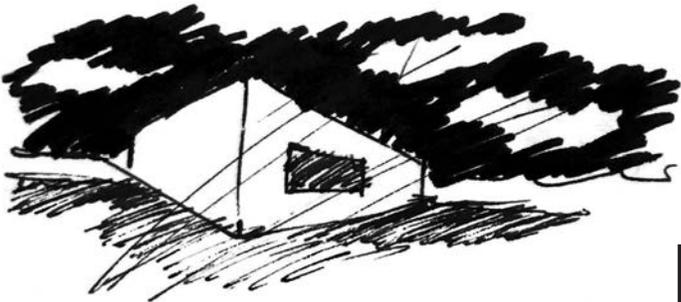


# PORTFOLIO

Andrya Mojena Cutié



Fall 2020	<p><b>UA Community Resource Center</b>          AAE 480: Architectural Design III          Instructor: Dwayne Eshenbaugh          Team: Andrya Mojena Cutié + Mario Rodriguez</p>
Spring 2018	<p><b>The Geo-Synthetic City: Combinatory Urban Topologies</b>          AAE 282: Design Foundation III          Instructor: Alberto de Salvatierra          Team: Rolfe Barbosa + Andrya Mojena Cutié + Tyler Naumes + Antonio Trejo</p>
Spring 2021	<p><b>Serenity</b>          AAE 482: Architectural Design IV          Instructor: Joshua Vermillion</p>
Fall 2019	<p><b>Performative Shell</b>          AAD 367: Advanced Digital Media          Instructor: Joshua Vermillion</p>
Spring 2020	<p><b>Kanab Artist Retreat</b>          AAE 480: Architectural Design III          Instructor: Dwayne Eshenbaugh</p>
Fall 2020	<p><b>City's Roots</b>          AAE 380: Architectural Design I          Instructor: Jorge Hernandez</p>
Fall 2019	<p><b>Wooden Vista</b>          AAE 380: Architectural Design I          Instructor: Deborah Oakley + Jorge Hernandez</p>
Fall 2019	<p><b>Personal Work</b>          Hand Drawings</p>

# INDEX

## Why Architecture?

“Architecture is an art when one consciously or unconsciously creates aesthetic emotion in the atmosphere and when this environment produces well-being.”

- Luis Barragán

I first undeniably thought of architecture as a career path after my freshman year of high school when I visited my country of origin Cuba for the first time after I moved to the United States at the age of ten. Going back and experiencing my country and its architecture with a new and different perspective was truly shocking. Poorly designed and constructed hospitals, schools and chaotic/unpleasant cities that have stopped in time.

My goal in my future profession is to be part of that progress and know that I, like many of my peers can truly make a positive change in this world if that is what we aim for. I aspire to be part of the design process of safer, kinder, and environmentally friendlier overall constructions in the less fortunate countries in this world.

## Technical Skills

Rhinoceros 3D  
Grasshopper 3D  
Autodesk Revit  
Adobe Photoshop  
Adobe Illustrator  
Adobe Indesign  
Lumion  
Sketching  
Drawing  
Model Making

## Related Skills

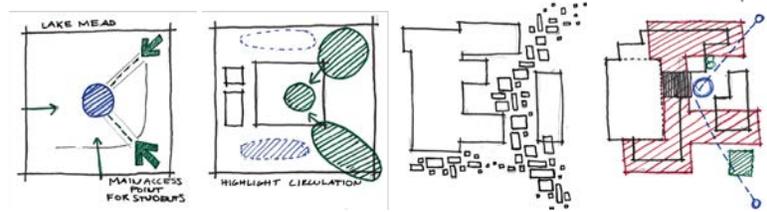
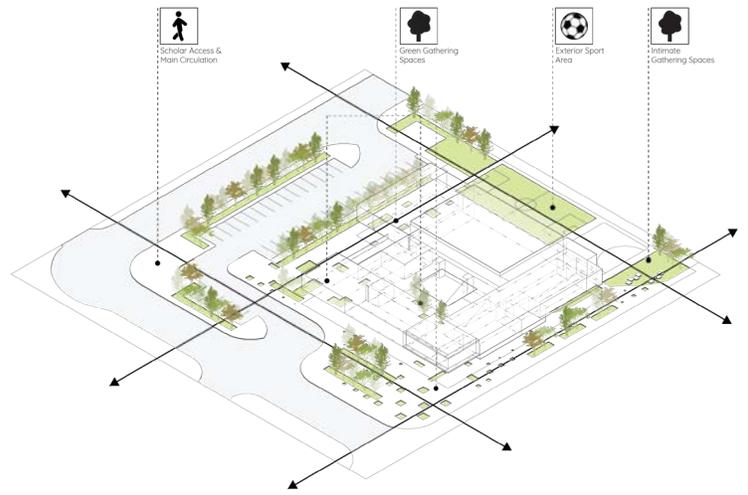
Architectural presentations  
Architectural Rendering  
Sketching and diagramming  
Passionate about design  
Bilingual: fluent in English and Spanish

