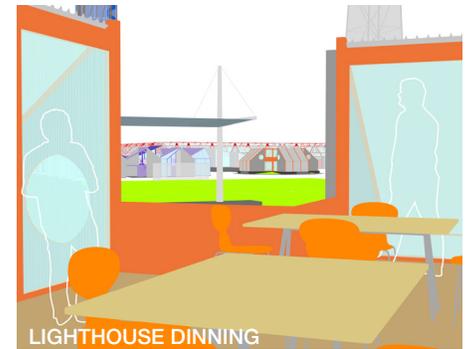
HOUSING BLOCK EXTERIOR



MIGRANT DOM-INO



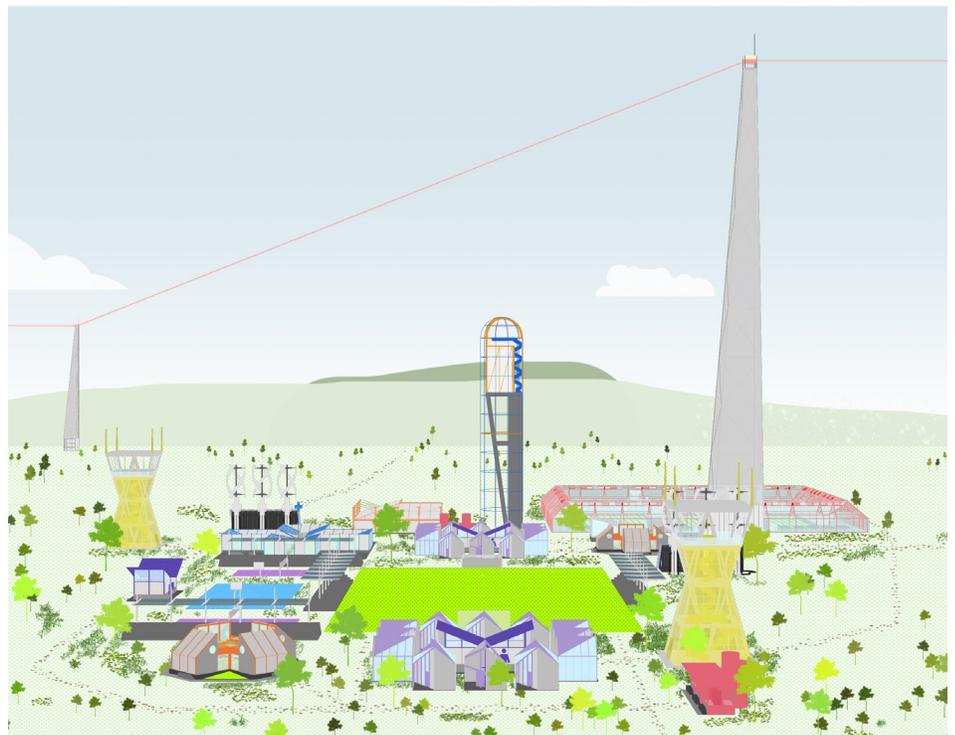
LIGHTHOUSE SPORTS



LIGHTHOUSE DINNING

## LIGHTHOUSE NETWORK

At the core of the Pan-American Cooperation Project, the lighthouse network revisits the typology of the traditional lighthouse and repurposes it at a conceptual level. This new typology is envisioned as one that can guide migrants through Mexico, helping to alleviate the hazards and dangers they face along the journey. It is a metabolic, flexible, and temporary urban settlement that is dynamic not only in its dimensions but also in its composition. The lighthouse shifts its nature according to the environmental conditions in which it is located. Furthermore, it can respond to the social environment, providing greater security in areas of intense drug cartel activity or larger farming facilities in territories that serve as agricultural and economic engines for Mexico.



## EXHIBITIONS

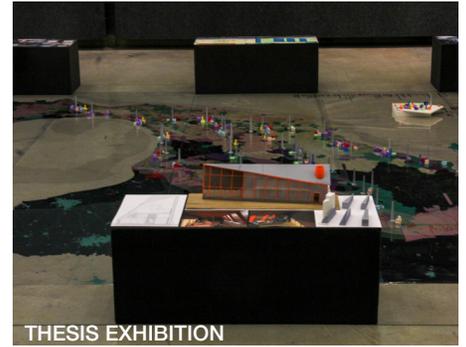
The overall project has been translated into multiple exhibitions. It was first presented as an ephemeral installation during thesis week at Cornell AAP. In parallel, a proposal was submitted for the renowned LIGA 40 competition in Mexico City. Currently, the P.C.P. is scheduled to be exhibited at Cornell AAP in September 2025 at the Bibliowicz Family Gallery under the title Data/Migration/Design. These experiences have allowed the robust research produced as part of the P.C.P. to translate effectively into legible and accessible experiences for the intended audience. While the exhibitions present the work through drawings and models, they more importantly function as didactic platforms that invite collective reflection on the humanitarian crisis that migration currently represents.

