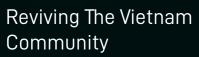


My work at GSAPP aims to find design solutions for communities that are vulnerable to floods and sea level rise. From the community in Queens and East Harlem to the Vietnam community in Puerto Rico, my research and projects, set in different geographical, social, political, and economical situations, experiment with different approaches to find solutions that solve design problems at different scales. The projects are anchored in place and offer versatile spaces to accommodate different uses at different times.

GSAPP Work 2021 - 2022 04 Reviving The Vietnam Community 10 Infrastructure Inequalities of Flushing Meadows Corona Bay 16 Brick : Flooding, Urban Heat Island Effect, and Environmental Justice 21 Techniques of the Ultrareal

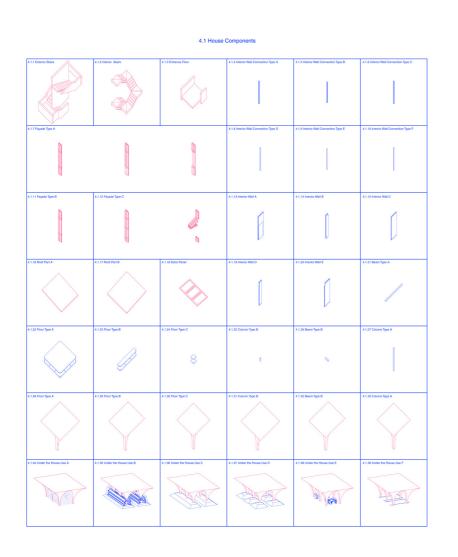




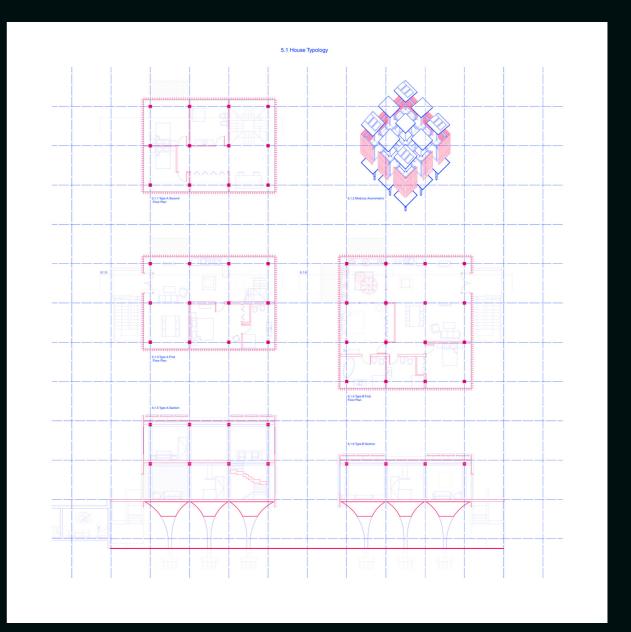
Advanced Studio VI - Individual Work Vietnam, Guaynabo, Puerto Rico The Vietnam community has long suffered from gentrification and natural disasters; most of the houses have been demolished without warning. Although some houses survived Hurricane Maria, many did not. Therefore, rebuilding the community and relocating the residents is crucial to create safe built environments, revive the neighborhood, and create an architecture of resiliency.



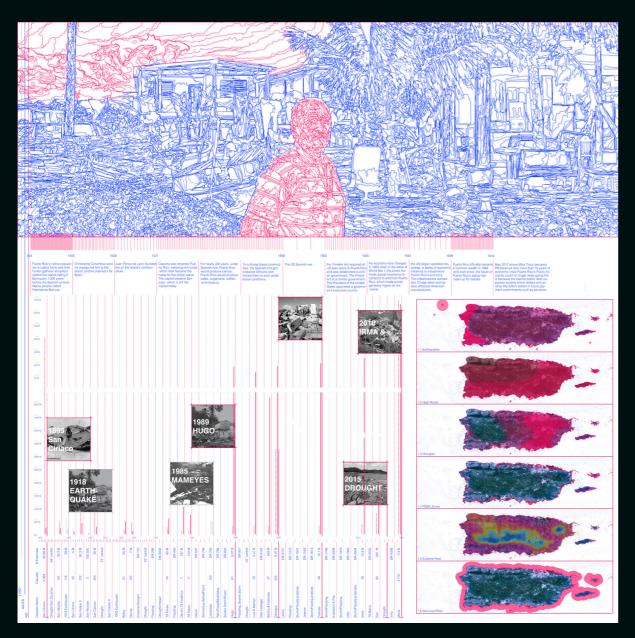
A view from inside the community, on a regular day versus during a storm.



