CARLOS MOTIN

Architecture, Design & Visualization **cmotin.com** | c.motin.i@gmail.com

Portfolio 2024

About Me



I'm a licensed Peruvian architect (an active green card holder) with more than fifteen years of experience working in a variety of architectural fields, with my most recent years in Chicago, IL. I'm a creative and passionate person who brings a unique perspective to design challenges. I'm a quick learner and avid researcher, always seeking out new innovative tools and ideas. I can identify my strengths as the following:

Innovative design: The abstraction and discussion of ideas, brainstorming and the exploration of the different possibilities for the space that reflects a unique and clear concept.

Architectural visualization: By mastering 3d architectural visualization, I've been able to explore designs, ensuring the final product aligns seamlessly with my concept and vision in the most realistic way. Lighting and photography play an important role in reflecting the true identity of the project.

Project presentation: My goal is to provide project presentation materials that create an impact on the client, understanding that earning the client's trust and motivation is vital to the project's success.

I am an admirer of nature and explorer of new sensations and perceptions, which are then transmitted to my designs through spaces, materials and landscaping. I highly value the relationship of each project in connection to its environment, and furthermore to the interior and the user's relationship to the outside.

Interest and Hobbies Photography, rendering, virtual reality, augmented reality, reading, running, tennis and travelling.

Professional Experience

1. Architectural Designer Nicholas Design Collaborative (Architectural Studio - Chicago)

05/2022 - Current

Design and manage high-end residential and small commercial projects. Responsibilities range from site study to permit set drawings including construction details and consultant cordination.

Reference projects: 3132 N. Kenmore, Chicago (schematic design, design development and construction documents for a new single residence) / 4912 N. Western, Chicago (design development and construction documents for a comercial addition) / 1500 Tryon Road, Michigan City, Indiana (design development for a new single residence) / 1334 W. Elmdale, Chicago (design development for a multi-unit residence renovation) / 3565 First Avenue, San Diego, California (concept & schematic design for a new multi-unit residence).

2. Visualization Specialist

Studio Gang & Studio ORD (Architectural Studio - Chicago)

07/2021 - 05/2022

Generated the architectural visualization, animations and virtual reality for design studies and client presentations.

Reference projects: O'Hare International Terminal (Chicago) / Berkeley Building (California) / Harvard Treehouse (Boston) / Project Bergere Competion (Paris) and Summerlin (Las Vegas).

3. Design Architect

FGP Atelier (Architectural Studio - Chicago)

07/2019 - 07/2021

Collaborated and implemented early phases of transport, commercial and residential projects. Responsibilitied ranged from site study to schematic design. Produced architectural drawings, visualizations and animations for client presentations.

Reference projects:

International Airport for Mexico City International Airport for Tulúm (Mexico) Tren Maya Station (Mexico) Radar-t (Smart City) Terminal at Guadalajara Airport Competion (Mexico) Poder (Latino comunity centre at Chicago) The Lighthouse of Humankind at Viña del Mar (Chile)

4. Architectural Design & Visualization

Freelance (Architectural and Visualization Studio - Lima) 08/2014 - 02/2019

Implemented commercial and residential projects in Peru. Directed all phases of projects from site study to construction administration. Created visualization and graphic designs for promotion and sales in real state.

Reference projects at cmotin.com

5. Principal Architect Artem Arquitectura (Architectural Studio - Lima)

10/2012 - 08/2014

Designed and supervised residential projects. Led all phases of the project ranging from meeting clients' needs, permit set, bidding to construction supervision.

Reference project: Caballeros beach house (multi-unit residence) / Cocachacra house (new single residence) / Alfredo Salazar 621 (apartment addition) Travelling Theater (inflate stucture movilized by two trailers).

6. Architect

Avianca (Airline Company - Lima)

07/2011 - 10/2012

Managed and implemented designs, construction documents, consultant coordination, budget and project management of the company's buildings. Projects included offices renovations, retail and airport facilities in Lima and South America.

Reference projects: Avianca Lima offices renovation / Training center / Aircraft maintenance area.

Education

School of Digital Arts Architectural Visualization (08/2008 - 12/2008)

Peruvian Architecture License Registered Number 13,572 (07/2006)

Universidad de Ciencias Aplicadas (UPC) Bachelor of Science in Architecture (03/1998 - 12/2004)

Skills

Software

Revit, Autocad, 3d Studio Max, Vray, Rhino, Unreal Engine 5, Twinmotion, Enscape, Sketchup, Photoshop, Indesign, Illustrator, After Effects, Premiere, Lightroom and MS Office.

Languages

Spanish and English.

Other

Dedicated self-learner; Interests: Photography, Running, Tennis

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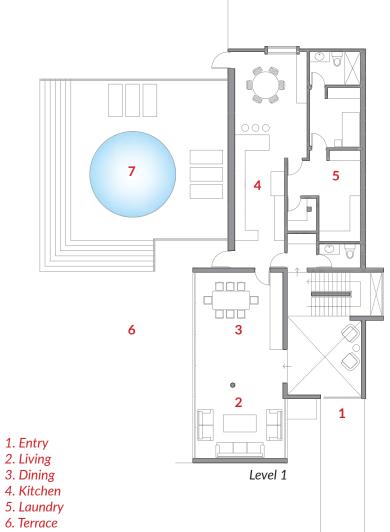


