Architectural designer / drafter

portfolio.

PAUL VALLEJO

Residential Design

Paul Vallejo

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https://heyzine.com/flip-book/a0be5d81e7.html

SUMMARY

Architectural Drafter and Designer with 14 years of experience supporting architectural teams in the production of coordinated construction documentation for residential, multi-family, emergency housing, educational, and public space projects.
Proficient in Revit, AutoCAD, and 3ds Max, I produce plans, sections, elevations, construction details, and 3D models across SD, DD, and CD phases, ensuring technical accuracy and consistency with design intent.
I work closely with architects and designers to translate concepts into clear, build-ready drawing sets, contributing to efficient project delivery through strong organization, attention to detail, and reliable technical execution

PROFESSIONALS & TECHNICAL SKILLS

- Illustrator / Photoshop / Premiere / InDesign
- Revit, Autocad 2d / 3d
- 3ds Max / V-Ray, Twinmotion
-Unreal Engine
-Bluebeam
-Microsoft Office suite

Architectural documentation by phases:
- (SD)- (DD)- (CD)
-Visual presentations (renders, moodboards, etc.)
- Archviz

Creative & Media Production Skills
- Photography for architectural and environmental documentation
- Videography, including visual storytelling for design and presentation purposes
- Drone operation for aerial footage, documentary-style content, and real estate videos.

PERSONAL SKILLS

- Adaptable
- Detail Oriented
- Proactive and Curious
- Accountable
- Team player
- Easy going

EDUCATION

Master's in Real-Time Architectural Visualization
Specialization in 3ds Max, V-Ray, and Unreal Engine
2020 - 2022
Butic the New School, Madrid, Spain

Master's in Real Estate Management for Urban Regeneration
2016 - 2018
Pontificia Universidad Catolica del Ecuador

Bachelor's Degree in Architecture.
2008- 2013
Universidad Internacional SEK del Ecuador

LANGUAGES

- Spanish (Native)
- English (B2)

01 **Tula House**
Architectural and Landscape Designer

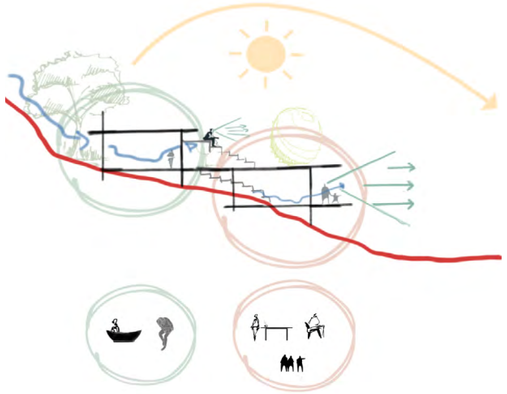
02 **Cayo - Acantilado**
Beach house I Single Family House

03 **Santa Rosa Residential Houses**
Multifamily Housing Complex

Tula House

beach house I Single Family House

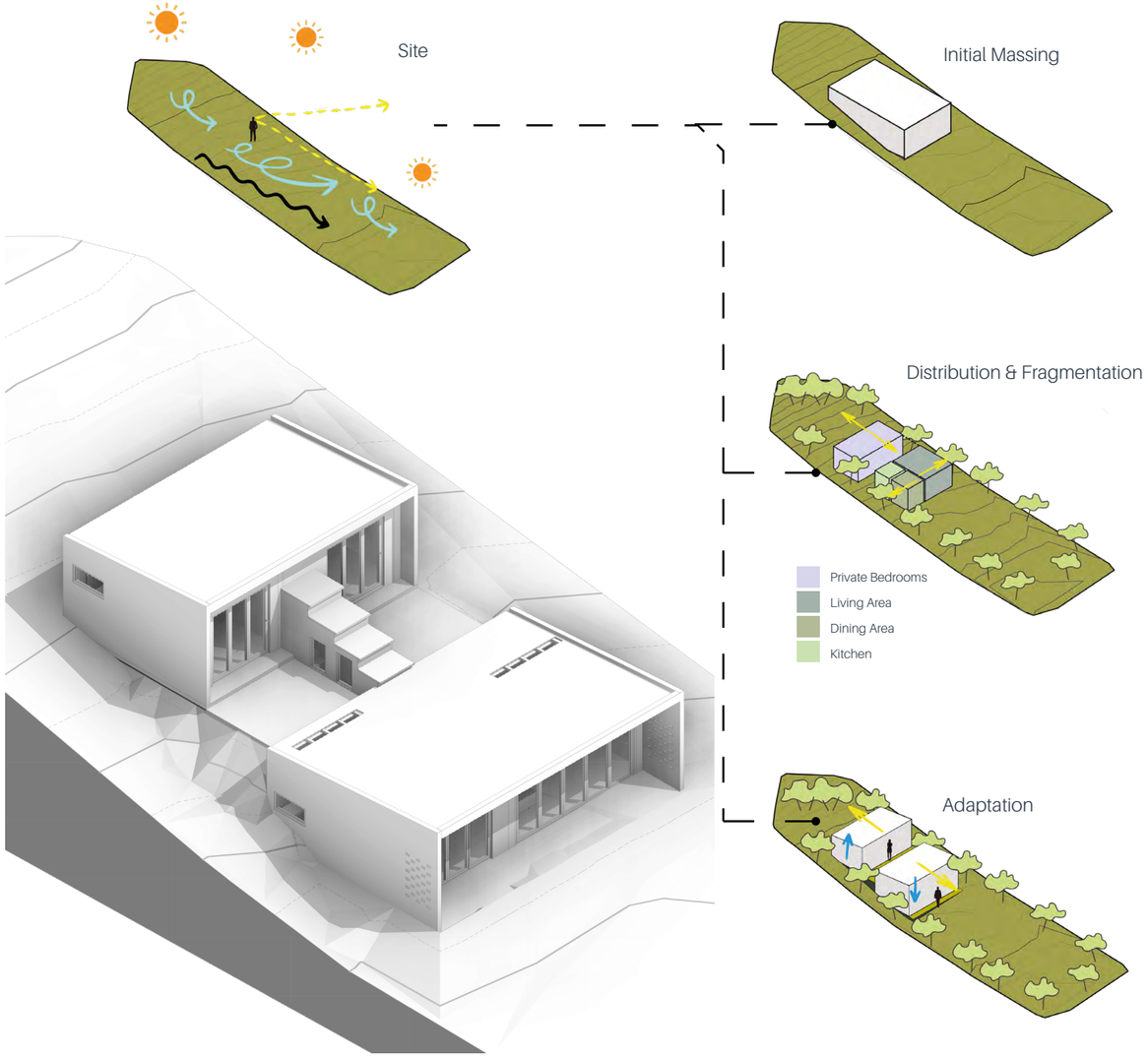
Where: Jipijapa - Manabi (EC)
When: 2022
What: Single-family residence
Design Phases: SD,DD,CD
Tools & Workflow: AutoCad,Revit,3dsMax, Illustrator, Indesing
Land Area: 3,230sqft
Construction Area: 645 sqft