### Data/Migration/Design

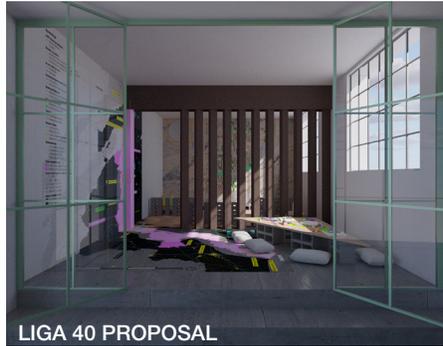
This exhibition explored migration in the Americas as both a humanitarian and infrastructural crisis, proposing architecture not as a solution but as a critical tool for inquiry. Centered on the dangerous migration corridors through Mexico, it blended spatial analysis, participatory research, and computational methods to uncover how migrants imagine and prioritize spaces of care, rest, and protection. Visualized through data-rich drawings, speculative infrastructures, and a mosaic of game-based design iterations by migrants, the exhibition constructs a multi-scalar narrative of displacement. Through this convergence of design, data, and participation, the project challenges conventional humanitarian approaches and repositions architecture as a practice grounded both in evidence and engagement.



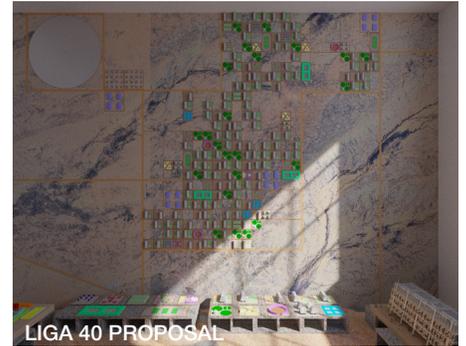
THESIS EXHIBITION



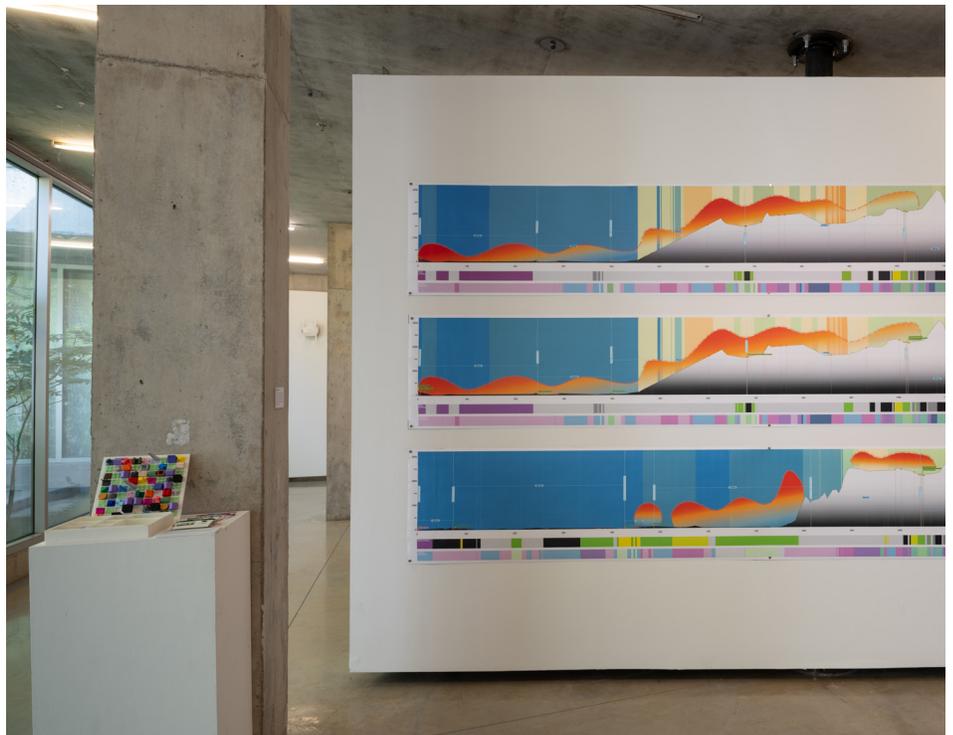
THESIS EXHIBITION



LIGA 40 PROPOSAL



LIGA 40 PROPOSAL





to identify suitable plots for intervention. The result is not a single area or neighborhood, but a network of plots with high potential to become urban regenerators for New York City.

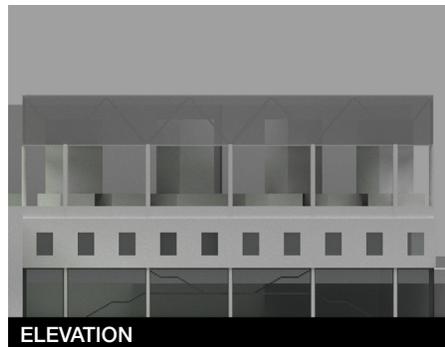
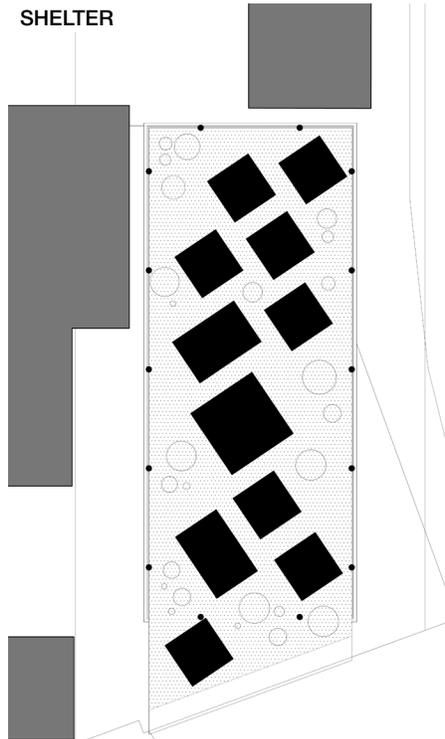
The design proposals include multiple typologies, architectural forms that respond to the specific conditions of the selected sites. The migrant tower, for example, focuses on maximizing density and FAR. The migrant center responds to contextual conditions, adopting a more horizontal configuration and providing the neighborhood with sports facilities and a community center. Both of them with an appealing design language.