Edge House



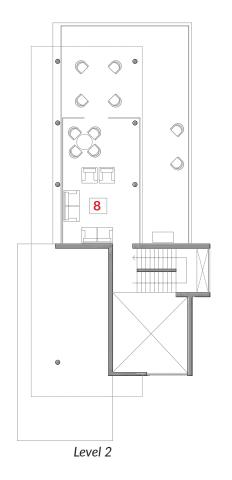
The ultimate design concept of *Edge House* is to create complete transparency of light and vision, connecting each floor with the main outdoor space. The three levels of the house are clearly separated by a horizontal tension between the different volumes. The first level contains the main social spaces, pool terrace and the service areas. The second level is the transition floor and contains a more secluded entertainment area. The third floor provides the most privacy for the bedrooms. Project video: http://cmotin.com/index.php/interactive-rendering/

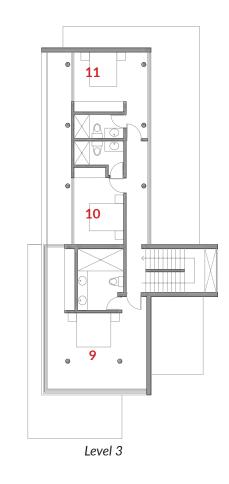
Edge House

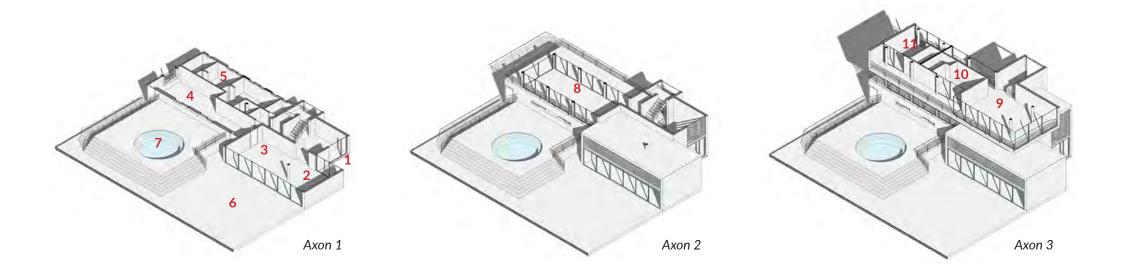




- 8. Family Room
- 9. Master Bedroom
- 10. Bedroom 1
- 11. Bedroom 2







- 1. Entry
- 2. Living 3. Dining 4. Kitchen

- 5. Laundry
- 6. Terrace
- 7. Pool
- 8. Family Room 9. Master Bedroom
- 10. Bedroom 1
- 11. Bedroom 2





Elevation 1

Elevation 2

Elevation 3

Architectural Design Carlos Motin Digital Modeling Carlos Motin Architectural Visualization Carlos Motin

Software Revit, Autocad, 3d Max, Vray, Photoshop, Illustrator, Indesign and Lightroom

La Pendiente House



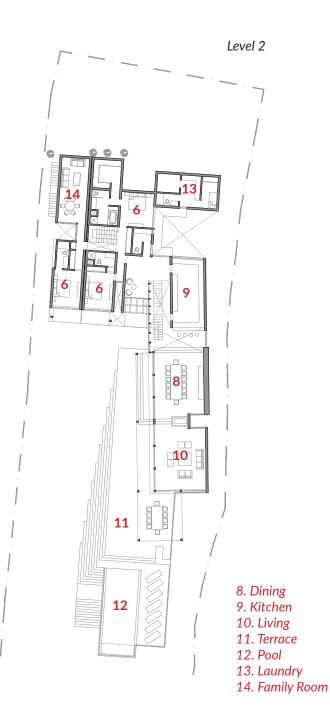


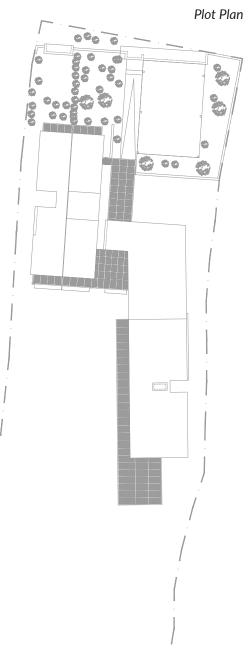
La Pendiente House

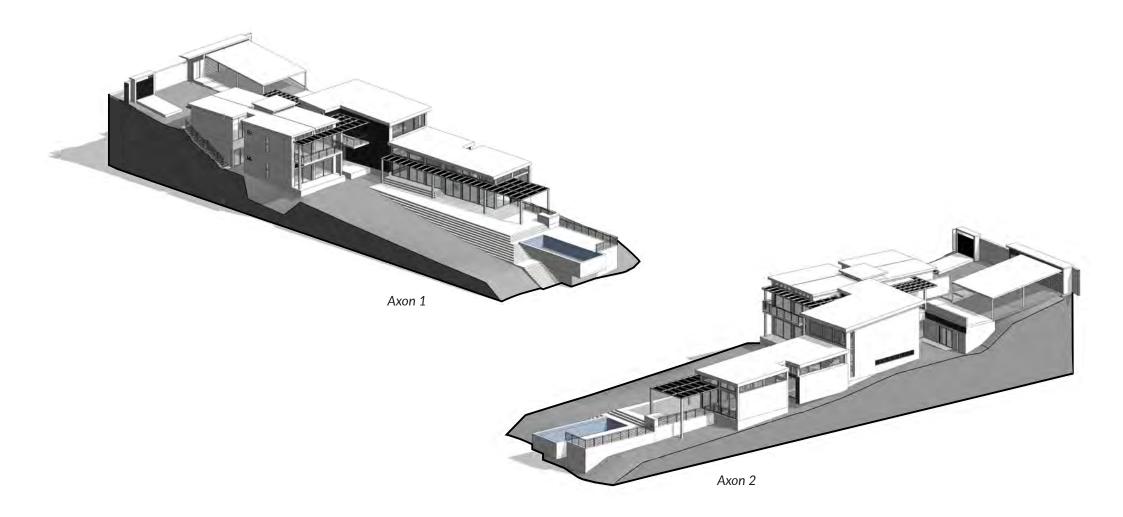
This country house is located in Cocachacra, Lima-Perú. The design concept was to maximize the natural incline and generate different spaces and visuals at varied levels. The spaces are distributed along a main axis to anchor the project.