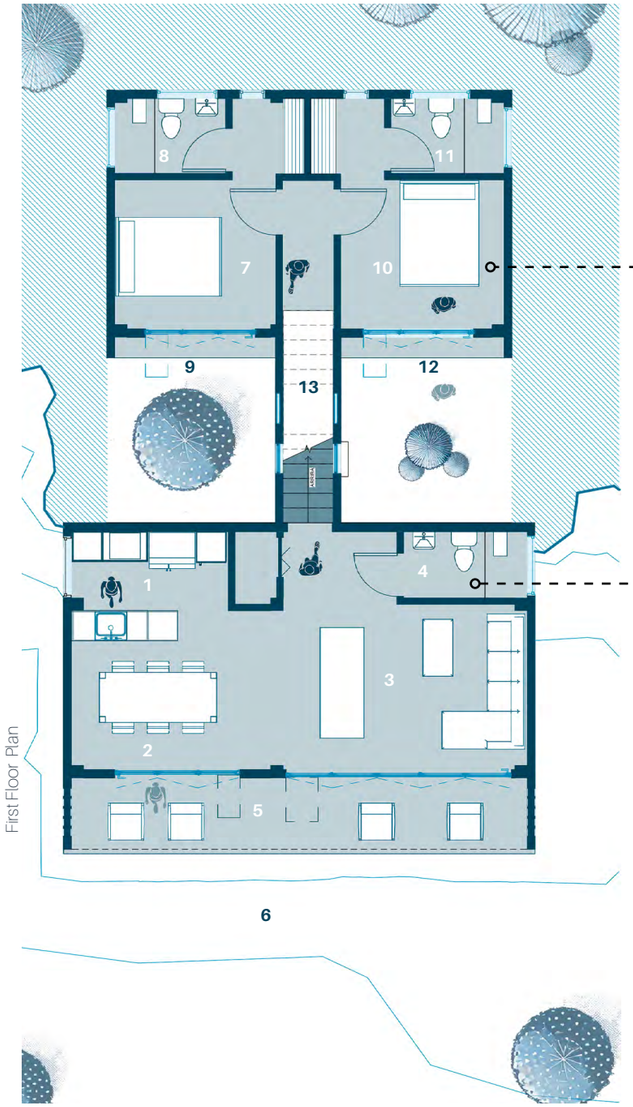


Tula House was developed for an American client who had acquired the property years earlier, facing the challenge of designing a residence in a warm coastal climate and on a sloped site, where thermal performance, constructability, and contextual integration were critical.

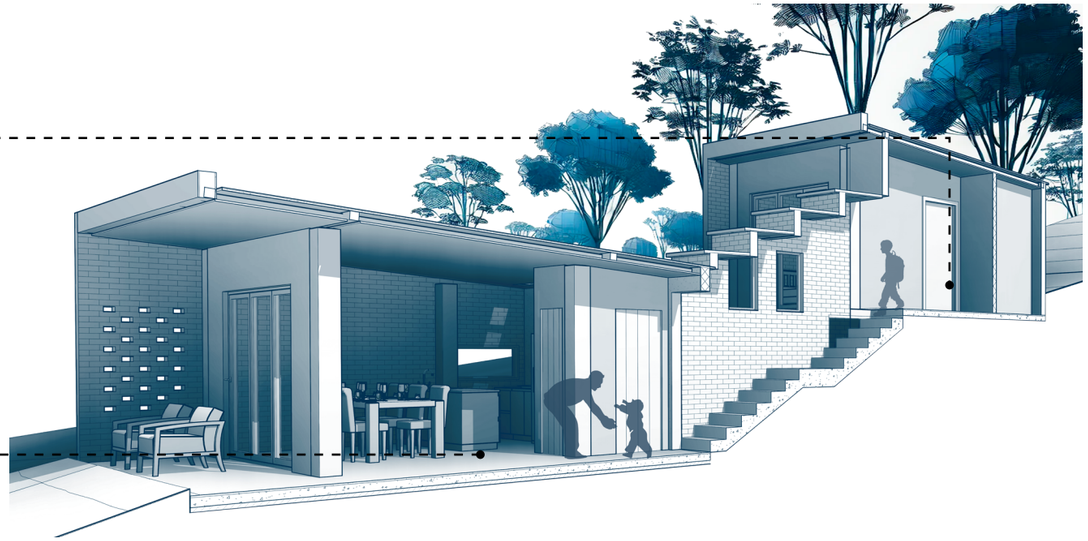
The project was developed through SD, DD, and CD, ensuring continuity from architectural concept to execution. Passive strategies such as optimized orientation, cross-ventilation, and a terraced site response informed both spatial organization and technical resolution. The integration of locally sourced materials and experimental construction techniques enhanced sustainability, thermal efficiency, and material performance.

Conceived as a performance-driven single-family residence, Tula House combines exposed brick, microcement surfaces, and handcrafted wood elements to express material honesty and regional identity. The project also opened opportunities with new American clients, bridging local architectural practice with international client expectations.

