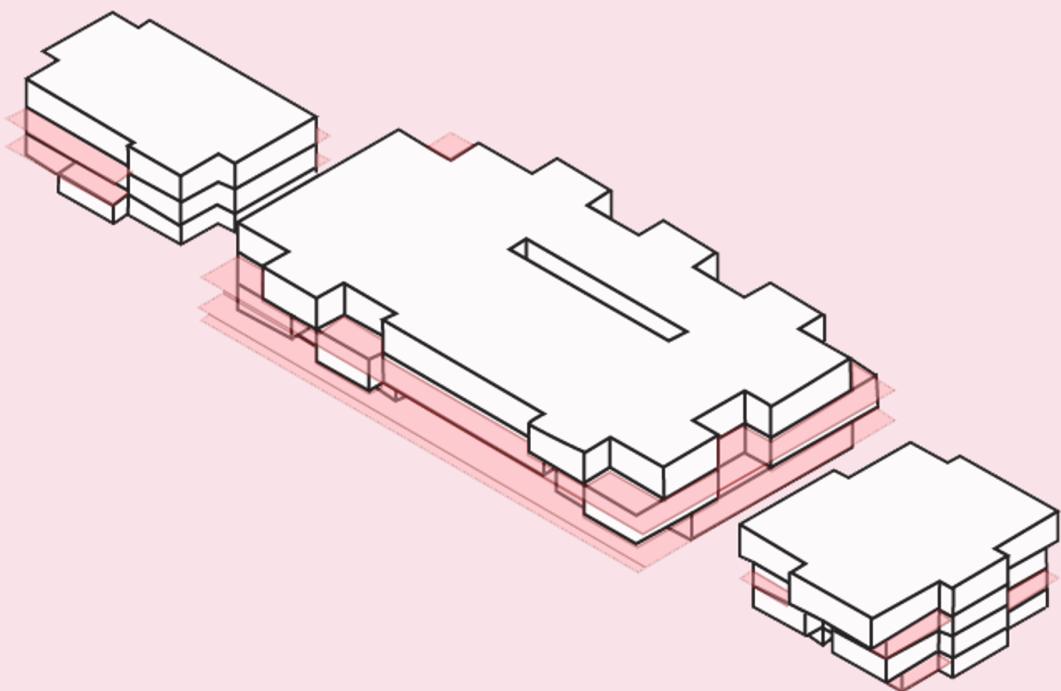


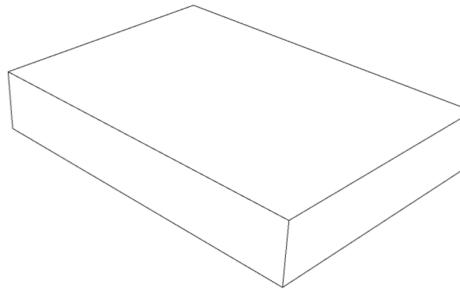
PORTFOLIO

DEBORA FIRME SANTANA VAZ



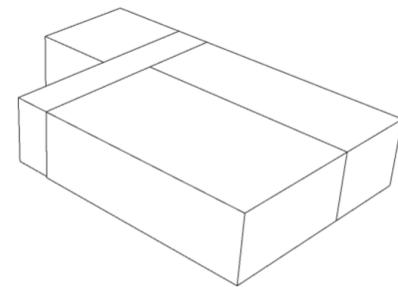
ACADEMIC | PROFESSIONAL WORKS

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01. VITORIA CULTURAL CENTER

Type: Cultural Center

Located: Vitória, Espírito Santo, Brazil

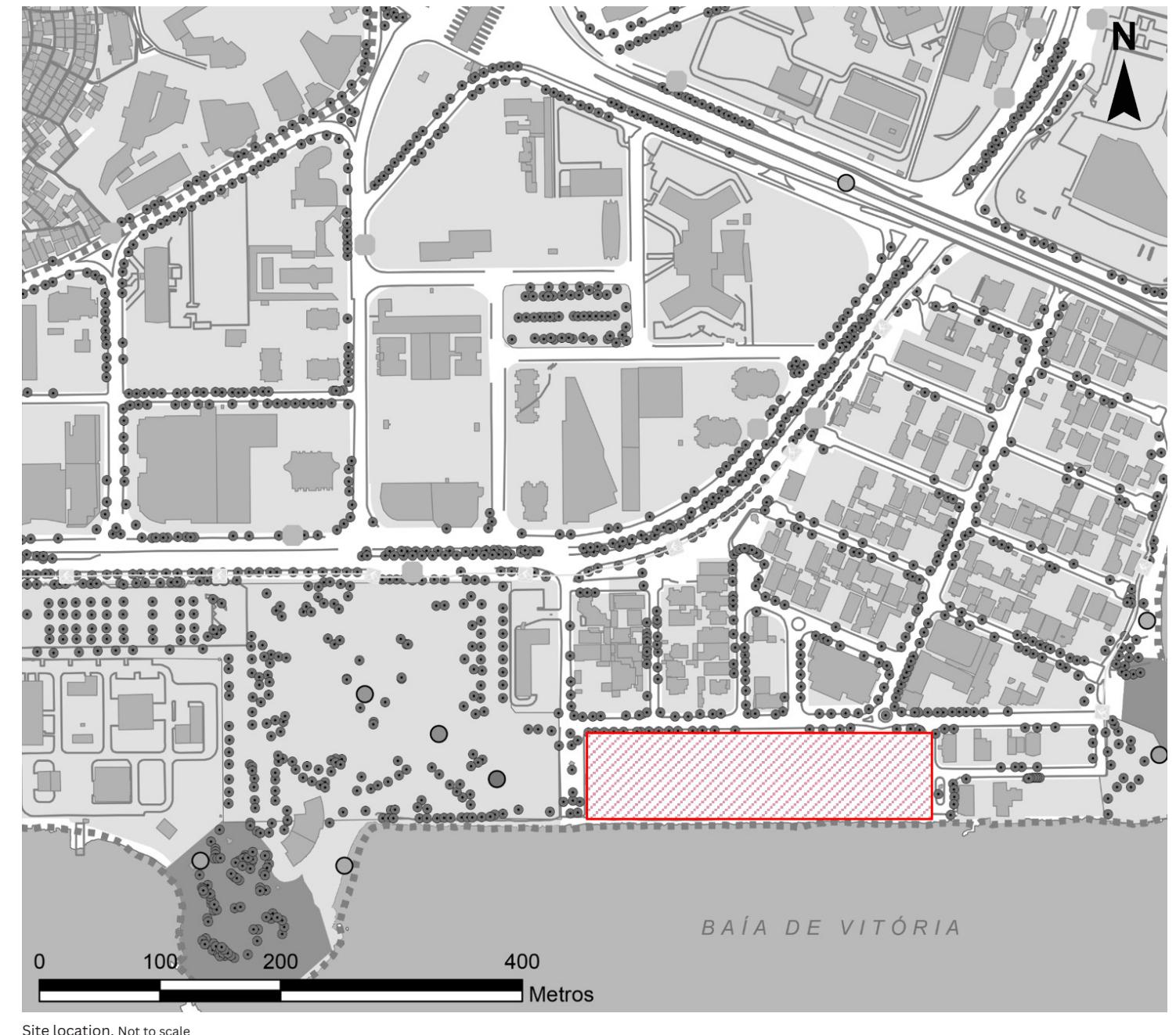
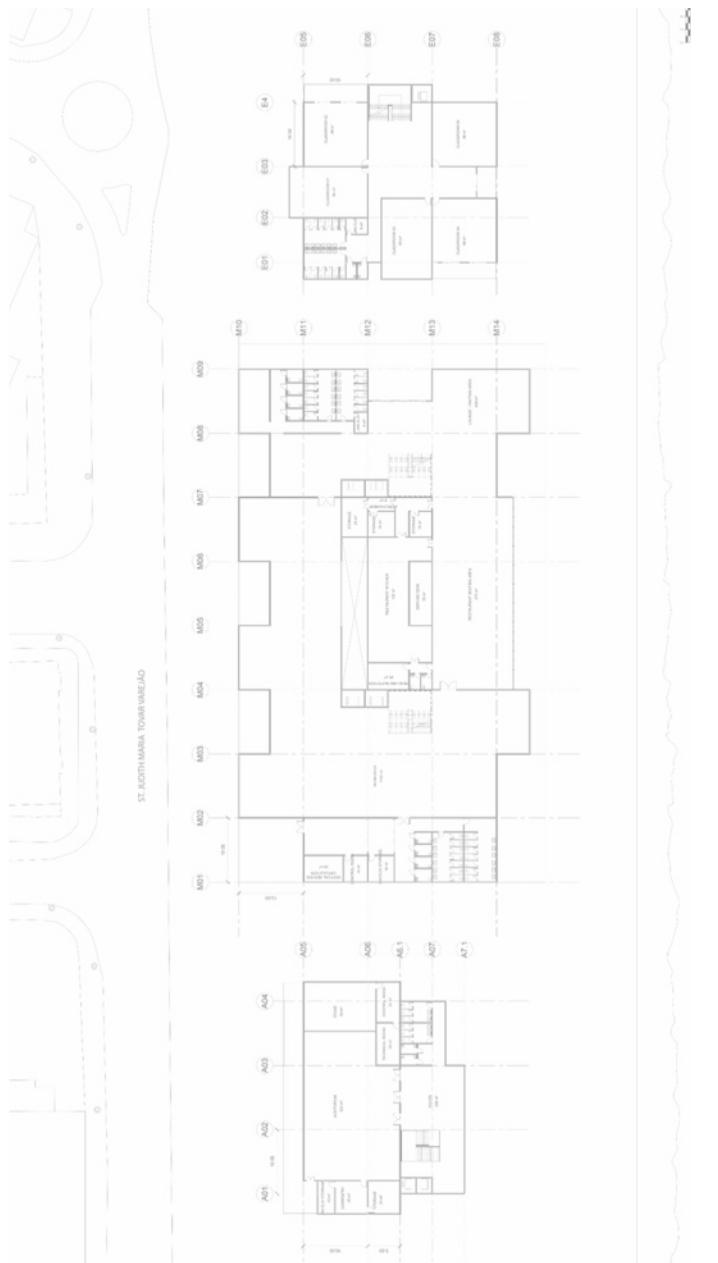
Year: 2021