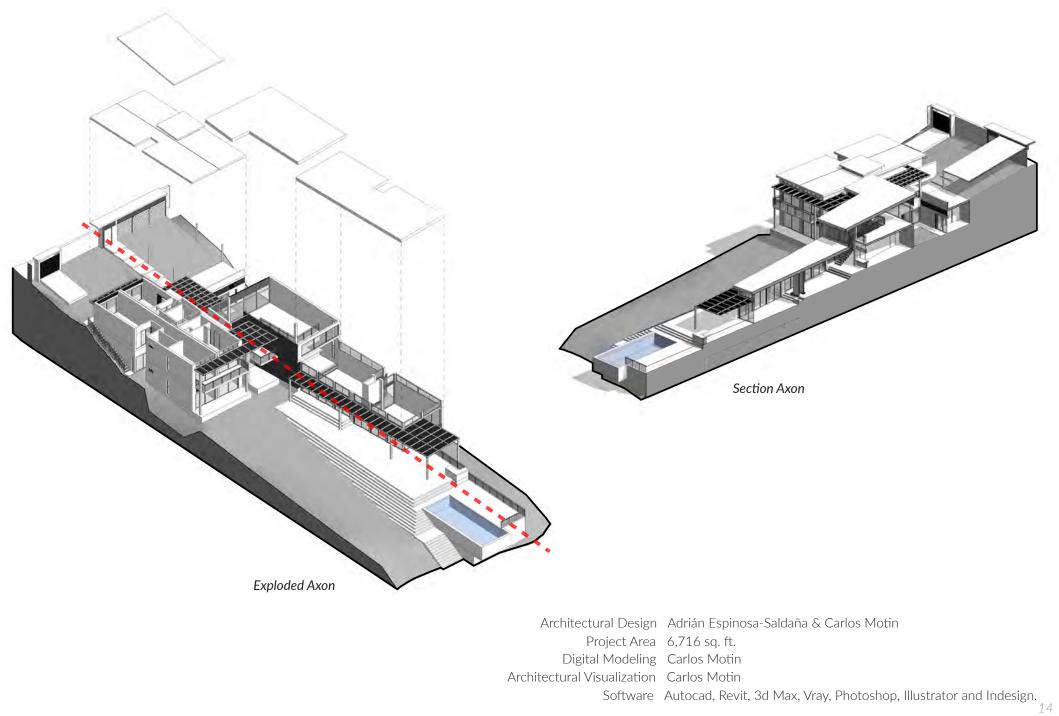












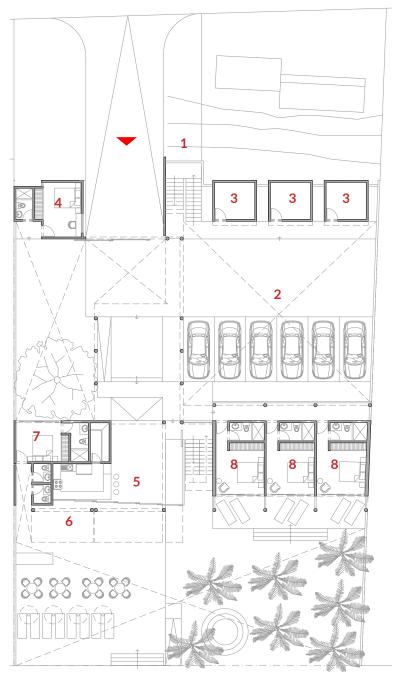
Bonanza Hostel



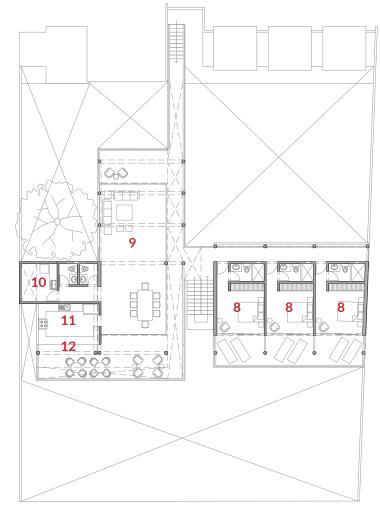
Bonanza Hostel

This project is located on Bonanza beach in Tumbes, Perú. We designed two buildings separated by a central visual axis. Shared social spaces can be found in the two story building. The three story building boasts eight comfortable rooms with excellent views.

