

MATEO OLIVERA

Bogotá,
Ibagué,
Europe

architecture
portfolio 2021

cover	01	
index	02	
resume	03	
3cero2	04	
	10	
	11	
	18	Msmc
Rethinking	19	
competition	21	
essentia	22	
	32	

hello, i'm mateo
i'd love to work with you

hobbies:

- museums ▪ music ▪ running
- cityexploring ▪ drones ▪ aviation
- technology ▪ movies ▪ photography

EDUCATION

SENA - REVIT basic course
Certificate # 9226002167843
Aug '20 - Sep '20

BArch - Xavierian university of Bogotá
Jan '13 - Nov '18

Private pilot - American flyers, TX, US
Jan '12 - Oct '12

International exchange student
Tippecanoe High school, IN, US
Jan '11 - Dec '11

SKILLS

Revit, Rhinoceros, Autocad, Sketchup, Vray,
Illustrator, Photoshop, Indesign, Premiere
Grasshopper, Lumion, Arduino(basic)

Laser cutter, Model Making

Design
Teamwork
Communication
Creative thinking
Educational commitment

WORK

Estudio Triana Arquitectura
Internship
Jun '17 - Dec '17

3cero2
Design assistant
Sep to Oct of '17 '18 '19 +++

Msmc Arquitectos
design assistant and
junior real estate appraiser
Apr '19 - Dec '20

Our lady of health catholic church
Designer architect
May '20 - Dec '20

3cero2

Bogotá

Projects

- 1 Bcapital 2017
- 2 Bcapital 2018

In my time at the firm I managed to greatly develop my skills in conceptual design, modeling and rendering. 3cero2 is a creative laboratory dedicated to the management and production of fashion events in the country, its main commissions are Colombiamoda in Medellín (where I have also helped with digital production) and Bcapital in Bogotá.

I have attended from the planning, to the execution of the events for three consecutive years. My main achievements in the company were: the development of my 3D skills, since having been part of the design team I had to constantly and quickly modify the models to coordinate the different activities. And the other skill was team-working, since for the construction I was part of the architectural team to ensure the correspondence of the work with the design plans.

1 Bcapital 2017

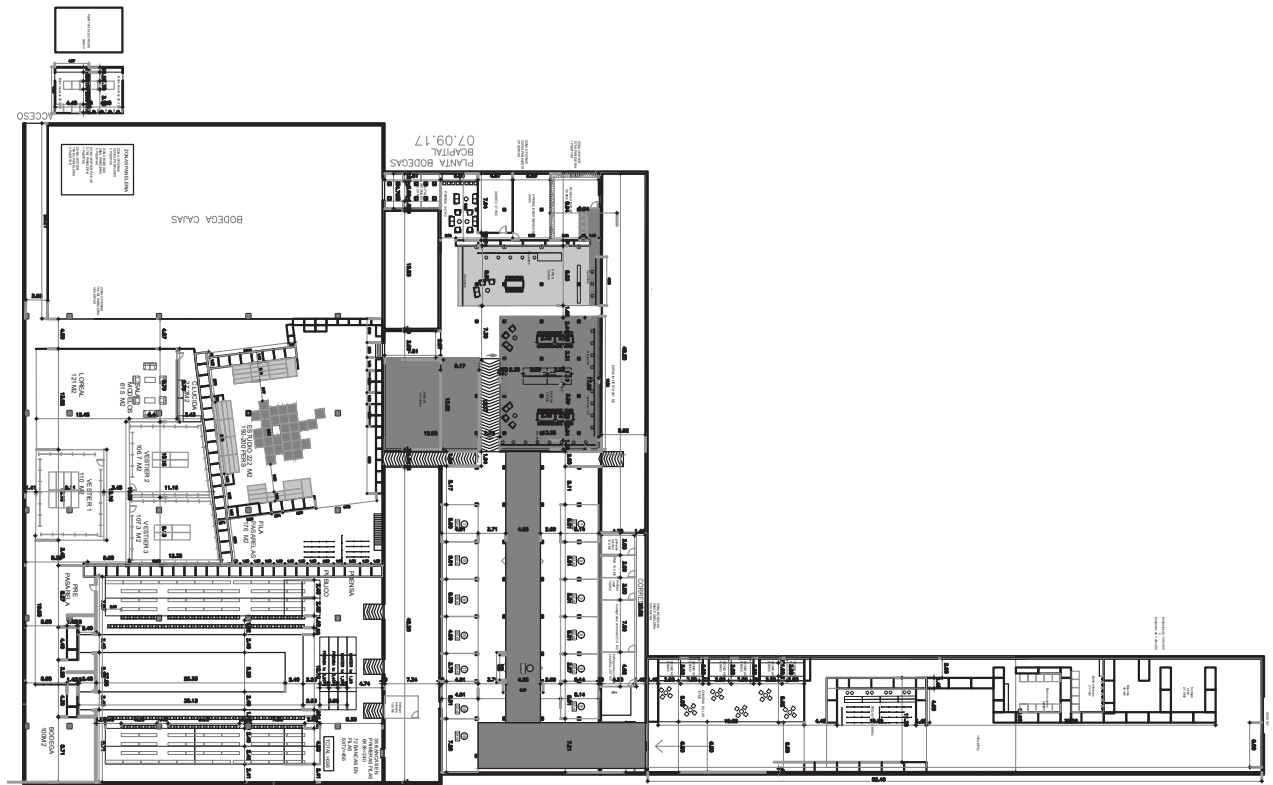
For Bcapital 2017 I helped in the entire process, from planning and design to the execution of the event. During the design phase I was mainly in charge of the 3D model and renders, in which we transformed an old Volvo factory located in Las Américas, and was able to develop spaces such as the Popup store, a party space for Redbull, a fashion studio with a plaza-style pasarela , the main runway, backstage and many others. For the construction phase I was involved in the setting of the complete scaffold structure and to measure the main runway measurements as well



volvos factory before the event



Popup runway show

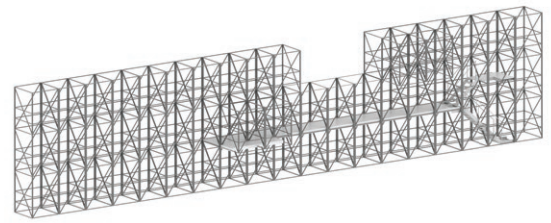
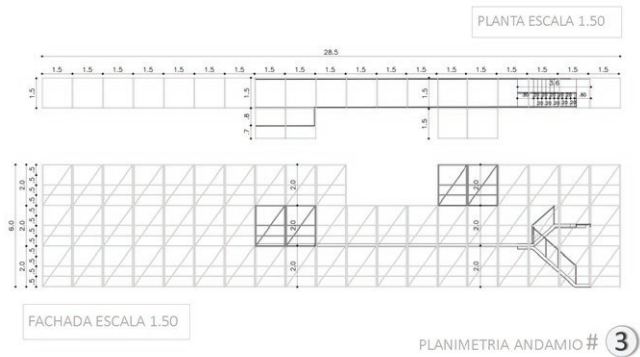