The vision for the shelter is to become an urban amenity in itself. More than a space of temporary refuge, the building aspires to enhance the neighborhood through community engagement and spatial improvement. The image to the right conveys the proposed vibrancy of the intervention, a structure that activates its surroundings and introduces new life to the street.

The design goes beyond the basic function of sheltering. It integrates additional public amenities, such as an indoor rooftop sports facility, positioning the building as a multifunctional civic space. By doing so, it supports not only the migrant population but also the local community.

Architecturally, the project introduces a contemporary language to the square, one that gestures toward the future of the city. The strategic use of color, combined with a thoughtful balance of solidity, opacity, and transparency, gives the building a distinctive character. This expressive form aims to reframe public perception of shelters, presenting them as dignified, optimistic, and positive parts of the urban fabric.

SHELTER



03

# QUEENSBRIDGE

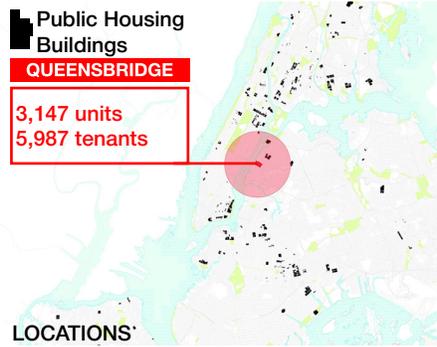
Converting the largest public housing development into a welcoming community.

Location : Queens, New York City

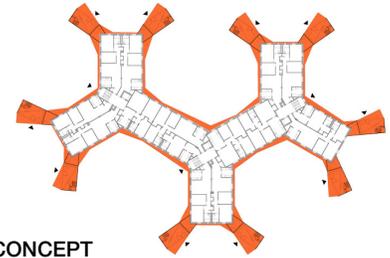
Date : May 2024

Typology : Urban Design / Housing Retrofit

Collaborators: Timur Dogan & Katharina Kral.



Cladding Update / Unobstructed Views / Surrounding Balconies / Individual Cores / Organic Growth / Independent Units



CONCEPT

## Retrofit / Adaptation

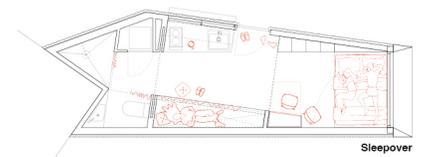
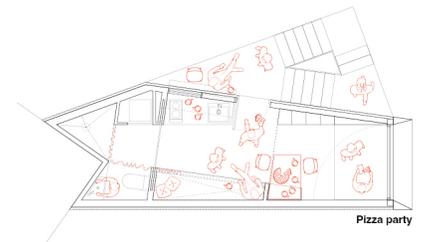
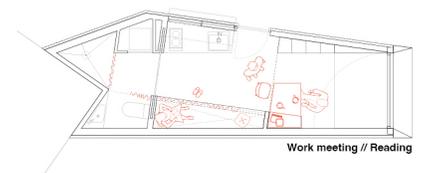
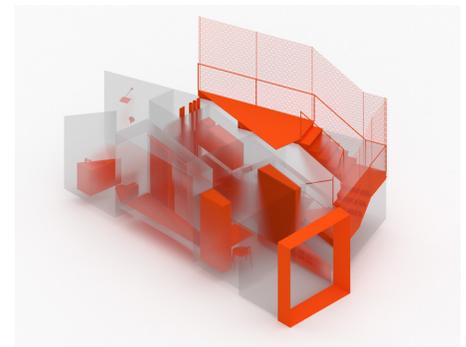
The housing crisis in New York City, along with the immigration crisis, places significant pressure on authorities to provide tangible solutions. However, the two issues are closely related and can be addressed through strategic planning and focused design. The strategy behind this proposal is to retrofit the largest public housing development in the United States (Queensbridge) with the intention of creating a model that can be replicated across the city and the country.

The proposed design consists of incorporating micro-dwelling units into the corners of the existing buildings as additions that do not obstruct the current windows. These units update the visual image of Queensbridge with a modern and clean design language. The proposal also considers the implementation of a new cladding system for all buildings, improvements to public areas, and the installation of solar panels to both reduce energy consumption and meet the additional demand.

The redevelopment aims to create a vibrant community that fosters connections between local residents and temporarily sheltered individuals as they integrate into NYC's society.

## Affordability & accessibility

The cost of addressing urgently



DWELLING MOMENTS

needed renovations of NYC's public housing stock is estimated at \$78B, but the federal government has funded only a fraction. Queensbridge is rooted in a public-private partnership in which we propose public housing facade improvements to be subsidized by the privately developed micro homes. Using prefabricated cross-laminated timber panels and Kingspan insulated façade panels allows for streamlining the production and installation on site and achieving significant economies of scale, thereby reducing overall cost and disturbance of residents.

