



VALERIA PARRA

Architecture Portfolio | Selected Works

Academic

Architecture Portfolio

Selected Works

CV

Valeria Parra Nogueiras

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Venezuelan-Spanish Architecture graduate with a strong passion for design and the arts. I am particularly interested in cultural architecture and adaptive reuse, and I am inspired by creative disciplines such as photography, reading, dance, and music.

Driven by curiosity and creativity, eager to grow.

education

M.BA- Master of Architecture

Florida International Univeristy

High School Diploma
 Cypress Bay High School

special programs

-Study in Tokyo Japan
 Summer 2024

-Study in Genoa, Italy
 Fall 2025

languages

English Native
 Spanish Native
 Italian Conversational

certificates

Excel Certificate
 Word Certificate
 Indesign Certificate
 Revit Certificate

awards

- TheDream.US Scholarship2022-2026
 - Bright Future Scholarship2021-2023
 - Ambassador ScholarshipFIU
 - Silver Knight AwardMiami Herald
 Honorable mention
 - Volunteer Service AwardArts Council of Greater Weston
 - Silver Key for paintingScholastic Art Awards
 - Arts for the Future Scholarship2021

experience

Architectural Student Intern

FIU Facilities Planning | Jan 2024- Aug 2025
 - Developed, maintained, updated, and managed BIM models of 3 campuses ensuring accurate representation of existing and proposed buildings.
 - Produced visual materials for committee reviews and project discussions.
 - Created 3D models and drawings to support master planning and campus-wide studies.
 - Distributed BIM models to internal teams and external consultants to support planning and coordination.

Arts council of greater weston liason

City of Weston | August 2018-May 2021
 - Contributed to the planning and execution of culturally focused programs and community events.
 - Organized events highlighting local artists and creative work to strengthen community participation.
 - Coordinated and supervised teen volunteers to support event operations and engagement.

skills

Softwares

AutoCad
 Rayon
 ArcGIS Pro
 Rhinoceros 3D
 Revit
 Lumion
 D5
 Endscape
 Adobe Photoshop
 Adobe Illustrator
 Adobe Indesign
 Adobe Premnier
 Adobe Lightroom

Drafting
 3D modeling
 Rendering
 Creative Cloud

others

Modelmaking
 Videography
 Photography
 Painting
 Drafting
 3D modeling



01.
“The Turning Point”
Mixed used



02.
“Artisan Village”
Housing & workshops

*Selected for
Morikami Museum Display



03.
“The Castle Circuit”
Recreation

*Selected to present to
FIU's Presidential delegation



04.
“Interconnectivity”
Cultural



05.
“Cave of Knowledge”
Cultural

01

“THE TURNING POINT”

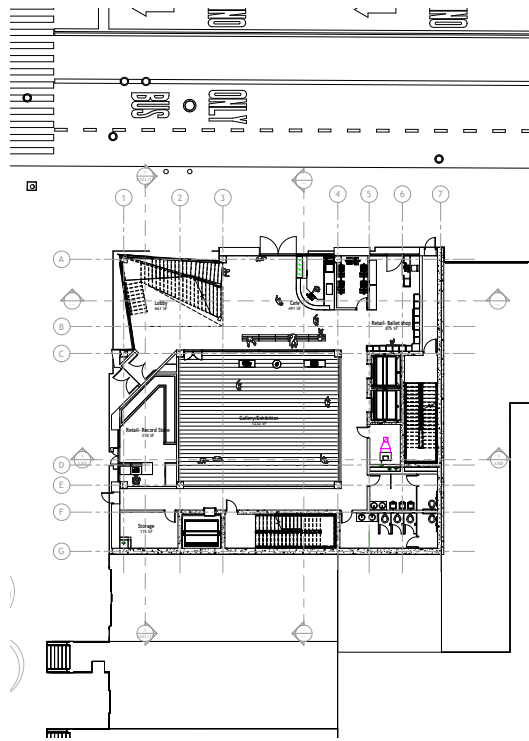
Dance theater of Harlem + Community center



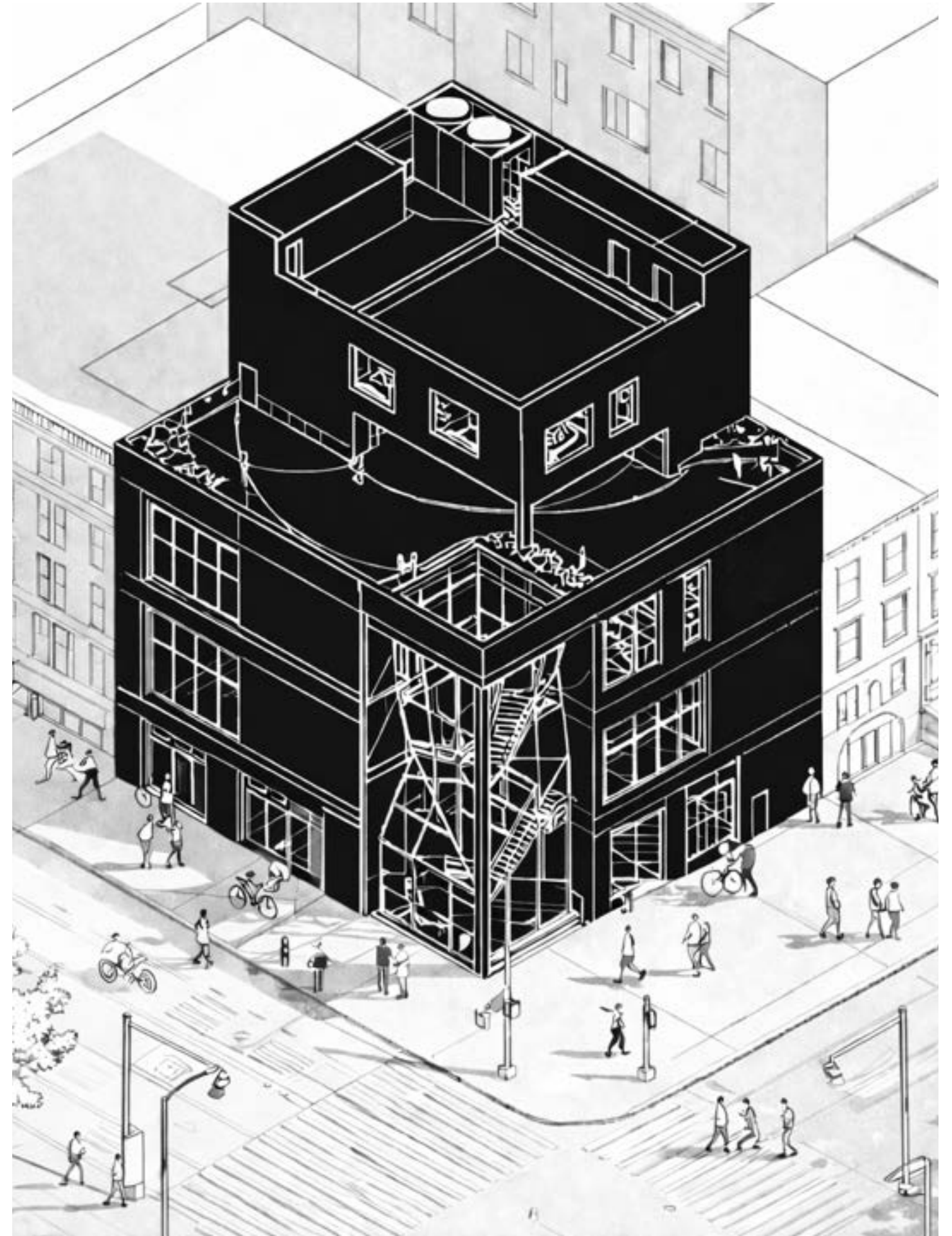
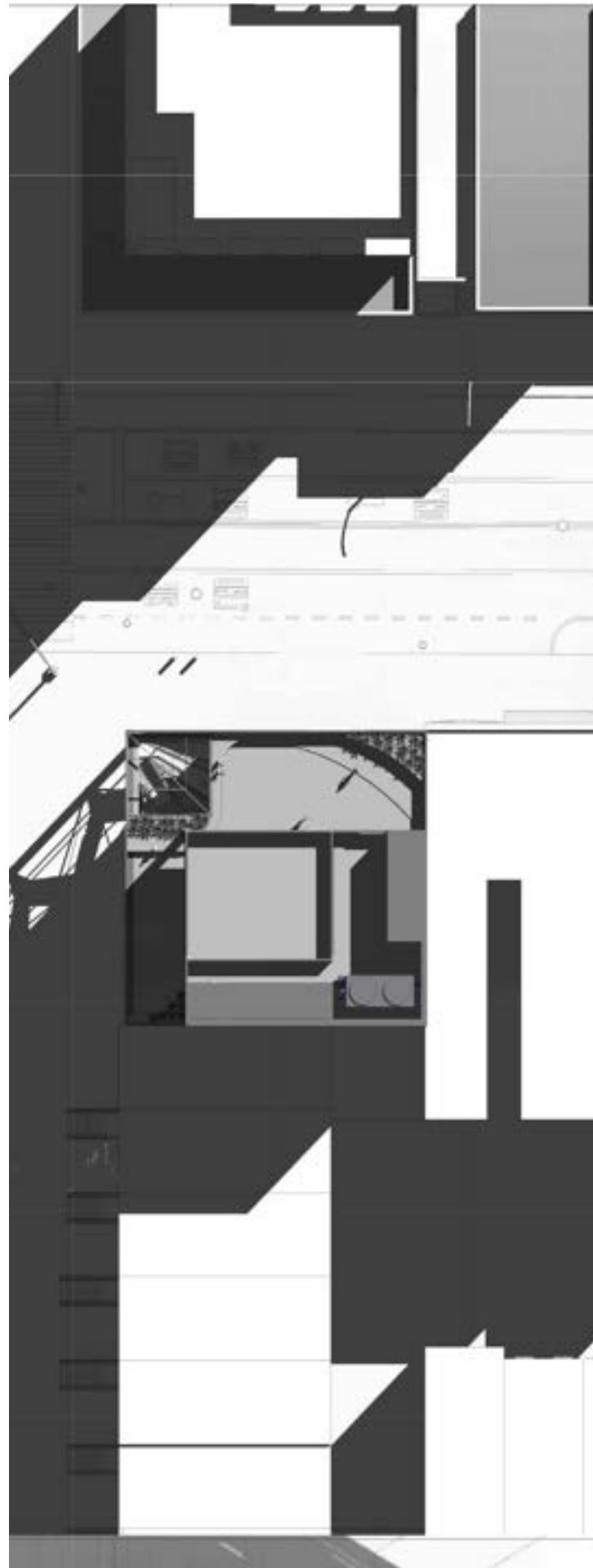
Location: 5th Ave, Harlem, New York, 10035
Typology: Commercial | Theater | Community Center
Year: 2025