bcapital 2018 cad file with annotations and construction plan



bcapital 2018 complete event 3d floorplan

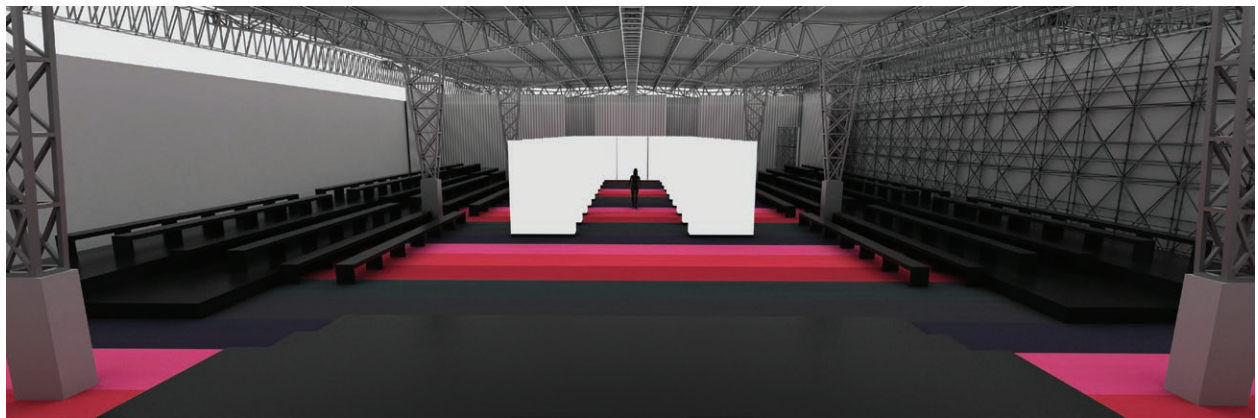
software: •rhinoceros 3d •autocad



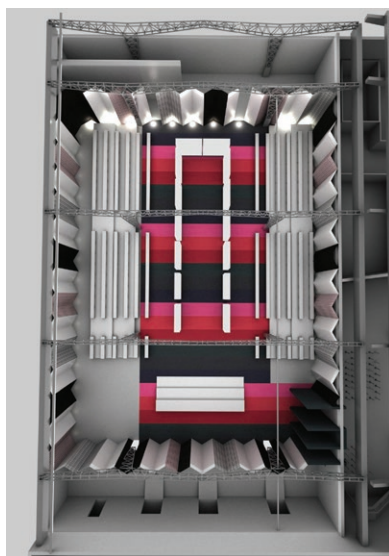
AXONOMETRIA ANDAMIO # 3

scaffold system 3d detail

Scaffold system sections and floorplan



polite 3d runway development



polite 3d floorplan



polite's opening fashion runway

software: •rhinoceros 3d •vray •autocad

2 Bcapital 2018



faenza theater before event

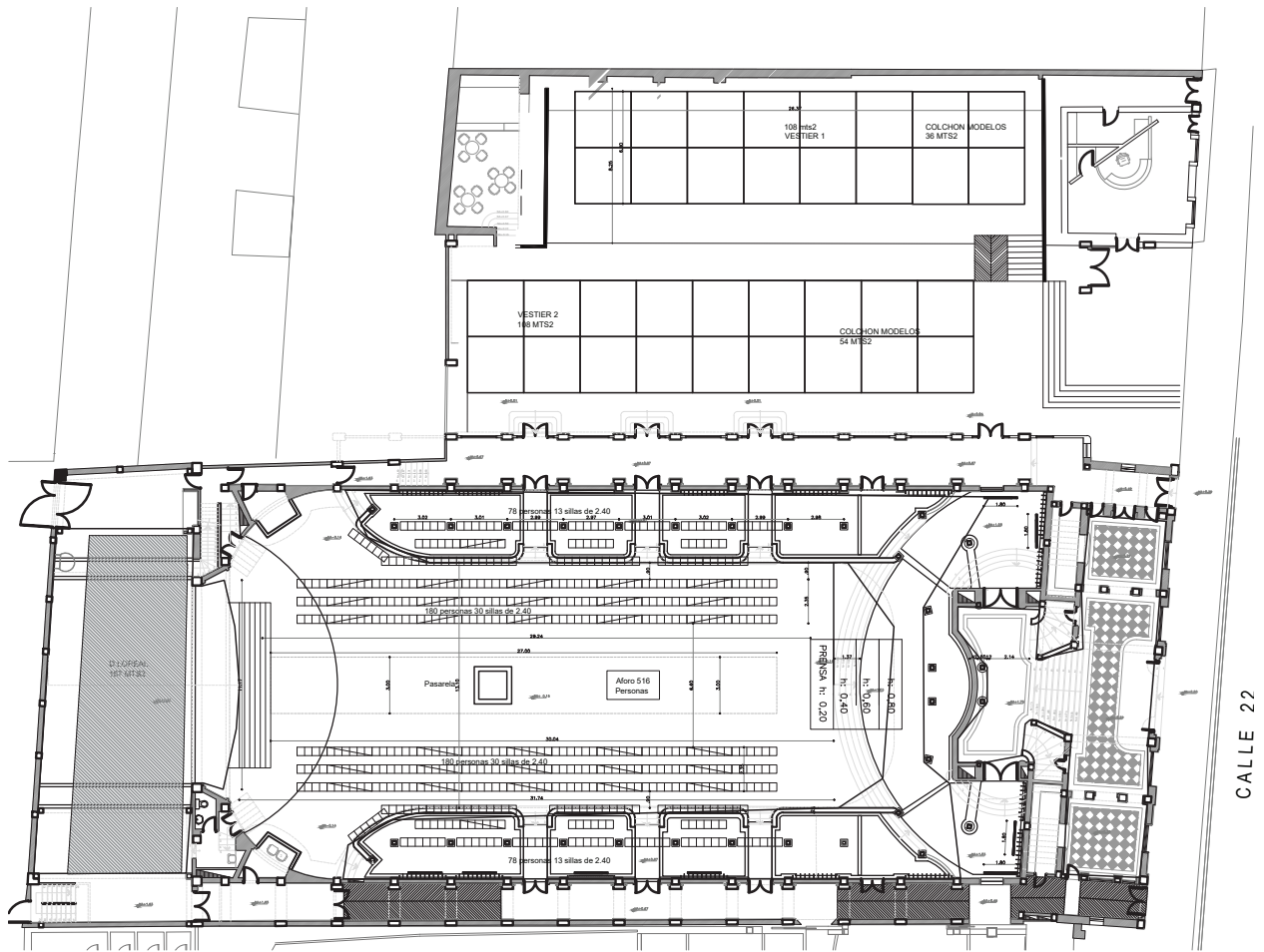


runway setting

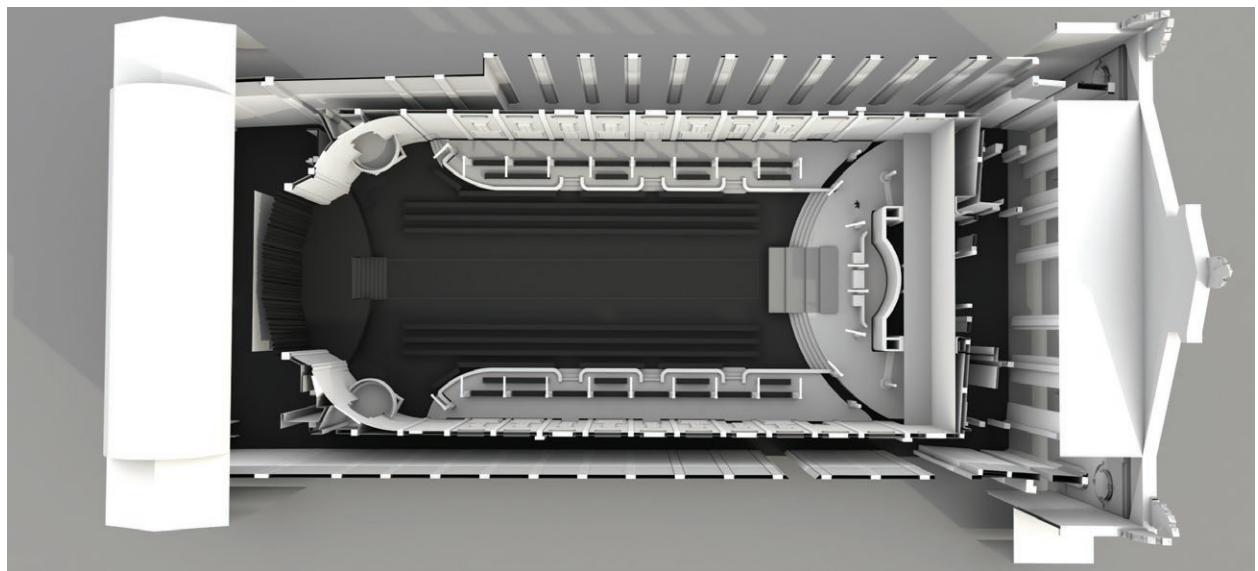


laura laurens fashion runway

In the 2018 version I was again in charge of the 3D model for the design process, this year the Faenza theater and the Mexico theater were transformed where I was in charge of the renders for the designers Jorge Duque, Laura Laurens, New Cross and Bastardo. During the event I helped with the layout of the runway in the theater and also collaborated with the general organization of the guest seats and with the installation of the platforms for the Bastardo event.