Discipline: Undergraduate Dissertation

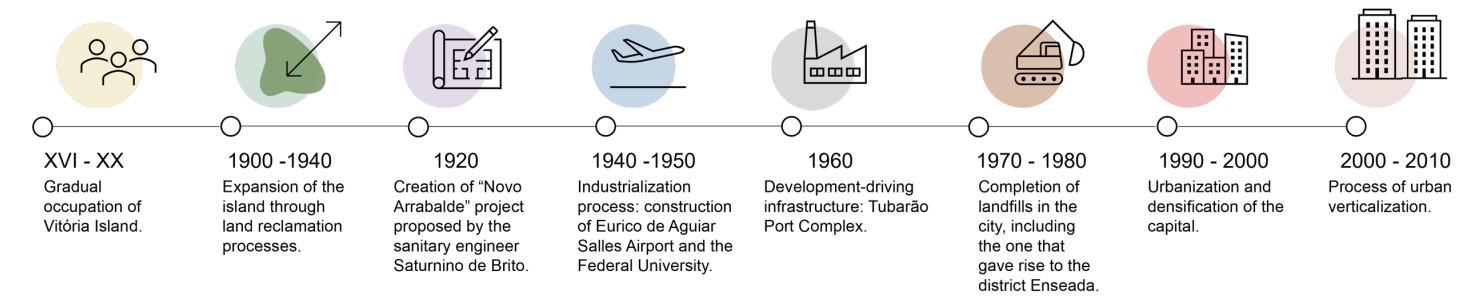
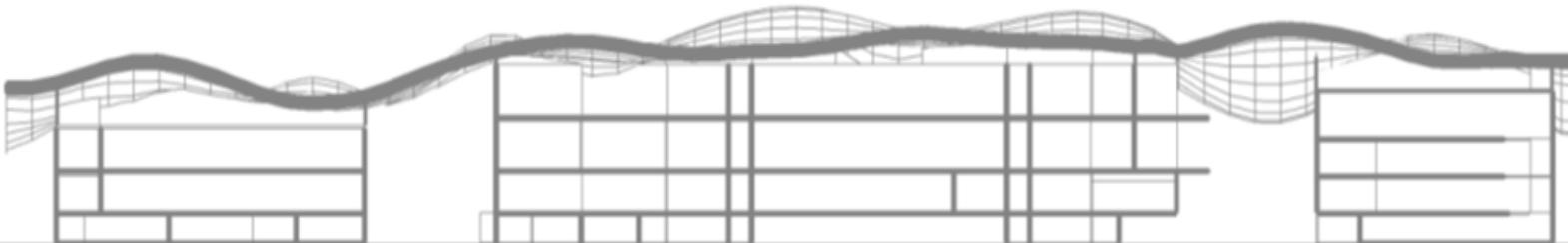
Proposal for an intervention in a prestigious location within the city for the development of a cultural center, focusing on Schematic Design, and Design development, connecting the area to the bay. The project was based on the existing but unfinished design by architect Paulo Mendes da Rocha, and included spaces for a museum, study center, and professional training areas.

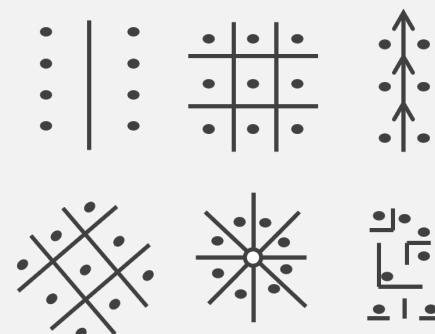
The study was oriented toward public use, emphasizing open leisure spaces and aiming to establish the area as a cultural landmark within the city. The proposal involved a historical analysis of the city and its patterns of occupation, along with the use of diagrammatic studies to guide design decisions. The spatial program was developed through an Excel-based area sheet, considering functions, spatial dimensions, and requirements in accordance with safety and accessibility regulations.

Software: ArcGIS, Revit, SketchUp, InDesign, Illustrator, Photoshop.



Site location. Not to scale

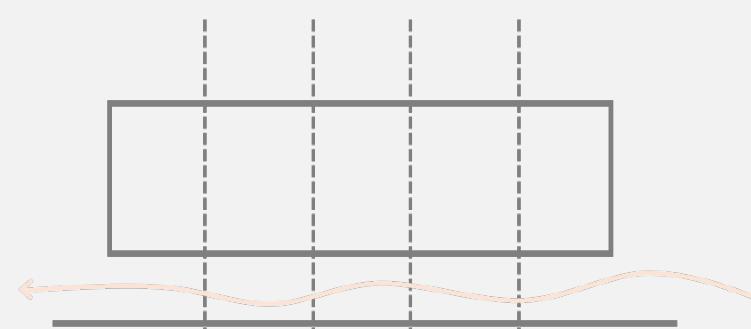




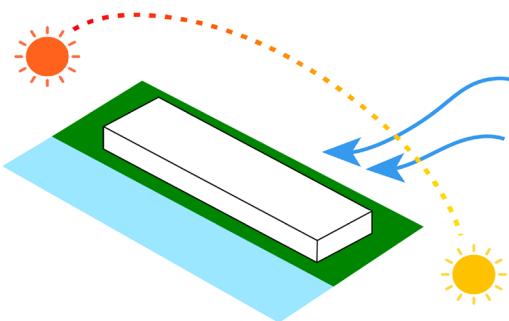
A song translated “the city doesn’t stop, the city keeps growing.” What type of city is Vitoria? An island that is spontaneous, full of opportunities. At first, a strategic area near the ocean, a commercial route, beyond the control of the planning. The area of study, a land reclamation process. The dual process showing the dynamism vs controlling.



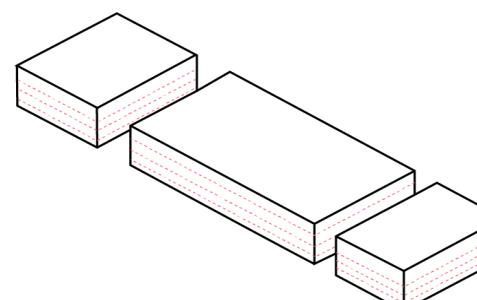
“To what extent is it possible to control the expansion of the city?” Working with volumes, setbacks, and projections as responses to the city’s dynamic nature.



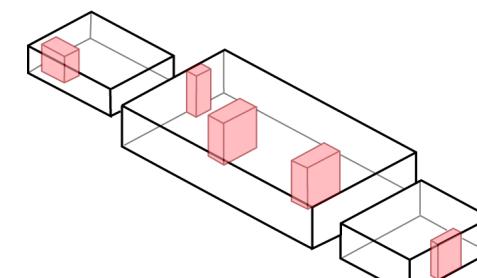
Elevating the building transforms the ground floor into an integral part of the circulation network, creating an open space that encourages pedestrian movement, frames key visual landmarks, and facilitates natural ventilation throughout the site.



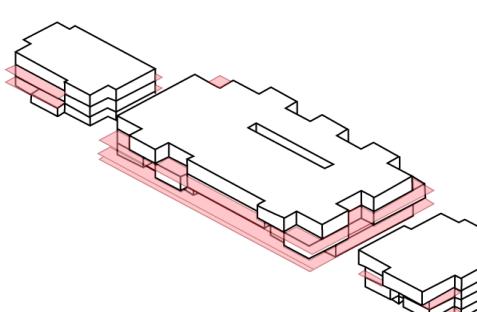
Rectangular site 935 ft x 250 ft. The façades are predominantly oriented to the north and south, with the southern façade opening toward coastal landscape.



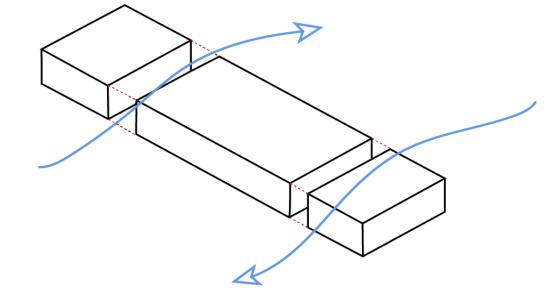
Each volume respects zoning height restrictions based on the activities assigned to its Block.



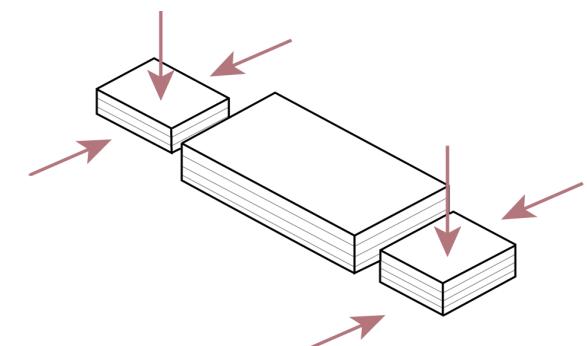
Vertical circulation positioned within maximum travel distance to ensure safety.



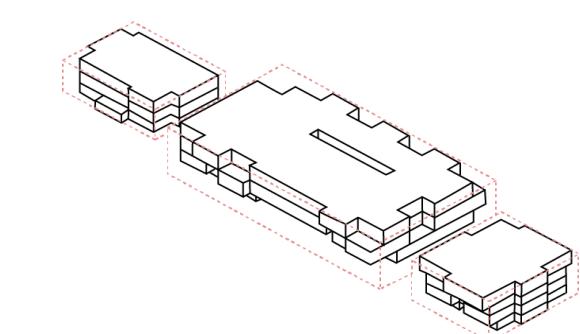
Slab projections break the vertical linearity and expand visual connections to the landscape.



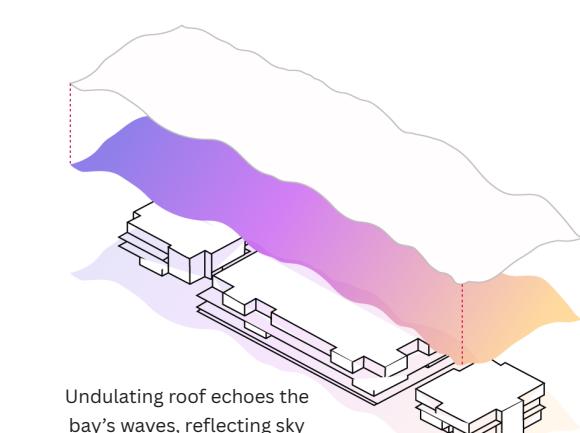
Geometry is subdivided to accommodate the program: administration, museum, and learning areas. Airflow is enabled between the buildings, allowing for the use of the prevailing northeastern wind.



Blocks resized according to the activity program defined in the area table.

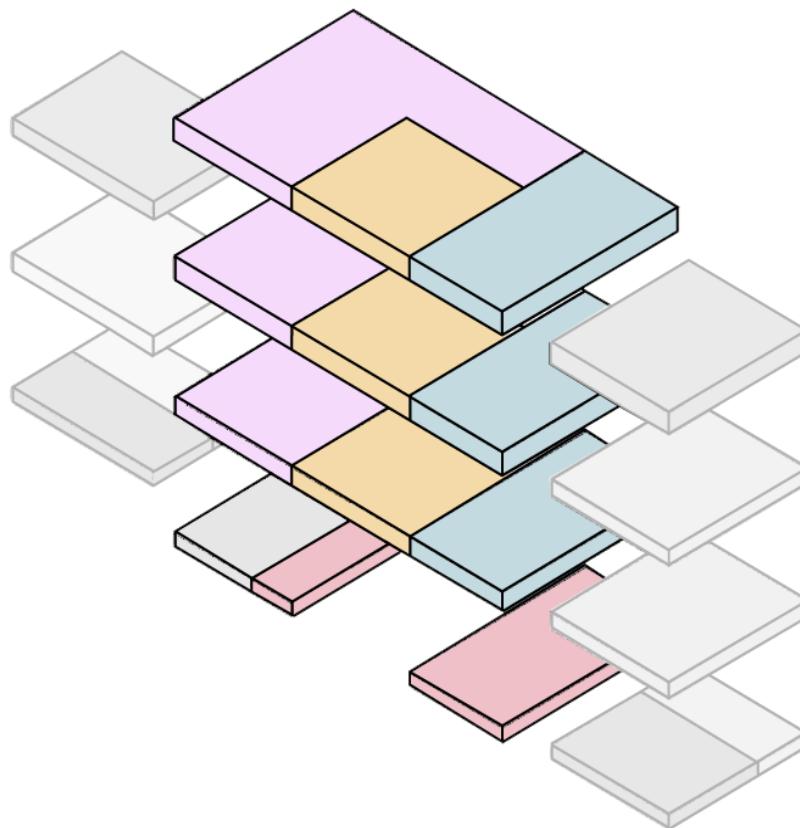


Through the addition and subtraction of form, a composition emerges that reflects urban dynamism.