The project required a building that could accommodate a school of ballet and theater alongside a community center and flexible event spaces within a prominent corner condition in the dense and energetic context of Harlem, New York. Located at the intersection of heavy pedestrian and vehicular traffic, the building was conceived as a cultural anchor that supports artistic training while remaining accessible and inviting to the community. The design prioritizes clear organization between public and private programs, transparency at street level, and adaptable spaces capable of supporting both everyday use and larger community events.





The programming of the building is intentionally divided between spaces open to the public and those reserved exclusively for the ballet dancers. Public functions are placed on the ground floor to promote accessibility, visibility, and engagement with the street. In contrast, rehearsal studios and dancer-specific areas are positioned above, ensuring privacy, focus, and controlled circulation. Because the building occupies a corner condition, that same “corner” geometry is intentionally replicated in the processional stair. This stair not only organizes vertical movement but becomes the beacon of the project—an architectural gesture that marks the urban edge and embodies the dynamism and discipline of ballet.





WHY?

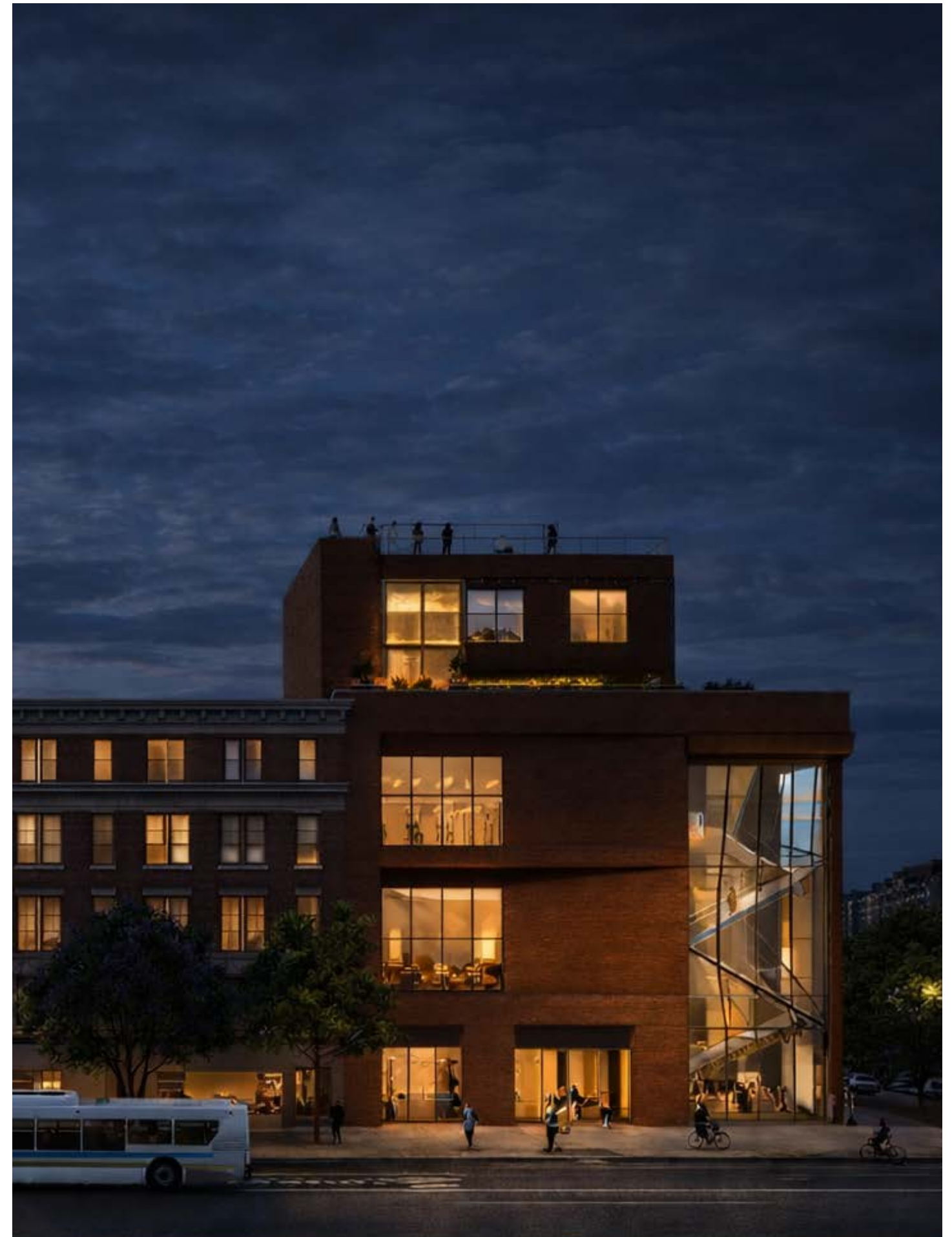
The project is driven by movement and performance, drawing directly from the disciplines of dance and theater that define its program. Located on a highly visible corner in Harlem, the building is conceived as a sculptural presence that captures the energy of the street while maximizing views between interior spaces and the surrounding city. This approach reinforces the building's role as a cultural marker and an active participant in the neighborhood's daily life.

HOW?

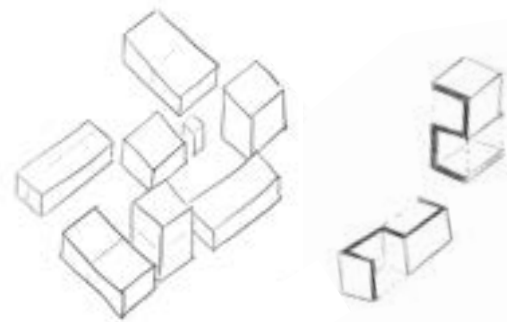
Zoning constraints on height and façade articulation informed a strategy that pushes primary structural walls and service cores inward, allowing central systems to connect efficiently from basement to terrace without unnecessary complexity. This organizational clarity frees the perimeter for transparency and flexibility, enabling the façade to engage the street while respecting the historic architectural language of Harlem.