Faenza theater floorplan with runway and sitting proposal

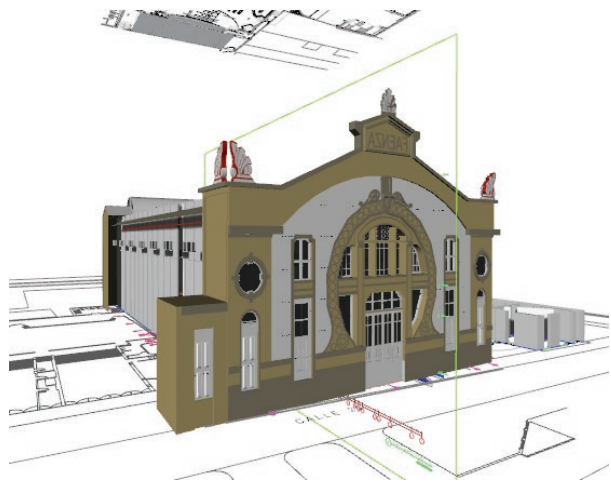


Faenza theater 3D floorplan with runway and sitting proposal

software: •rhinoceros 3d •autocad



Faenza theater facade render



Faenza theater 3d model of facade



Faenza theater foreshortening view of stage

software:

•rhinoceros 3d •autocad •vray

Msmc

Ibague

Projects

- 1 Serrano
- 2 Arte 6

roles

- 3D modeling
- cad drawings
- renders
- design
- appraisal
- construction management
- construction drawings
- presentation model

Msmc is a regional consulting company in ibague. In 2018 I collaborated in the preparation of plans for the licensing of the Arte 6 project, together with the graphic and commercial material, during this year we also designed the Santa Cruz church. In 2019 I helped with the remodeling of a restaurant and an apartment, where I was in charge of the images and presentations.

With the company I have also had the opportunity to work as a junior appraiser, being the regional consultant for concepts of banks such as Davivienda and Bancolombia, I learned to develop appreciation concepts for a property under the market comparison method. In this work, I have mainly been in charge of filling out legal forms, reading deeds and making visits for schematic plans and photo records.

1 Serrano

For the remodeling of this apartment, msmc hired me for the development of the renderings and the construction planimetry, where quantities of veneer work, floors, furniture and finishes were taken.

Aside from the renderings, I was involved picking the materials, colors, and textures and during the work I was in contact with the plumbing, painting and veneer workers for the delivery of construction details and the supervision of the finishes correctly. The supervision of the work lasted only 3 months in which visits were made on daily to achieve the construction deadline.