COVER  
LETTER

# UA COMMUNITY RESOURCE CENTER

For the new Urban Academy (UA) community resource center it was important to create stability and provide a pathway to better jobs and education for scholars and their families of the local community.

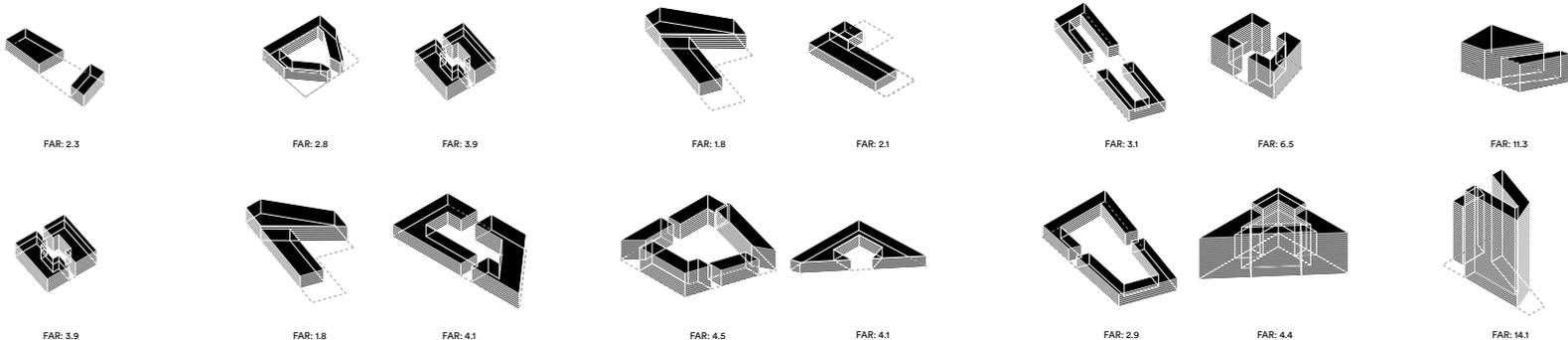
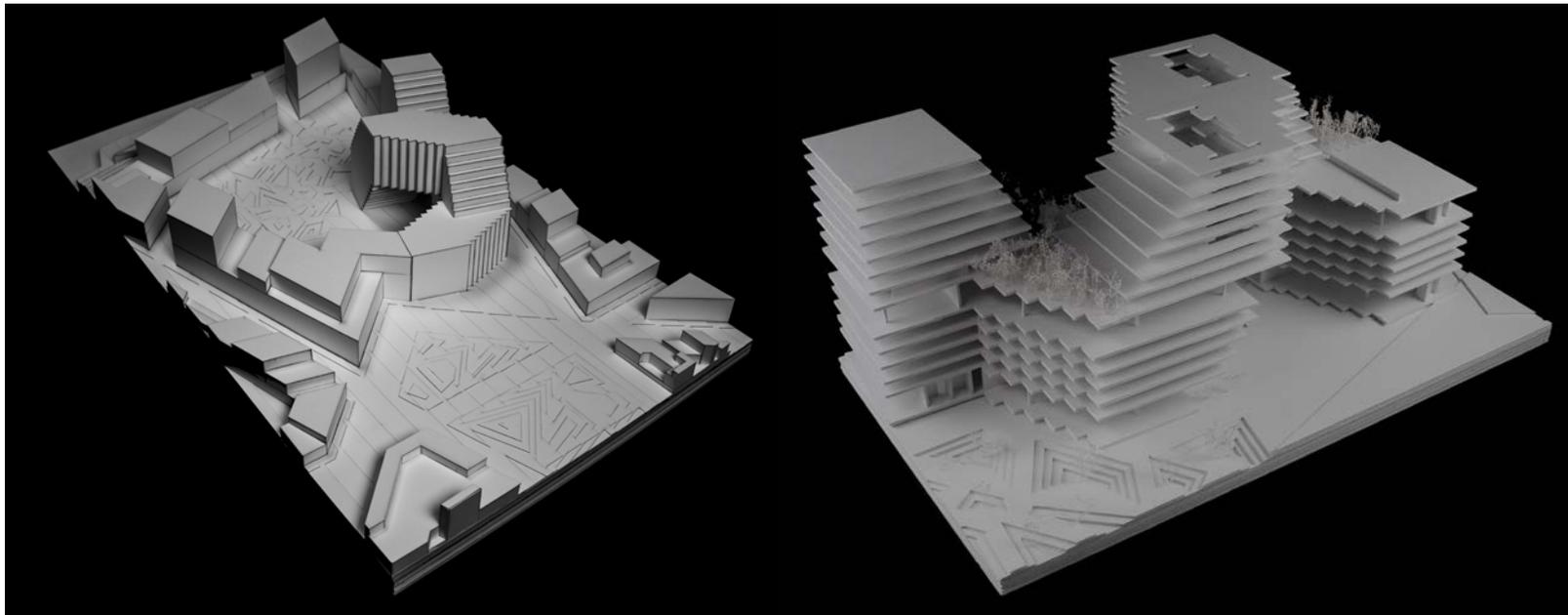
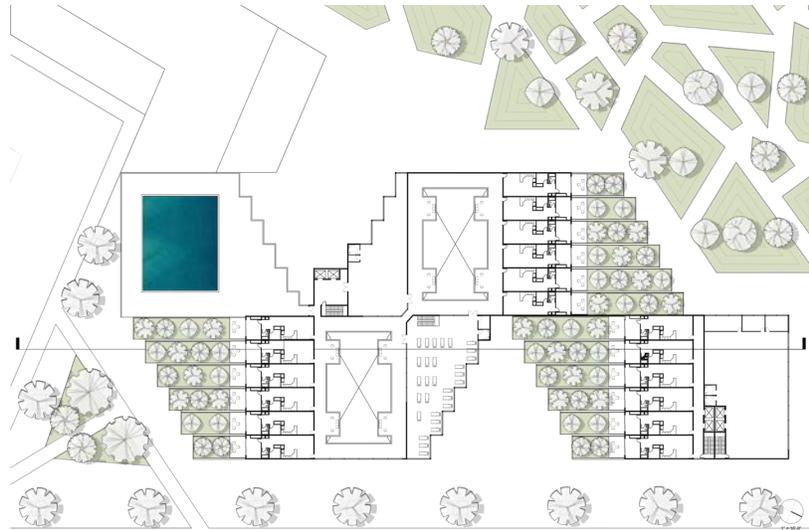
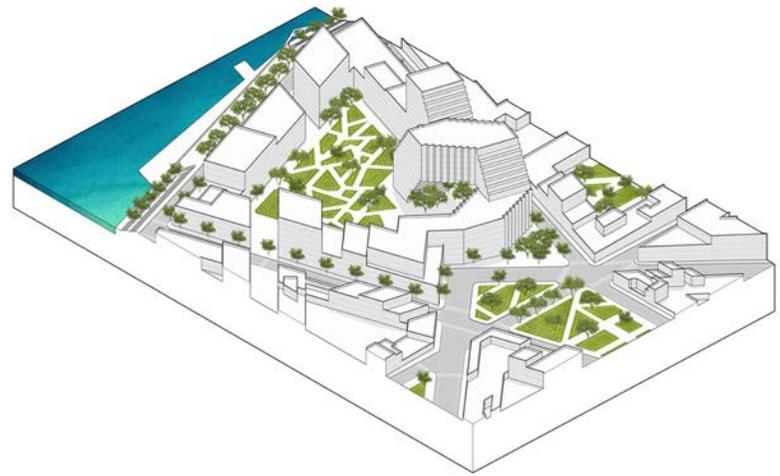
The major design driver was to bridge the gap between the community and the school. This was done by highlighting those pathways that connect both of them on the south-eastern side for the scholars and north-eastern side for the community. As well as designing gathering spaces all throughout the site in addition to a central atrium within the building. Those spaces will then become significant to promote the construction of new relationships with everyone in a way that empowers their voices, values and strengths.