Pg. 10



Pg. 11



02 ARTISAN VILLAGE

Artist village for commissioned artist from Japan to South Florida

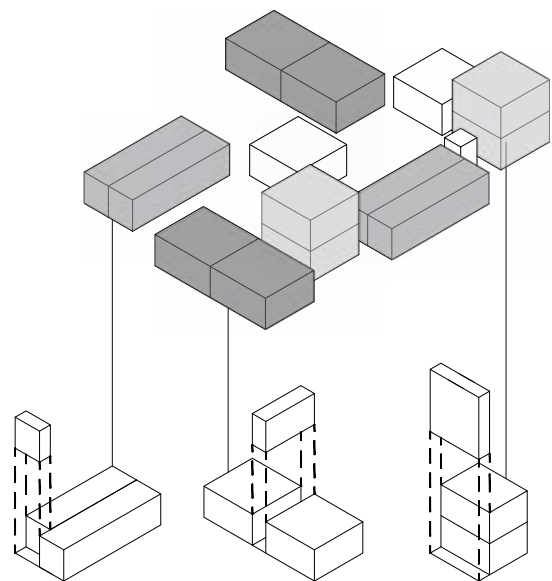
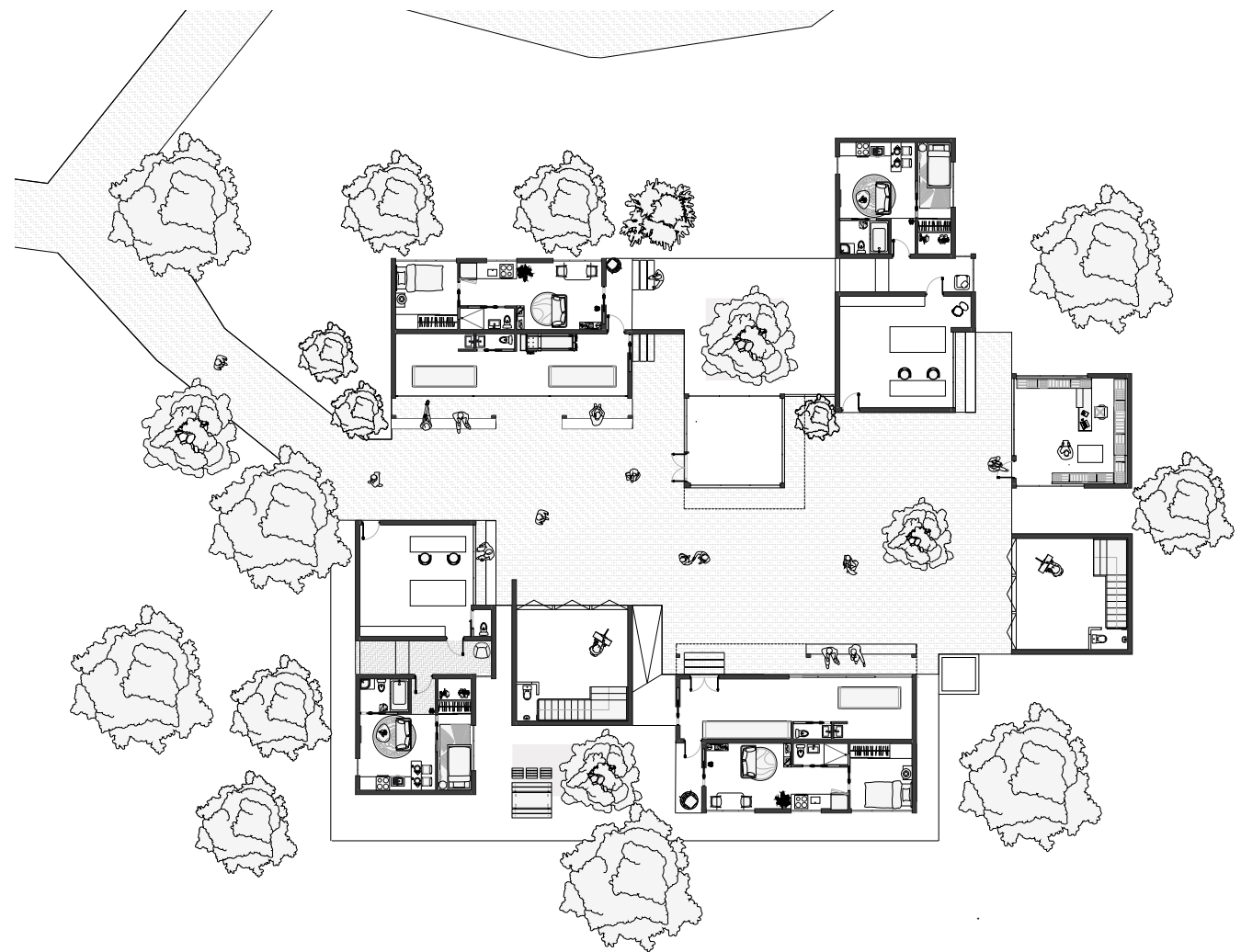
Location: Morikami Gardens in Boca Raton Florida

Type: Residential | workshops

Year 2024

This project proposal, consists of six modules that offer housing and studio spaces for artists. It features a multipurpose room for workshops and classes, a gift shop for displaying and selling art, and a small beverage kiosk. The layout uses three different module prototypes in pairs to balance private and public spaces, ensuring visitors can access studio spaces while maintaining artists' privacy. Inspired by traditional Japanese villages, the design incorporates varied heights, distinct modules, and traditional materials to create an authentic feel.

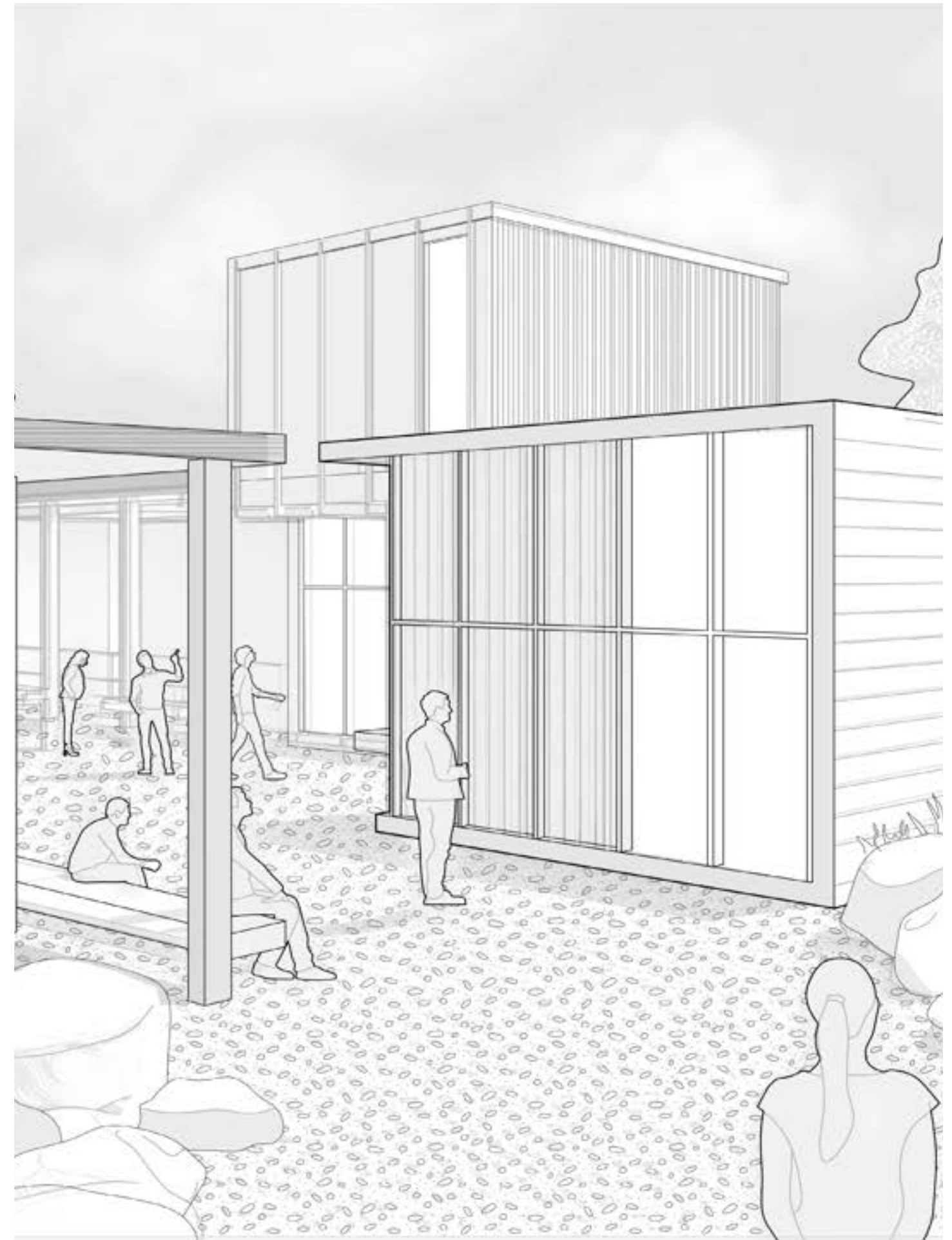
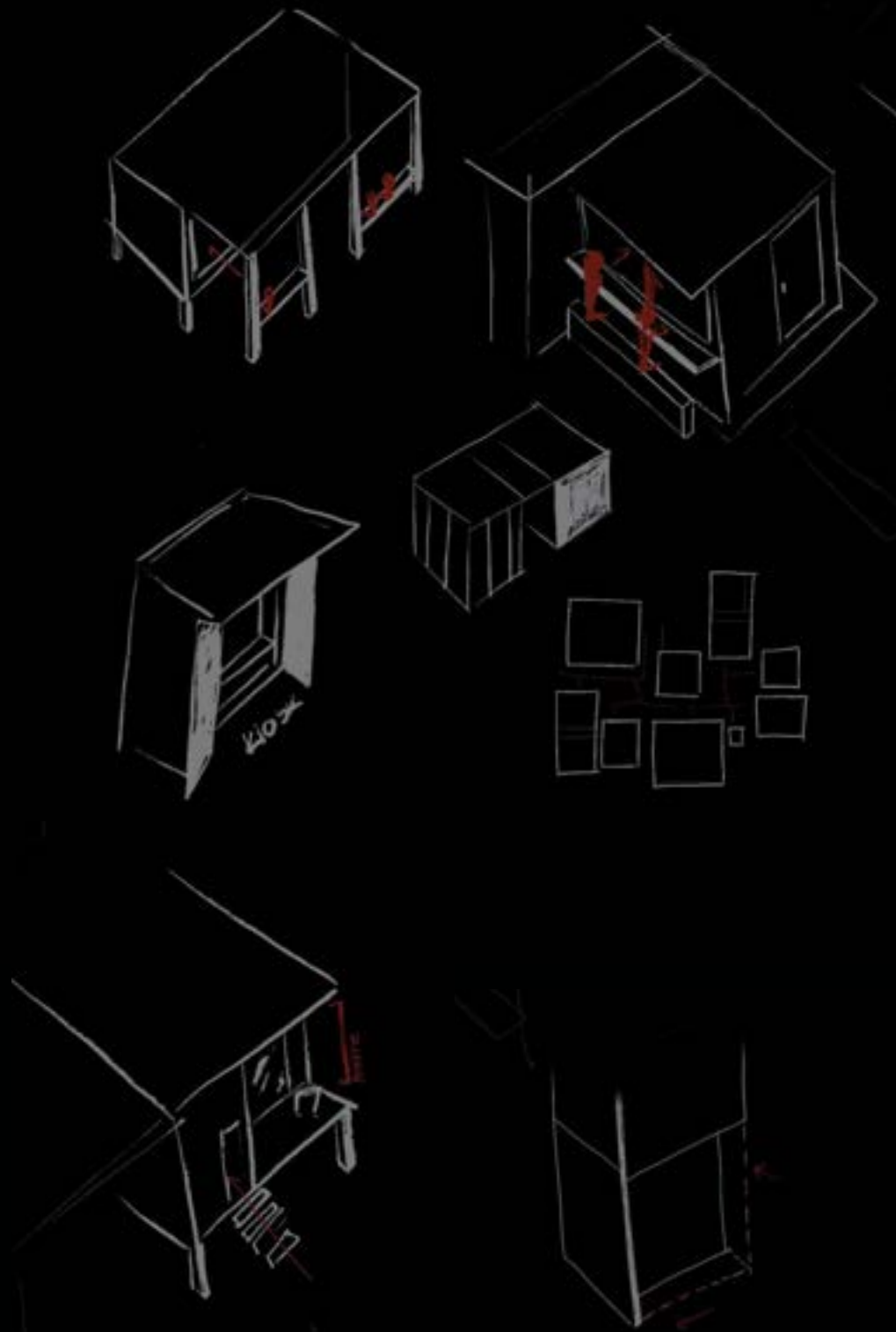