3d floorplan apartment proposal



bathroom remodel



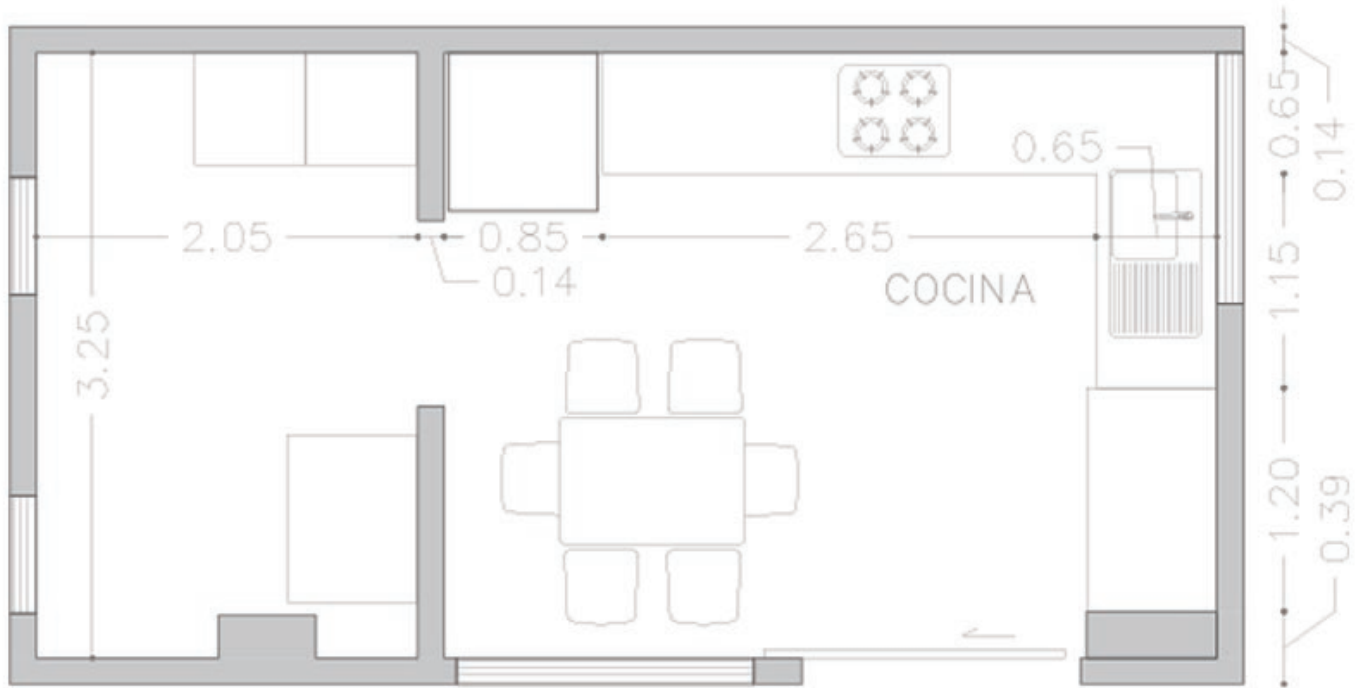
new main bathroom



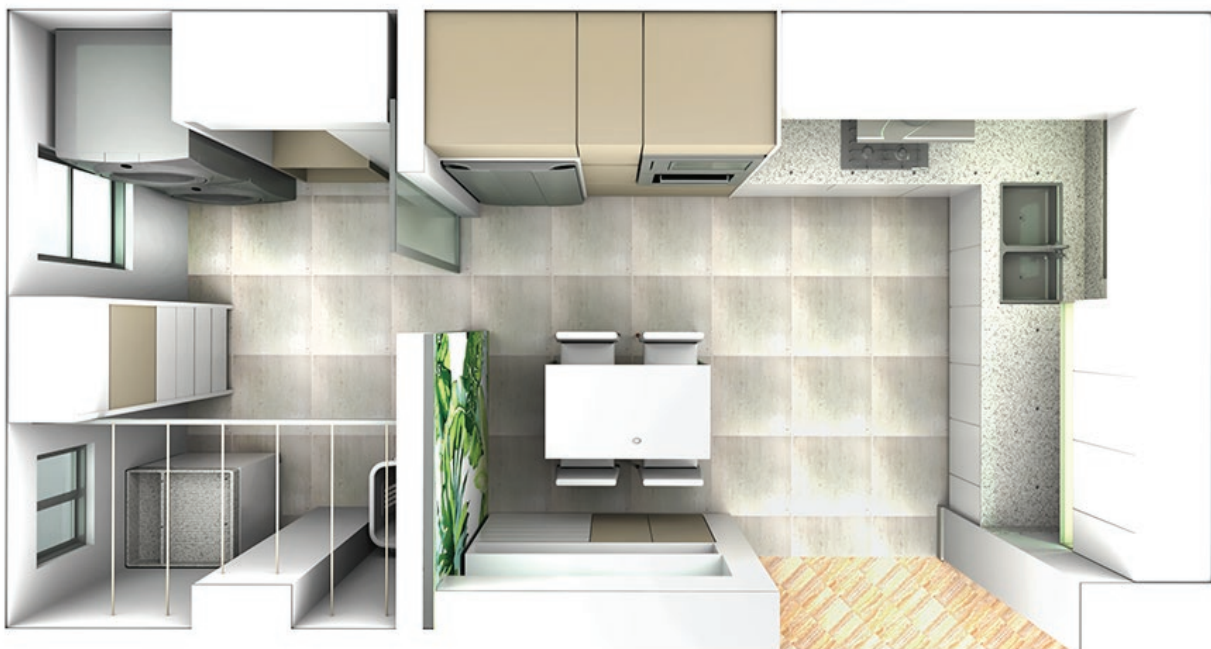
bathroom proposal render



illuminated wall kitchen/laundry



kitchen remodel proposal floorplan



kitchen remodel proposal 3d floorplan



kitchen remodel proposal render



kitchen remodeled

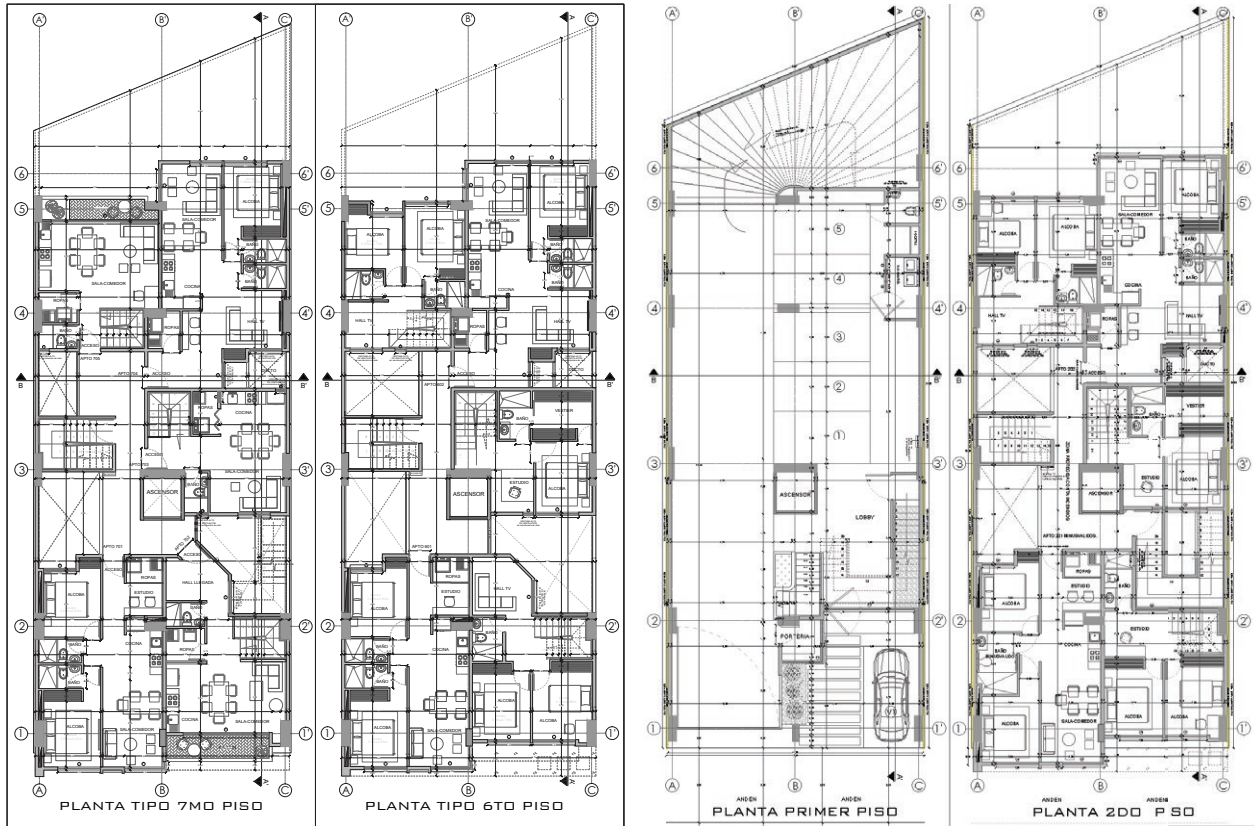
software: •rhinoceros 3d •vray •photo

2 Arte6



render for marketing purposes

Arte 6 is a real estate project developed in the Belen neighborhood in Ibagué, Colombia. I was commissioned for the correction of the plans for the licensing in curatorship, where I had to make a set of drawings with plants, elevations, sections and window details. For marketing I made the renderings of the brochure and the floorplan typologies of the apartments in photoshop. I also managed to deliver a video in Lumion to display the lobby and the social terraces of the building.



 <p>ARTE 6</p>	<p>PROYECTO: []</p>	<p>PROYECTO: []</p>	<p>PROYECTO: []</p>	<p>PROYECTO: []</p>
	<p>PROYECTO: []</p>	<p>PROYECTO: []</p>	<p>PROYECTO: []</p>	<p>PROYECTO: []</p>



apartments floorplans for construction license process

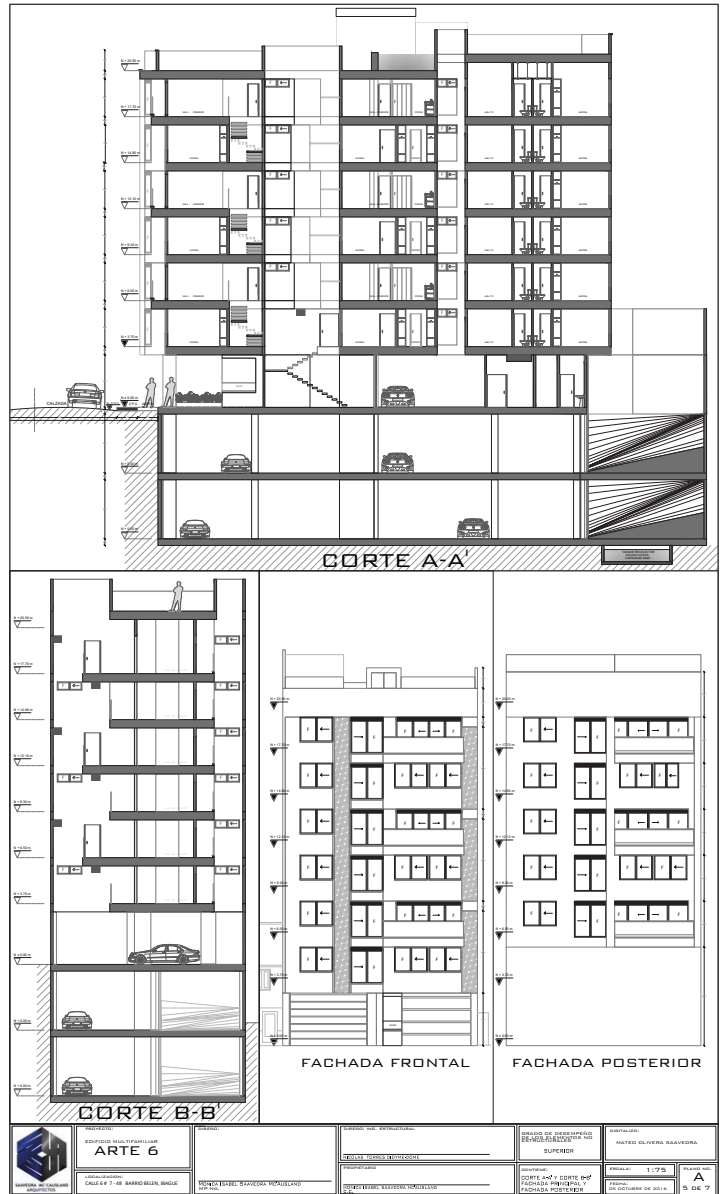


rendered facade

software: •rhinoceros 3d •autocad •vray



6 UNIDADES (202.304.402.504.602.704) Area construida: 62,14 m²
apartment type S1 floorplan



construction licenses set



screenshot of commercial video

software: •rhinoceros 3d •autocad •photoshop •lumion

Rethinking



Norway FORSAND

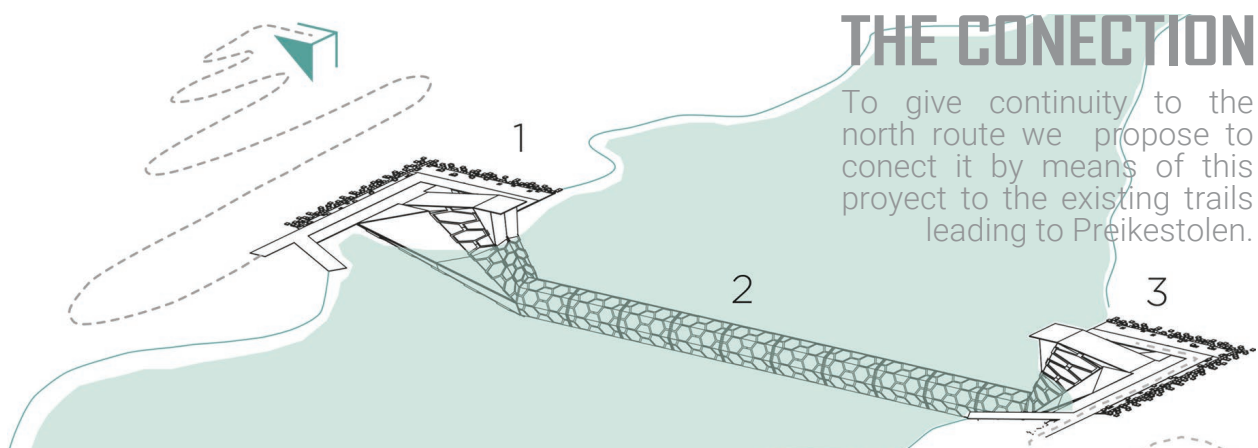
ARCHITECTURAL COMPETITION

In this project presented for the Spanish magazine re-thinking, it was sought to recover the tourist stone of Preikestolen, seeking to implement different tourism activities and actions that are in favor of the conservation of the stone.