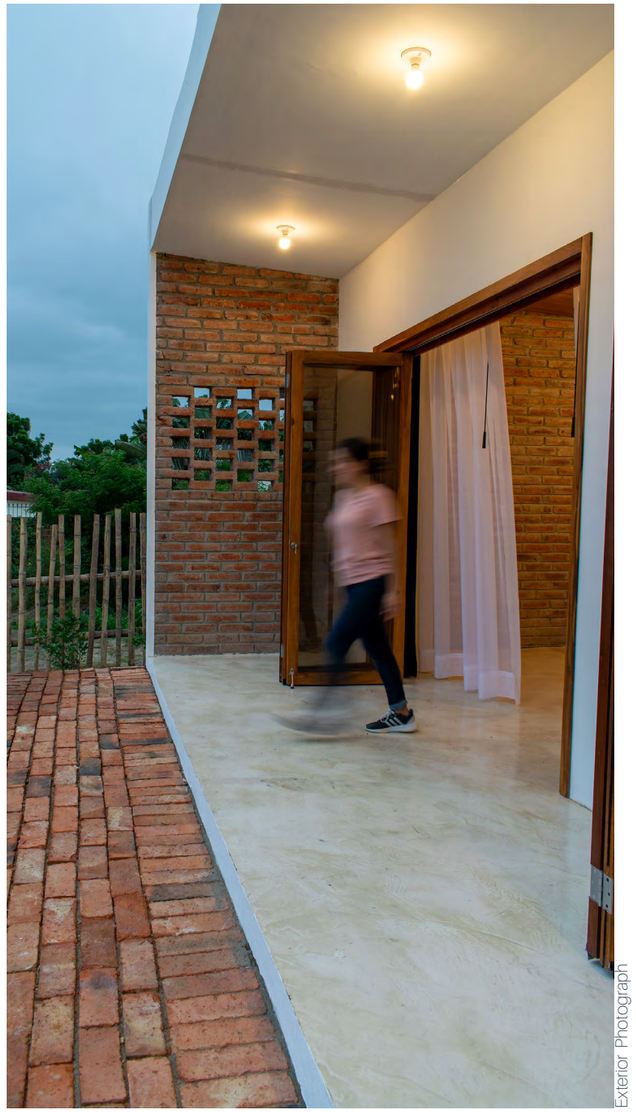




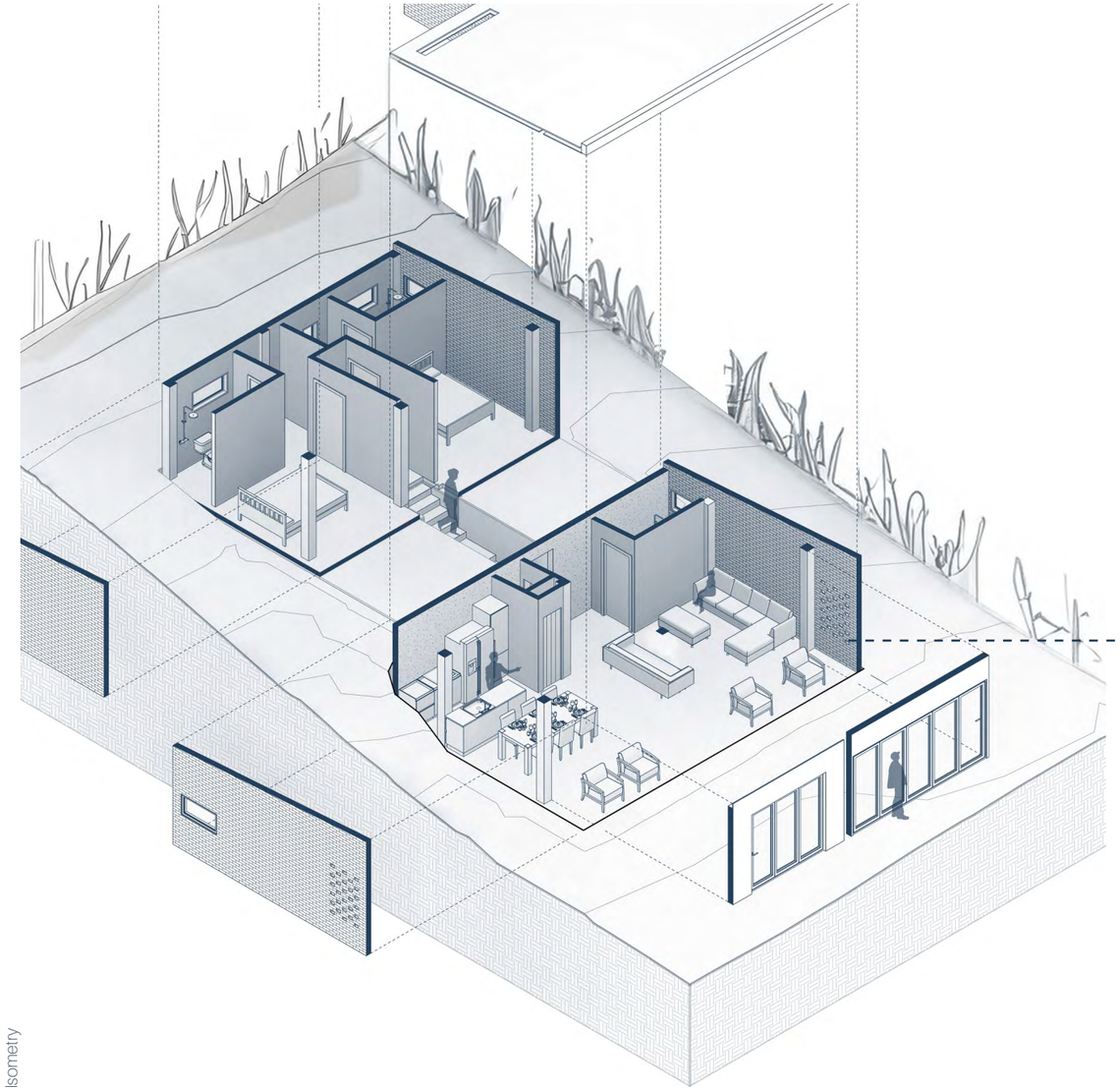
First Floor Plan



1. Kitchen
2. Dining room
3. Living room
4. Bathroom
5. Terrance
6. Yard
7. Bedroom
8. Bathroom
9. Terrance
10. Bedroom
11. Bathroom
12. Terrance
13. Stairs



Exterior Photograph



Isometry

Microcement

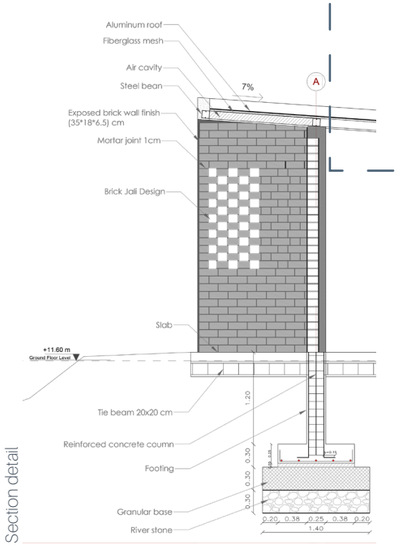
Mango Wood

Microcement

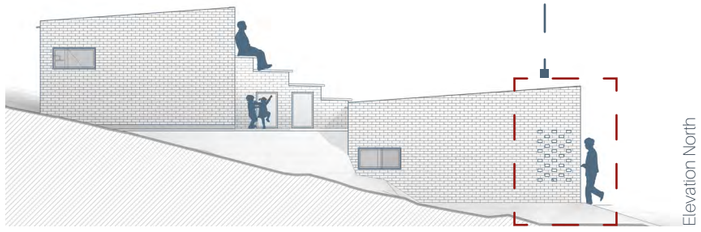
Microcement

Exposed Brick

Exterior Render



Section detail



Elevation North

Exterior Render

Exposed Brick
Laurel Wood

Guadua Bamboo Enclosure

Exposed Brick

General exterior photo

Interior photo

Click to watch the project video.

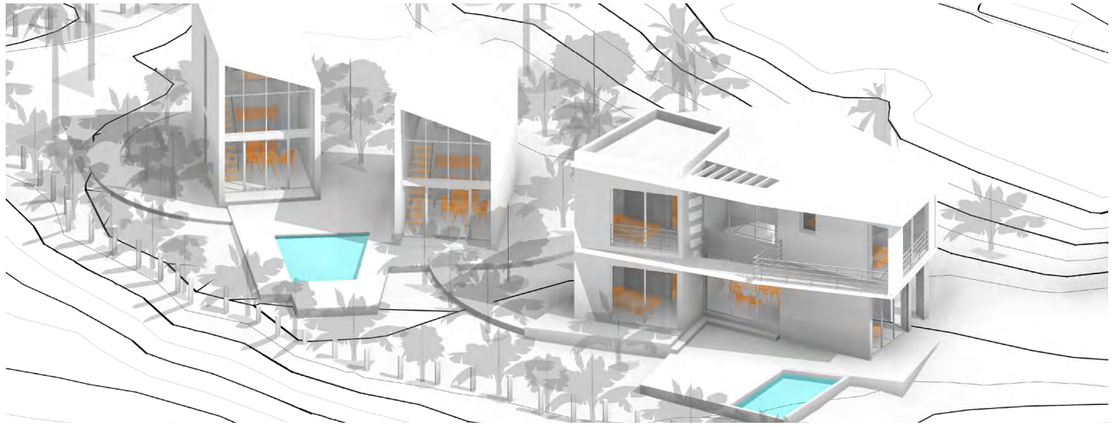
General exterior photo

Cayo - Acantilado

beach house I Single Family House

02

Where: Jipijapa - Manabi (EC)
When: 2024
What: Single-family residence and Bungalows
Design Phases: SD,DD,CD
Tools & Workflow: Revit, Twinmotion, Illustrator, Indesing
House Area: 1,829 sqft
Bungalow Area: 538 sqft (each)
Land Area: 6,458 sqft
Construction Area: 2,690 sqft

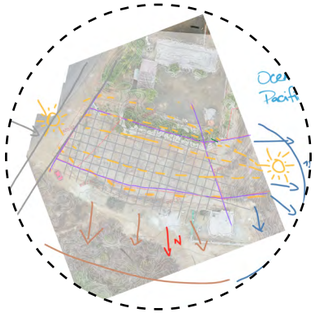


Isometry

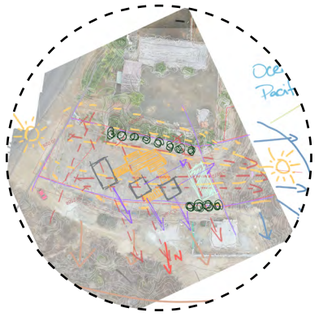
Cayo Acantilado is an architectural project located on a steep hillside at the top of a mountain in Puerto Cayo, Ecuador, overlooking the Pacific Ocean.

The project addresses the challenge of designing within complex topography, limited infrastructure, a warm coastal climate, and a constrained budget, while maximizing panoramic views and ensuring privacy for both residents and guests. The architectural strategy is based on a site-responsive approach that adapts to the natural slope rather than reshaping it.
The project is composed of a private residence and two independent bungalows, carefully positioned to balance visual openness with spatial separation. Simple and efficient volumetric forms, combined with precise orientation, strengthen the relationship between architecture and landscape.

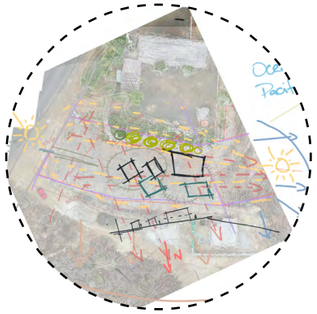
Material selection prioritizes locally sourced, low-maintenance materials, ensuring durability and visual integration with the surrounding environment. In response to the absence of a public sewage system, the project incorporates a sustainable wastewater management strategy, separating rainwater, black water, and soapy water to minimize environmental impact.