# THE GEO-SYNTHETIC CITY: COMBINATORY URBAN TOPOLOGIES

Works on the shores of Lake Mead, North-West of Boulder City. Creating a territorial plan, an ideal neighborhood within it and a main attraction building characterizing the neighborhood.

The axonometric drawing highlight the massings which are derived from those patterns one may see in Barcelona, Spain, a mid-rise city integrating courtyards with unique green spaces within it. At the center of what can be the typical neighborhood scene that is modeled both digitally and physically a building that creates an opening towards the courtyard can be seen. The created building is composed of stacked units with outdoors spaces above, garden spaces and open recreational areas.

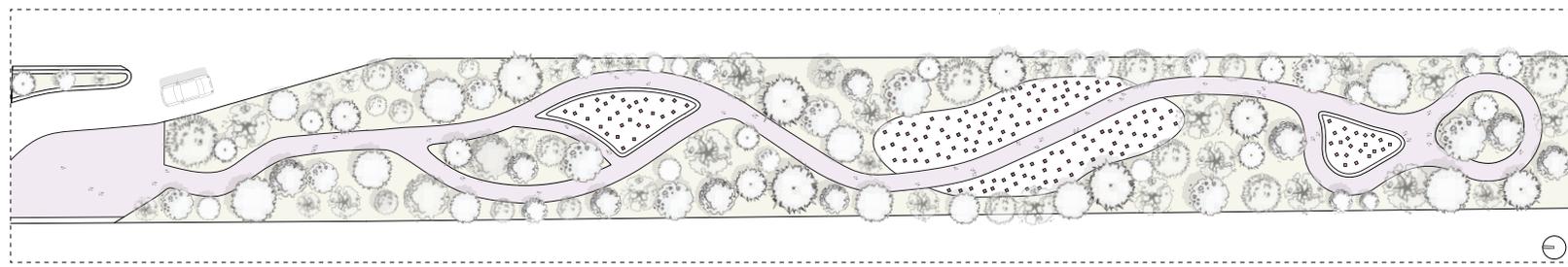
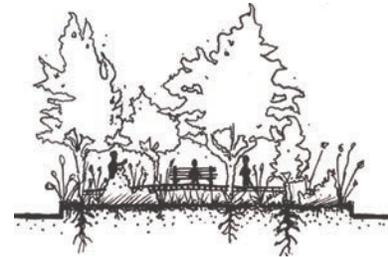
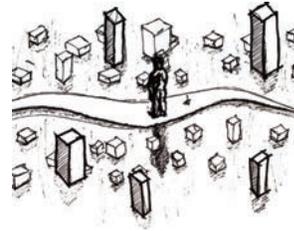
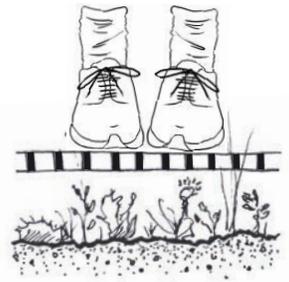
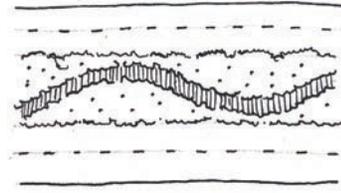


# SERENITY

Serenity is a memorial for the October 1st 2017 tragedy, where lives were stolen, hundreds were scarred and no answers were given. The question became how to find a language to explore the collective loss the country was feeling and the overall acknowledgement of absence? That was answered by offering spaces for reflection and contemplation through the ease of the site and an impactful interaction in the middle of it.

The design gives an unique opportunity of celebrating and honoring life through life itself with a landscape composed of rich vegetation. In a context surrounded by cars, speed and noise, the memorial is then an island of peace in the middle of chaos.

