



ABOUT ME

Hi! I'm Lala. I'm 26 years old and I'm an architect, graphic designer, and a visual artist based in Buenos Aires, Argentina. I'm interested in artistic expressions. Tattoos and video games are my biggest passions. I'm currently studying a Master in Art Curatorship, In my work I try to bend the limit between academic and non academic art by creating an artistic experience, even if it's a small project. I'm a very passionate and ambitious person.

I'm a strong team worker, I've had the chance to work with a group of more than 50 people at interdisciplinary tasks, urbanizing informal and poor neighborhoods. This gave me the possibility to learn a lot from my coworkers. I value kindness and trust in my environment, I care for people and that's why I try to do the best job I can at every opportunity.

LANGUAGES

SPANISH	◆◆◆◆◆
ENGLISH	◆◆◆◆◆
FRENCH	◆◆◆◆◆
PORTUGUESE	◆◆◆◆◆

CONTACT ME

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EDUCATION

2020 Master Degree in Arts Curatorship

2019 University of Tres de Febrero

2017 Short-term Career in Art History

2015 Asociación de Amigos del Museo Nacional Bellas Artes

2017 Degree in Architecture

2011 University of Buenos Aires (F.A.D.U.)

WORK EXPERIENCE

2020 Architect and Social Urban Planner at the I.V.C. (Bs. As. Government)

2017 Working for the Project of Re-Urbanization of the "Villa 20", Lugano, Bs. As. Multiples task, from social accompaniment to construction and demolition inspection. Building presentations and urban planning with and for the neighbours.

2020 Professor at the University of Buenos Aires (F.A.D.U.)

2015 Of the subject Introduction to Contemporary Architecture

2020 Tattoo Artist at WOULDSTUDIO, Buenos Aires

2019 Collaborative designs and composing along clients.

2019 Freelancer artist for Pixowl (Video Games)

3D Modeling, Rendering and Post-production of assets for Wonderpark

2018 Cultural Manager and Curator of the Jamfish artists collective

Managing and curatorship of independent projects.

2017 Lerner Raffo Architects / BARQ Architecture / FINX DUVEY

2015 Design, 3D modelling, rendering and post-production of architecture.

PROJECTS AND WORKSHOPS

2020 Art direction and game design for the video game "HUGUITO, el cubito"
At the Global Game Jam 2020 hosted by Etermax

2020 Workshop: Exhibit the Unexhibitible Curating Challenge!
By Pietro Righi Riva at Game On in the C.C. San Martin

2019 Workshop de experimentación teórico-material
Run by Objects of Common Interest + Jumbo NYC and curated by J. G. Mosqueda

SKILLS AND EXPERTIZE

ILLUSTRATOR	◆◆◆◆◆
PHOTOSHOP	◆◆◆◆◆
INDESIGN	◆◆◆◆◆
PROCREATE	◆◆◆◆◆

CSS	◆◆◆◆◆
HTML	◆◆◆◆◆
AUTOCAD	◆◆◆◆◆

SKETCHUP	◆◆◆◆◆◆◆◆
REVIT	◆◆◆◆◆◆◆◆
ARTLANTIS	◆◆◆◆◆◆◆◆
LUMION	◆◆◆◆◆◆◆◆