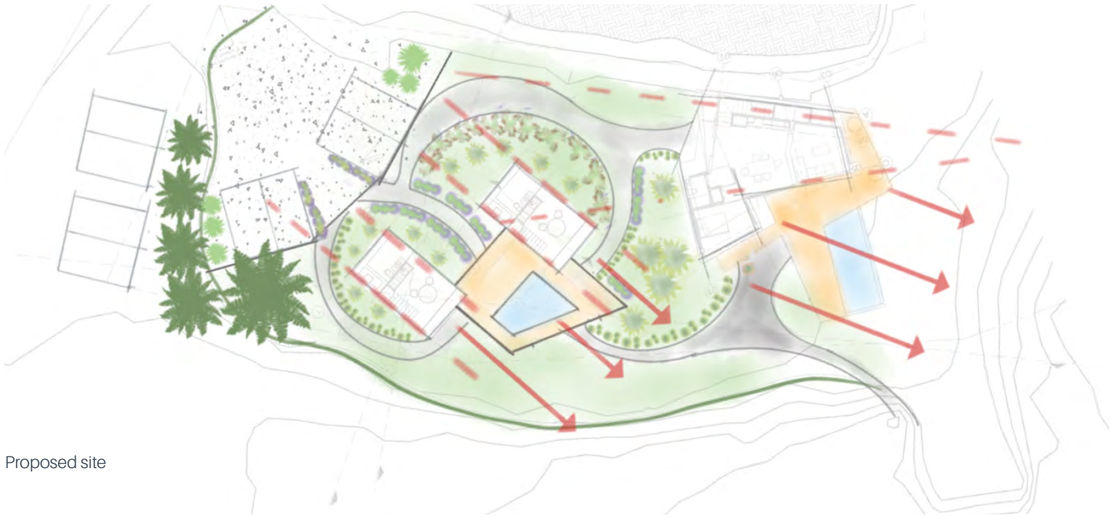
view & sun path



Circulation

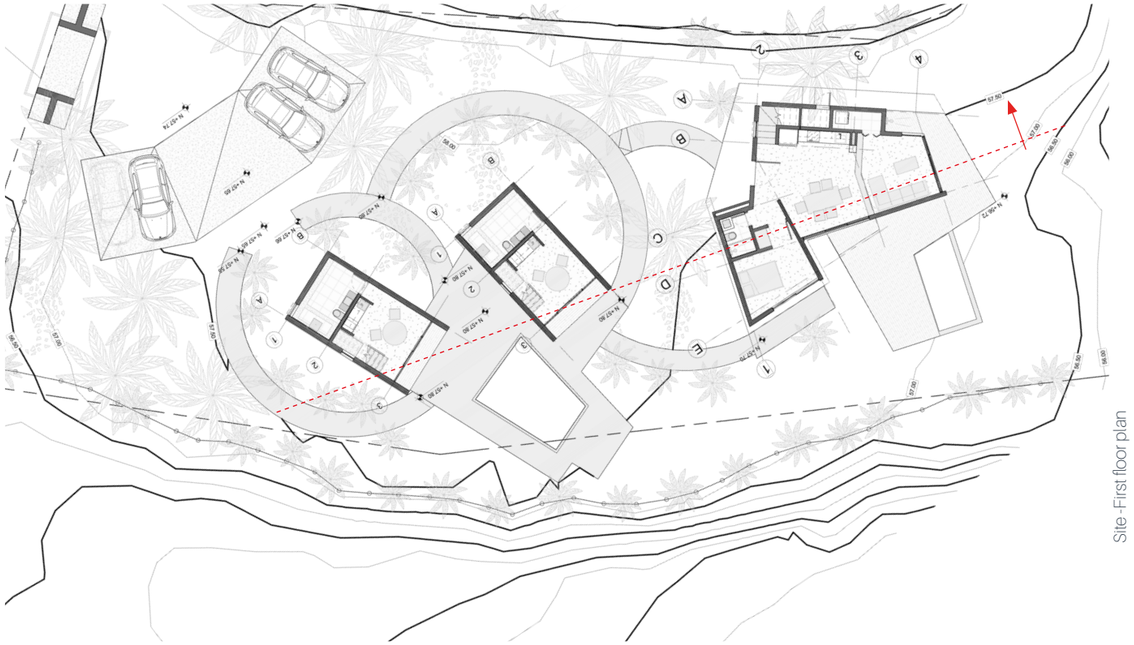


Zoning & Orientation

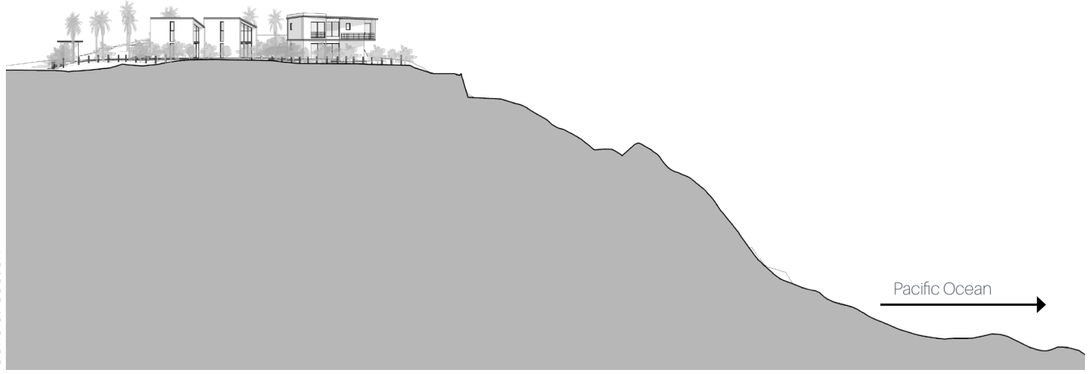


Proposed site

Site Plan



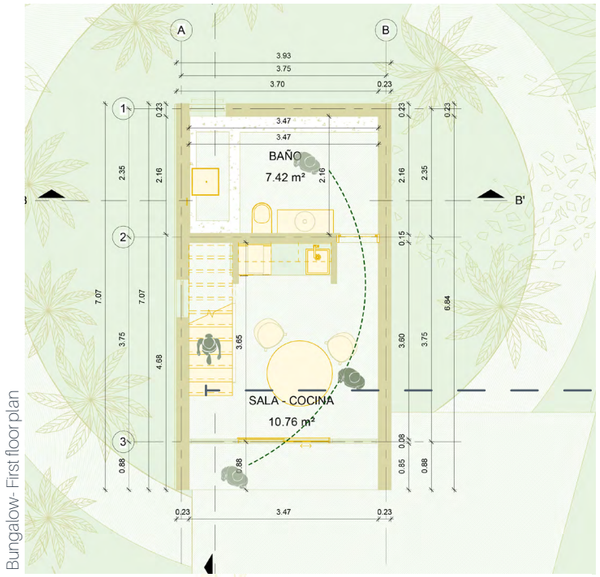
Site -First floor plan



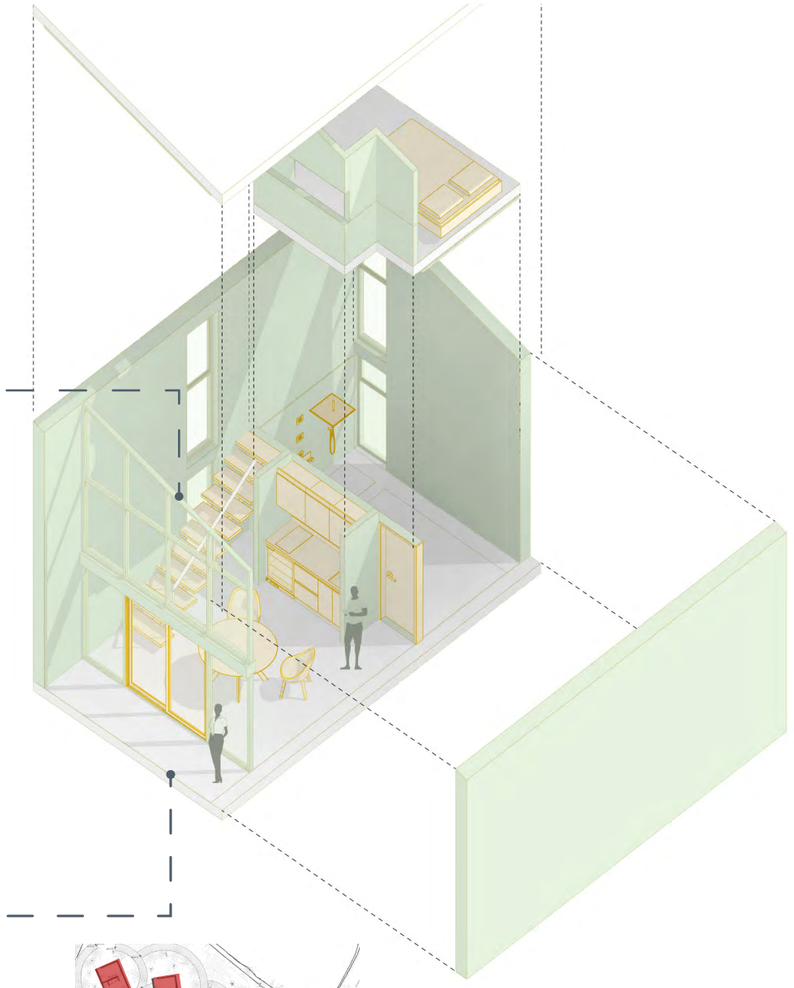
General Section

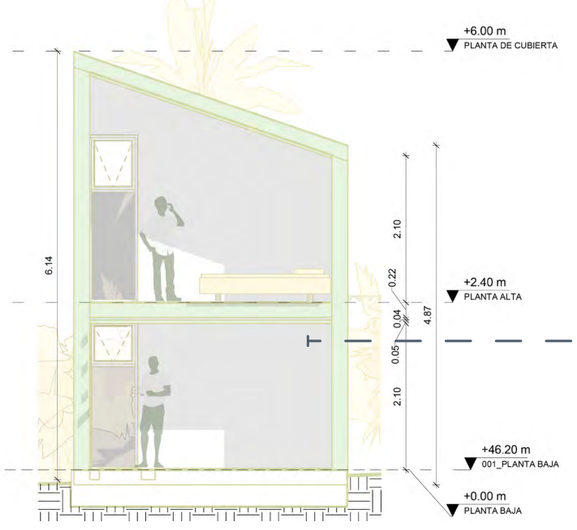
General Section

View from the Site

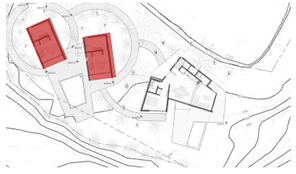


Bungalow- First floor plan