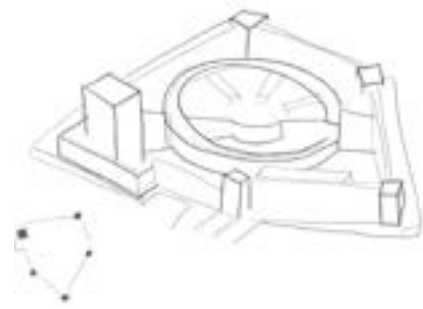


Each unit is repeated in pairs, forming a village with the capacity to host six artists in total. In addition, the village includes a multipurpose room that can accommodate larger artist-led workshops, be opened for events, or function as a seating and gathering area when weather conditions limit outdoor circulation.

A gift shop, located toward the end of the village, showcases and sells the artists' work, extending the experience beyond production and exhibition. Finally, a small kiosk is integrated within the village, allowing visitors to enjoy light refreshments without returning to the main museum or café—making the visit more dynamic, flexible, and enjoyable.







03 “THE CASTLE CIRCUIT”

Reimagining a historic castle as an automotive and cultural destination

Location: Castel D’ario, Mantua, Italy
Typology: Commercial | Automobile track
Year: 2025
Collaboration: Camila Benen & Erika Nino

Our project reimagines an existing castle as an automotive and cultural destination, activating both its interior and landscape. The intervention introduces an amphitheater, a ceremonial vehicle route, and a permanent outdoor exhibition space, allowing cars to move in a continuous sequence from landscape to castle, visible from the amphitheater and below. New additions echo the material language of the historic stone walls, forming layered extensions that become a ramped approach, while a reflective glass wall, shaped as a replica of the adjacent masonry, mirrors the landscape and town—blending old and new through reflection rather than imitation.