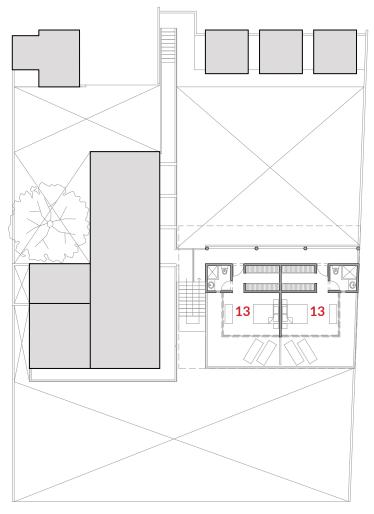


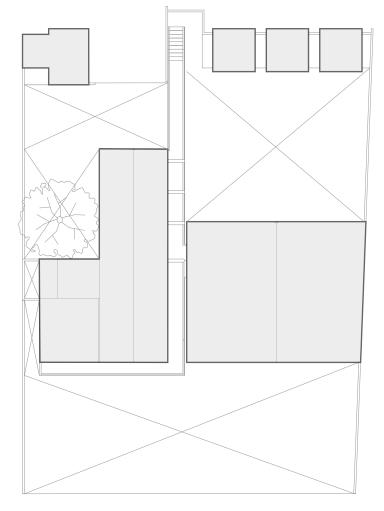






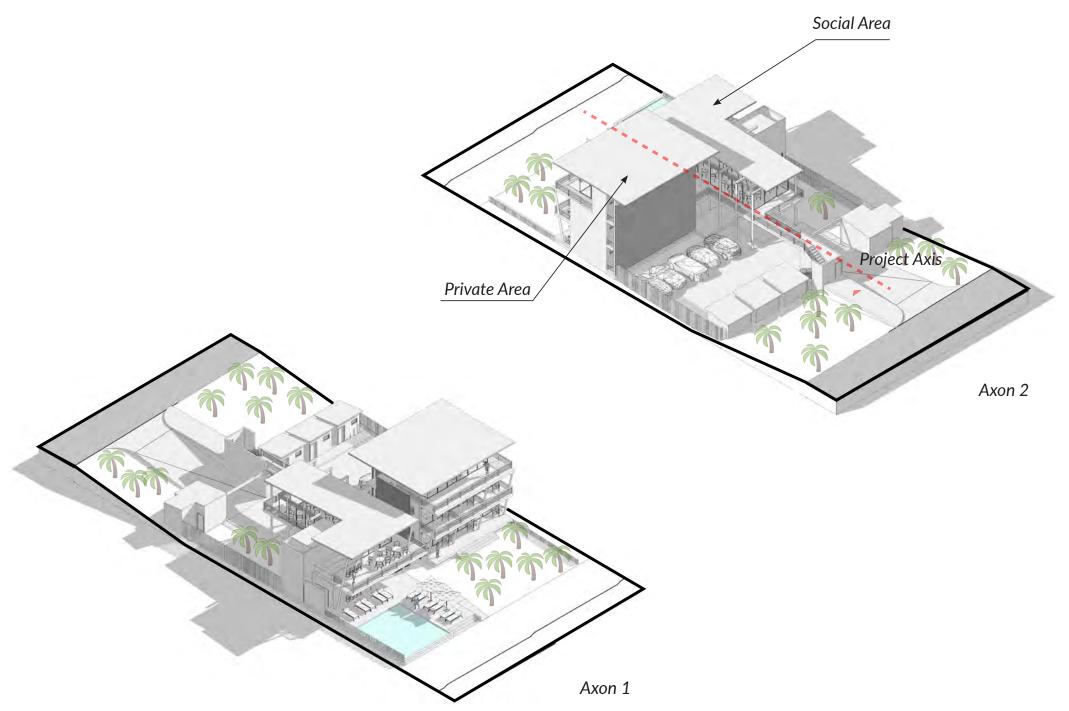


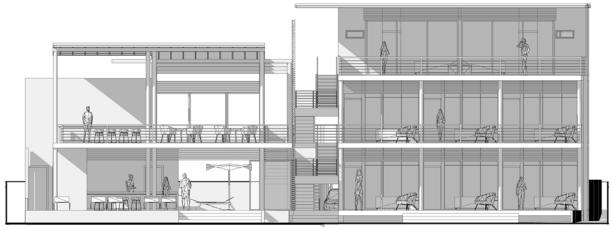




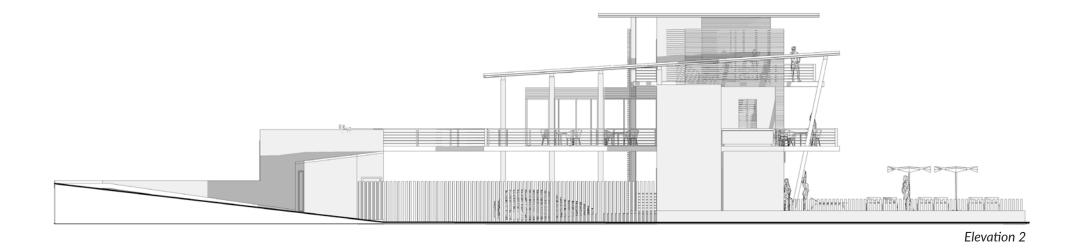


Level 3









Architectural Design Adrián Espinosa-Saldaña & Carlos Motin Project Area 8,471 sq. ft. Digital Modeling Carlos Motin Architectural Visualization Carlos Motin Sualization Carlos Motin Software Revit, Autocad, 3d Max, Vray, Photoshop, Illustrator, Indesign and Lightroom 20

Colcalux



Colcalux

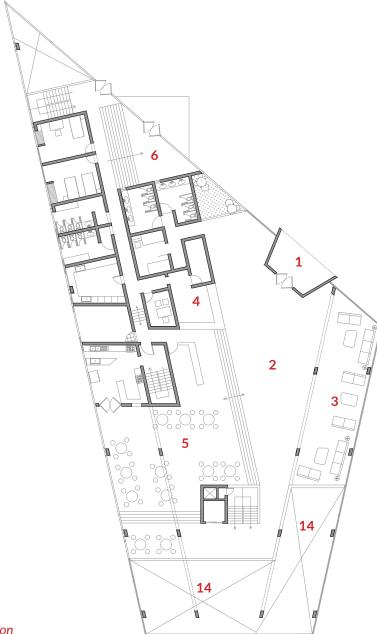
This project is located in Colca Canyon (Arequipa, Perú). The natural landscape of the Canyon gives direct inspiration to the architectural form of the building by contrasting the steep natural slope with the defined, vertical edges. Transparency was fundamental in maximizing the natural surrounding environment.