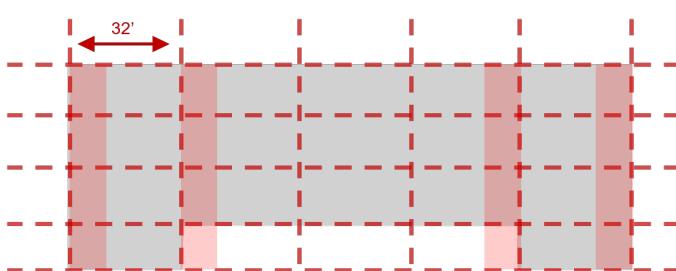


Undulating roof echoes the bay’s waves, reflecting sky colors onto the white facade through indirect light.

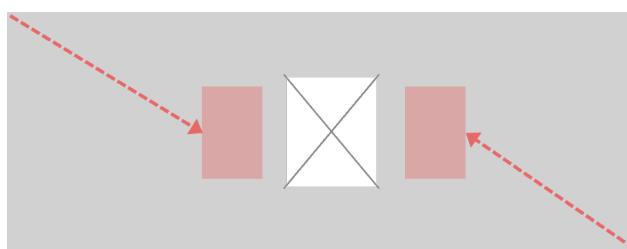




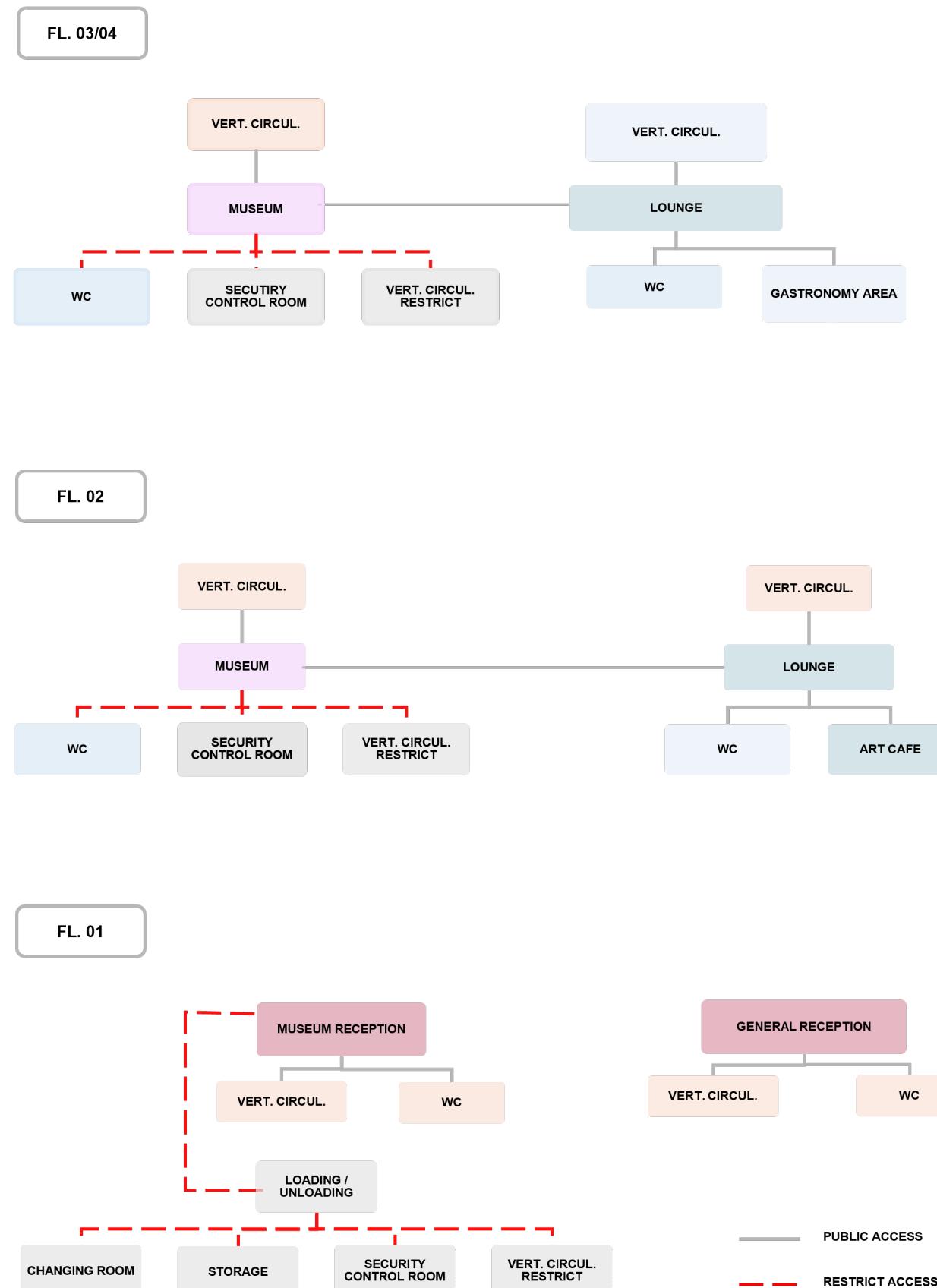
Museum
 Food Service Area
 Seating Area
 Service Area
 Reception room



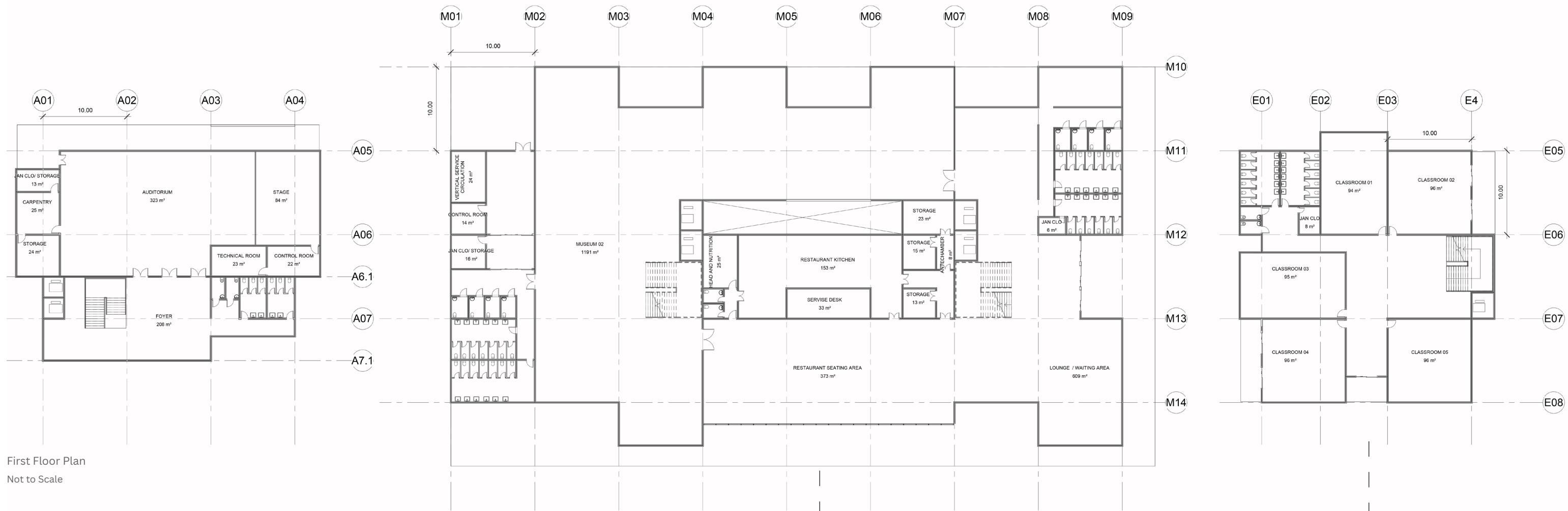
The main Block includes diverse functions—permanent and temporary exhibition spaces, restaurant, bar, and café—with a lounge and study areas extending the learning Block. The design follows a 33' x 33' structural grid.



Vertical circulation strategically placed to ensure safety by following maximum travel distance. Floor opening at the second and third level, allowing visual connection to the first floor.



FLOOR PLAN



LANDMARK



Vila Velha's Bay



Penha Convent



Third Bridge

02. DOWNTOWN BUILDING

Type: Mixed-use

Located: Vitória, Espírito Santo, Brazil

Year: 2019

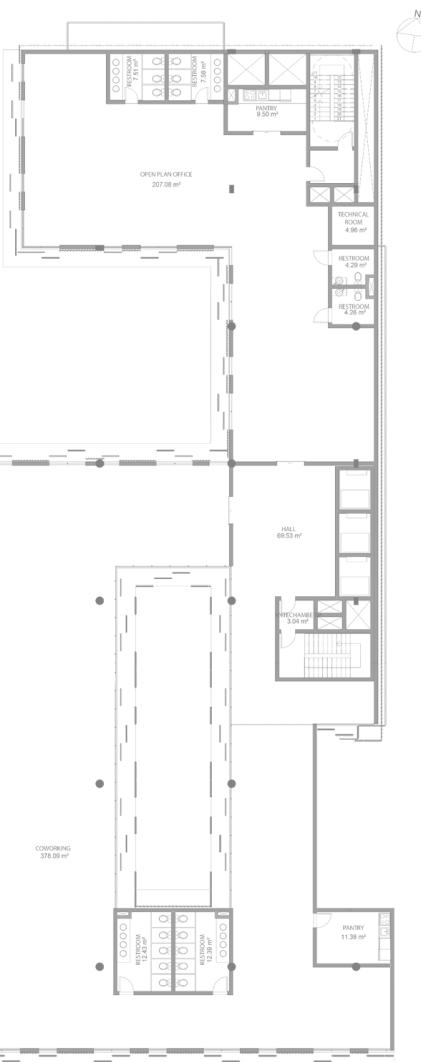
Discipline: Project III

Development of a mixed-use building project that integrates commercial, entertainment, office, and residential spaces, situated in the downtown area with privileged views of Vitória Bay. The design is based on a comprehensive site analysis aimed at revitalizing the area and stimulating regional activity. It incorporates detailed studies of solar exposure and ventilation, prioritizing energy efficiency without compromising aesthetic quality.

Software: Revit, FormIt, Enscape, Illustrator



Isometric View



Office Floor Plan – Typical
Not to scale

Located in downtown Vitória, the corner plot holds a privileged position, offering views of the Port of Vitória, surrounded by the river, and Pedra do Penedo, as well as being part of a well-established commercial area.