### Micro Unit

Small flats can be especially expensive due to high demand and limited availability and they often pose several challenges that are more pronounced if multiple people share a home. For instance, cramped living quarters often lack essential amenities, i.e. washer/ dryer, dishwasher, sufficient living space, storage, and workspace. These make it difficult for residents to live comfortably and restrict entertaining which can limit social activities and gatherings. It can be especially challenging to find personal space within a small dwelling, which can negatively impact well-being and health. Queensbridge centers around the idea of achieving maximum utility and comfort with a minimum of space and resources to promote social equality, economic sustainability and quality of life for its residents. The 25m<sup>2</sup> small units prioritize optimal use of space while at the same time giving a sense of spaciousness through generous connections to the outside, extra height, careful zoning, flexible furniture and the use of sliding doors and curtains as space dividers. Oblique lines and reflective materials always open the space towards the view. Clerestory windows protect privacy and maximize natural light and ventilation in the dense urban site.



# 04

## HOGAR

Designing micro-housing modules for a broader objective and well-being improvement.

Location : Mexicali, Mexico

Date : March 2025

Typology : Micro Housing/Shelter



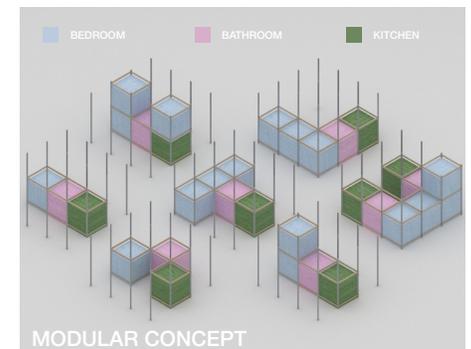
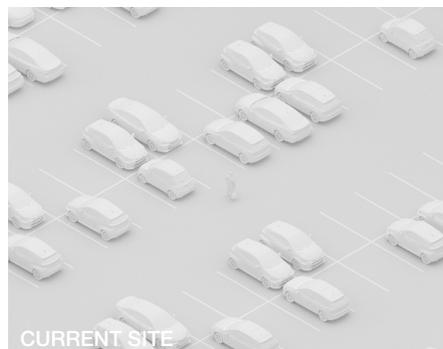
### MIGRATION CRISIS

In response to the ongoing migration crisis along the Mexico-U.S. border, there is an urgent need for a thoughtful approach to accommodate incoming migrants and deported individuals. Currently, the Mexican government is constructing temporary mega-tents to provide beds and shelter; however, these facilities fail to offer dignified living conditions, privacy, or the possibility of fostering a true sense of home. This proposal is situated in Mexicali, Baja California, a border city experiencing a high influx of deported individuals. As indicated in the urban plan, the site is strategically located just minutes from the border, facilitating a rapid and supportive transition for migrants, deportees, and refugees.

The project is named Hogar, the Spanish word for “home,” a term that carries profound significance in the context of migration. This proposal recognizes that people on the move seek not just shelter but a place to belong, whether temporarily or permanently. The design envisions a total of 250 new homes, creating a space where individuals can find stability, whether as a stepping stone in their journey or as a foundation for rebuilding their lives.

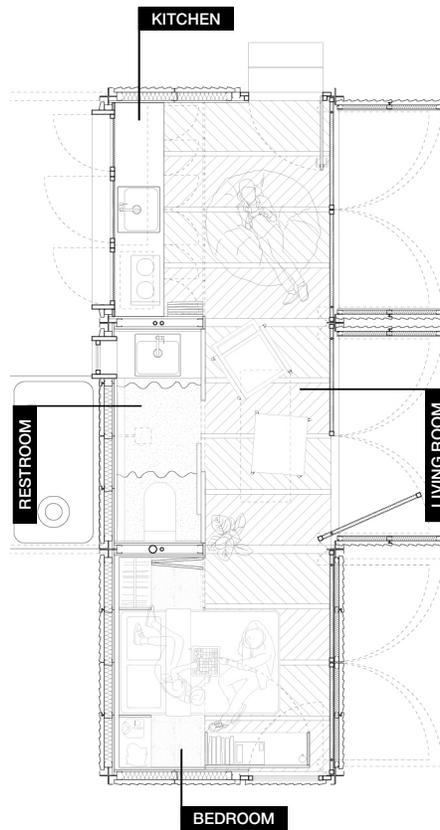
### MIGRANT AGENCY

A defining strength of Hogar is its ability to empower residents with spatial agency. In the context of migration,



there is often tension between permanence and temporariness, yet little consideration is given to the specific spatial preferences and design needs of migrants and refugees. In response, Hogar employs a modular system, functioning as a spatial canvas where each home can be configured according to the resident's needs and aspirations.

Furthermore, this prototype is designed with long-term adaptability in mind. From the outset, it provides the structural framework for future expansion. Each household begins with three core modules (a bathroom, a bedroom, and a kitchen) but residents can expand or customize their homes over time, fostering a sense of ownership and stability.



FLOOR PLAN



MODULAR COMPONENTS



FRONT FACADE



BACK FACADE

# 05

## DENVER HOUSE

Designing housing as infrastructural seeds for broader change and urban improvement.