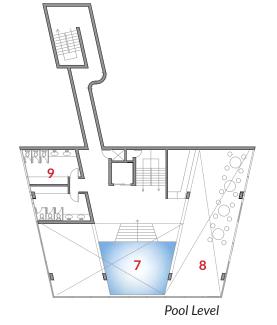
Watch the full project video: http://cmotin.com/index.php/2018/03/07/colcalux/

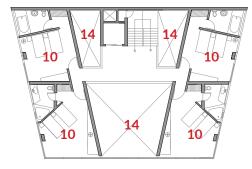








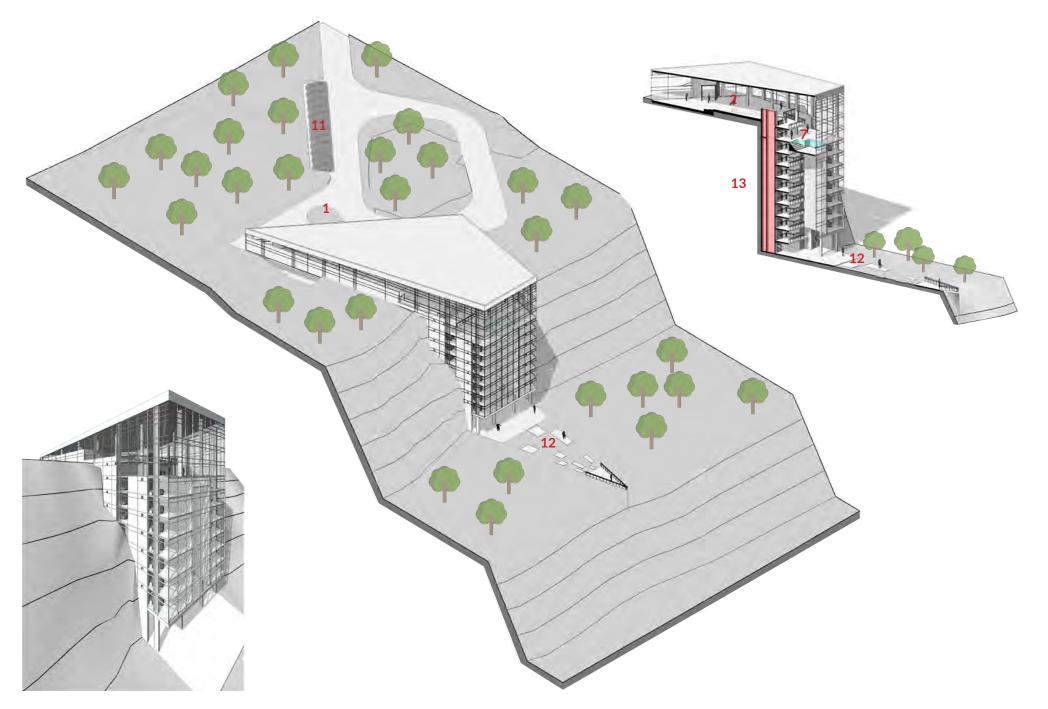


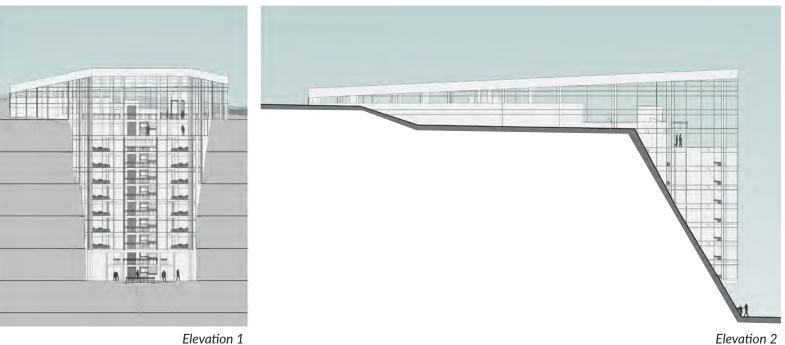




- 1. Entrance Hall
- 2. Lobby
- 3. Lounge Area
- 4. Front desk
- 5. Restaurant
- 6. Service Hall
- 7. Pool
- 8. Cafe Bar
- 9. Restrooms
- 10. Room
- 11. Parking
- 12. Plaza
- 13. Vertical Circulation
- 14. Open to Below