Existing castle

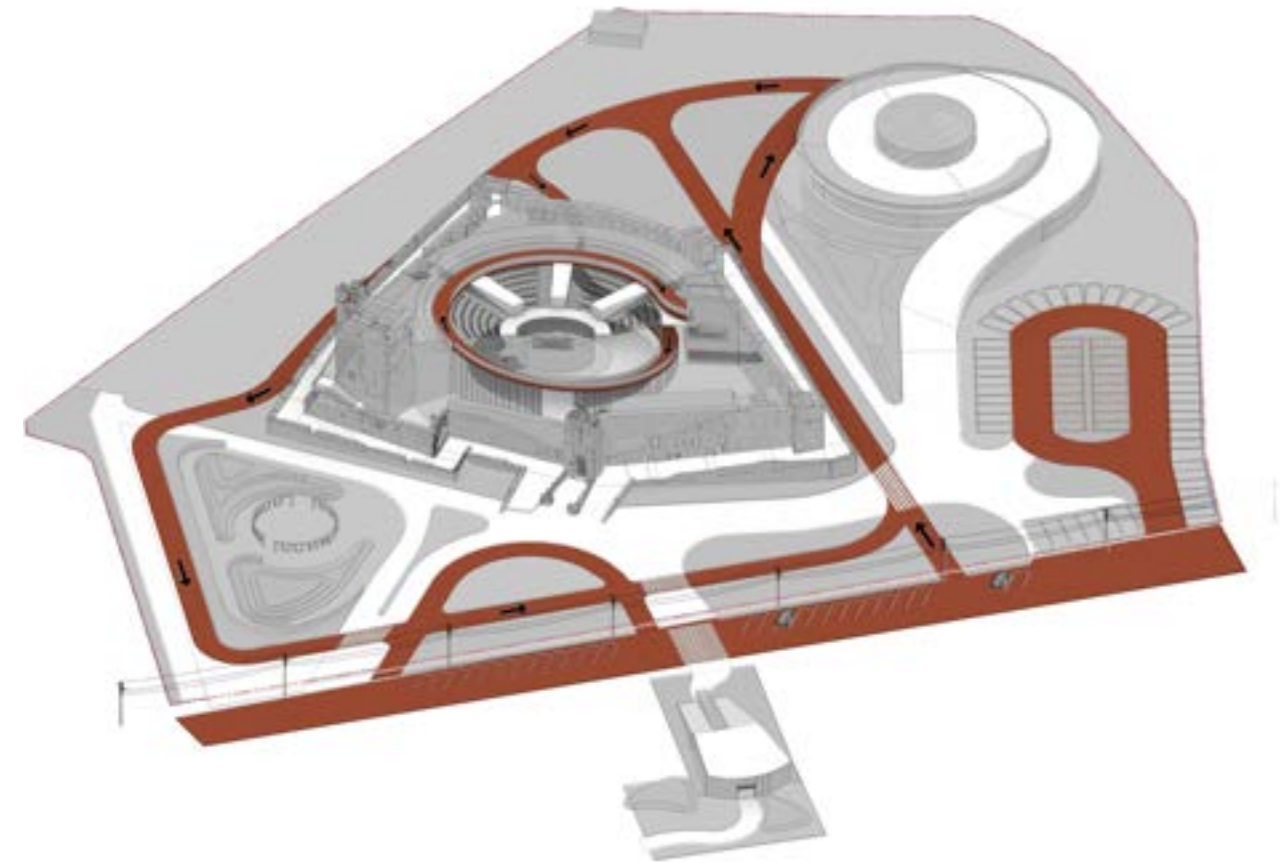


Existing

Elevated Amphiteater

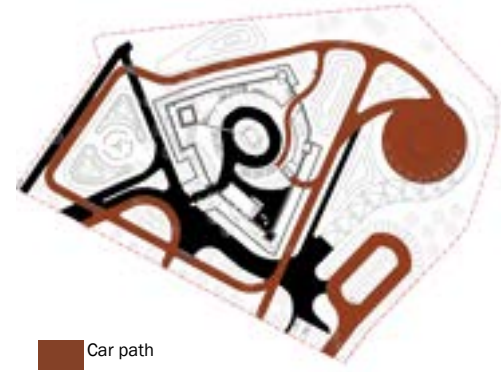
Circulation

Car Track



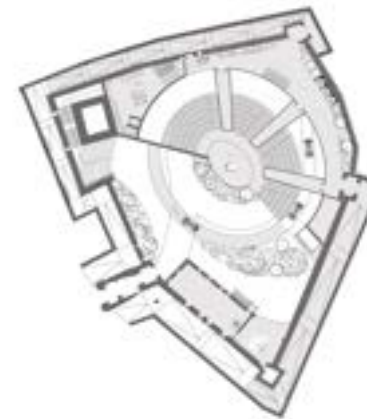
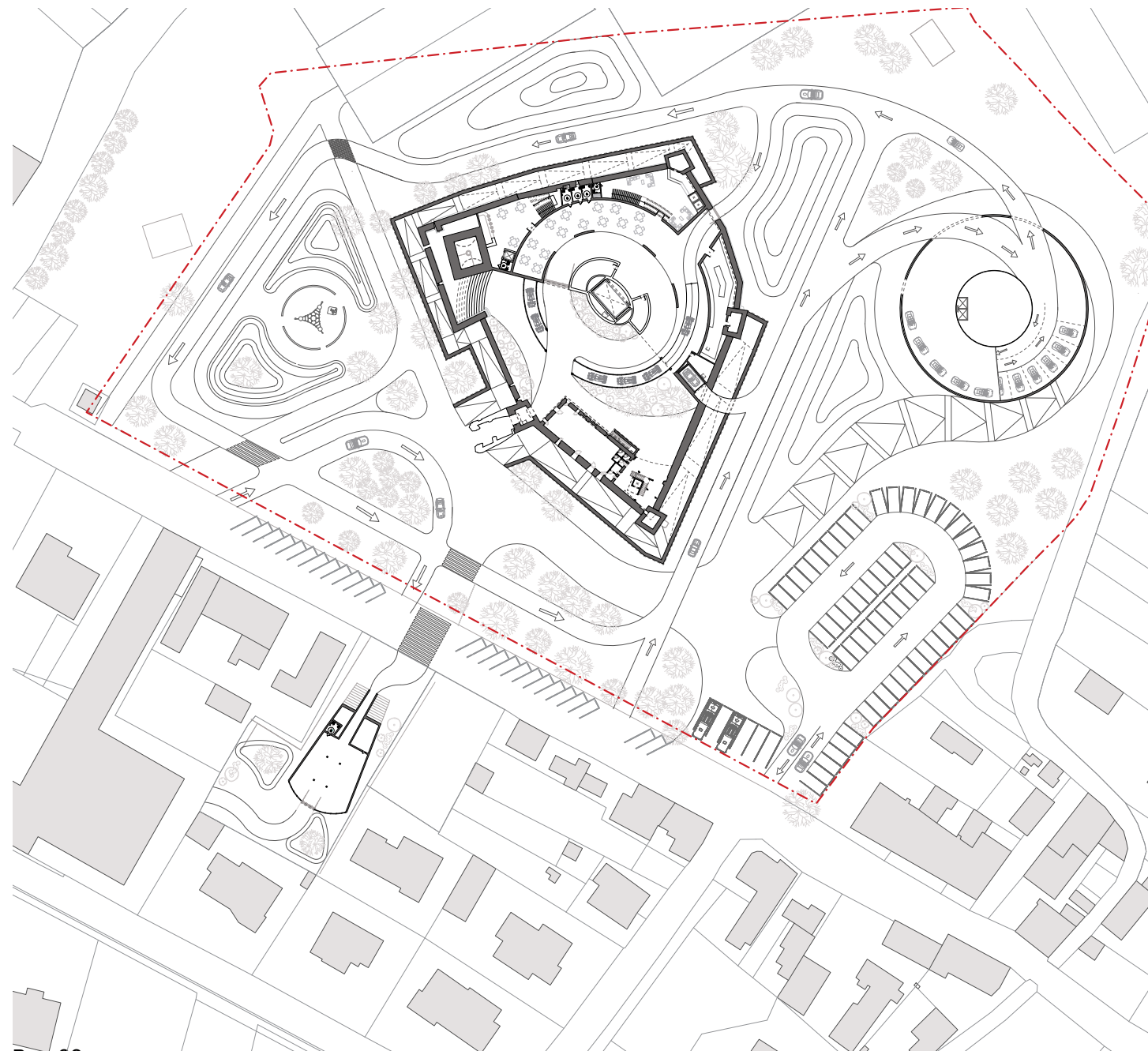
We designed the landscape so that the car parade circuit becomes an integrated, continuous experience woven through the entire site. The circuit can be accessed either directly from the permanent underground exhibition space, located in the circular building at the top right of the site, or from the street, allowing vehicles to join the parade without disrupting the main flow of urban traffic. This creates an uninterrupted loop fully embedded within the project, independent from the main road system.

Once inside, the route moves seamlessly through the landscape and even enters the castle, ensuring the activity becomes visible and engaging for every user group. Visitors dining on the ground floor, audiences in the amphitheater above, people arriving through the exterior ramps, and pedestrians exploring the open spaces all experience the parade as part of the site's shared atmosphere. The car route, marked in brown, intersects and overlaps with the black highlighted pedestrian paths to create a layered, interconnected spatial experience.

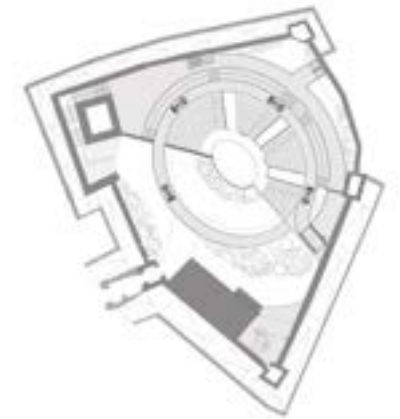


Car path

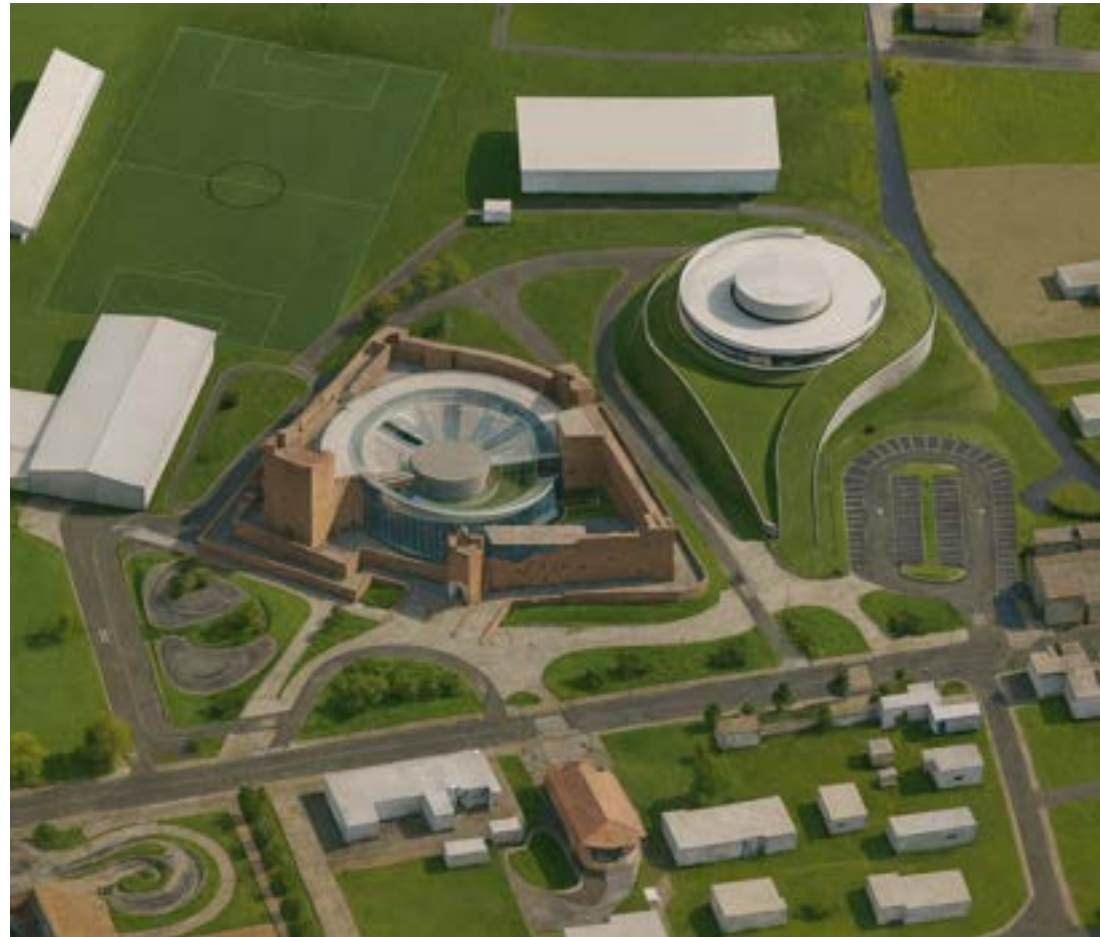
Pedestrian path



2nd Floor

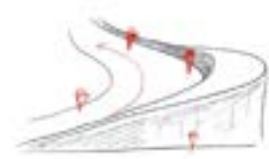


3rd Floor



As part of the spatial procession that unfolds from the main entrance toward the amphitheater, the existing castle wall is not only preserved as a historical artifact but conceptually replicated and reinterpreted as a continuous architectural gesture. This new intervention takes the form of a ramp that guides movement gradually through the site, echoing the solidity, rhythm, and linearity of the original fortification. Rather than treating circulation as a purely functional necessity, the project transforms it into an experiential device—one that carries visitors physically and narratively through layers of time.

By abstracting the castle wall into a contemporary ramp-wall, the design extends the historical narrative into the lived architectural experience. The act of walking becomes symbolic: visitors trace a path that parallels the defensive boundary of the past, yet does so in an open, accessible, and collective manner. In this way, circulation itself becomes part of the story, reinforcing the relationship between memory, movement, and space. On the exterior face of this ramp-wall, a mirrored material is applied as a deliberate counterpoint to the mass and weight of the original stone. The reflective surface captures and doubles the surrounding landscape, the sky, and the image of the town below. This material choice introduces a dynamic and ephemeral quality that contrasts with the permanence of the historic structure.