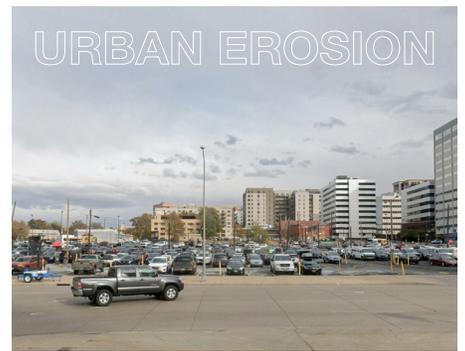
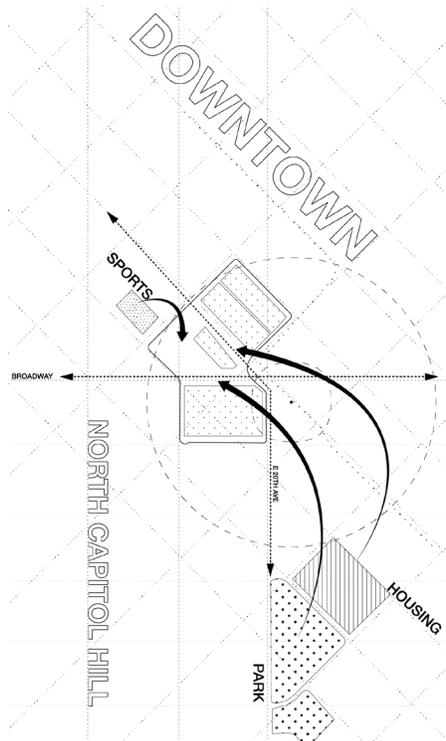
Location : Denver, Colorado  
Date : October 2025  
Typology : Affordable Housing

### DWELLING PLAN

The project begins with a fundamental question: how can the act of dwelling reshape the contemporary city? In Denver, a city defined by its expansive grids, shifting orientations, and residual voids, the chosen site sits precisely at the hinge where the downtown grid rotates from 90 to 45 degrees. This seemingly ordinary condition becomes an opportunity to redefine the relationship between urban geometry and human habitation. Today, the site and its surroundings are marked by urban erosion, vast surface parking lots that fragment continuity and reduce the downtown to a field of empty asphalt. These spaces, once active components of the city, have turned into urban absences that erode social and ecological life.

The proposal consolidates two of these parking lots into a pedestrian-oriented superblock, removing vehicular dominance and reclaiming the ground for public use. Here, the act of building housing is understood not merely as providing shelter, but as reactivating civic life. Inspired by Heidegger's notion that "to dwell is to build and to think," the project approaches housing as a spatial, cultural, and ethical project of repair.

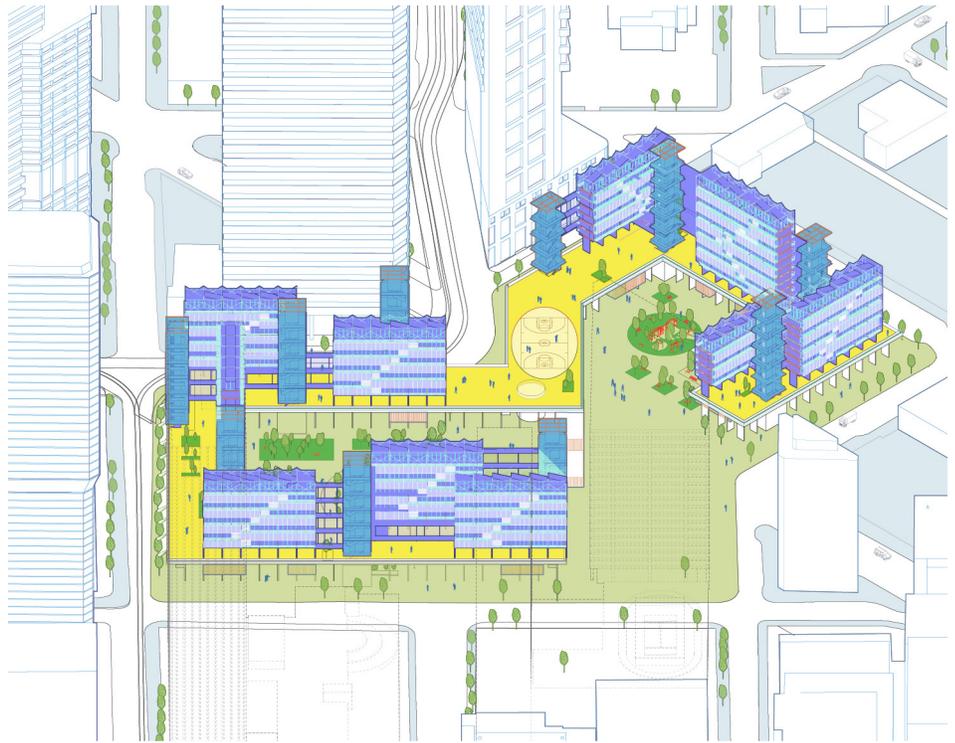
At the scale of the plan, the composition weaves together housing, public space, and collective amenities into a unified system. Green corridors, courtyards, and



retail pavilions create a porous fabric that reintroduces continuity between built and open space. The housing clusters are arranged to define a series of pedestrian streets and plazas, transforming what was once residual land into a living urban field. Dwelling, in this sense, becomes synonymous with place-making: a way of thinking and constructing the city through inhabitation. The new urban plan envisions density not as accumulation, but as cohabitation, an infrastructural strategy for living together in a renewed, civic landscape.