The suspended grating path guides the visitors through the site without touch. Reaching a central area composed of a reflective pool and permanent lanterns which lights express a lasting quality. As the water below moves, and as the visitors continue their journey, the memories and impact of the public consciousness will persist and never fade.

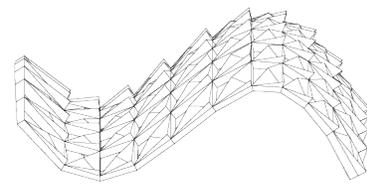


# PERFORMATIVE SHELL

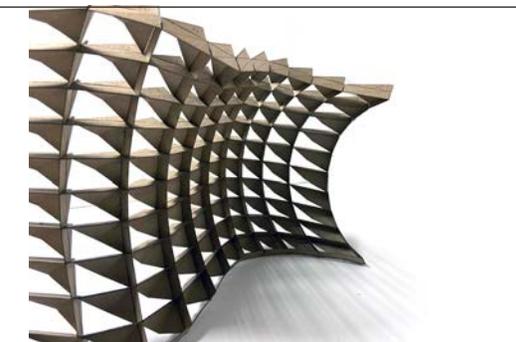
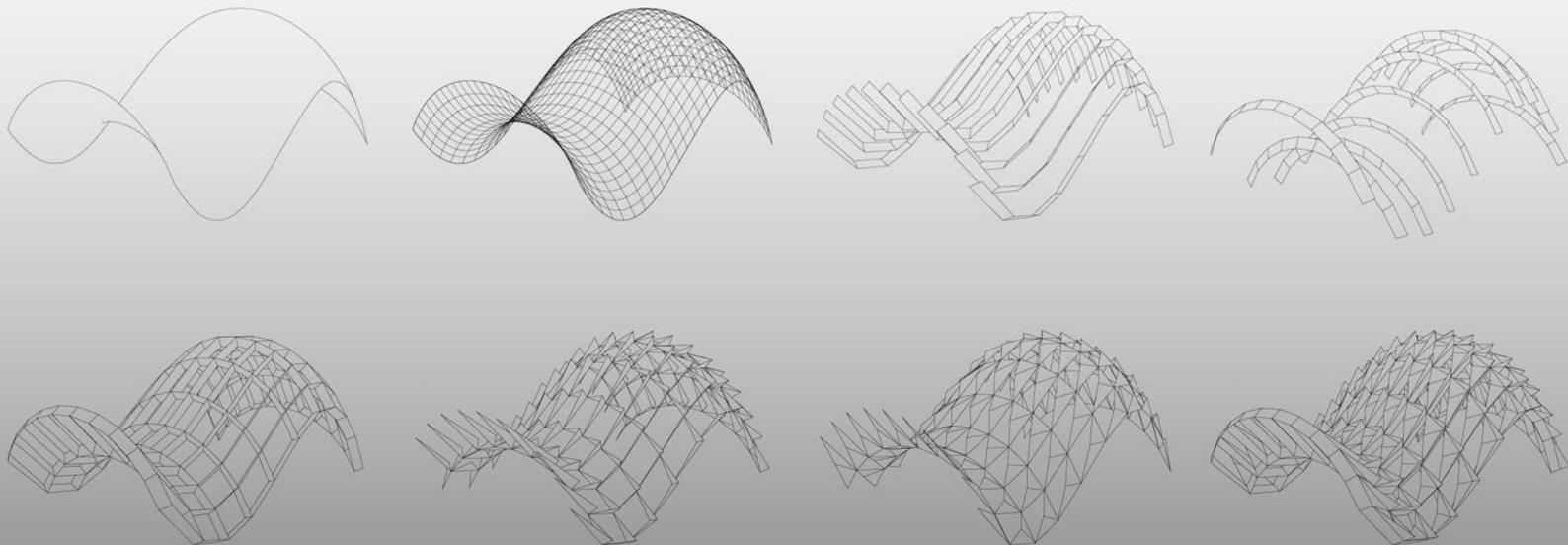
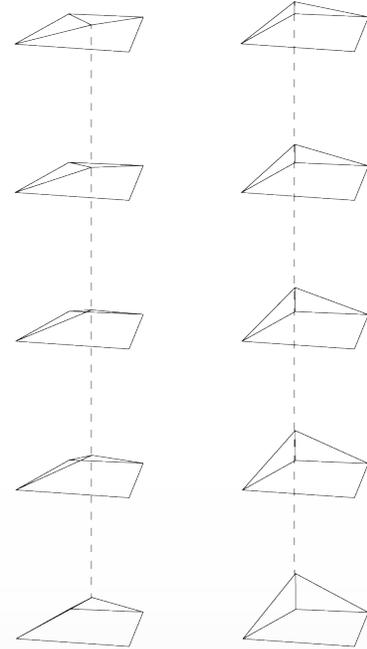
System and parametric design in digital fabrication. A notched shell system with parametric skin components fills the 4-sided cell. Creating an anticlastic surface that curves in two different directions that form the geometric and structural definitions of the shell structure.