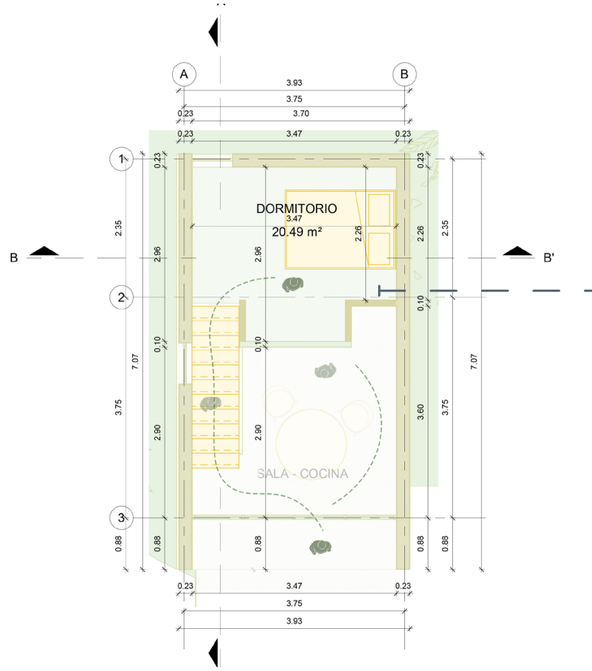




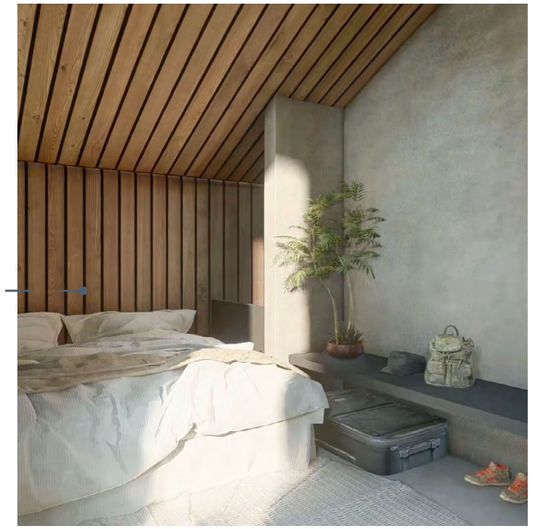
Longitudinal section

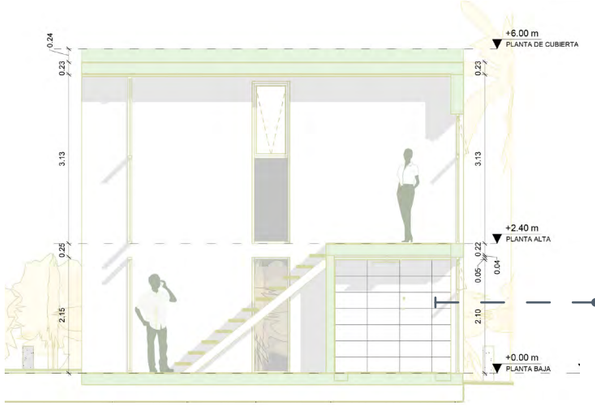


Interior Render



Bungalow-Second floor plan





Cross section

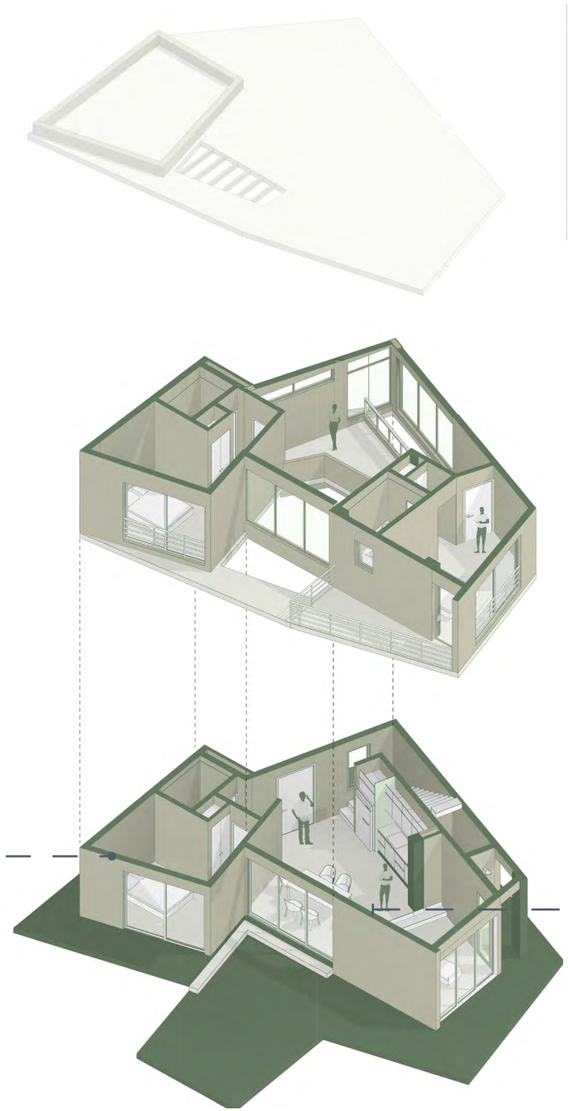
Interior Render

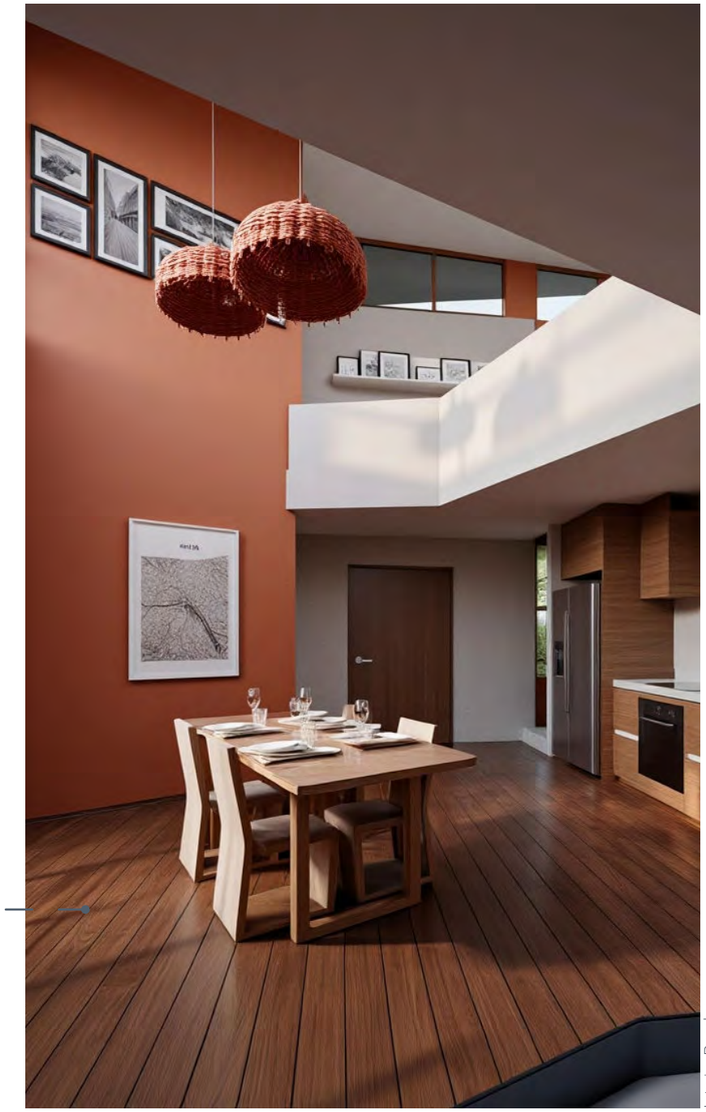
Exterior Render

House - First floor plan

Cross section

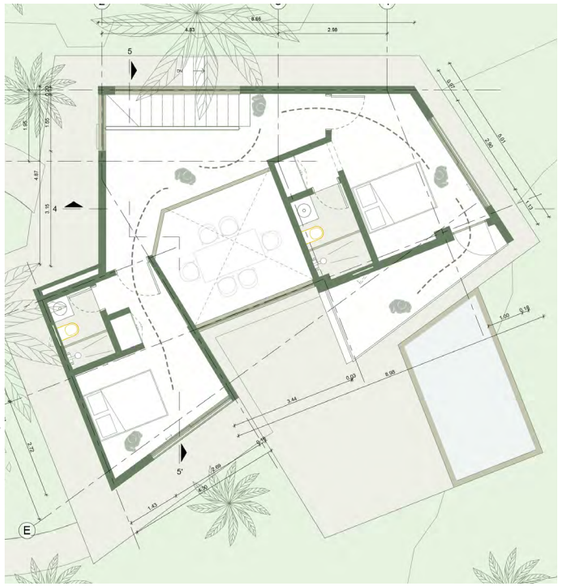
Private residence 1,800 sqft custom-designed to meet the specific needs of the client.