At the most intimate scale, the project conceives the dwelling unit as a flexible framework for living, adaptable to multiple forms of inhabitation. Each unit is defined by a perfect 20-by-20-foot square, complemented by a generous balcony measuring 20 by 10 feet. Within this compact geometry, a single rotated core organizes the domestic landscape. Containing the bathroom, tub, and vanity, this diagonal element introduces a subtle tension that defines spatial zones without relying on interior partitions. The result is an open, continuous room where the resident determines how to live, where to sleep, cook, or gather.

The façade becomes an active threshold rather than a static enclosure. Its operable panels allow residents to modulate openness and privacy, responding to Denver's changing seasons and light conditions. On warm days, the dwelling extends outward into the balcony, in winter, it retreats inward, maintaining intimacy and warmth.



## MONARCA PLAY

Providing an impactful and transformative space for an under-attended population.

Location : Monterrey, Mexico

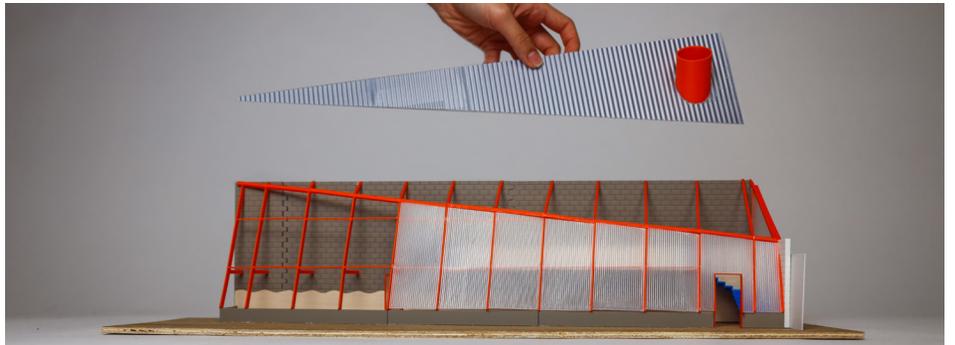
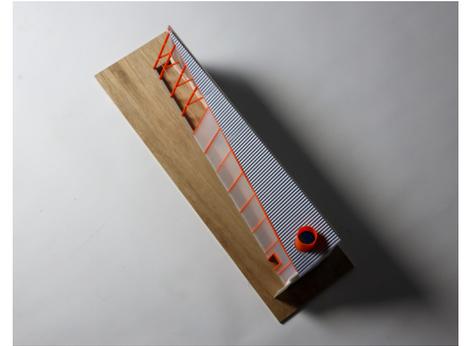
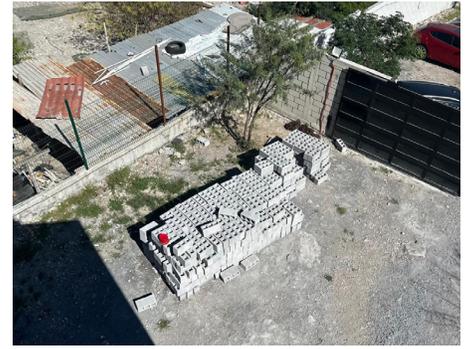
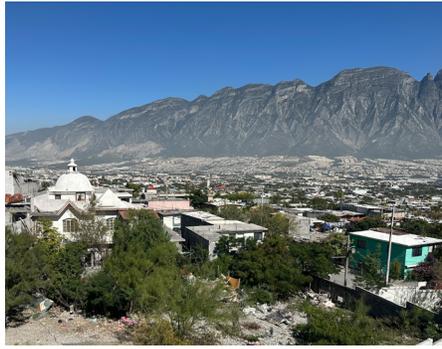
Date : November 2024

Typology : Playroom for Migrant Children

During the trip I did to test the participatory design workshop methodology (included in this portfolio), an unexpected yet rewarding outcome emerged. The humanitarian organization "Casa Monarca Ayuda Humanitaria al Migrante ABP" commissioned me to design an indoor playroom specifically dedicated to migrant children. This project was born from an increasing concern about the lack of an adequate and dedicated space for the shelter's youngest residents. With over 40 children residing in the shelter, at that time, the organization recognized the urgent need for a space tailored to their needs, underscoring the vital role an architect could play in addressing this challenge.

This commission has provided a unique opportunity to blend participatory insights with design creativity. Despite limited resources and the constraints imposed by the site's existing conditions, the project aims to create a safe, nurturing, and stimulating environment where migrant children can engage in play, fostering a sense of normalcy and joy amidst the turbulence of migration.

The design process, informed by the principles of flexibility and inclusivity, seeks to maximize the potential of the available space while addressing the children's developmental and emotional needs. The following pages present the conceptual and preliminary designs for the playroom, showcasing how architecture can contribute to create



meaningful and supportive environments for vulnerable populations.