Site Photo

The revitalization aims to attract new users of different ages, interests, and purposes, enriching the surroundings: an open block, creating ambiances, gathering spaces, and promoting walkability.

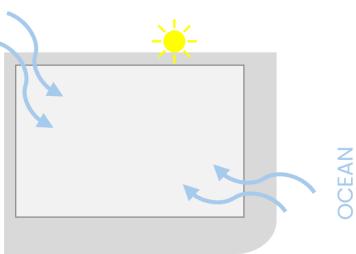
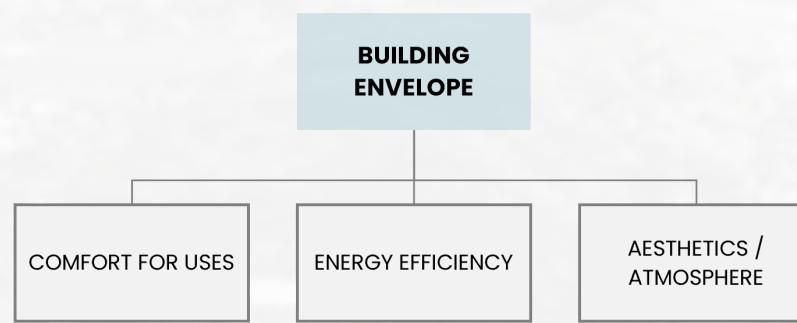


Site Photo

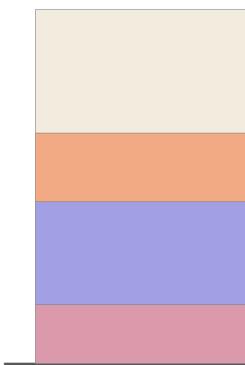
To achieve this, the design explores formal deconstruction and a play of volumes, reflecting the dynamic morphology of the city center, integrating the island's natural landscape into the design.



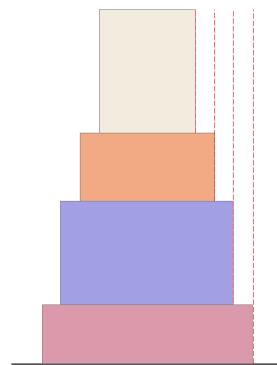
Site Photo



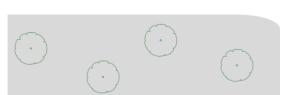
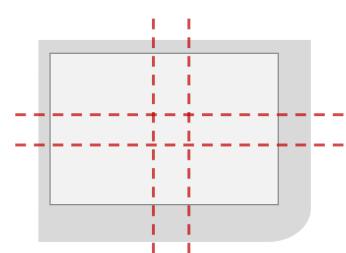
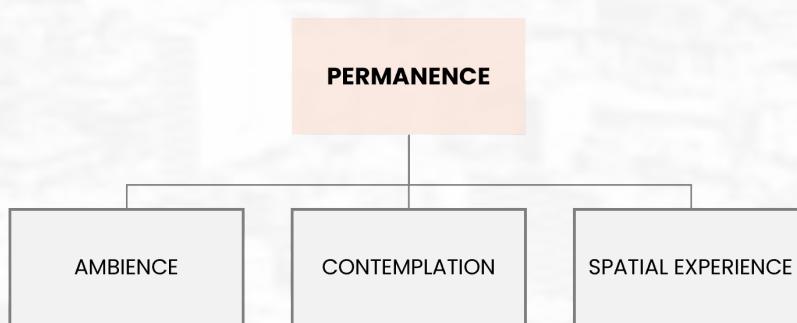
The plot is located on a corner, offering a privileged view of the city's bay and its active port. The main façades face south and west, receiving sunlight throughout the year.



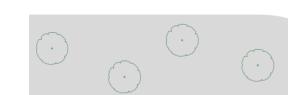
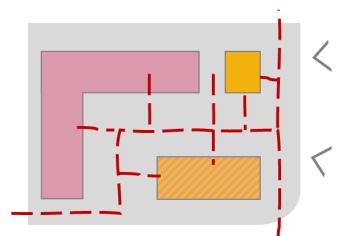
Uses were defined through vertical zoning and corresponding ceiling heights, organized in the order of retail, entertainment, offices, and residences.



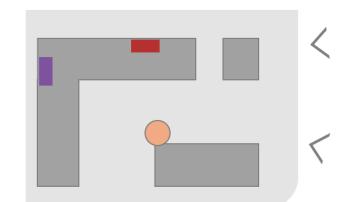
The building is surrounded by other constructions, and in accordance with city regulations, the separation distance increases proportionally with height.



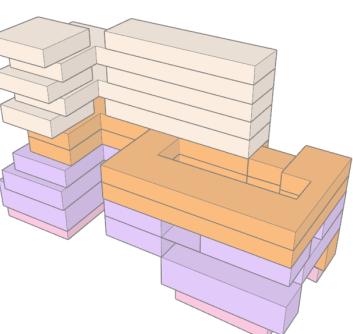
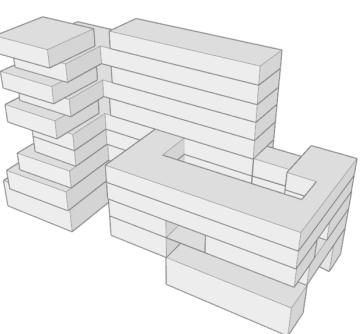
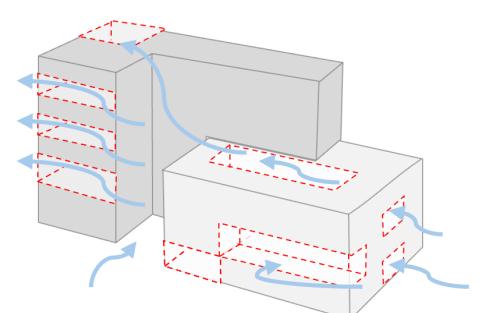
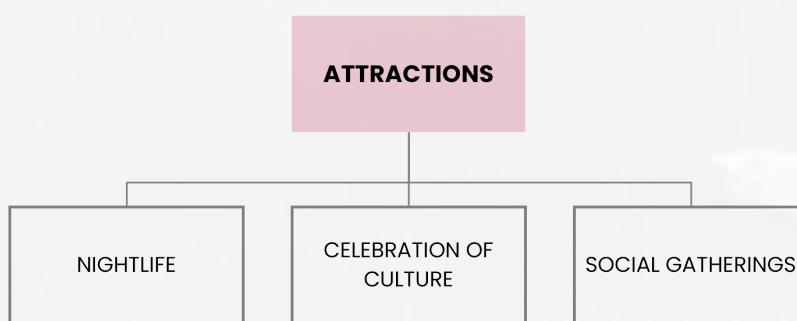
Visual axes were created to connect the pedestrian path to the building and the future public plaza.



On the ground floor, retail spaces were arranged: a café facing the bay, a flagship store on the corner, and a sequence of varied shops along the street.



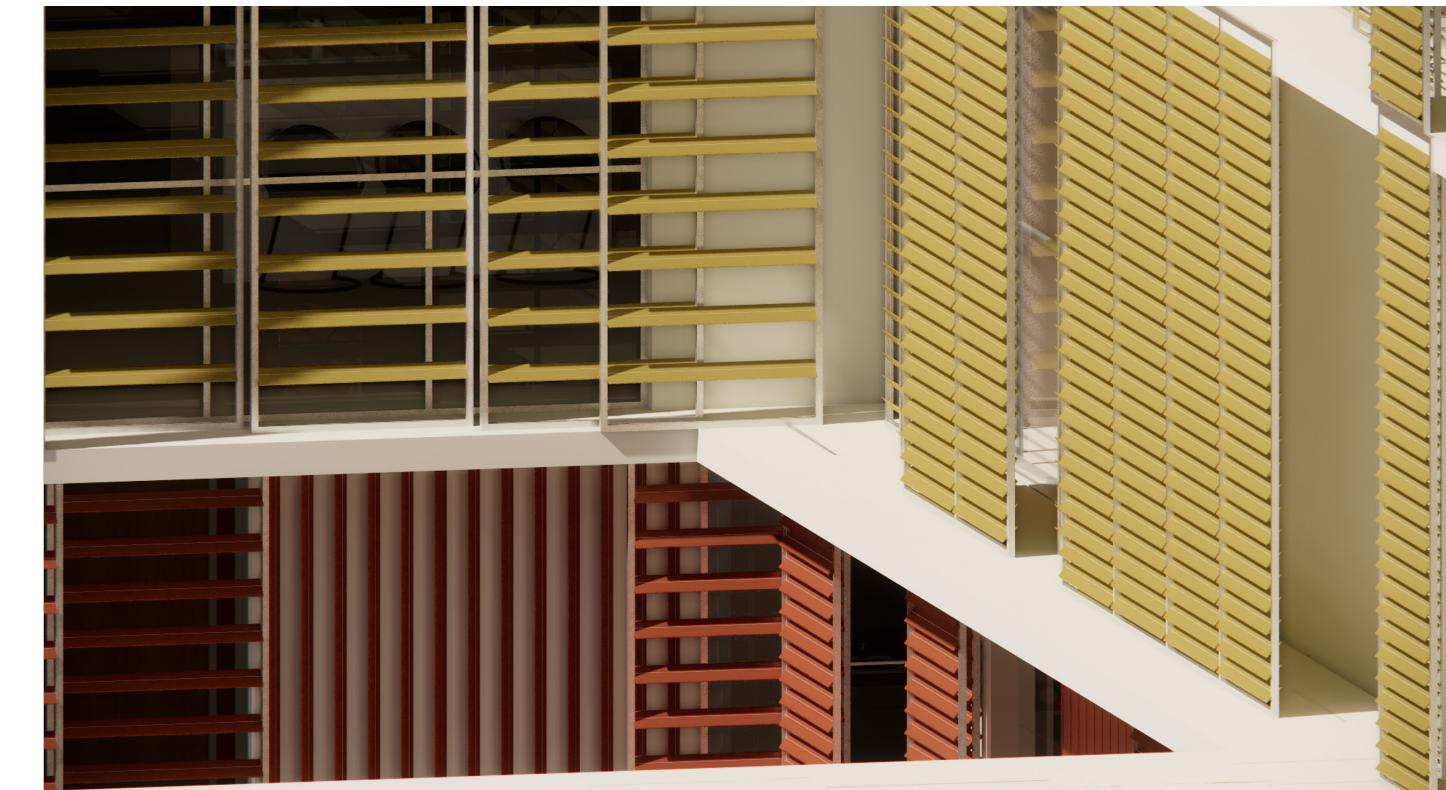
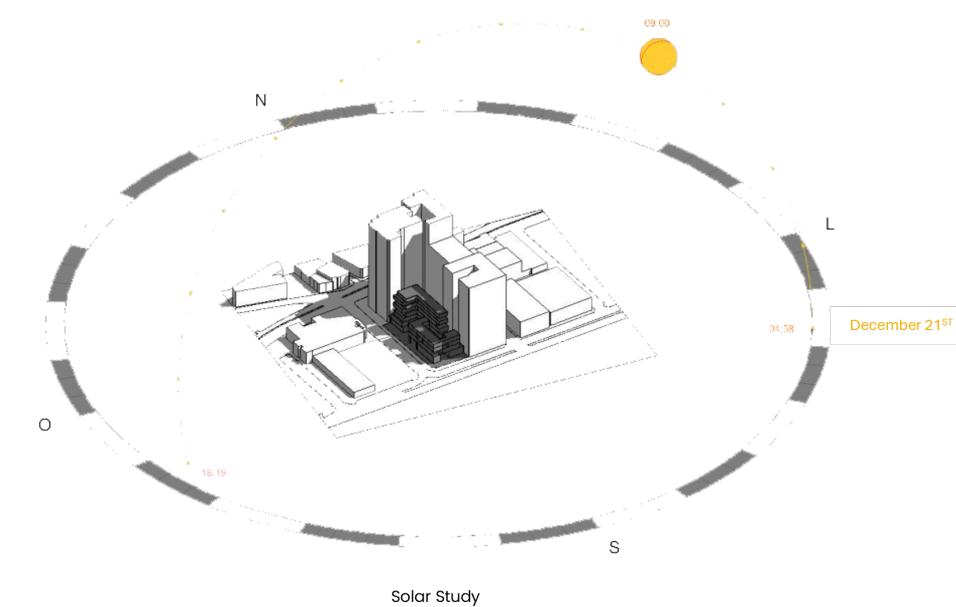
Vertical circulation complies with maximum travel distance limits: a main elevator serves the residences, another serves the entertainment and office areas, and a circular staircase connects to the entertainment level.