A skin composed of two sets of triangular components that are sized specifically for their particular location. Building with Rhinoceros and Grasshopper plug-in to create a project that consists of rationalizing three-dimensional geometries into planar components which become ready for the fabrication of the physical model.

Geometry, production and performance.



Skin Component Transitions



# KANAB ARTIST RETREAT

Located in Utah, Nevada, at 7000ft elevation and 3 hours North of Las Vegas.

Artists are influenced and inspired by everything around them and for this project the goal was to create an inspiring retreat to support that.

Ideal for emerging and advanced career artists who are looking for seclusion to explore personal creative expression. With a design concept that uses the ideas of building to embrace the desert, building within the desert, and building to resist the desert so that the artists which will inhabit it can escape, reconnect and get inspired with the purity of the elements and the raw desert landscape.

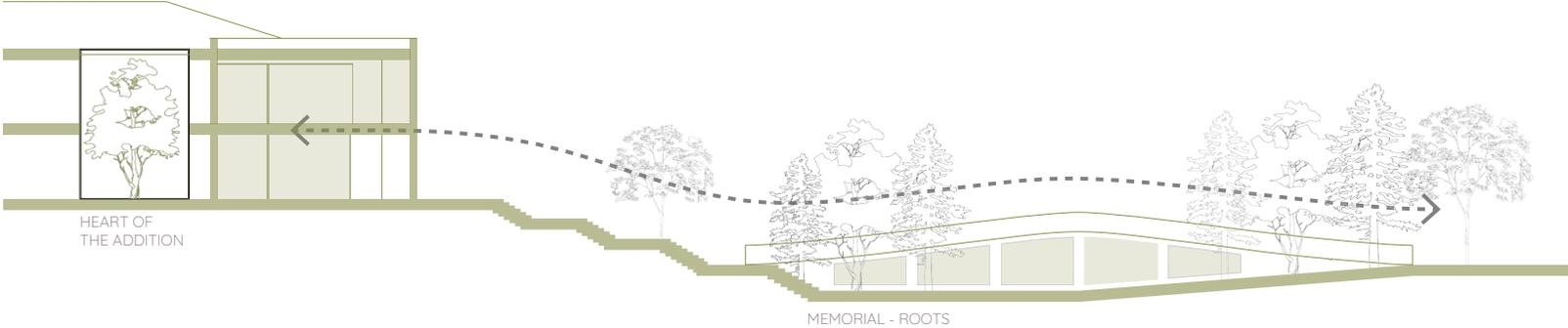


# CITY'S ROOTS

The new City Hall addition and Veterans memorial will enhance the redesigned plaza by creating an opportunity to honor those who have served Henderson and engrain their efforts as the roots to the city's future.

The architectural goal became not only to revitalize the plaza with the transparent, airy and positive atmosphere of a new addition, but to also integrate a memorial that represents such strong roots of a tree and is endorsed with the landscape design.

Externally the addition's simple geometry is characterized by its sets of V-shaped columns surrounding it, originally inspired by tree-branching columns. Reinforcing the idea of strength, support, and the capability of carrying the essence of what a city hall and its future stand for.