For the development of the project a multi-scalar analysis is made, and it is observed that the Preikestolen Fjord, it's just one of the places of natural and tourist interest in Norway, therefore, the building is proposed to create a connection, through of a museum-tunnel that joins the towns of the region along this northern route proposed from the national scale.



THE NORTHERN ROUTE

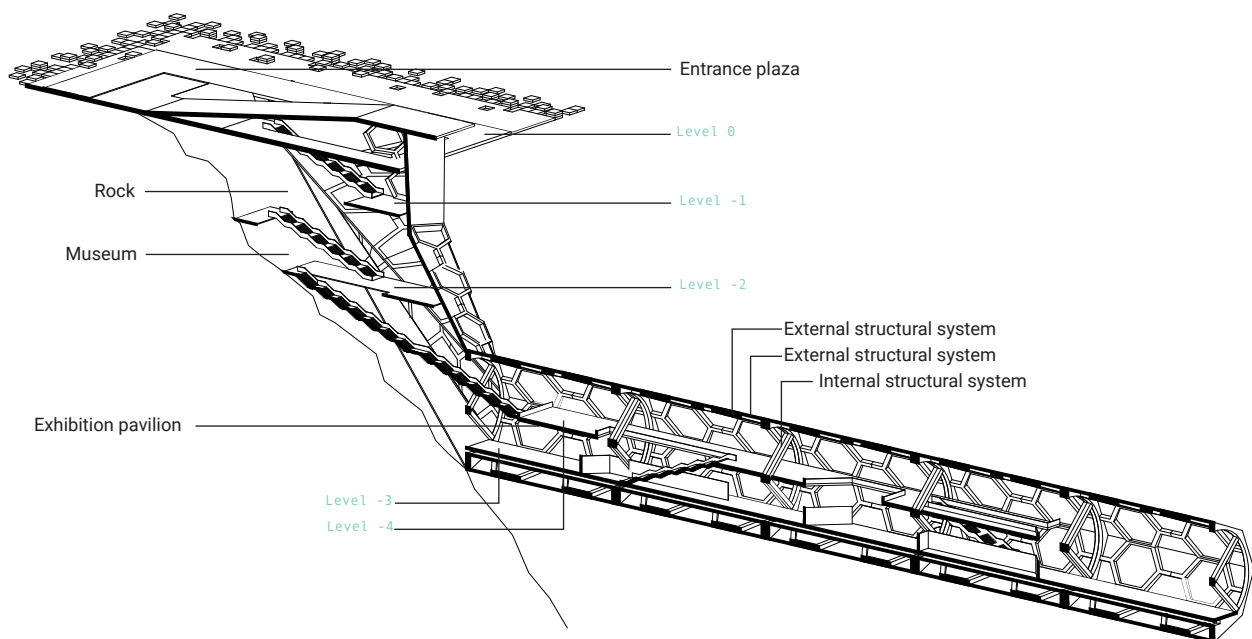


the museum works as a new exploration to the meaning of the Fjord, since it recognizes that the true story is what is unexplored, the sea and the underground, would be a new way of seeing the Preikestolen.



ISOMETRIC CUT

PREIKESTOLEN FJORD
MUSEUM

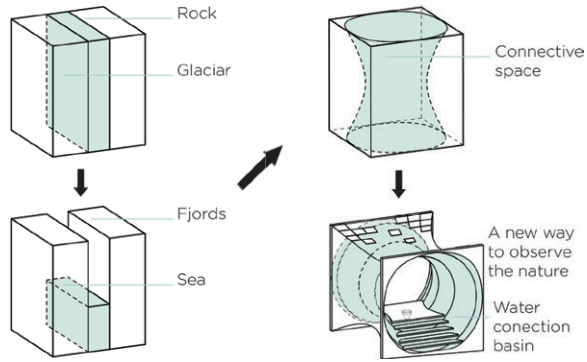


Here we propose to discover the fjords looking at them from underwater, exploring the unknown. The new lookout would be located underwater, allowing the expectators to experience a new way of observe the Fjords. Expextators would discover them from a perspective never imagined before.

LIFE STATION

FROM NATURE TO MAN-MADE

we also created this architectural elements that will deliniate the route, and work as trail milestone. this stations are allusively designed for the thawing process of the Norwegian fjords.



essentia

Ibague • Luzern

roles

- ARCHITECTURAL DESIGNER
- 3D MODEL
- RENDERING
- CONCEPT DEVELOPMENT
- RESEARCH
- URBAN ANALYSIS
- DIAGRAMS

Projects

- 1 Our lady of health catholic church
- 2 TEDx Scenography
- 3 Thesis
- 4 Mexico vertical housing

Essentia is my personal brand as an architect and designer, I have received commissions such as the design and construction of the Lozada house, the remodeling of the Nuestra Señora la Salud Catholic Church, the remodeling of the Nuevo Liceo de Ibagué school, among others.

Why essentia? Each project, no matter how small or large, has an essence, each architectural commission, each space, each building has a reason for being. In Essentia I seek to be coherent with my way of thinking about architecture, where exhaustive research concludes with the opportunity to re-explore what has been explored, to make innovative and integral architecture where correspondence is sought from philosophy and conceptualization to the construction of the buildings.

In my practice as an architect I have managed to develop my skills in model-making, coordinating with clients, creating and adjusting budgets, coordinating with construction personnel and all activities related to design. In the following pages you will find an appetizer to the work done.

For more projects do not hesitate to visit www.essentia.com.co

1 our lady of health catholic church

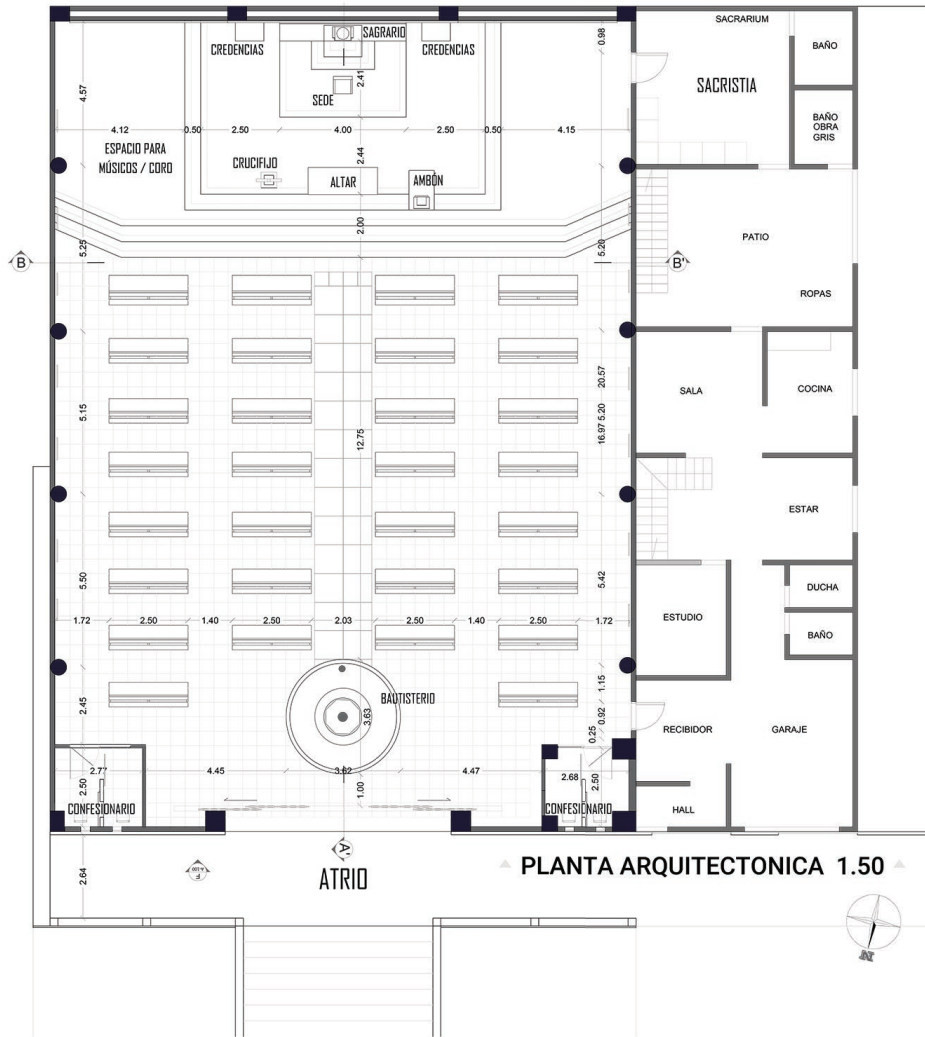
For the Archdiocese of Ibagué and under the direction of the architect Monsignor Fernando González, we developed the design for the remodeling of the parish. In this commission I was in charge of the architectural survey of the temple, and the development of the 3D model and renders for the presentation with the priests. And I also delivered the blueprints set for the construction and consolidation of the sanctuary project.