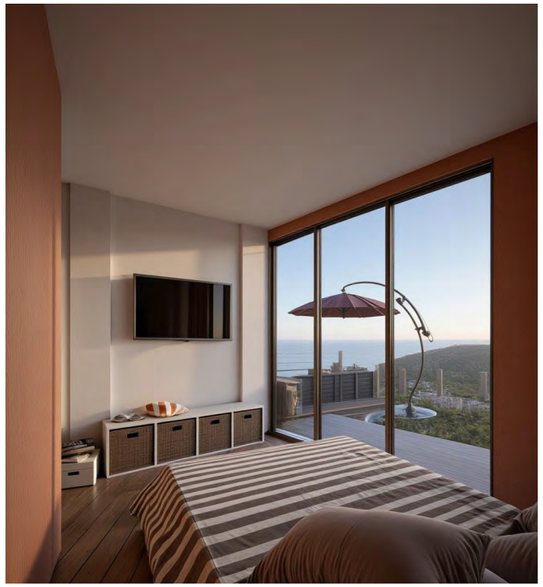




Interior Render

House - Second floor plan





Cross section

Interior Render

Exterior Render

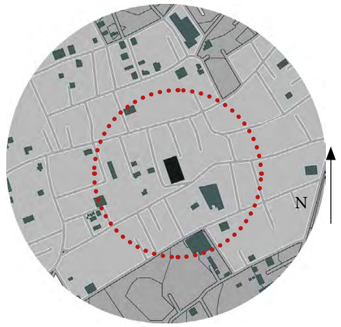
Exterior Render

Santa Rosa Residential Houses

Multifamily Housing Complex

03

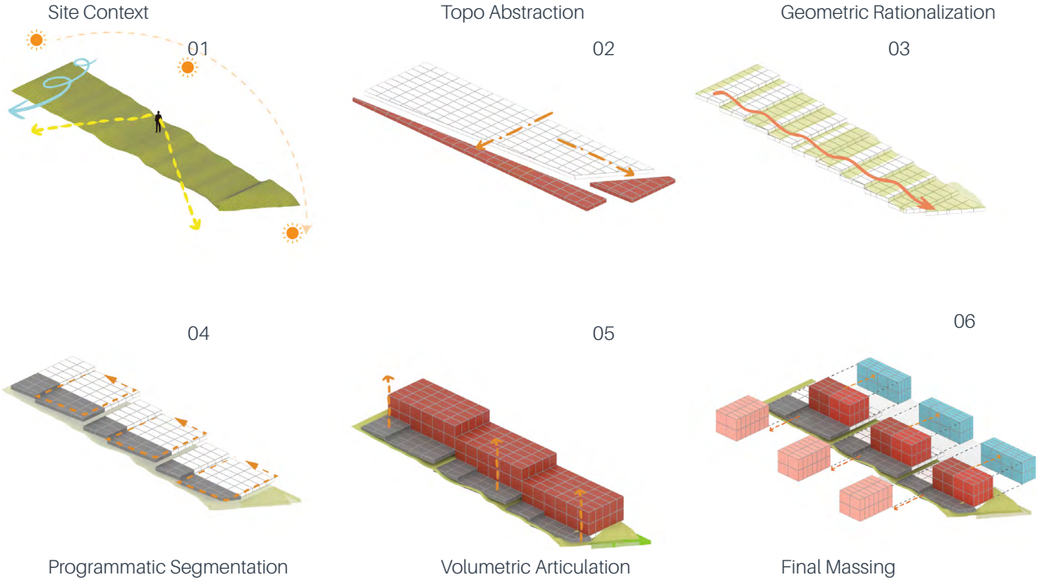
Where: Ambato (EC)
When: 2022
What: Multifamili-Housing
Design Phases: SD,DD,CD
Software: Revit, 3dsmax, Illustrator, Indesign
Land Area: 12,792.37 sq ft
Construction Area: 15,816.28 sq ft