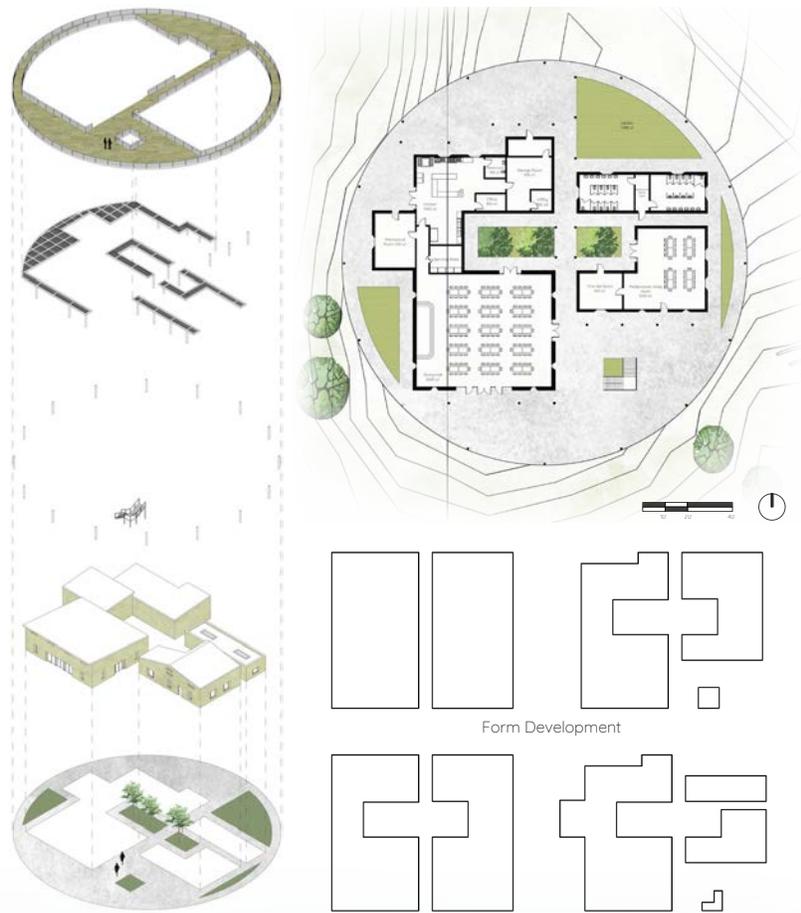
# WOODEN VISTA

Located in rural Alamo, Nevada, approximately 90 miles from North Las Vegas.

In 2018, the Girl Scouts of Southern Nevada (GSSN) were gifted a donation of land that included about 70 acres of property. The Alamo property will become the new Girl Scout Camp.

Wooden Vista becomes the multipurpose dining hall based on the northern area of the site. A project that focuses on the experiences and memories that can take place in the new focal area of the camp. Experiences for young girls that do not necessarily come from the interior spaces but from those outdoor gatherings as well. These are the ones developed around a circular elevated deck that allows for maximum 360 degree view capability while unexposed to lateral light pollution, helping the ones who walk it to slow down and appreciate the beauty of its surroundings.

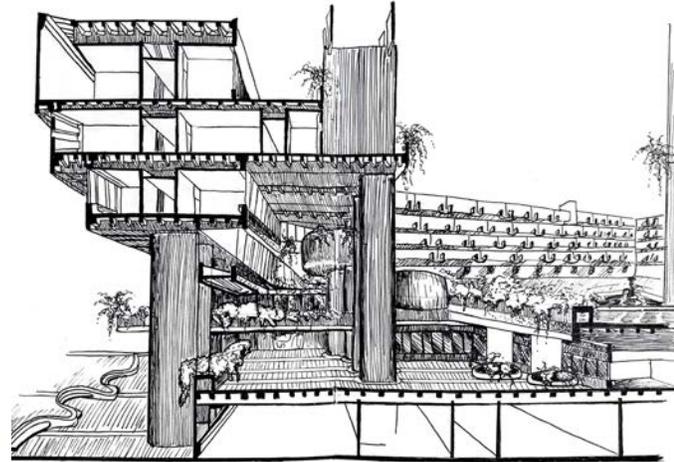
In addition, a design that is light on the environment becomes a teaching tool for the future generations.



# PERSONAL WORK

Work that highlight some of my most detail-oriented drawings that are composed of ink/graphite/watercolor/vector drawing of section cuts, vegetaion, still life, realistic portraits, etc.

Drawing and sketching is one of the easiest, fastest, and most creative tool I believe anyone could have as an architecture student.



“Look at usual things with unusual eyes”

-Vico Magistretti