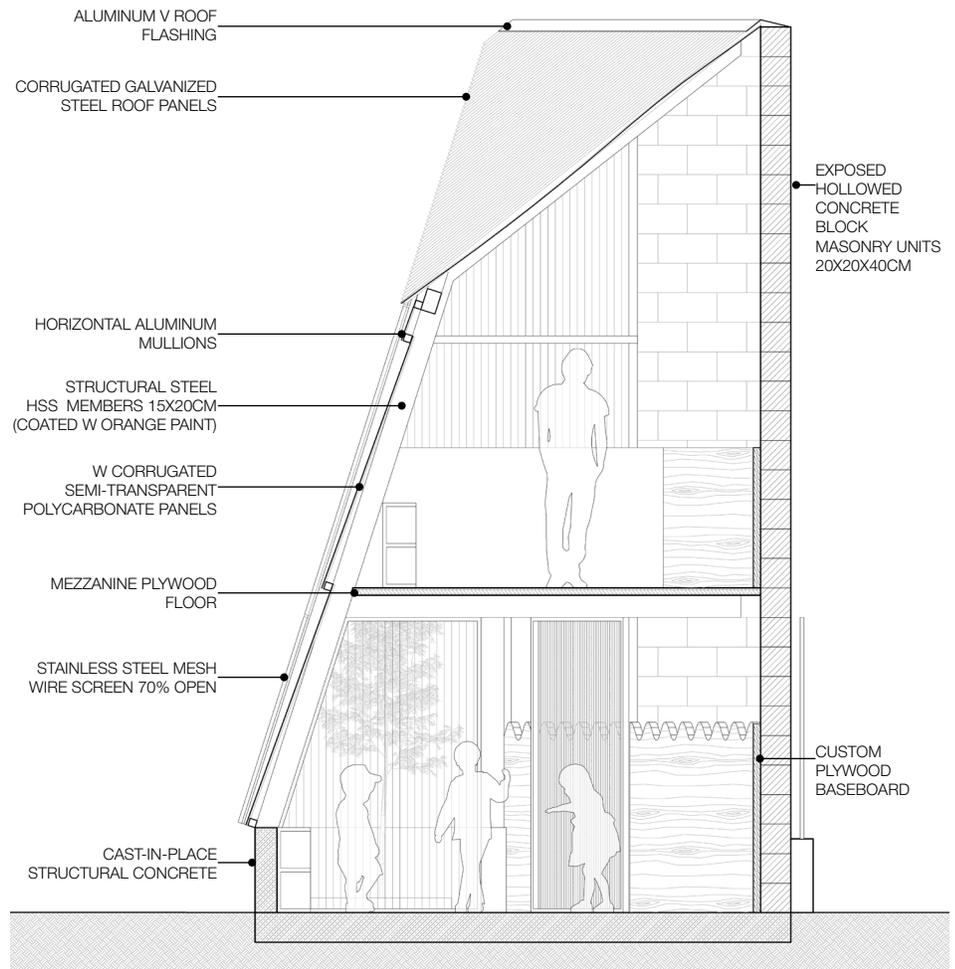
## MATERIALITY

The materiality of the playroom project is largely driven by the budget limitations inherent to its context. Despite these constraints, the design aspires to balance affordability and architectural sensibility, proving that even modest resources can yield a rich and functional space. The material palette is intentionally straightforward, focusing on accessibility, durability, and ease of construction while maintaining a thoughtful approach to design.

The structural framework relies on steel hollow profiles, offering strength and simplicity for quick assembly. The primary enclosure is a masonry bearing wall, chosen for its cost-effectiveness and structural reliability. To add warmth and a sense of tactility to the interior, elements of plywood are incorporated, serving both functional and aesthetic purposes, such as the custom baseboard.

The façade design is a key feature, employing polycarbonate panels for their lightweight, translucent quality. These panels allow natural light to permeate the space, creating a bright and inviting environment for the children. To address safety concerns in the surrounding context, the polycarbonate is shielded by a thin and open steel mesh, ensuring both durability and security.

This careful selection of materials demonstrates how architecture can thoughtfully respond to challenging circumstances, creating a space that is not only practical but also uplifting for its young users.