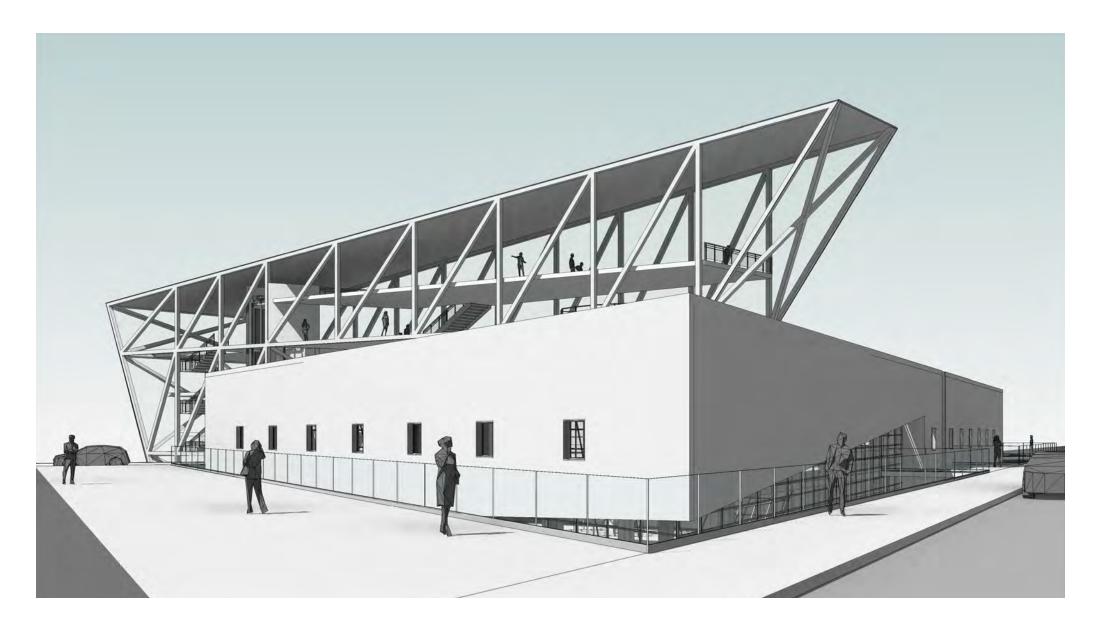
Main Level





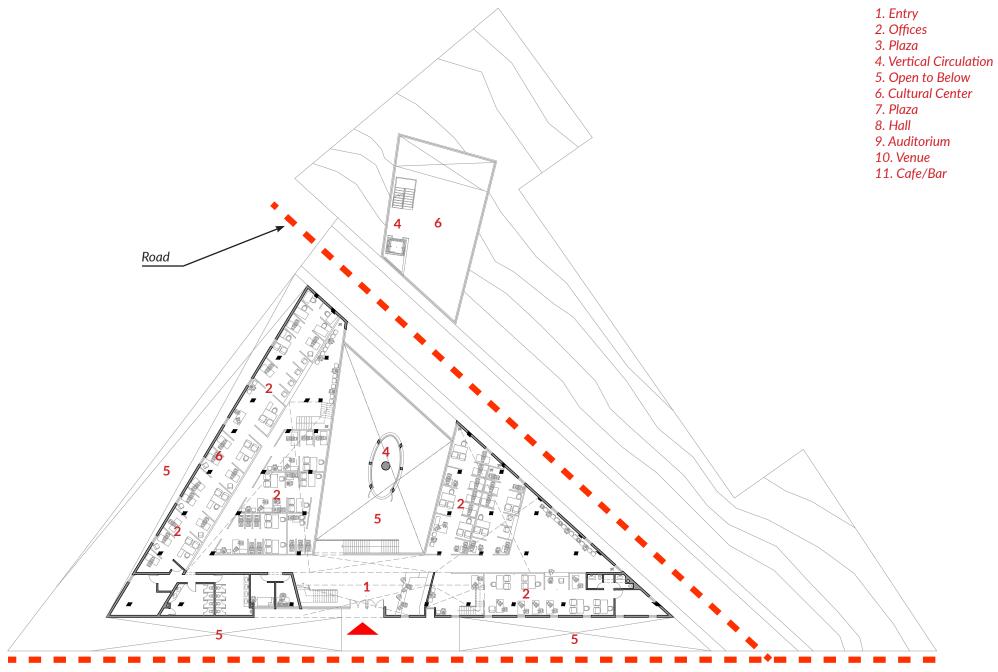
Elevation 1

Architectural Design Carlos Motin Digital Modeling Carlos Motin Architectural Visualization Carlos Motin Software Revit, 3d Max, Autocad, Unreal Engine 4, Photoshop, Illustrator, Indesign and Lightroom 25 Barranco Municipality