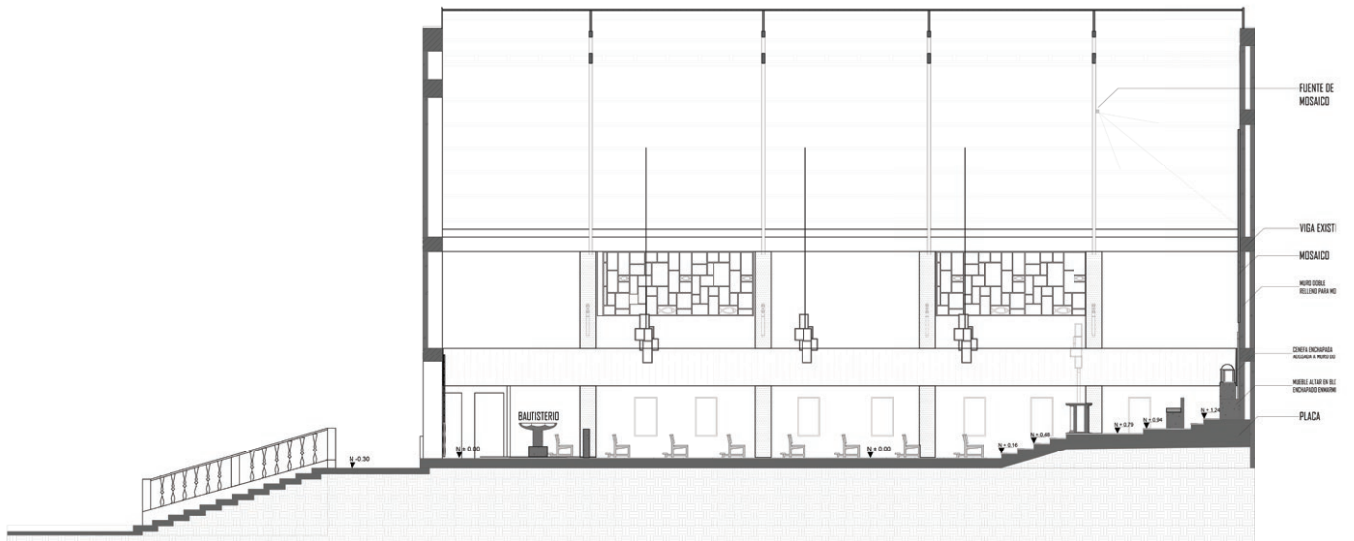
rendered facade



church proposal render

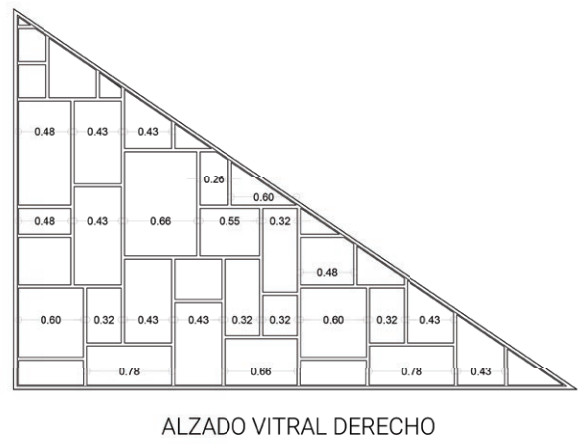
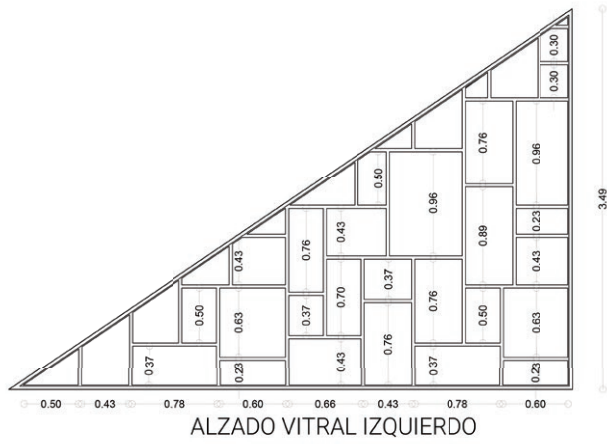


floorplan proposal

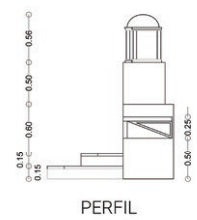
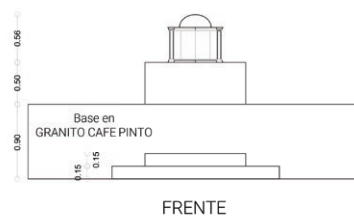
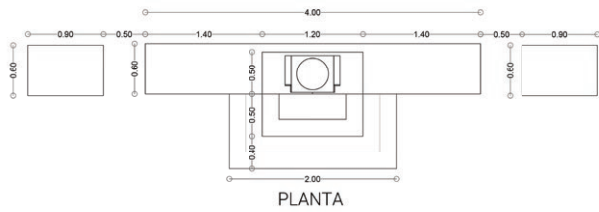


longitudinal axis section

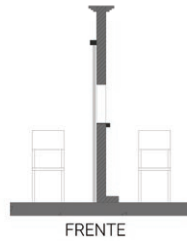
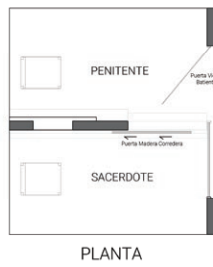
software: •autocad •illustrator



stained glass desing detail

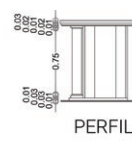
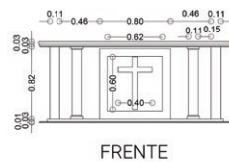
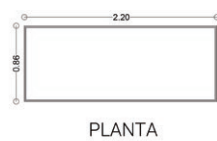


tabernacle and auxiliary tables detail

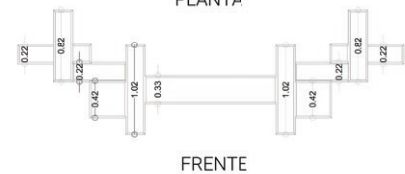
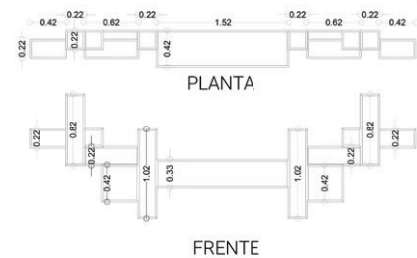


confessionals

stained glass details



altar



center lamp detail

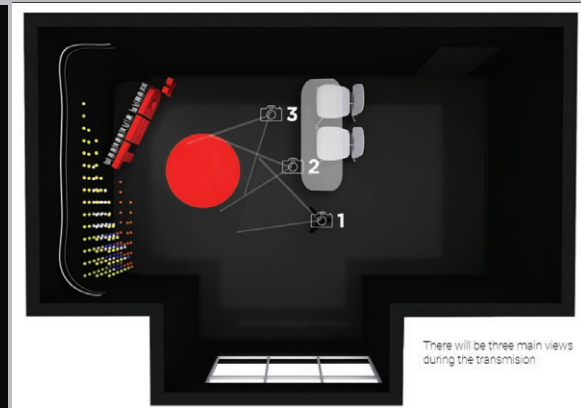
software: •autocad •illustrator

2 TedX

I was invited to submit a proposal for the stage of the fifth anniversary of the TEDx Hochschule Luzern. At the beginning of 2020, before the start of the pandemic, it was thought to develop the stage in the school auditorium, where a 3D model and renders were worked to define the concept. However, due to the outbreak we had to scale the design to organize it in a video studio, for the construction I collaborated with the exploded drawings and I was in permanent contact via zoom and meet.



