

Urban Designer | Public Realm, Placemaking, & Interventions

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Summary

Urban designer combining corporate scale project delivery with hands on public realm, place-making, and temporary architecture. Background spans urban interventions, adaptive reuse, and experiential public work. Strong at translating strategy into spacial concepts, leading multidisciplinary teams, and delivering design work that shapes how people experience cities.

Points of Reference

Tiger Lyon

- Studio & Design Director, Practice Leader
- tiger_lyon@gensler.com

Jay Chokshi

- Studio Director & Practice Leader
- jay_chokshi@gensler.com

Education

Elisava School of Design

Master's in Ephemeral Architecture and Temporary Space
Barcelona, Spain

University of Houston

Bachelor of Architecture (B.Arch)
5 year NAAB accredited degree
Minor: Business Administration
Houston, Texas

Skills

Design & Visualization

Revit, Sketchup, Rhino, Grasshopper, AutoCAD, Illustrator, InDesign, Photoshop, Nano Banana AI, Lumion, Enscape

Fabrication & Making

Model Making, 3D printing, Laser Cutting, Woodworking, Clay, Foam, Felt, Plaster, Sketching, Painting, Pottery

Experience

Gensler

Houston, Texas

Technical Designer

May 2022 - Sept 2024

- Contributed to urban-scale mixed-use, master planning, entertainment, and civic projects, supporting public-facing and in-between spaces.
- Worked across concept, design development, documentation, and construction, bridging strategy, design intent, and delivery.
- Led internal teams, coordinated consultants, and presented work to clients ensuring design clarity while translating complex design ideas into clear narratives.

DLR Group

Houston, Texas

Emerging Professional

May 2021 - Aug 2021

- Supported site research, design collaboration, and construction documentation for multi-office projects.
- Produced diagrams, spatial studies, and presentation materials.
- Worked directly with owners and contractors, gaining early exposure to real-world urban constraints and delivery.

Urban Interventions & Built Work

Eixir - Llum Festival 2025

Barcelona, Spain

Interactive light installation awarded a special mention for community involvement. Explored activating a politically charged public space through fading illumination triggered by visitor proximity.

TAKK Architects

Barcelona, Spain

Experimental installation exploring catenary systems using suspended chains. Activating public space through movement, sound, and collective experience. Involved in the design, fabrication, and on-site assembly.

Queralt Suau Studio

Barcelona, Spain

Design-Build Market Stand that aims to 'break the box'. Portable, modular system fostering interaction, and expanding beyond physical limitations.

Theo Jansen Strandbeest

Barcelona, Spain

Assembly and calibration of kinetic sculpture investigating mechanical articulation, movement, and wind-driven systems at the Can Reon festival 2025.

Speculative Urban Futures (SUrF)

Barcelona, Spain

Developed and Presented five speculative narratives exploring future kitchen typologies through the lens of space, technology, ecology, culture, and society. Focused on systems thinking, and civic impact. Co-funded by the European Union.

I design temporary and permanent urban interventions that activate public space, shape behavior, and create lasting civic value.