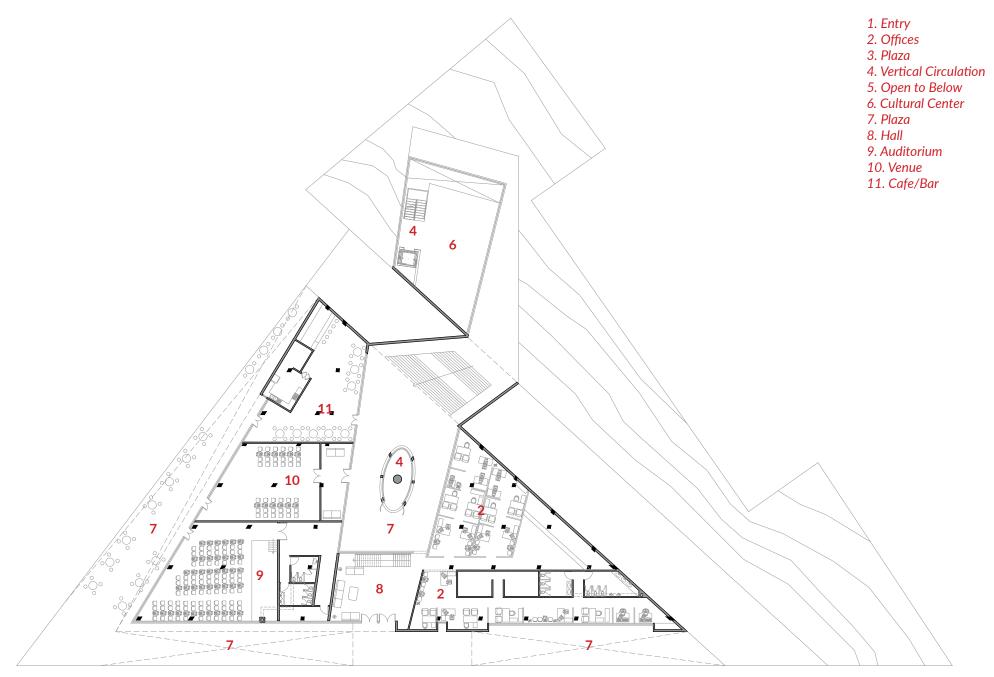


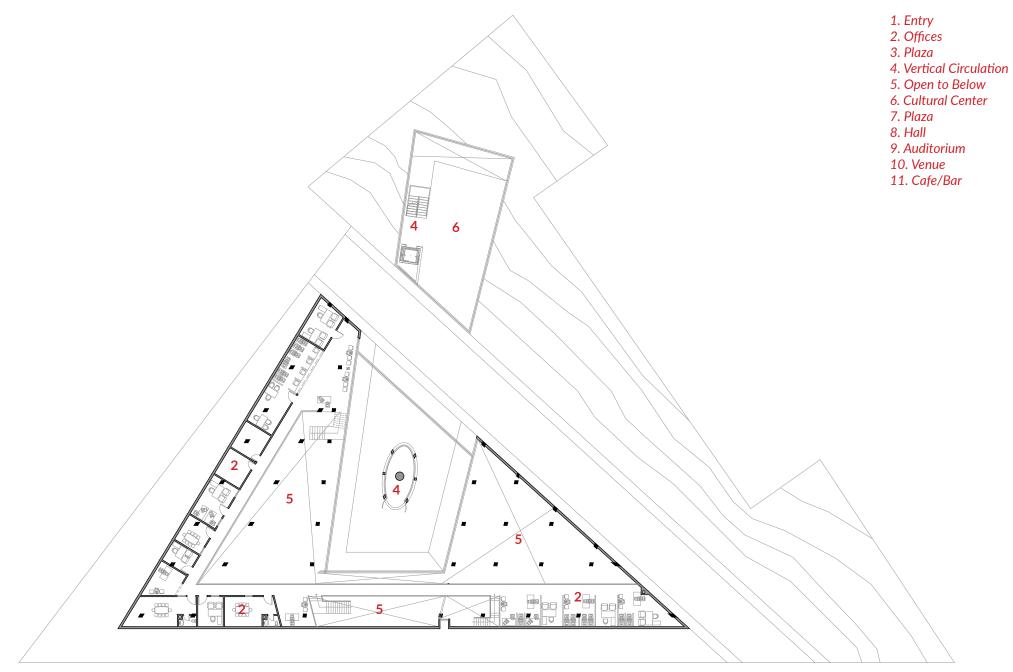
Barranco Municipality

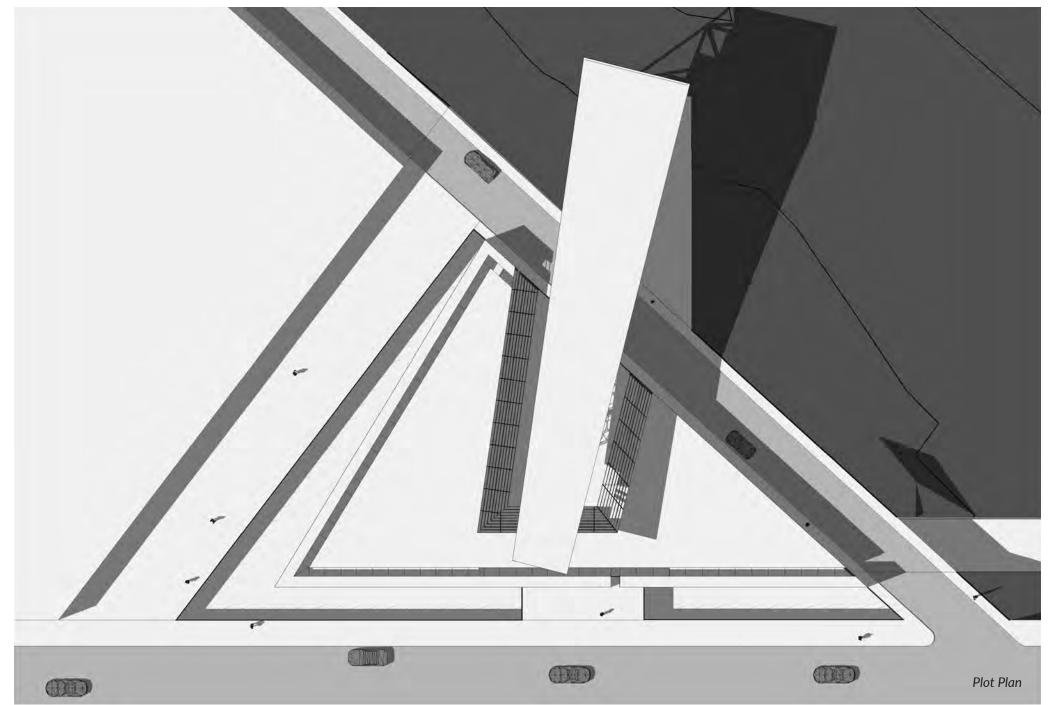
This project is located in Barranco, Lima-Perú. The project houses the local government and a cultural center in two different buildings offering an contrasting duality. The first building, which hosts local government offices, relates to the contextual nature of Barranco by its height as well as the architectural character. The second building, in contrast, expresses an uneven topography and serves as a more modern reflection of the cultural and artistic sides of Barranco. The relationship between these two buildings is united by a tension in volume.