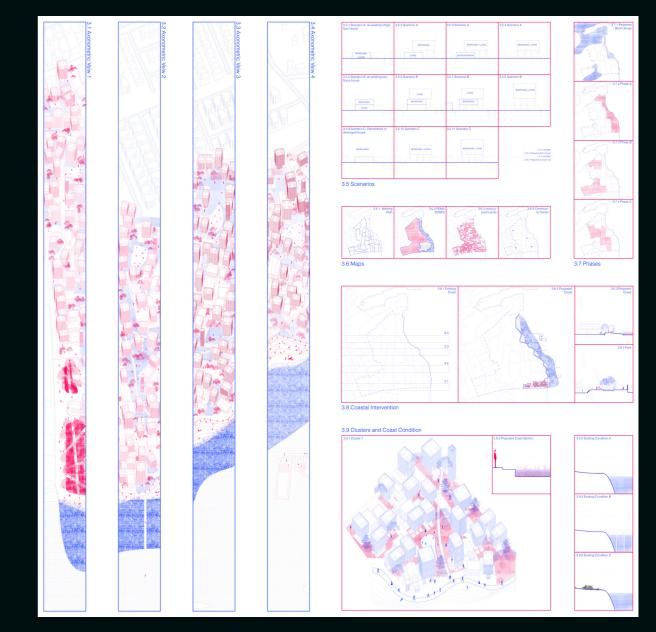




Plans and sections for two different housing typologies.



Political timeline / Natural disasters analysis / Vulnerability maps.



Proposed solutions and design intervention at different scales.



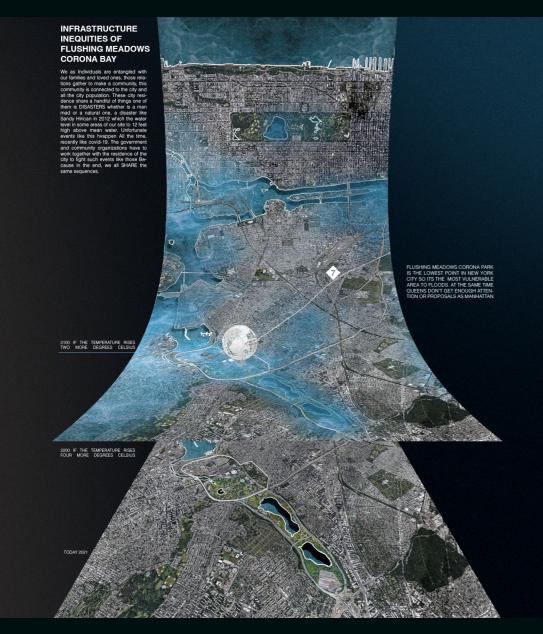
The project is located in an area that is often subject to flooding. To support the surrounding community, the project thus aims to provide shelter, basic necessities and the necessary tools in the case of an emergency. It is located in a few strategic locations around the park that would remain accessible in the event of flooding.

## Infrastructure Inequalities of Flushing Meadows Corona Bay

AAD Studio - Group Work with Xianghui Kong Flushing Meadows Corona Park , Queens, New York



To maximize building use, the proposed spaces are extremely versatile: On a regular day the topmost space serves as a museum that potentially becomes an area for shelter in the event of a catastrophe. Buildings are placed in relation to the flood zone.



Depiction of the current and future sea-level rise.



Finding solutions through collages.





The top image shows the view from the building's satellite park. The bottom one shows the versatility of the space which can transform from a museum to a shelter.



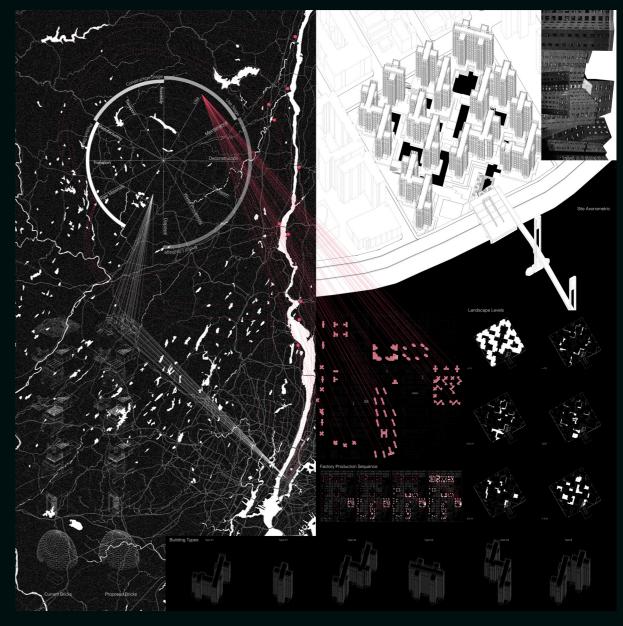
Installation at the Queens Museum, all students structures were placed over the Panorama of the City of New York.