Through additive and subtractive forms, the design echoes the port's shipping containers. Openings allow for natural ventilation and daylight entry.

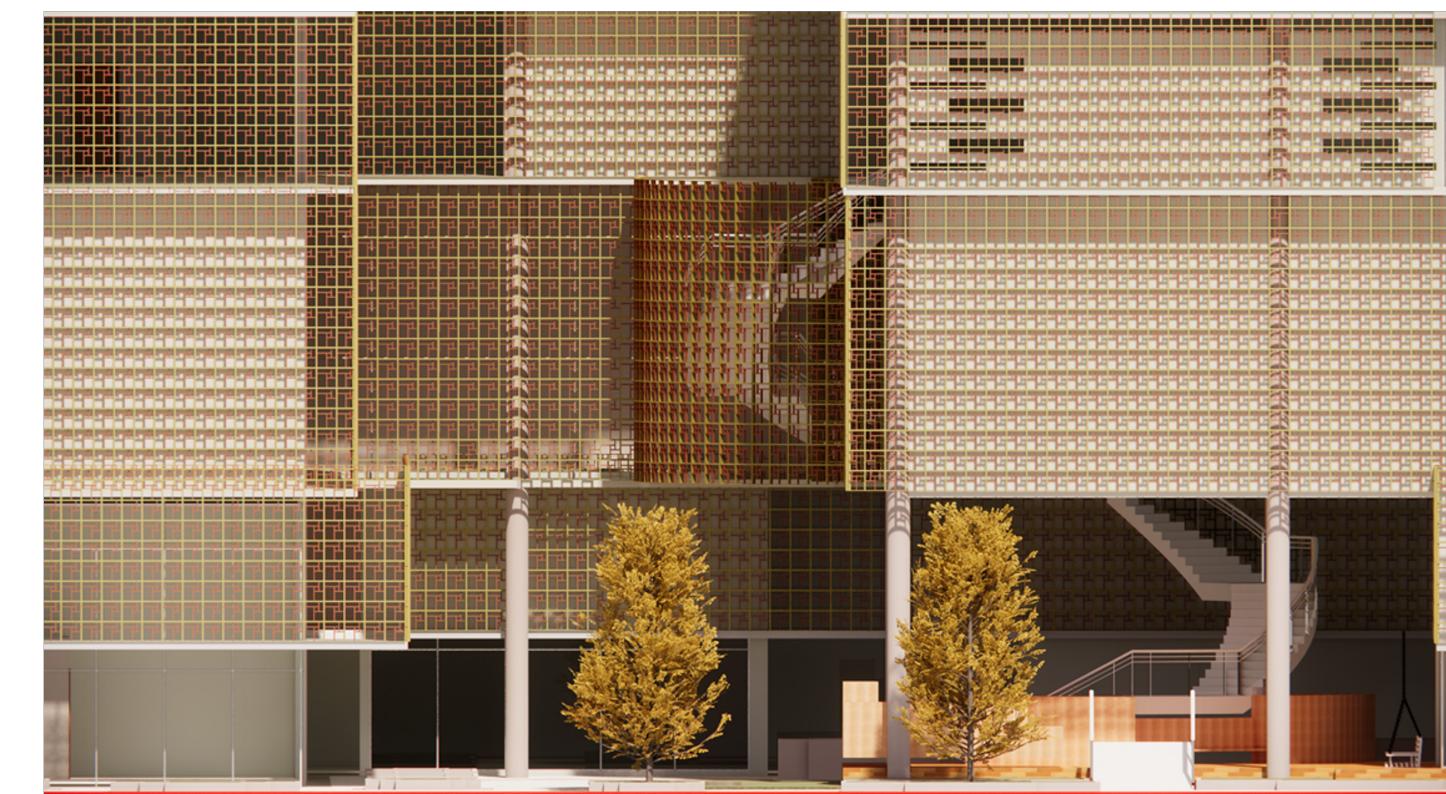
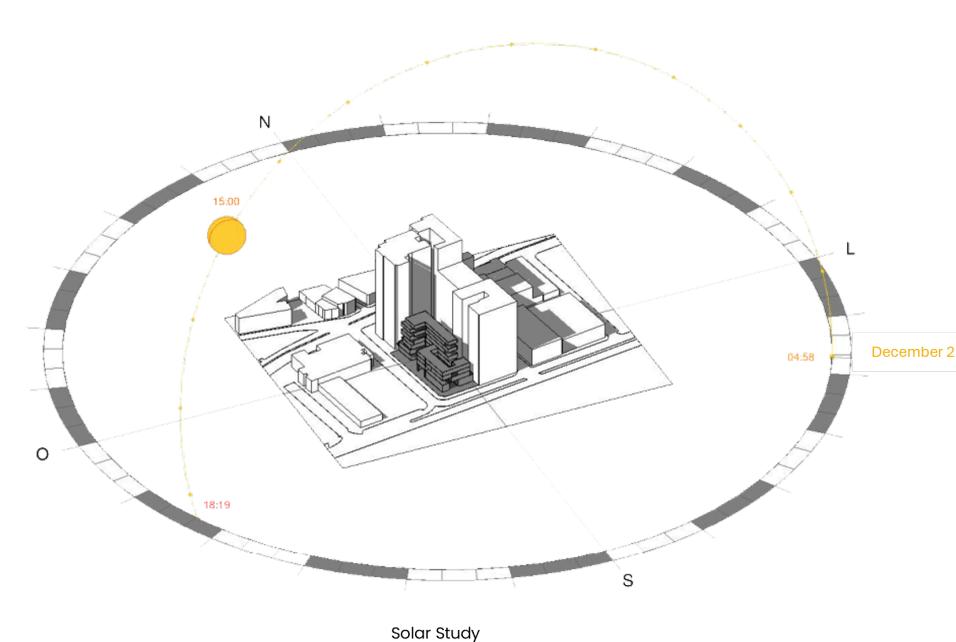
The blocks were shifted to create a more dynamic façade. The main volume connects to the gallery and entertainment block through walkways, preserving the visual axes along the paths.

The use of brise-soleils and cobogós reinforces zoning through color, extending beyond their aesthetic and shading roles.



Façade Render – Brise Soleil

Flexible aluminum brise-soleil system with automotive paint finish, allowing lateral movement for sun protection and views. Its spacing ensures easy maintenance access while contributing to the façade's composition.

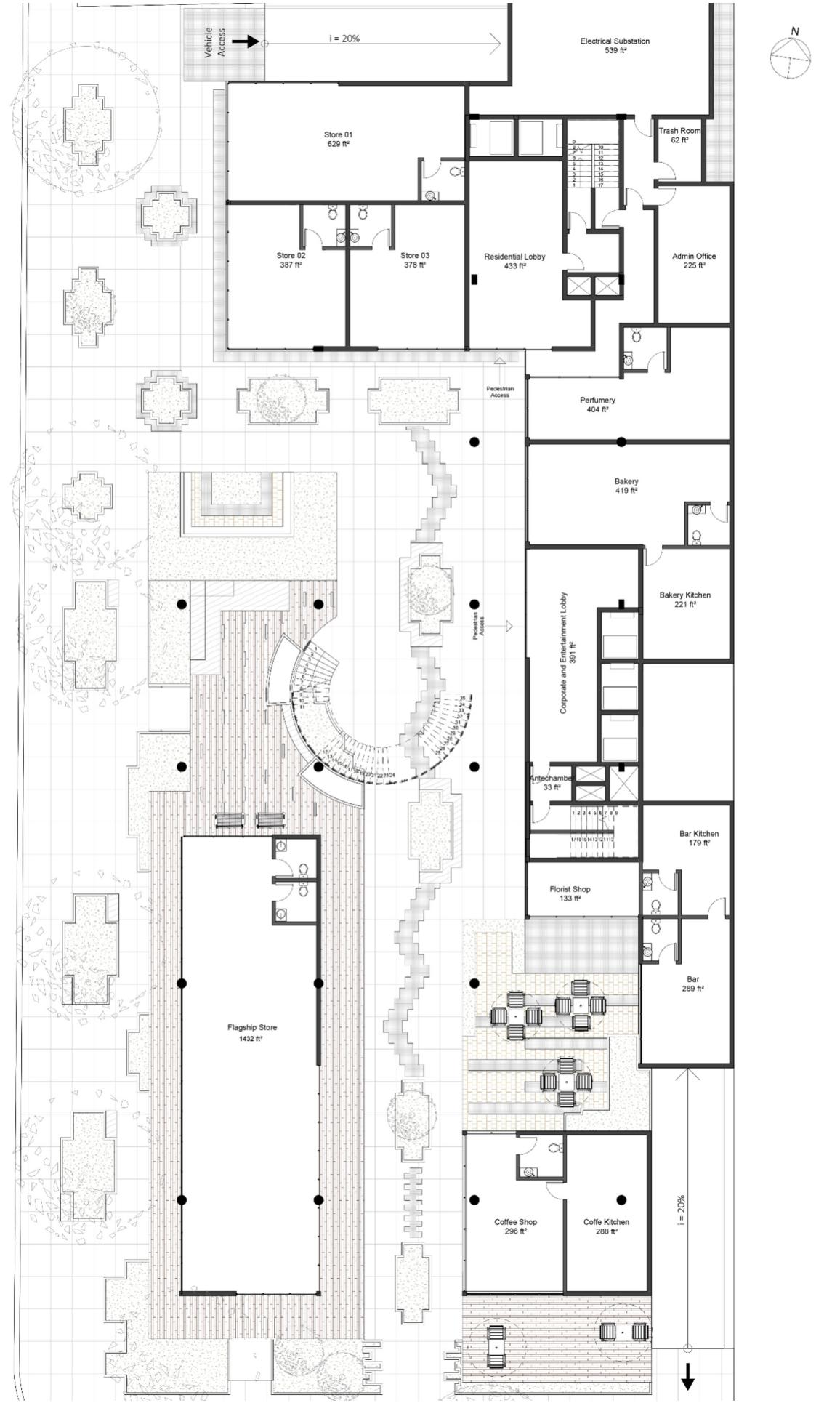


Façade Render – Brise Soleil

Due to the site's location in South America and the terrain's orientation, the west-facing façade is the most exposed to solar radiation, requiring effective shading strategies for protection.