render of the proposal



floorplan of the studio



tedx event 2020 at hochschule luzern

Thesis

Ibague

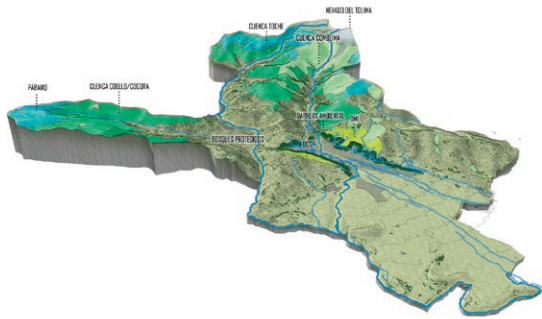
CULTURAL CITADEL
IBAGUÉ
TOLIMA, COLOMBIA



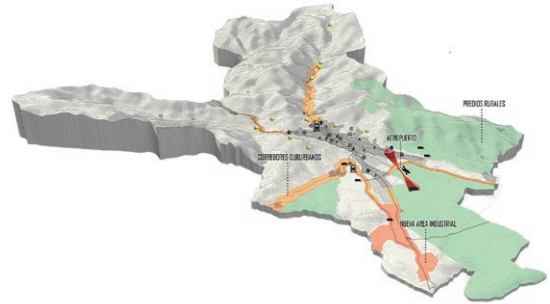
render of plaza below high rise hotel/apartment building

For the thesis, I developed an urban renewal model for the downtown area, where I proposed a cultural citadel under a parametric model of pixilation, seeking to create a new urban landscape where culture and nature prevail. The proposal is taken under a systemic city model where a vision of a diverse, fun and walkable city is created.

software: •rhinoceros 3d •vray •photoshop



3D Ibagué's main ecological system



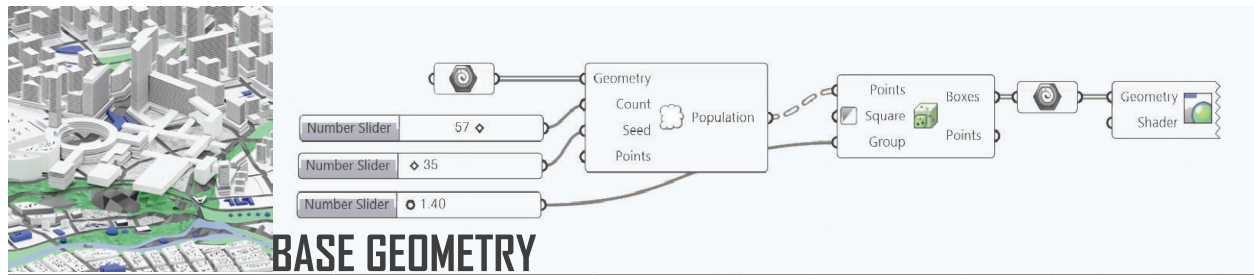
3D Ibagué's cultural heritage system

The project seeks to know in depth the true machinery that led Ibagué in 1909 to found the first musical conservatory in Colombia. And it finds its answer in culture and tourism. The proposal arises from the current need to remove the bus terminal from the city center, where a lot of more than 30,000 sqm will remain unused. In this, a cultural center is proposed where pilot plans for bicycles are implemented, parks in each block, a new transportation system, commerce at different levels, and street musical plazas every two blocks. the proposal arises within the mixture of cultural heritage and a new complex and inclusive urban structure.



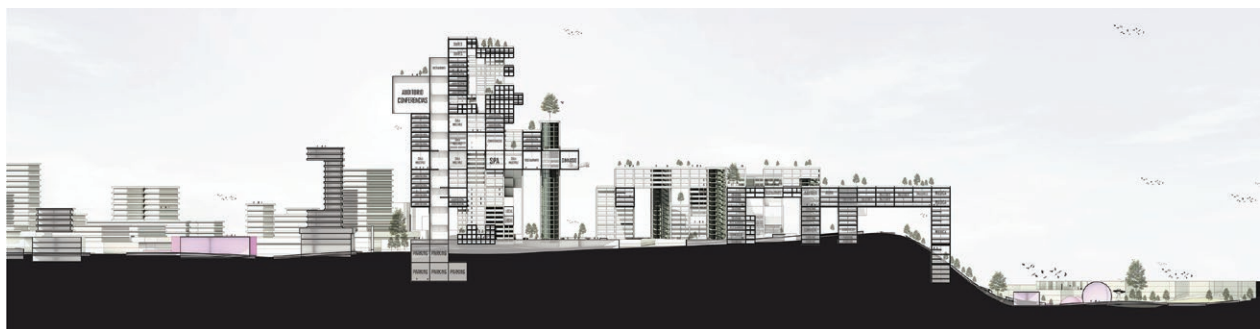
urban renewal axonometric view

software: •rhinoceros 3d •vray •photoshop •illustrator



render scenario of inter-mode train station with hotel building behind

After the downtown masterplan I proposed the creation of the cultural citadel Amina Melendro. in which the program goes from a music school and auditoriums to hotels, housing and commerce. A rational volumetry was created with the city's main axes, which afterwards was worked with Grasshopper and with an OcTree algorithm and through populating the geometry of the original volume, it was possible to create a new diverse, resilient and aesthetic diverse scenario that will give the city a new face for 2050