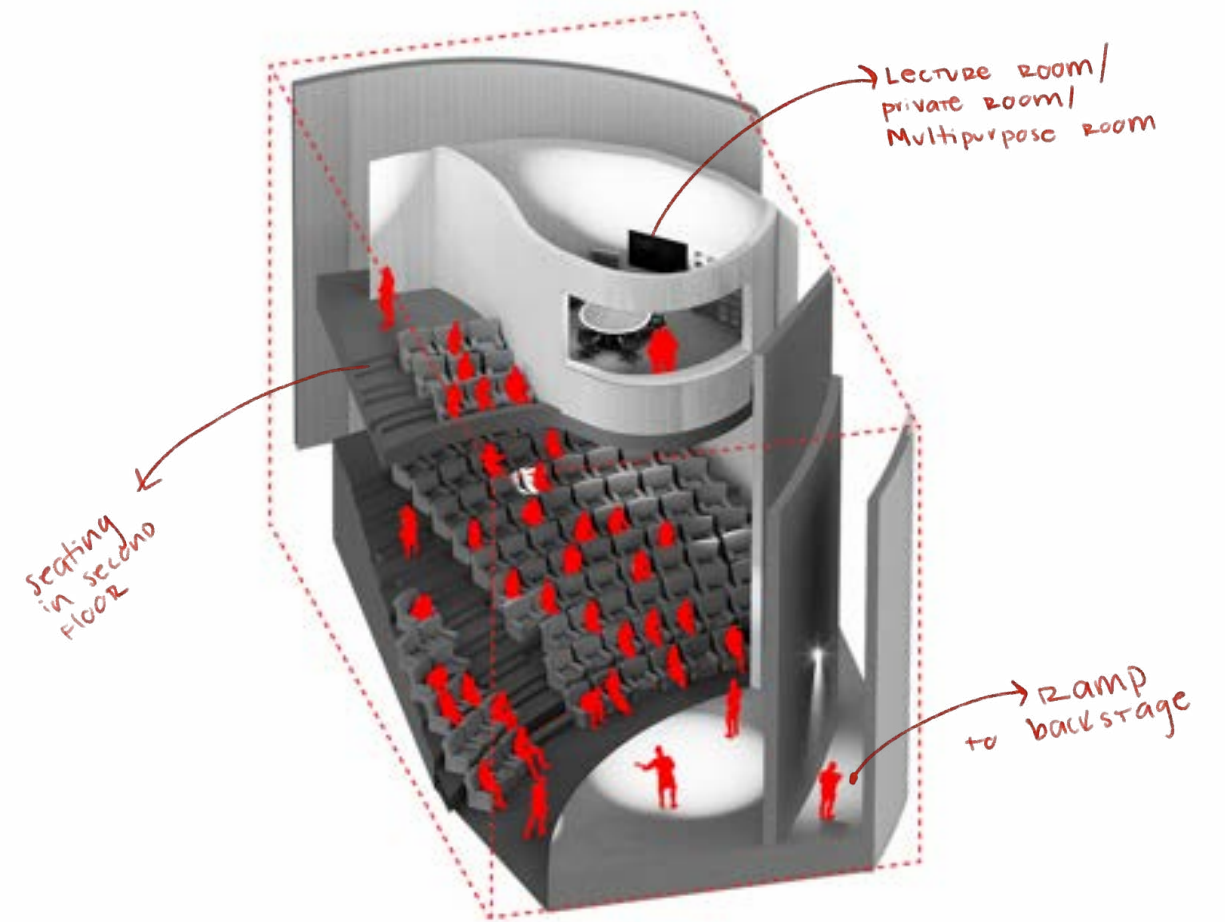


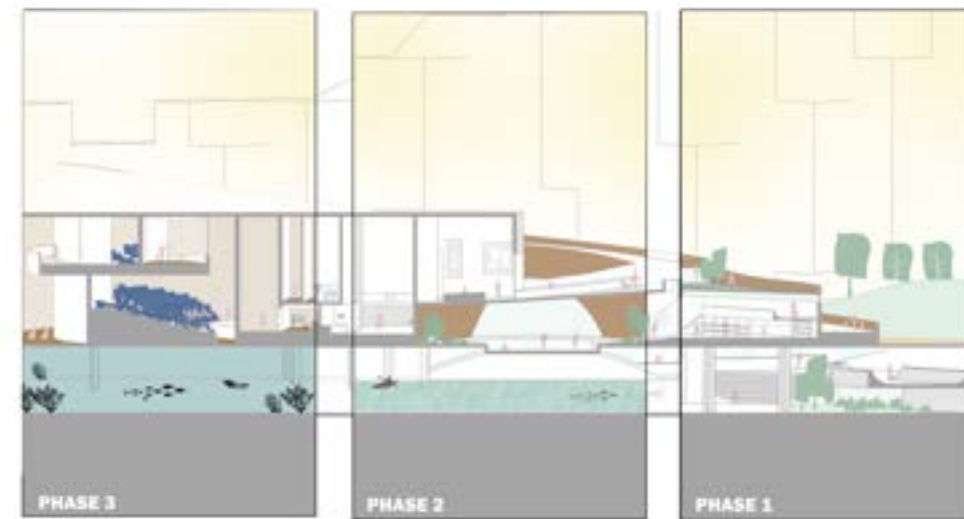
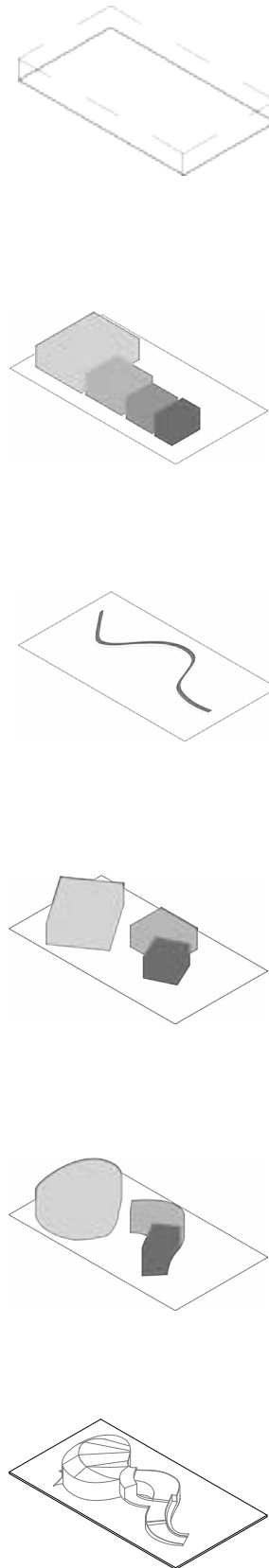
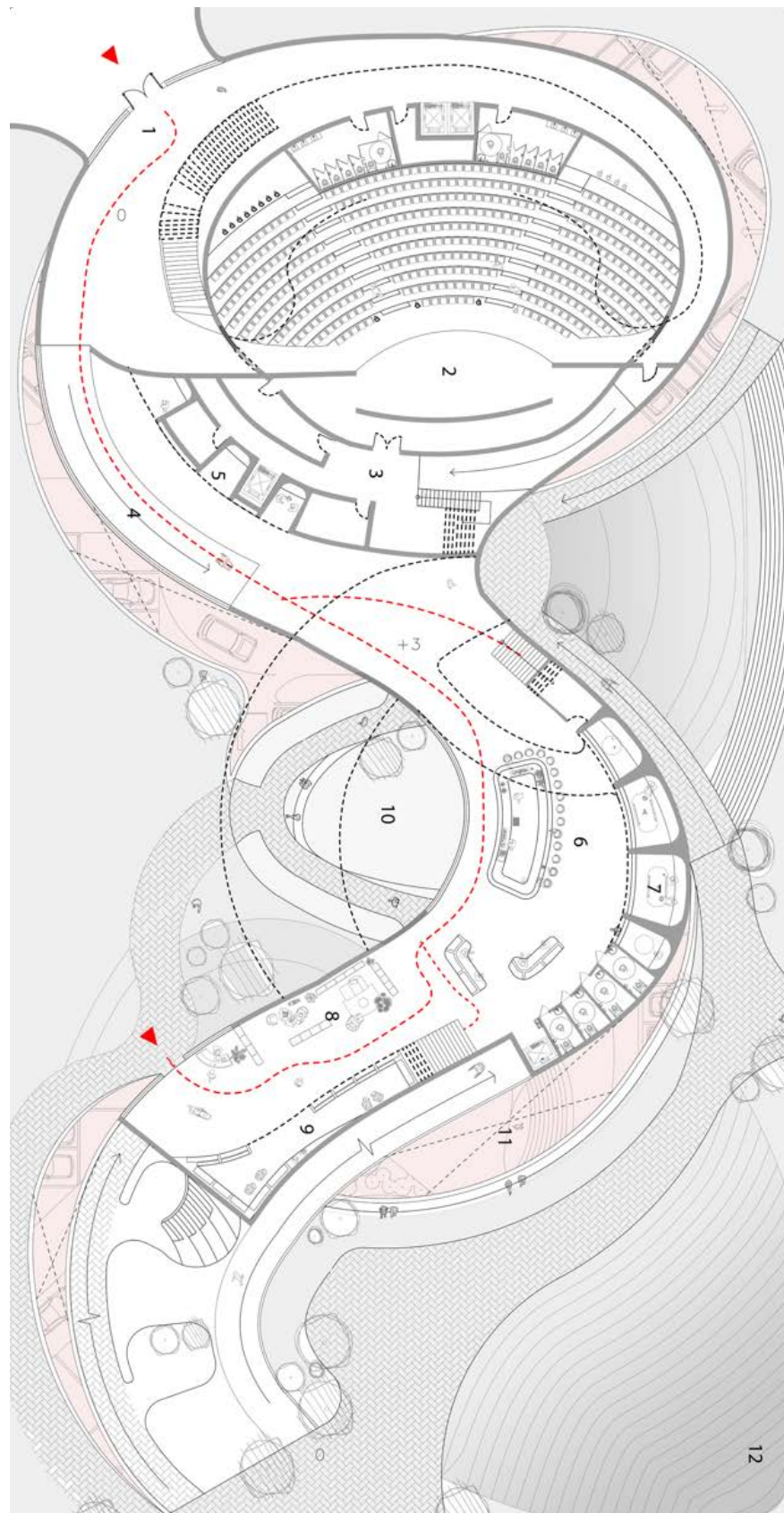
04 “ INTERCONNECTIVITY”