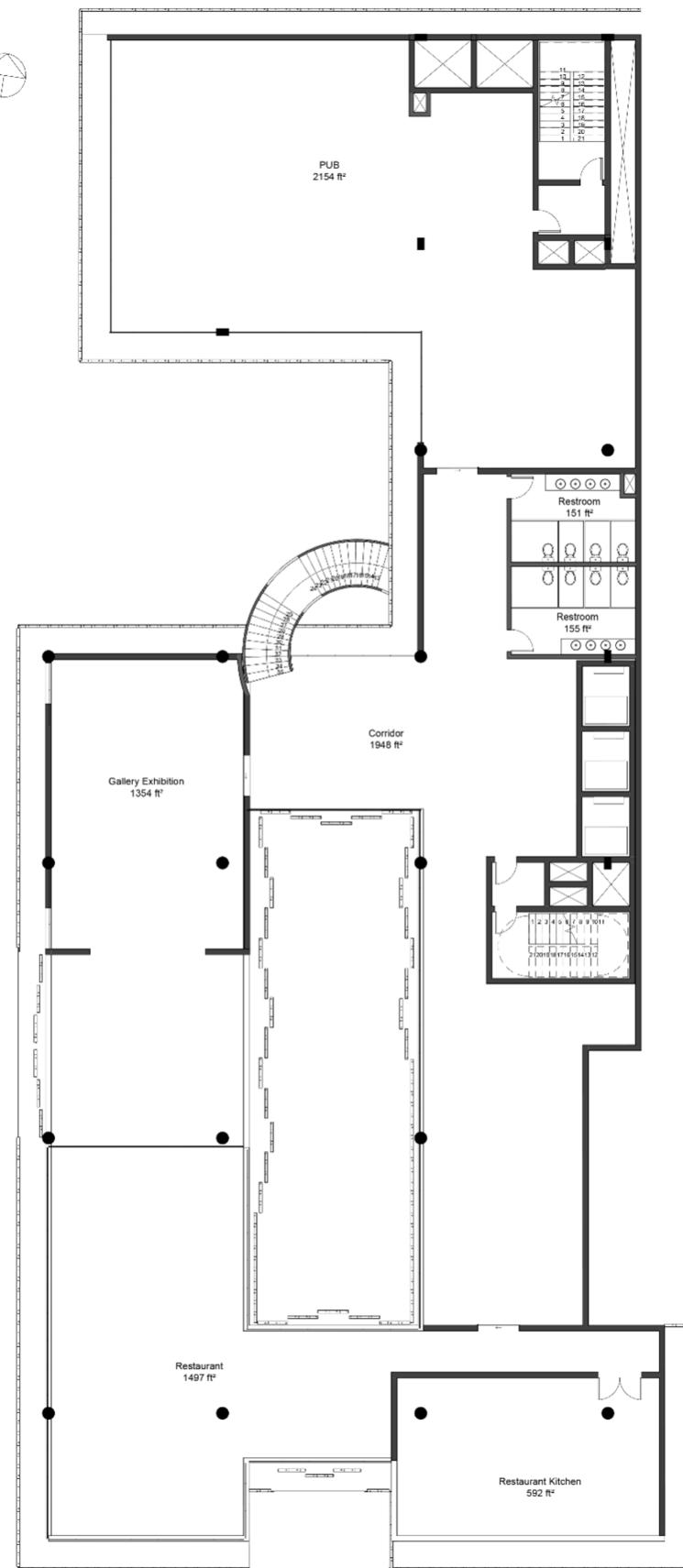
The façade incorporates fiberglass cobogós coated with automotive paint, providing a durable and lightweight solution. These elements allow for controlled light filtration and airflow, enhancing comfort.

The ground floor hosts diverse activities to encourage space utilization and create attractive areas for lingering.

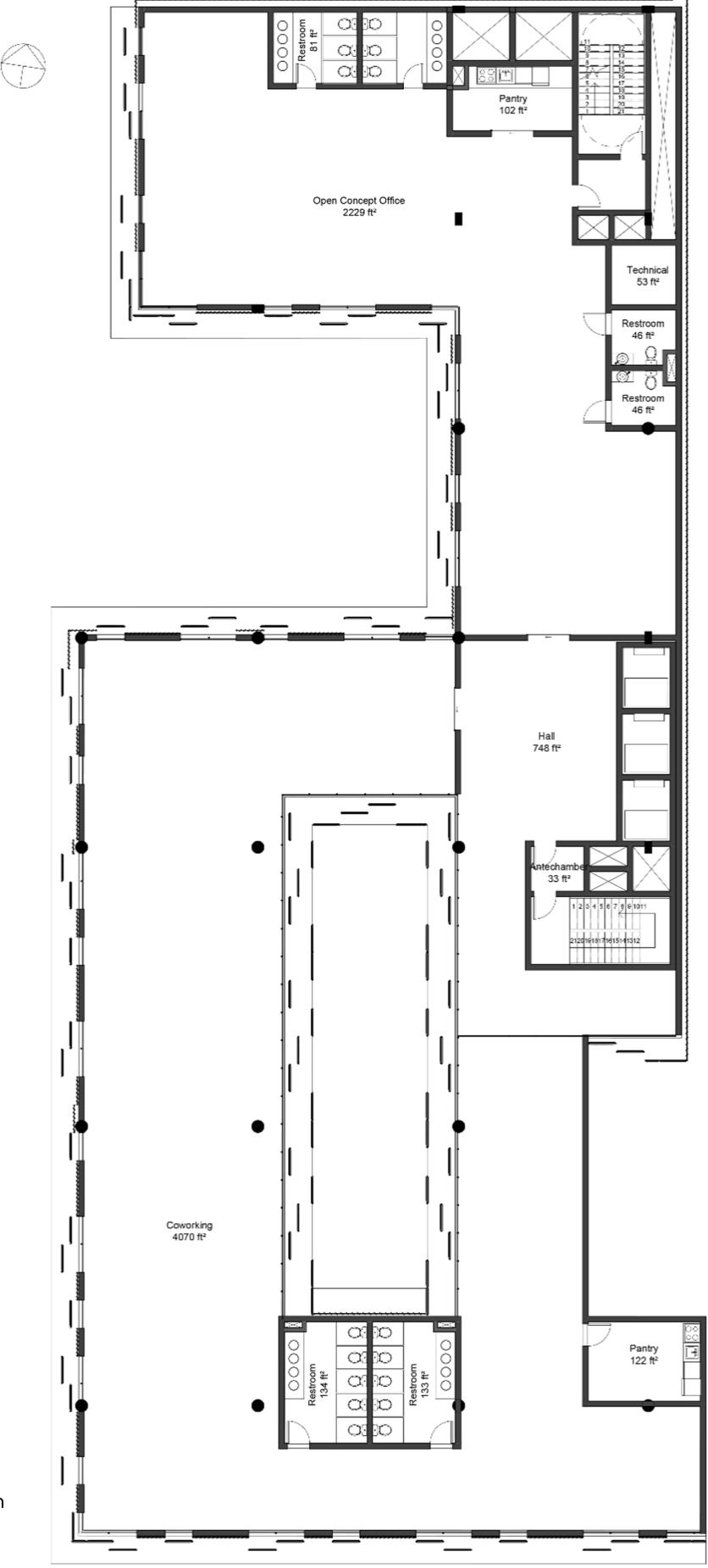


In the entertainment area, uses that promote nightlife through music and art are encouraged, creating vibrant connections with the cultural surroundings.

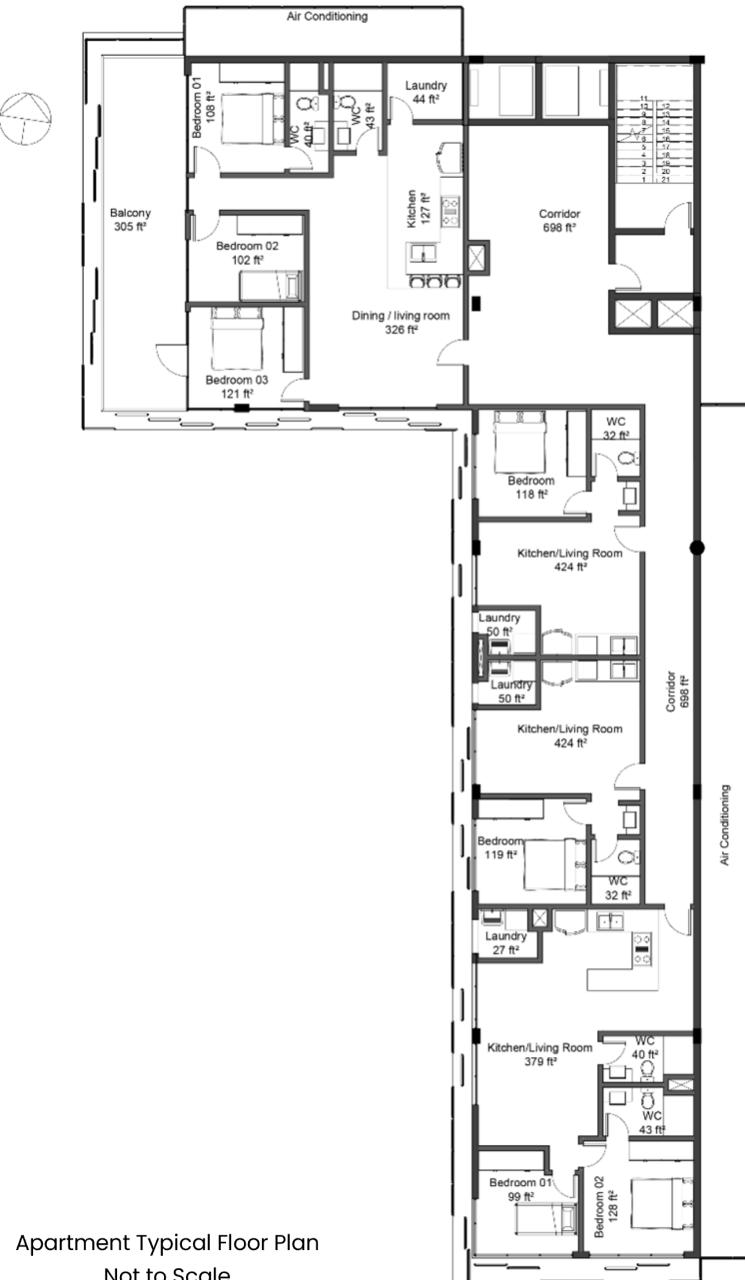
Entertainment Floor Plan
Not to Scale



The open-concept office floor maximizes natural light and offers clear views, integrating harmoniously with the surrounding environment.



The residences feature an L-shaped floor plan that preserves landmark views while maximizing natural light and ventilation.