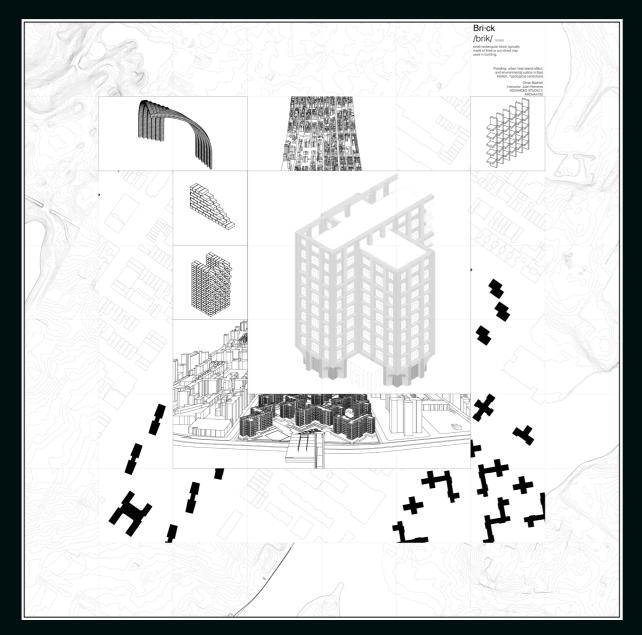
The East River Houses in East Harlem is a public housing project. The project analyzes the elements of segregation in NYCHA buildings and proposes a design intervention for each element in a sustainable manner. The project is located in an area that is prone to flooding, thus the landscape is designed accordingly to prevent it.

Brick : Flooding, Urban Heat Island Effect, and Environmental Justice

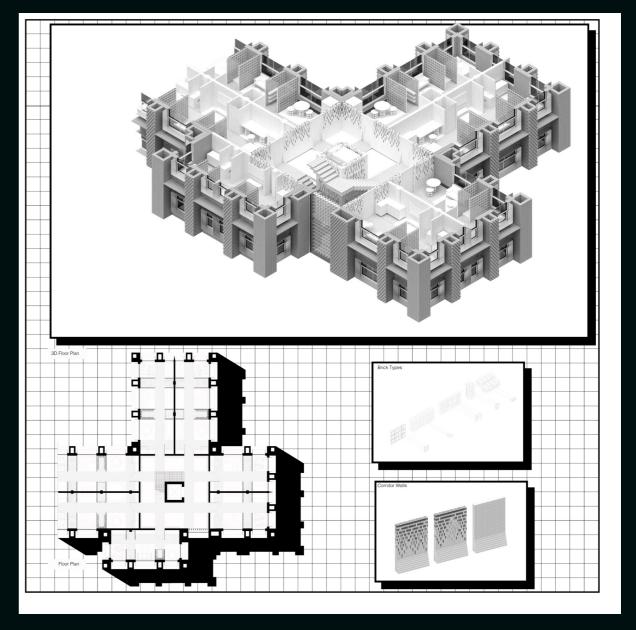
Advanced Studio V - Individual Work East Harlem, Manhattan, New York



The drawing shows the material life cycle, material sourcing, fabrication process and the landscape adapted to flooding situations.



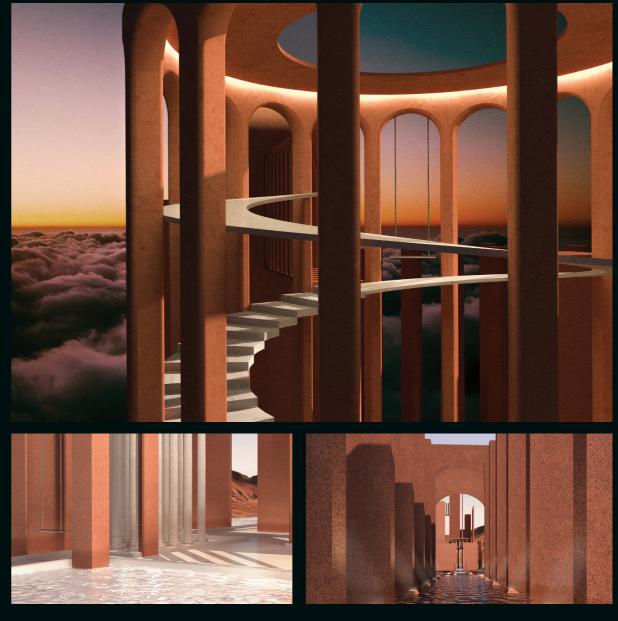
The drawing shows parts of the building at different scales and highlights the bricks interventions material assemblages.



To allow more natural light into the interior spaces which are relatively dark, the project proposes semi-open textures and large windows, which creates a brighter atmosphere.



Contrast between the existing brick arrangement and new brick typology.



Techniques of the Ultrareal: Dreamscape Elective - Group Work with Aahana Banker, Anthea Viloria, and Francesca Doumet

Breaking away from the bounds of reality, 'Dreamscape' creates a surrealist environment that distorts familiar architectural elements and offers fantastic imagery; by looking at 3d modeling as a 'tool for design' and not simply a render engine.

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