A community Hub made to be resilient in combating sea level rise

Location: Fort Myers, Florida, USA
Type: Community center | Library | Theater
Year: 2025
Collaboration: Valerie Mata

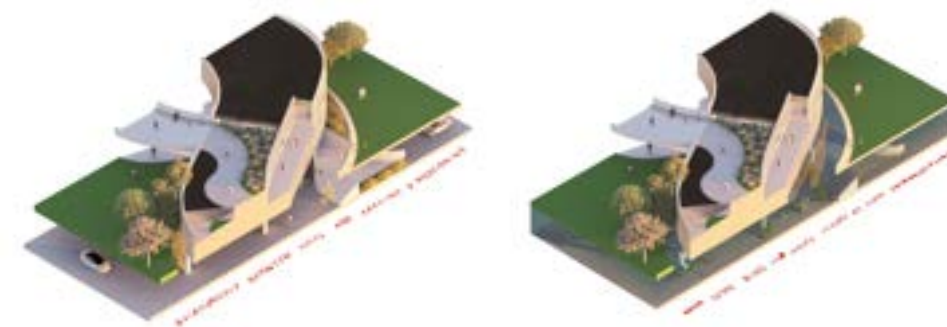
This project reimagines a hurricane-damaged site in Fort Myers as a resilient community hub housing a theater, library, coffee shop, and civic gathering spaces. Designed to accommodate sea level rise of up to 30 feet, the building is conceived as a dynamic web of interconnectivity, organized through vertically layered programs that respond to gradual environmental change. As water levels rise, the project adapts rather than shuts down, allowing uses to shift, condense, and remain active at different elevations. By embracing water as a condition rather than a threat, the project supports community life across all stages of climate transformation, functioning simultaneously as social infrastructure and long-term resilience.



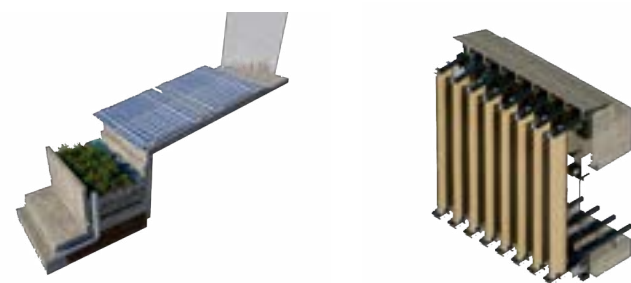


COMBATING SEE LEVEL RISE

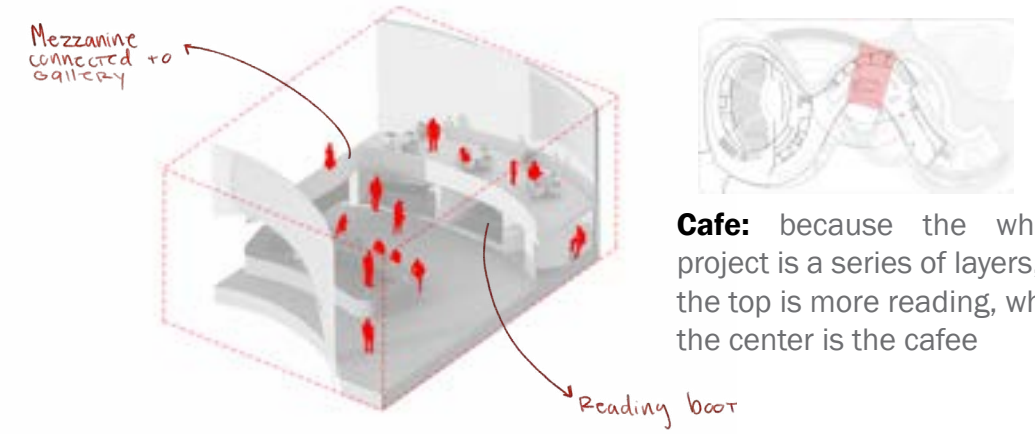
At the ground floor, the building acts as a porous civic layer, with multiple entry points that allow the community to enter through different programs rather than a single formal entrance. The red-highlighted voids puncture the ground plane to bring natural light into the lower levels, establishing visual and spatial continuity throughout the building. These lower areas initially function as parking, but as sea levels rise, their use adapts and transforms, ensuring that each level remains active, relevant, and integrated within the project's dynamic web of interconnectivity.



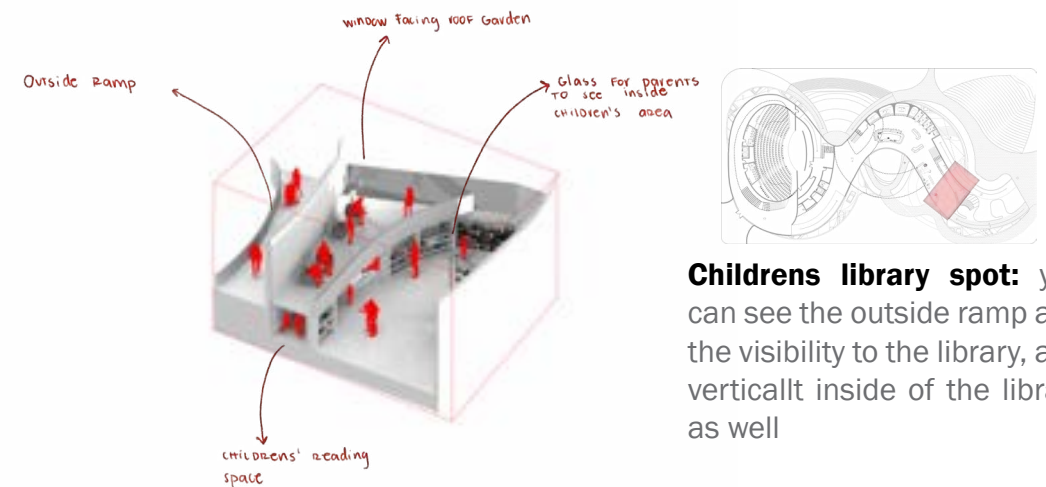
- | | | | | | | | |
|---|-------------------|---|--------------|----|---------------------------|---|-------------|
| 1 | Lobby of theater | 5 | Reading nook | 9 | Children's Library area | — | Circulation |
| 2 | Theater | 6 | Cafe | 10 | Ramp to Parking mezzanine | ▶ | Entrance |
| 3 | Backstage | 7 | Cafe nooks | 11 | Holes | | |
| 4 | Ramp towards cafe | 8 | Library | 12 | Hill on Landscape | | |



Throughout the building, a series of interconnected layers establishes multiple paths of movement and occupation, reinforcing the project's non-linear circulation. The architecture allows entry at different elevations: visitors can access the second floor directly by walking along the eastern roof landscape, while alternate routes lead to a mezzanine level, creating varied spatial experiences and points of arrival. Above, the roof integrates an irrigation system, solar panels, and a louvered shading system that works passively to filter sunlight and reduce heat gain—particularly important given the building's extensive use of glazing.