03. FINDESLAB

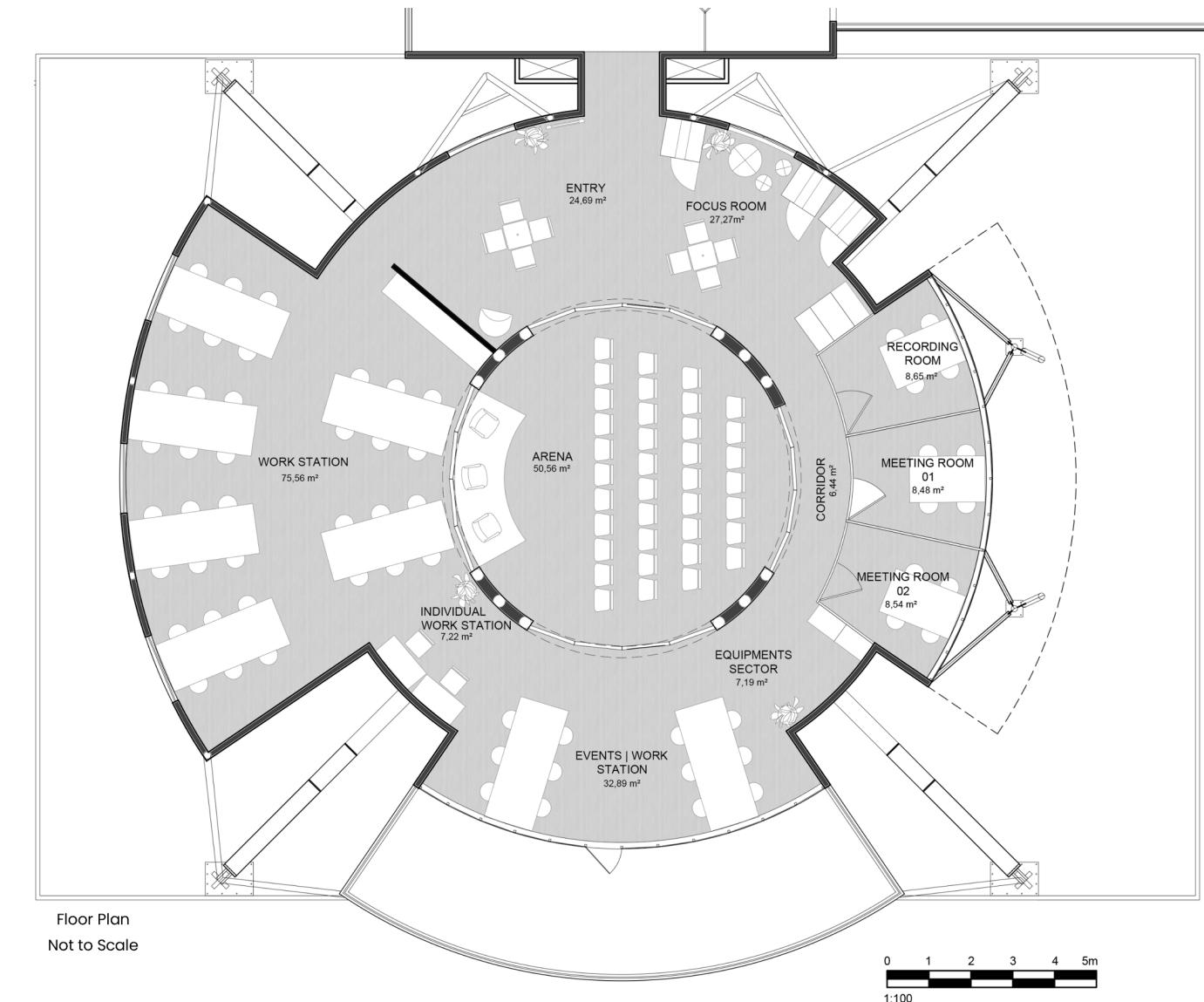
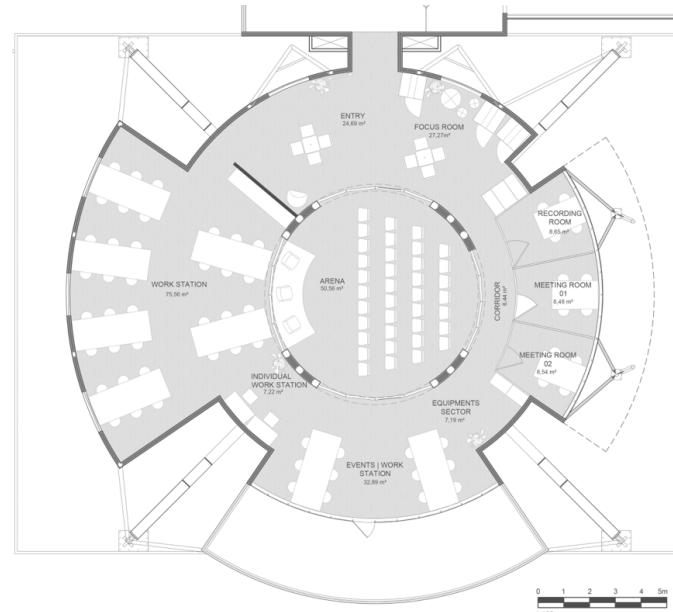
Type: Innovation Hub | Co-working

Located: Vitória, Espírito Santo, Brazil

Year: 2023/2024

Responsible for the conceptual design of the 13th floor renovation, transforming it into an innovation hub that hosts companies from across Brazil for technology and innovation-driven initiatives. This project stands as a milestone in the company's growth and in the development of the state's commercial sector.

Software: AutoCad, SketchUp, Enscape



Floor Plan
Not to Scale



Developed an acoustic study in collaboration with local companies, incorporating a color palette of blue, white, and yellow—referencing the company's logo and evoking vibrancy, technological dynamism, movement, and innovation. A space for presentations and events was created, featuring an acoustic system composed of soundproof doors and an acoustic ceiling.



The floor was designed to include acoustically treated rooms for podcast recording with entrepreneurs, addressing themes such as market trends, technology, and innovation. The layout also incorporates individual and dual meeting booths, providing flexible and professional spaces to accommodate both small startups and large corporations.



Entrance - Render



Coworking Area- Render



View to the Arena - Render



Meeting Room / Podcast Recording Room- Render

04. ADDITIONAL WORK

04.1 TRANSFORMAR

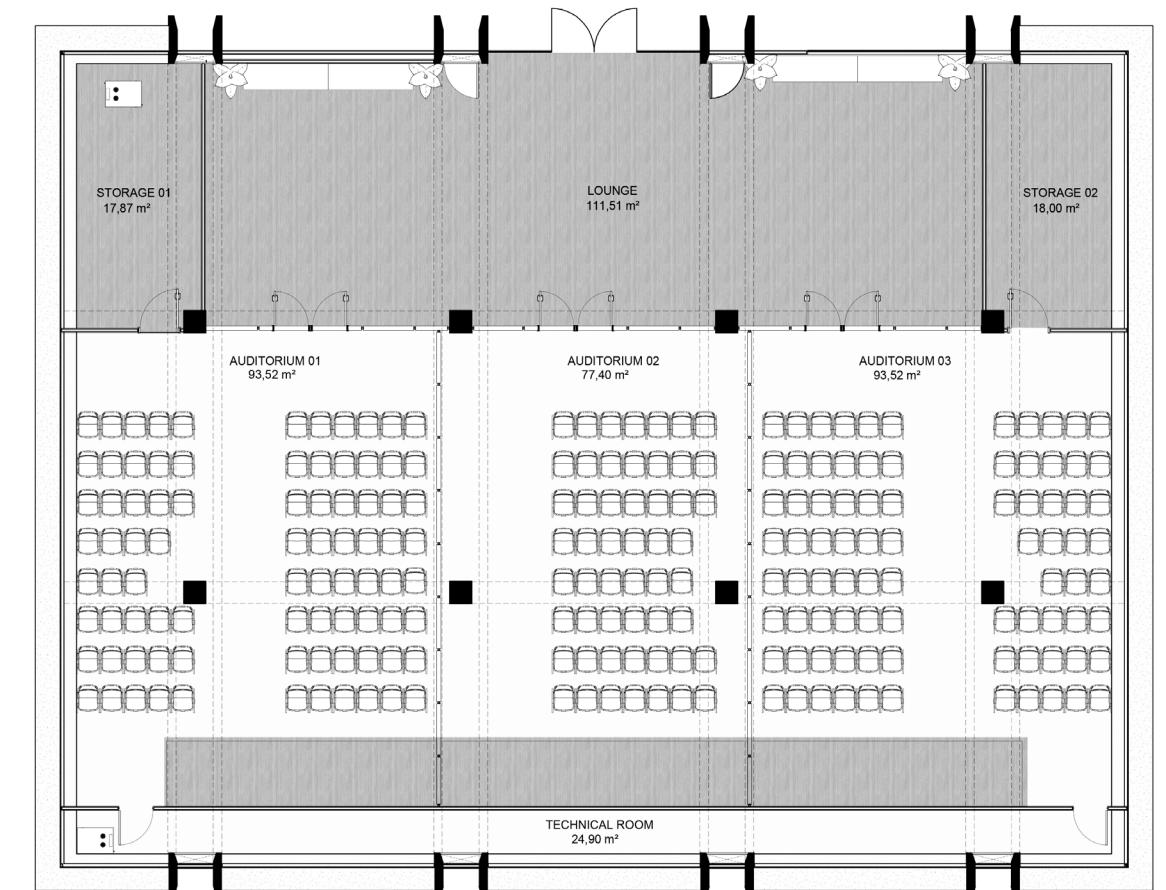
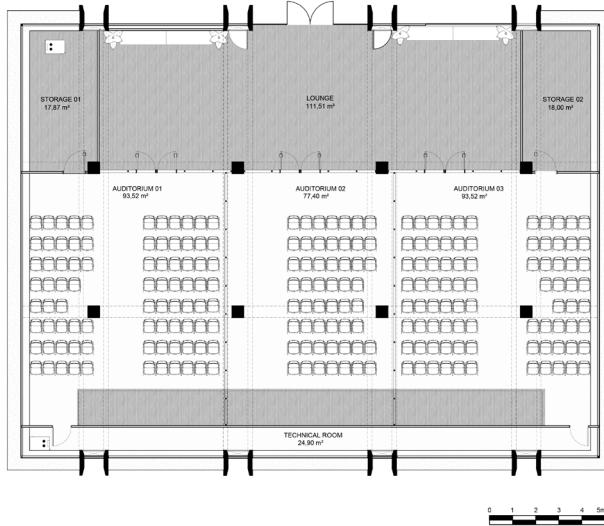
Type: Events Floor