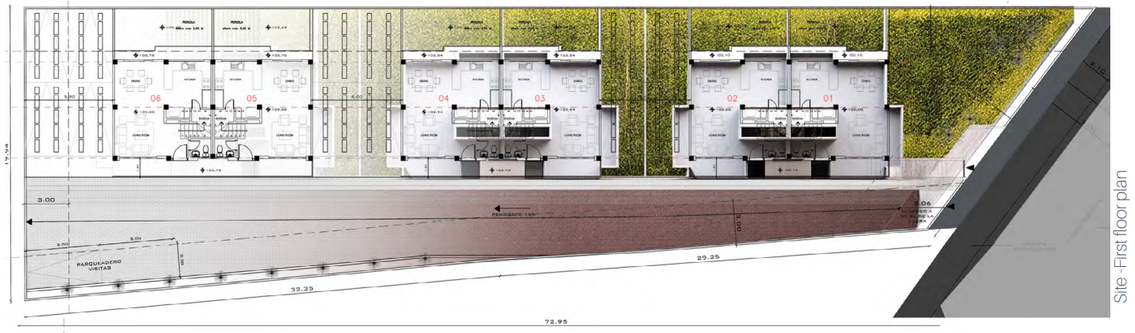


Santa Rosa Residential Houses is a six-unit multifamily development located on a steeply sloped site in Ambato, Ecuador. The primary challenge was to resolve significant topographic variations while ensuring constructability, structural efficiency, and functional access to each unit.

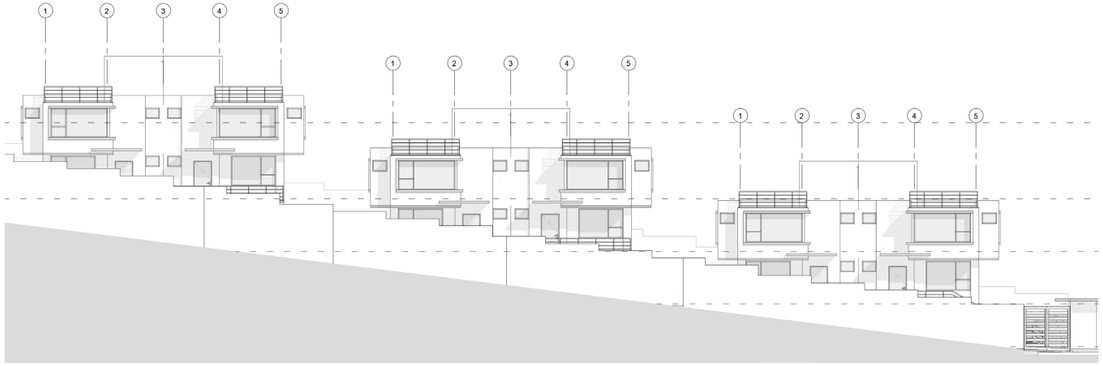
The project implements a stepped platform system that follows the natural terrain, reducing excessive excavation and minimizing the need for retaining walls. Each dwelling is positioned on a controlled level change to optimize structural stability, drainage performance, and independent access. The configuration ensures visual privacy between units while maintaining adequate natural light and cross-ventilation.

Developed through SD, DD, and CD, the project included site adaptation studies, geometric rationalization, volumetric coordination, and detailed construction documentation. The result demonstrates an integrated approach to hillside housing design, balancing environmental responsiveness, structural logic, and efficient land use.