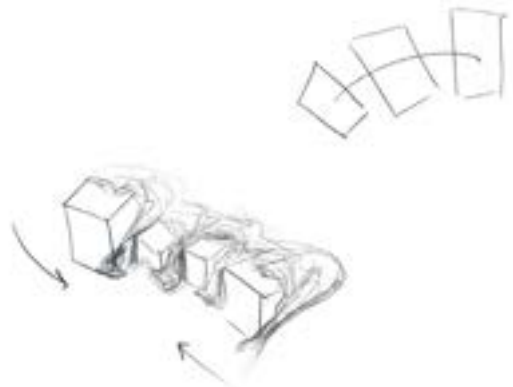


Cafe: because the whole project is a series of layers, at the top is more reading, while the center is the cafe



Childrens library spot: you can see the outside ramp and the visibility to the library, and vertically inside of the library as well





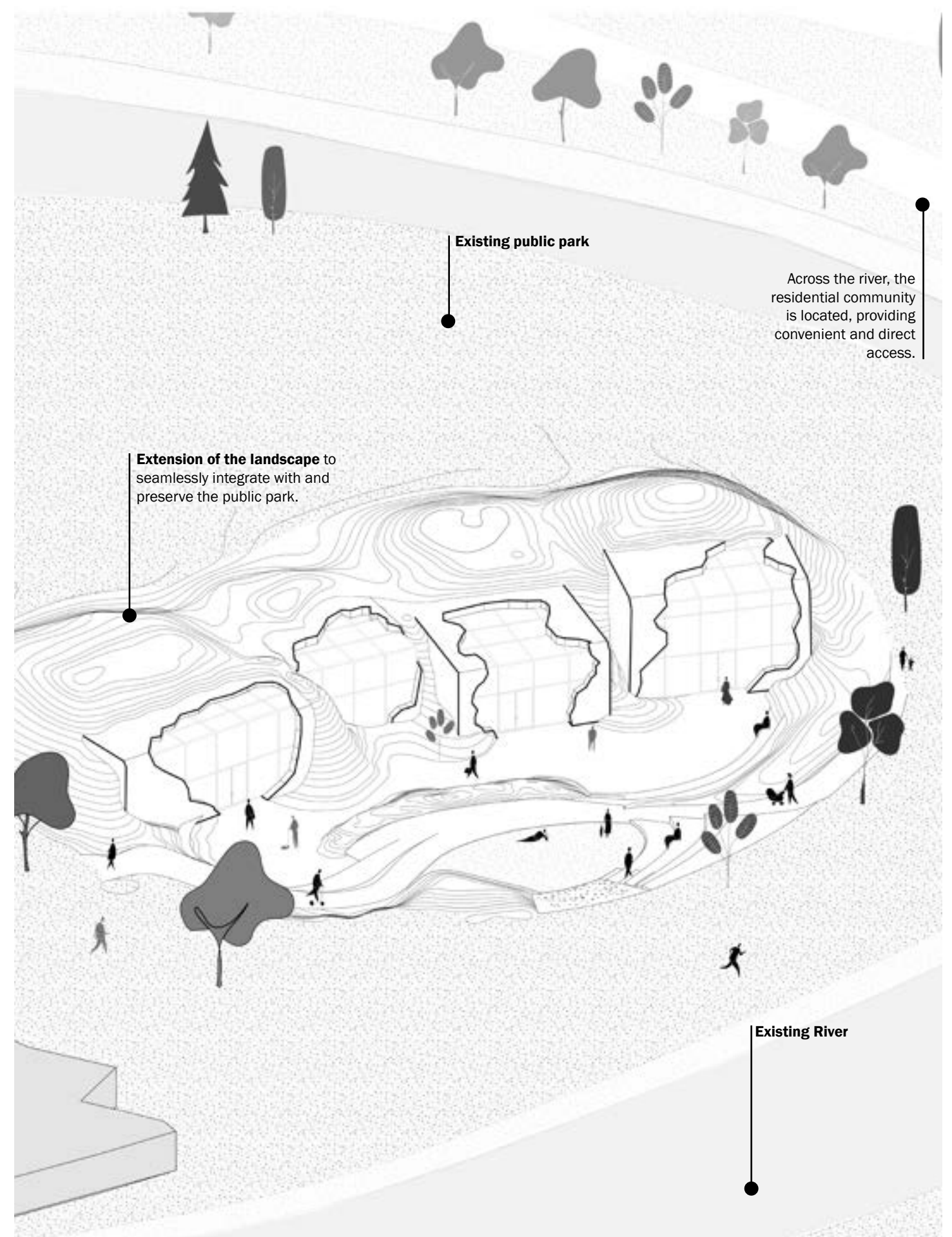
05 “CAVE OF KNOWLEDGE”

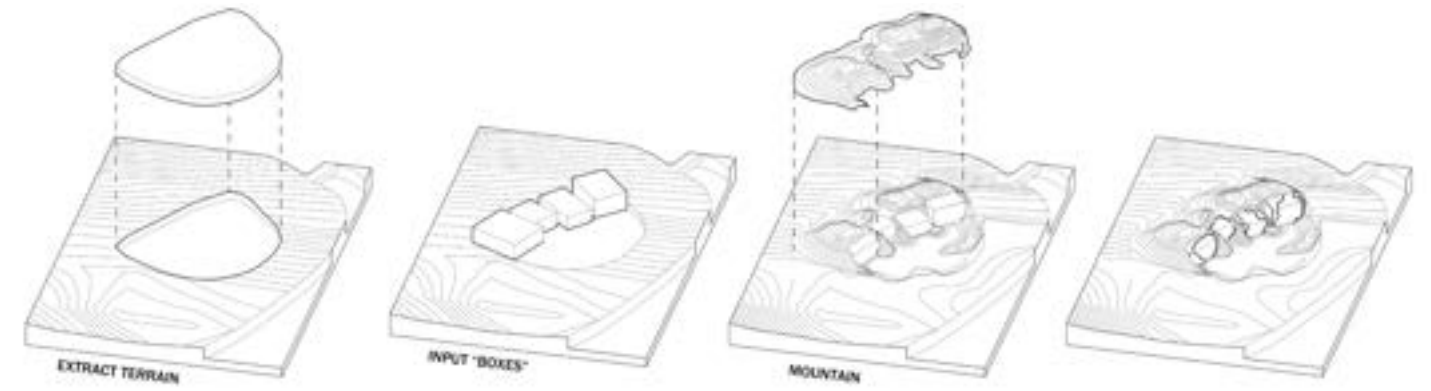
Artist village for commissioned artist from Japan to South Florida I

Location: Allariz, Galicia, Spain
Typology: Community center | Library
Year: 2024
Collaboration: Jorge Tabla & Camila Benen

This project envisions architecture as a seamless extension of the natural landscape, inspired by Spain’s rich architectural heritage. Four rectangular volumes are excavated into the terrain, creating spaces that feel carved from the earth. Exposed rock defines both the interiors and the facade, blending rugged textures with smooth glass to connect the built environment with nature. Traditional materials, like stone and terracotta, are combined with modern techniques, while sustainable design strategies ensure harmony with the environment. The result is a timeless space that honors the land and fosters a deep connection to its surroundings.







Computer lab: accessible technology and digital support for the town's elderly residents.



Computer lab: embedded within the library stacks creates a quiet social space.



Multipurpose room: a flexible gallery space, accommodating exhibitions and events.

*

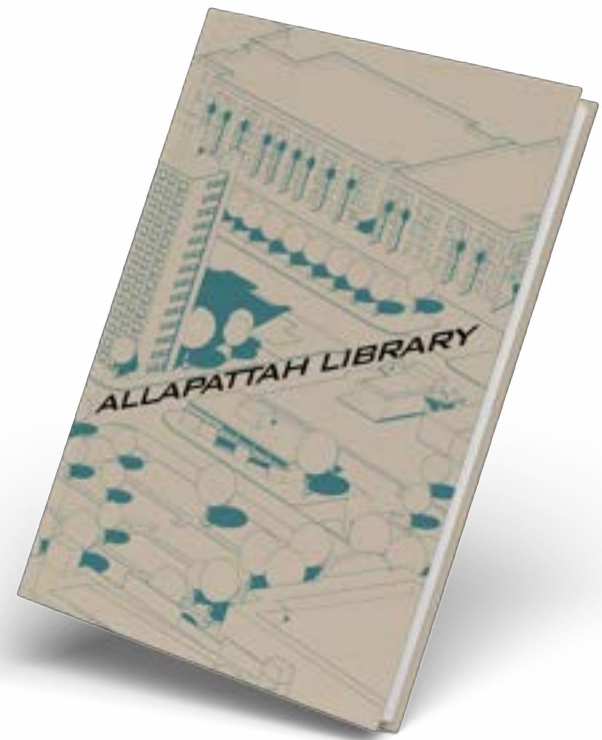
BOOK CREATION

from concept and graphic identity to layout, curation, and complete class-wide compilation.

Typology: Books

The books presented reflect a comprehensive design process that extended beyond individual graphics. In addition to producing the visual content within the publications, the work included designing the covers, developing cohesive layout systems, and carefully organizing and distributing an entire class's projects into a unified editorial format. This required establishing a clear visual identity, maintaining consistency across diverse work, and ensuring that each project was represented thoughtfully while contributing to a collective narrative.





Allapattah Library

Page Count: 500
Collaboration: Victoria Linek and Jennifer Ortiz

This book was developed in collaboration with the Miami-Dade Public Library System, specifically focusing on the Allapattah branch in Miami-Dade County. The publication serves as an advocacy tool against the proposed demolition of the library and the construction of new high-rise developments. Through research, documentation, and graphic narrative, the book highlights the cultural, educational, and social value the library brings to the community, emphasizing its role as an essential civic anchor rather than a site for replacement.



Study Abroad Japan

Page Count: 140
Collaboration: Camila Benen and Valerie Lee
Commissioned: Morikami Museum and Gardens

This book was created as part of a study abroad project in Japan in collaboration with the Morikami Museum and Japanese Gardens. The proposals were developed to be presented to potential developers as part of a vision for the museum's expansion. The publication compiles and organizes all of the projects into a cohesive volume, allowing the work to be clearly communicated, professionally presented, and ultimately incorporated into the museum's collection as a record of the design exploration.



The background of the page is a soft-focus photograph of a wooden desk. On the desk, there is a spiral-bound notebook with a light-colored cover and a wooden pen resting on it. The lighting is warm and natural, creating a calm and organized atmosphere.

fin.