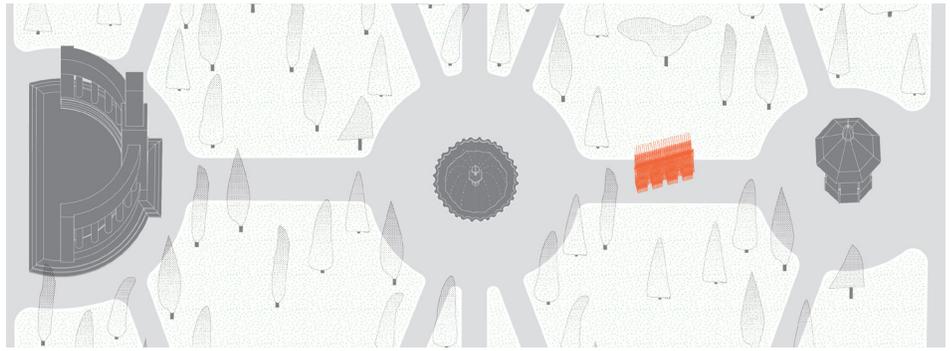


# 07

## SOLITUDE PORTAL

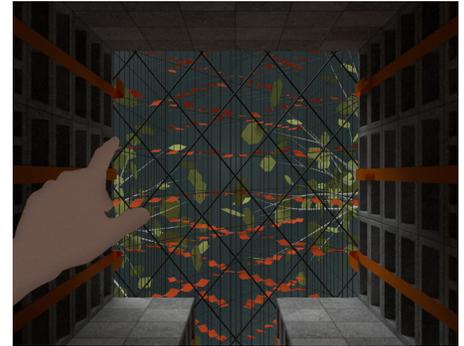
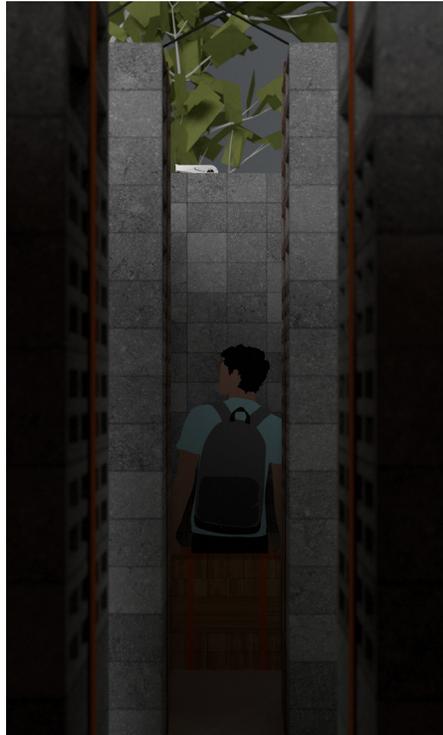
Providing a space for introspection and voluntary isolation in the middle of a crowded city.

Location : Mexico City, Mexico  
Date : February 2025  
Typology : Pavilion



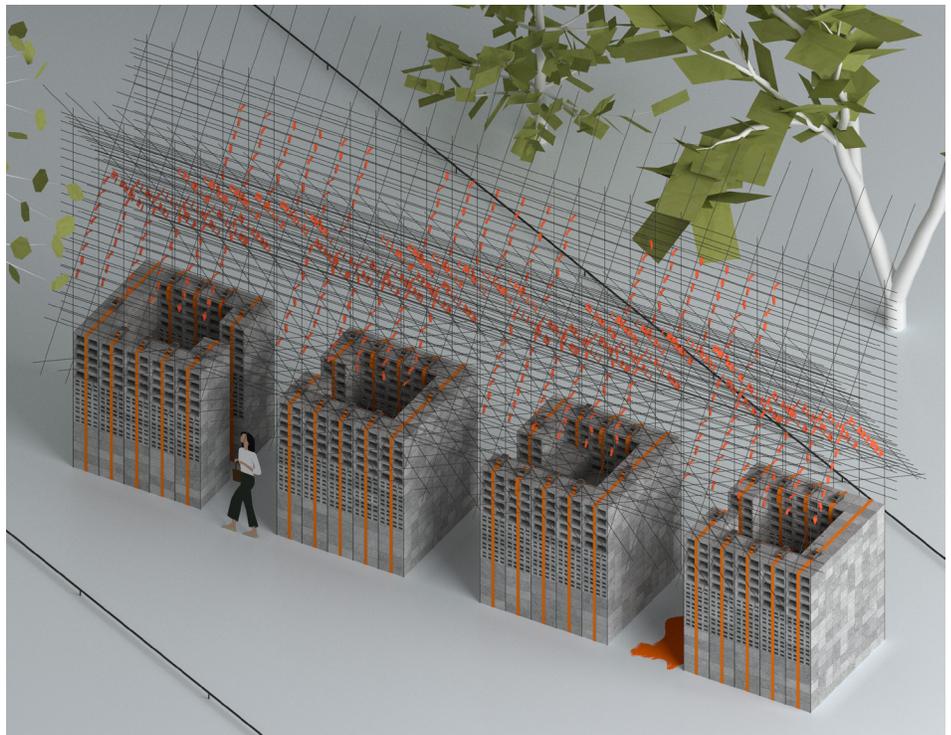
Solitude Portal is a threshold that questions its own function. It offers neither satisfaction nor drama before or after crossing it. It is a transition that traps those who pass through. Here, the only way out is inward.

The structure is composed of ordinary construction materials, such as concrete blocks and steel rods. We preserve their material condition so that they may be resold in the pavilion's afterlife, reducing its cost to nearly zero. The concrete blocks, measuring 2.25 meters in height, form a heavy yet porous base. Above them rests an ethereal cloud woven from steel rods, inspired by the "Rods of Hope" that connect signaling flags. In contrast, the upper portion is light but inaccessible.



In the early days of Alameda Central, walls and portals were fundamental elements. They symbolized segregation and control. Today, the park appears without physical barriers, yet cultural and social conditions accentuate an invisible wall. We believe that the status quo calls for an investigation into the archetype of the portal.

We interrogate the portal by introducing a secluded occupation. The portal houses four unique chambers. The entrances to each allow only one person to pass at a time. This choreographed interaction, coupled with the height of the block wall, evokes *The Labyrinth of Solitude* by Octavio Paz.



## STUDENT WORK

Work produced by students at Cornell AAP, first year and advanced option studios.

Location : Cornell AAP  
Date : 2025  
Typology : Student Work

The first two images (top) are part of the first year studio Geologies of Making. The core studio is a skill building focused studio that introduces students to initial notions and understanding of spatiality and design. At the same time, students are exposed and requested to learn digital and physical tools. The selected images show the midterm stage of the studio, where students were requested to generate their own design language that acts as a geological force into a wooden block.

The second set of images (middle) show the development plans of two different studios in the “Edible Homes” studio co-taught along Claire Weisz. The students were requested to create a development plan for thirty two housing units dedicated to farm workers. The selected student work shows the heterogeneous approaches present at the studio.

The last pair of photos (bottom) are also part of “Edible Homes”. The depicted physical model is the conclusion of the research phase in the studio. The pair of students explored the relationship and ratio between productive land, housing and infrastructure. They developed a vertical micro-home that intends to provide the major amount of productive land.