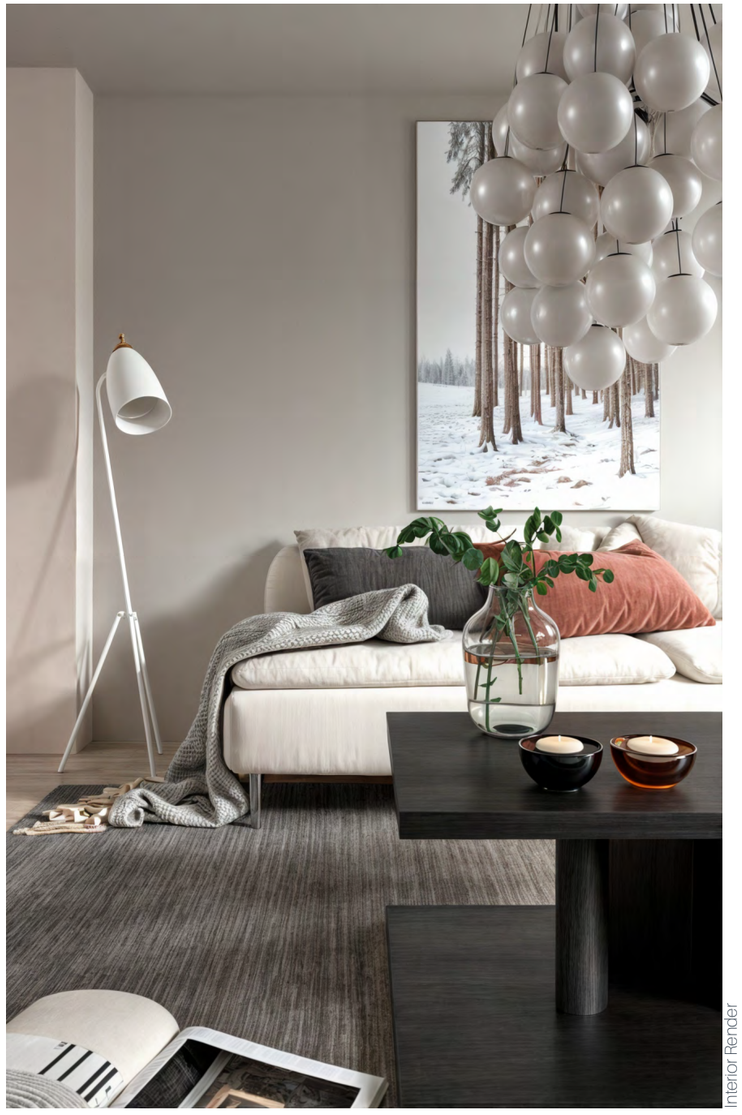


Site - First floor plan



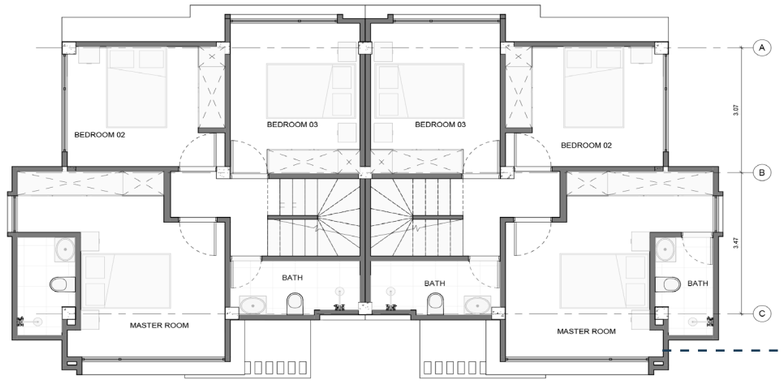
Front Elevation

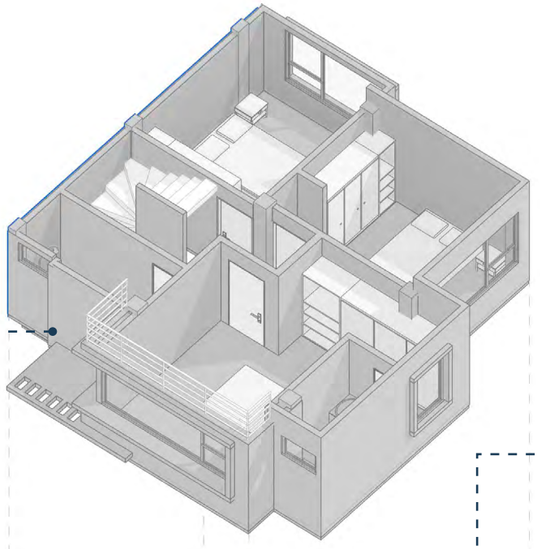
Exterior Render



Interior Render

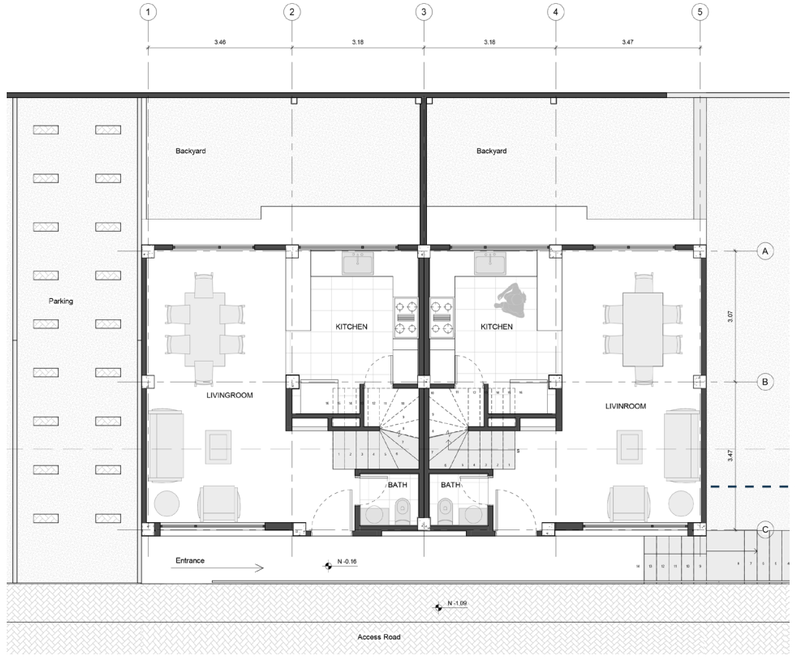
House - Second floor plan

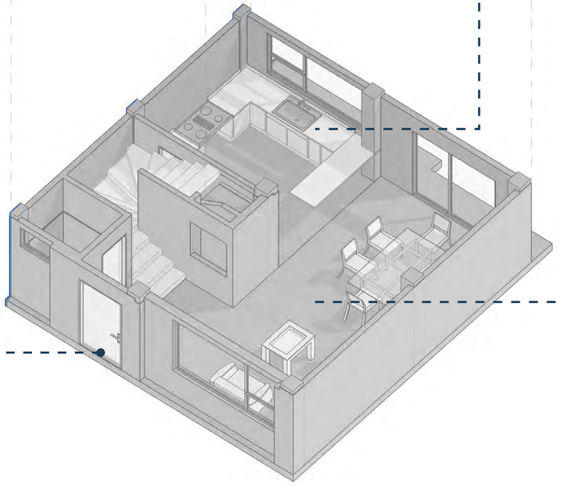




Interior Render

House - First floor plan





Interior Render

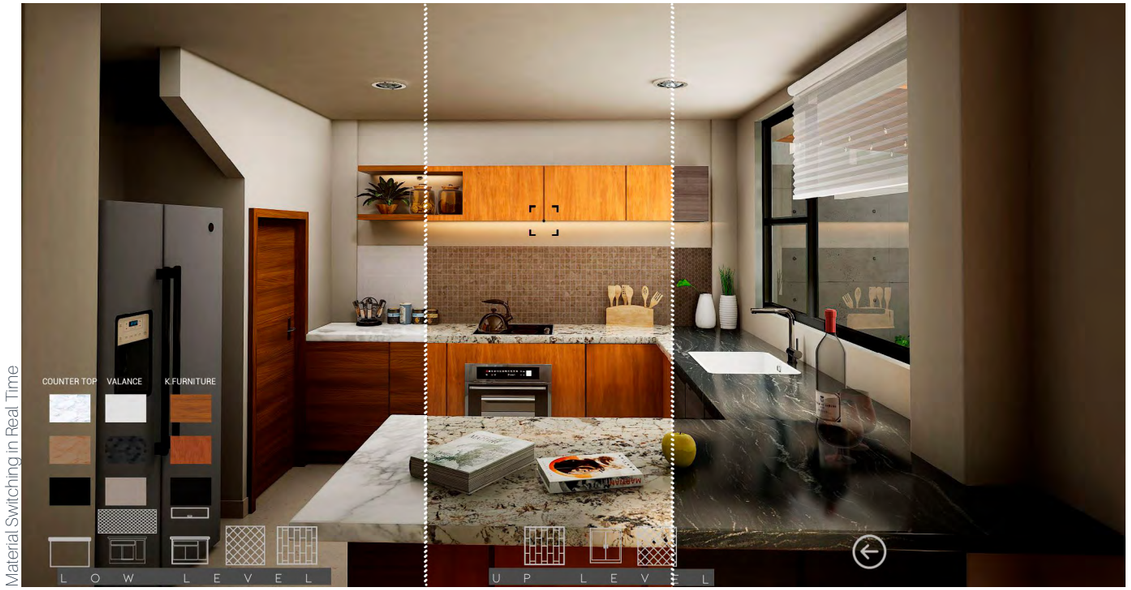
Interior Render

Exterior Render

Interactive Architectural Experience

Standalone - Unreal Application

3DS MAX - Unreal Engine 5 · Quixel Megascans
Full development: modeling, lighting, UI interaction, app packaging



Material Switching in Real Time

This project explores the creation of an interactive architectural experience using Unreal Engine 5.

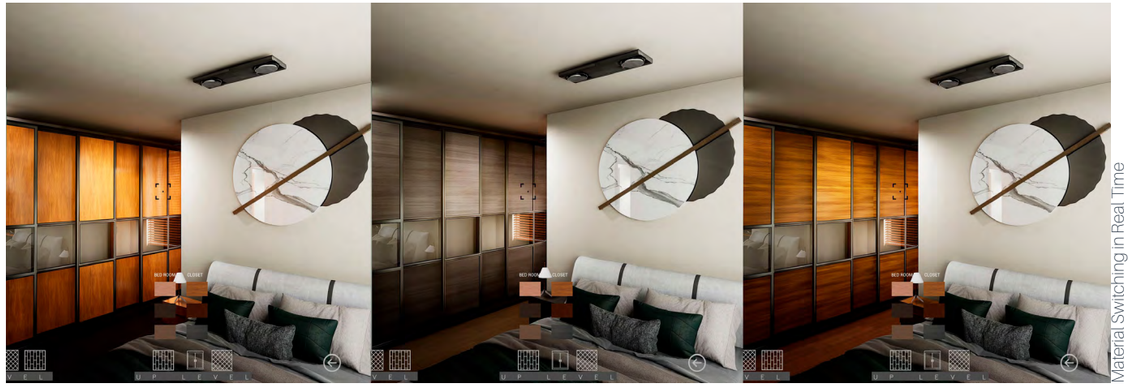
I developed a standalone desktop application that allows users to walk through a fully modeled interior space and change wall, floor, and furniture materials in real time. The project was programmed using Blueprints and designed to run smoothly on any standard PC without the need for Unreal Engine installed.

The goal was to push real-time visualization beyond rendering, creating a functional and interactive platform that can be used for design presentacion client decision-making, and virtual showrooms.

This tool demonstrates how architectural visualization can evolve into a dynamic design communication method, offering immediate feedback and greater immersion.

Main Menu Interface

The main menu is fully customizable and can be adapted to meet each client's specific needs — from branding to functionality and user interface



Material Switching in Real Time

Press play to watch how the **app works**

Click to watch the project video.

PAUL VALLEJO

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LinkedIn

For additional architectural visualization projects, please explore my Archviz portfolio:

The Rookies
CGConnect

Thank you for reviewing my work.