Located: Vitória, Espírito Santo, Brazil

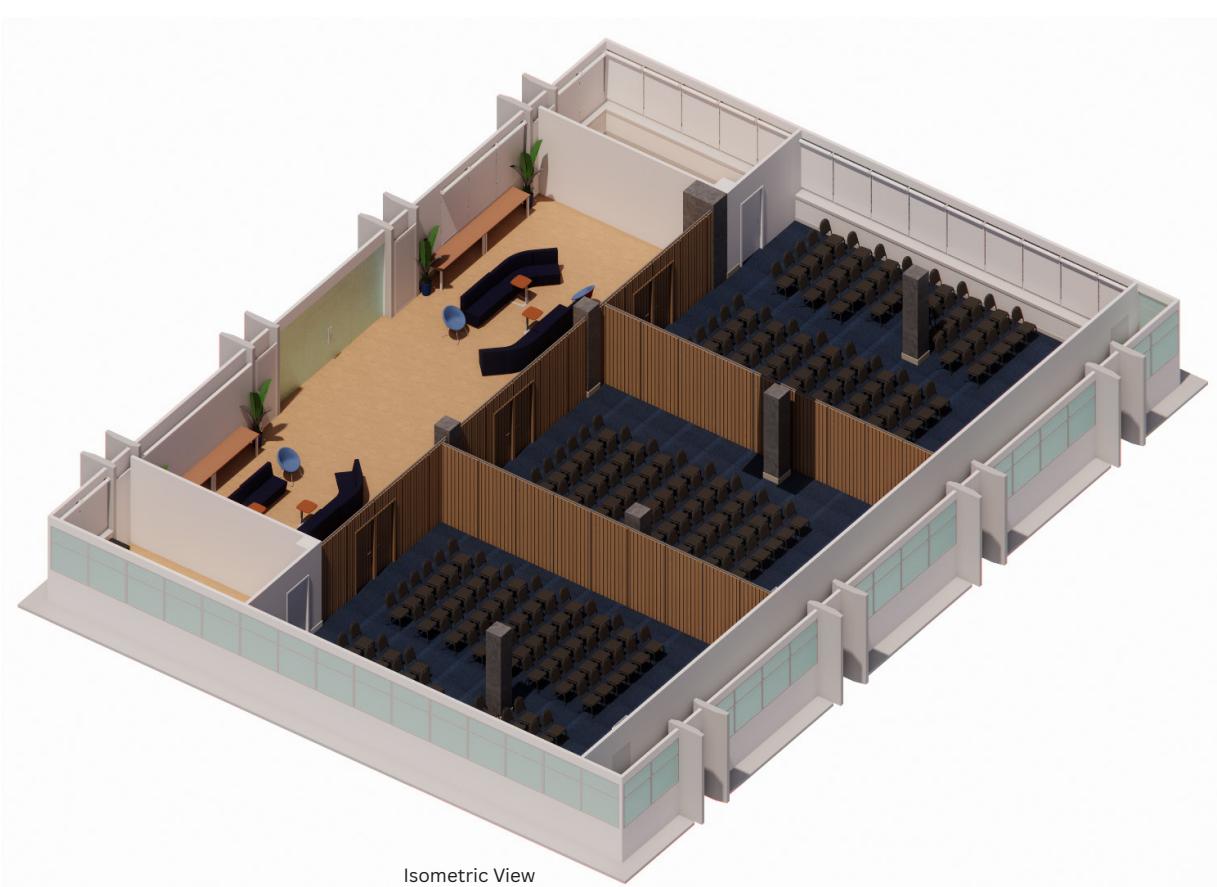
Year: 2024

The renovation of the company's third floor includes acoustically treated ceilings and walls, developed in collaboration with national companies. The space is designed to host events focused on technology, innovation, market trends, and professional training for companies from across Brazil. It can accommodate approximately 230 people in an open-plan layout or be divided into smaller sections using a system of movable partitions.

Software: Revit, SketchUp, Enscape



Floor Plan
Not to Scale



Isometric View



Presentation Room - Open Layout- Render



Presentation Room - Closed Layout - Render



Presentation Room - Inauguration Photo



View to the lounge - Render



Presentation Room - Inauguration Photo

04. ADDITIONAL WORK

04.2 Habitat For Humanity ReStore

Type: Nonprofit

Located: Valdosta, Georgia, USA

Year: 2025

Helped develop the renovation project for Habitat for Humanity International ReStore in Valdosta, Georgia, following damage from Hurricane Helene. Contributed to the schematic design and design development phases, creating product layout strategies and 3D visualizations to support the new store concept.

Software: SketchUp, Enscape, Photoshop



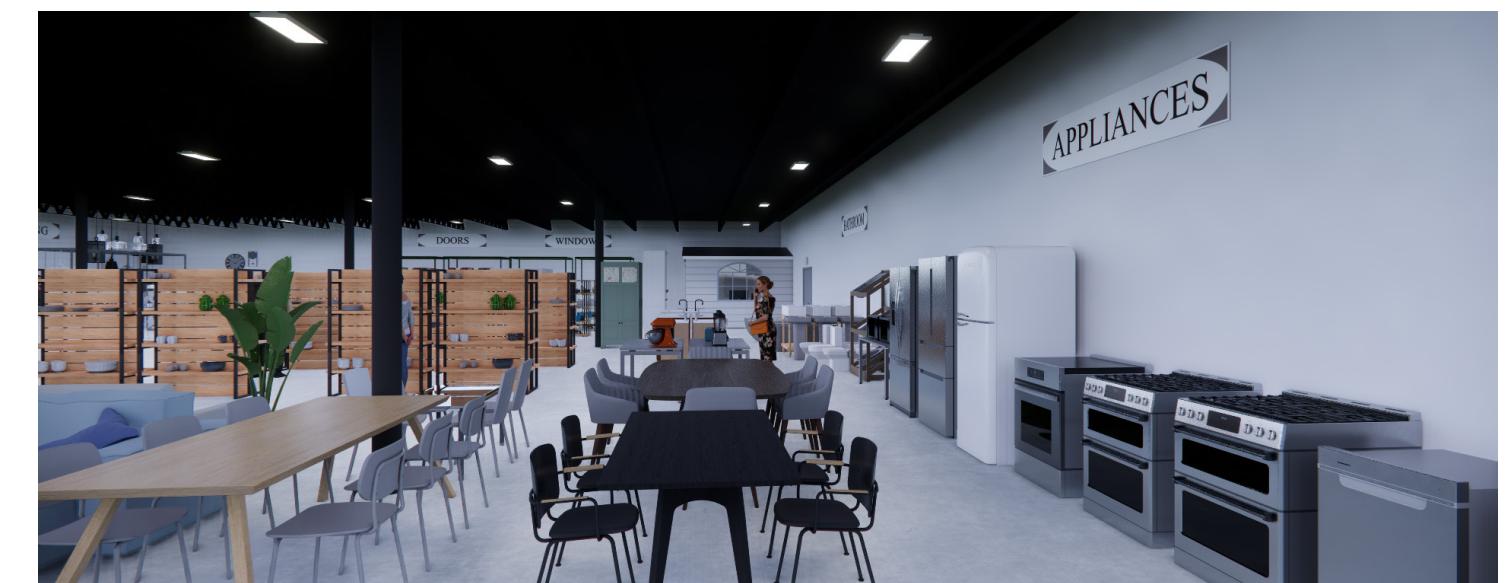
Site Photo



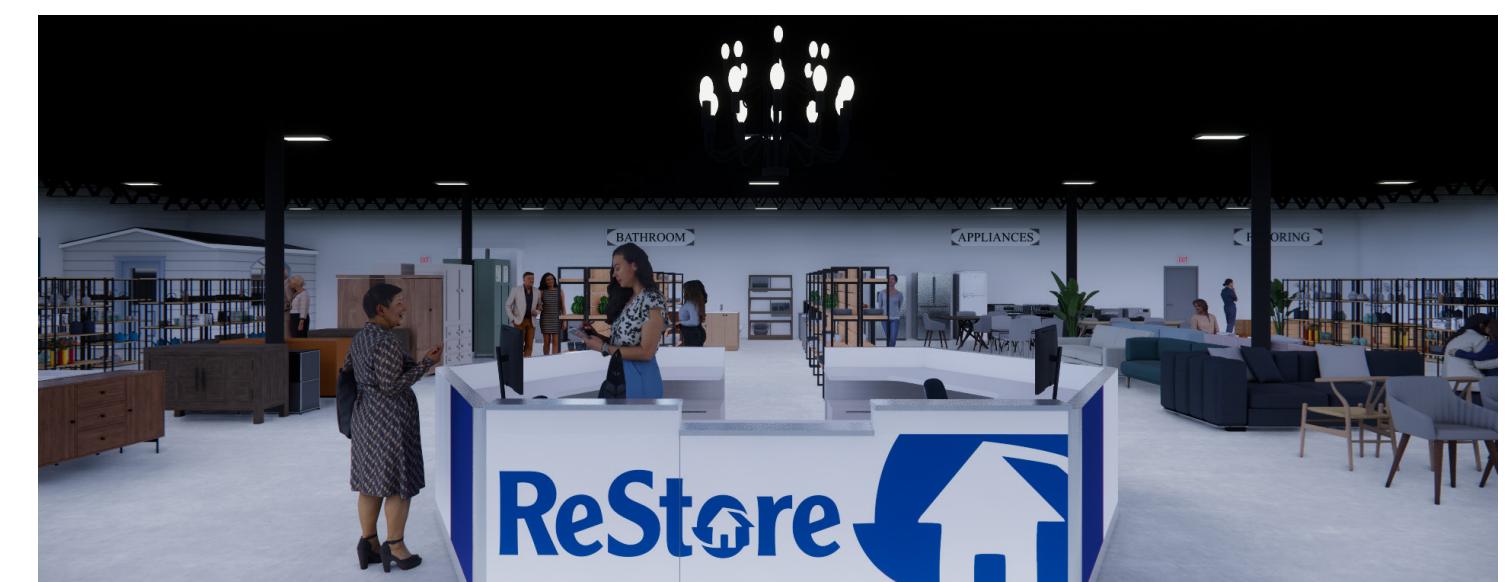
Isometric View



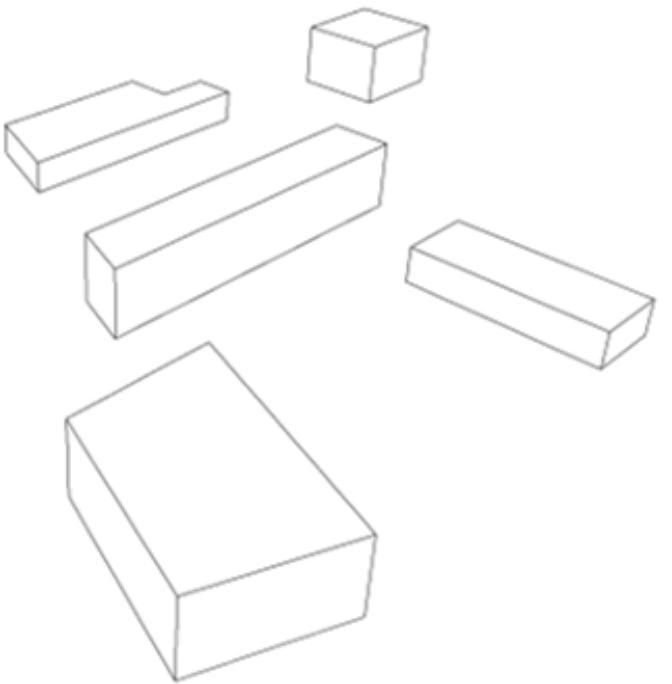
View of the Facade - Render



View of the Store - Render



View of the Store - Render



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Architectural Designer

Port Orange, FL

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