section view of the cultural citadel, next to the Combeima's river

software: •rhinoceros 3d •vray •photoshop •illustrator •grasshopper

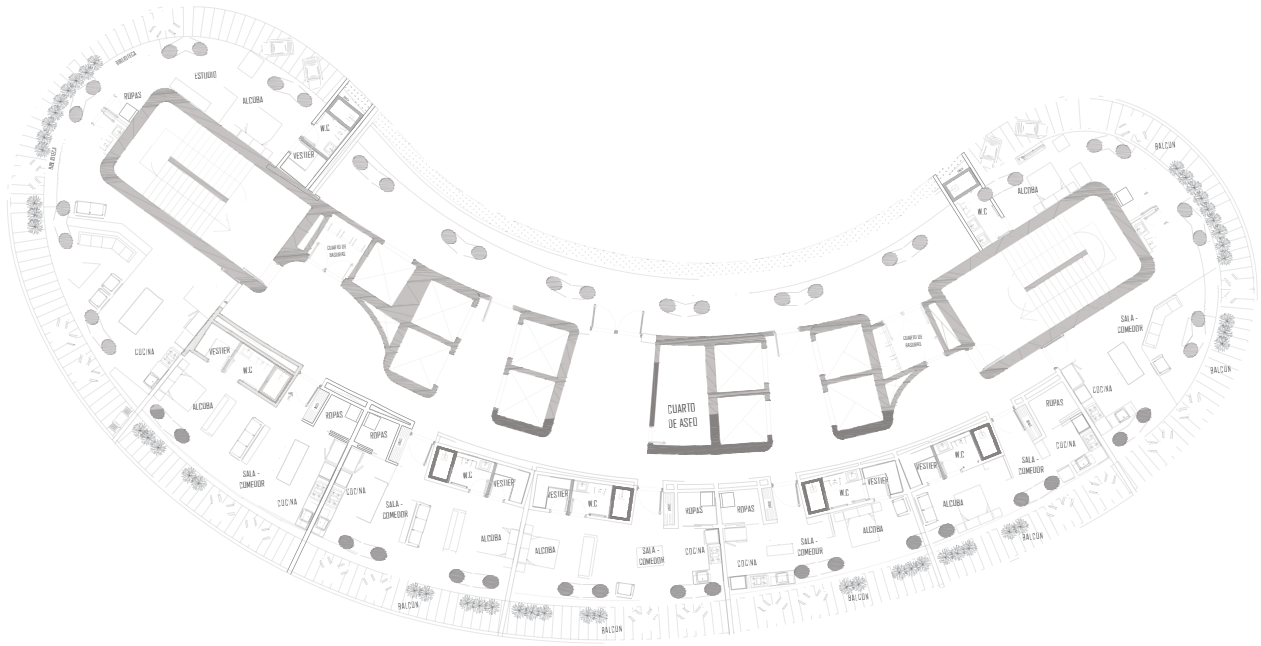
Mexico

This proposal seeks to create a new typology of vertical housing . The purpose is to create the new dwelling habitat of the XXI century. This proposal is located in Xochimilco in which a new housing system seeks to modify the traditional construction technologies and dwelling boredom of this city. The model seeks to densify, taking advantage of the urban space and releasing it, by reducing its shape on the first floor, thereby gaining areas of new public space and aesthetic diversity.

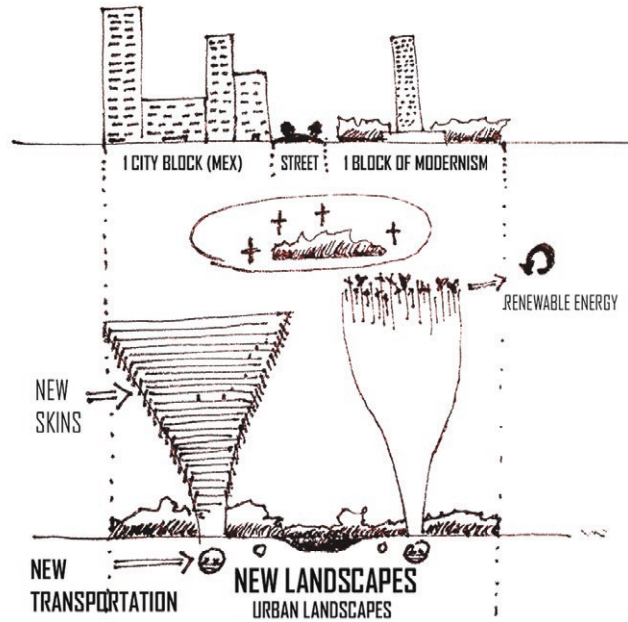


render of the building

software: •rhinoceros 3d •grasshopper •photoshop

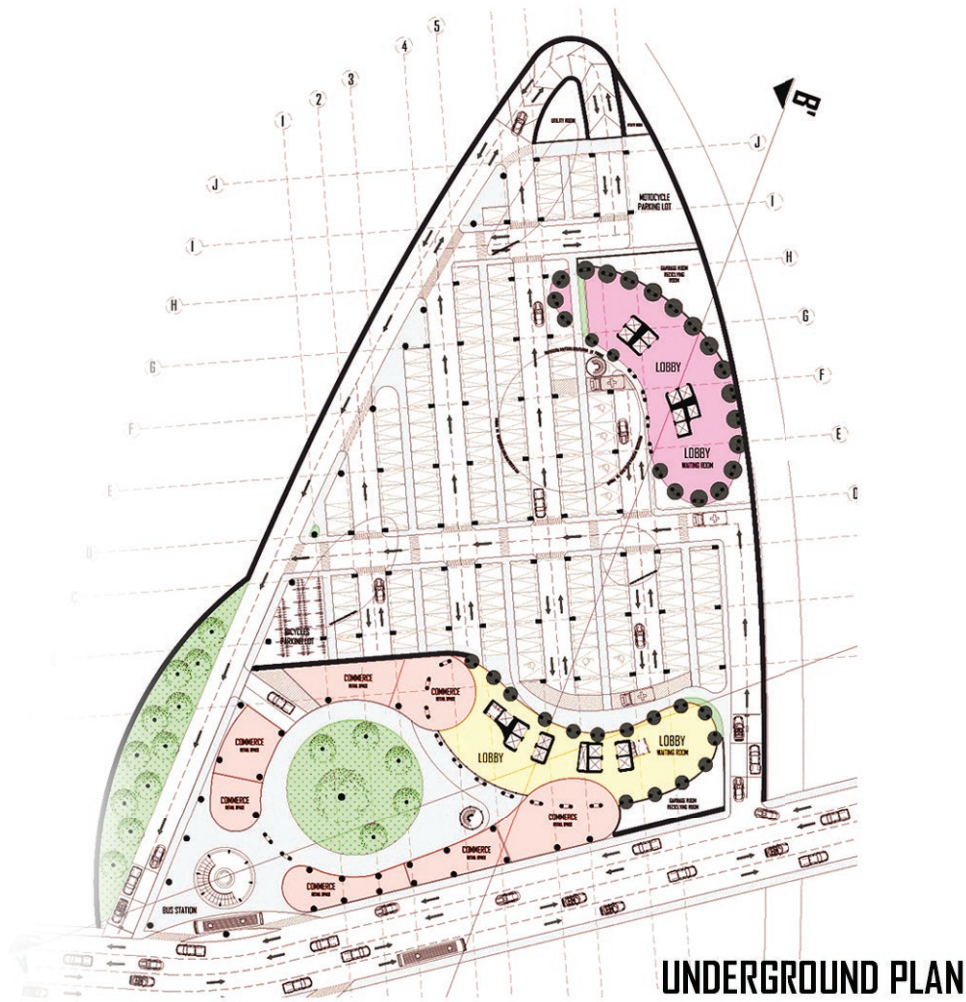


8th floor dwelling floorplan



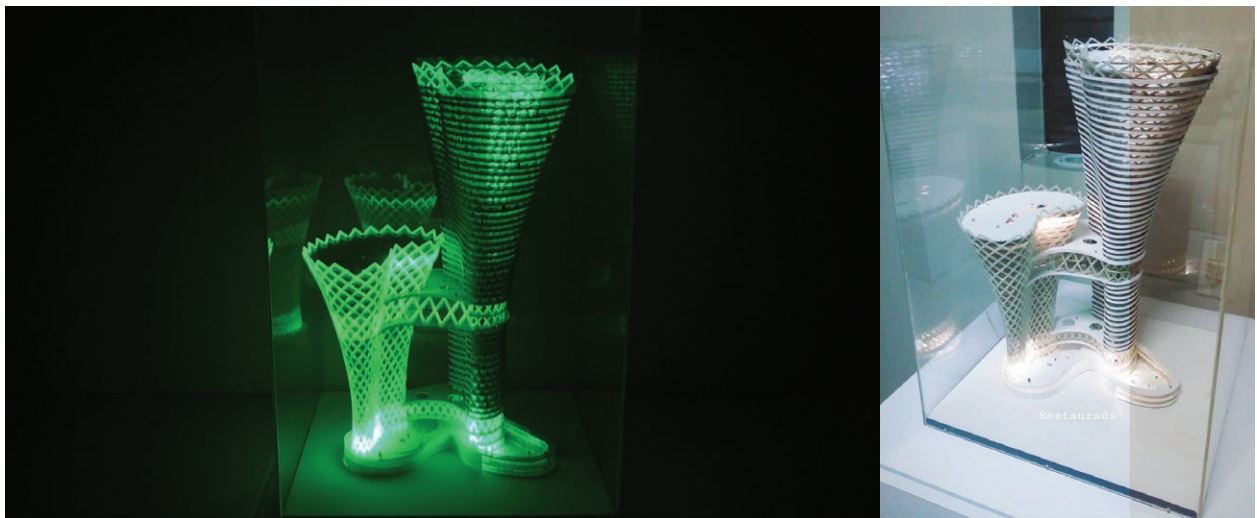
conceptual sketch

software: •sketch •autocad •illustrator



UNDERGROUND PLAN

underground floorplan



luminous PLA model

scale model laser cut + 3d print

software: •modelmaking •rhinoceros •phoshop •autocad

2021

thank you!
for more please check
www.essentia.com.co