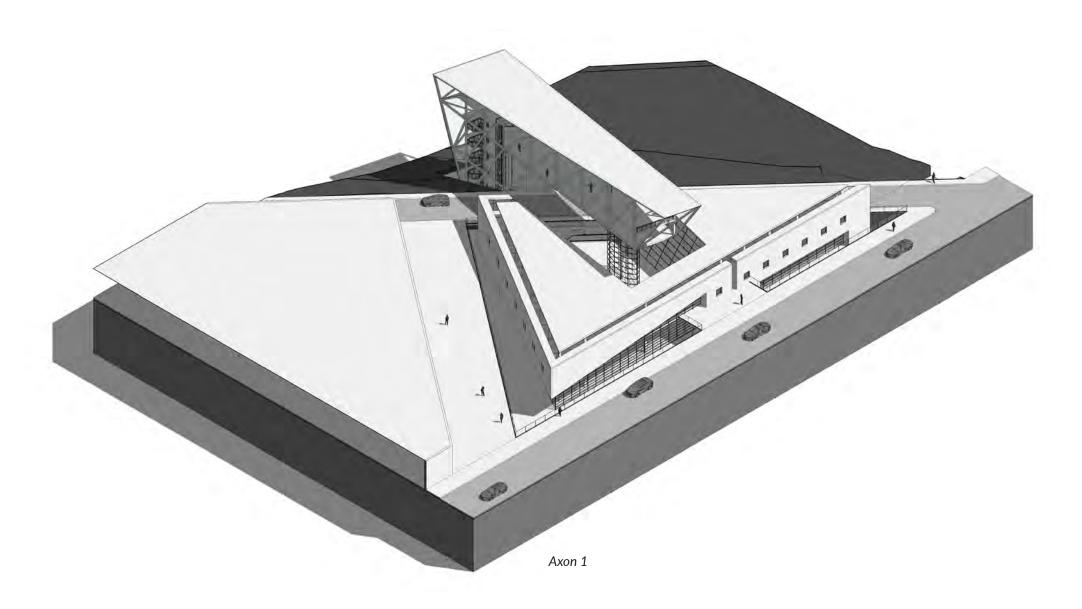


Street Level

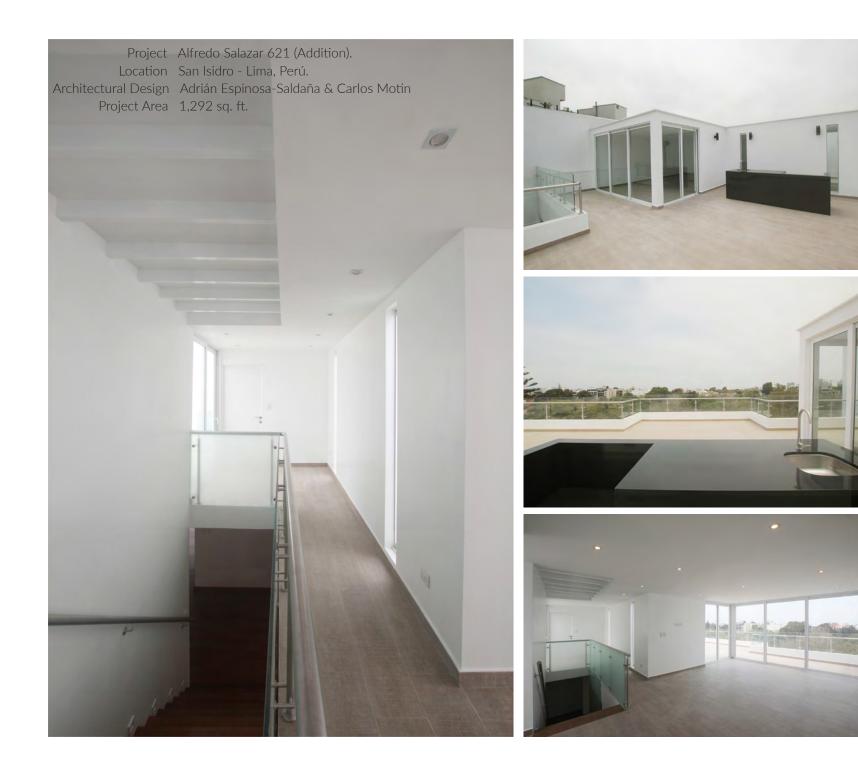








Architectural Design Carlos Motin Digital Modeling Carlos Motin Architectural Visualization Carlos Motin Software Revit, Autocad, Illustrator and Indesign. Building Gallery





ProjectMulti-unit Caballeros (New Building)LocationCaballeros Beach - Lima, Perú.Architectural DesignAdrián Espinosa-Saldaña & Carlos MotinProject Area5,597 sq. ft.





ProjectArándanos Country House (New Building)LocationSan Vicente de Cañete - Lima, Perú.Architectural DesignCarlos MotinProject Area2,686 sq. ft.





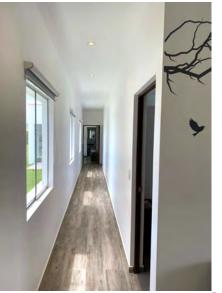












ProjectMutts Pool House (New Building)LocationLa Planicie - Lima, Perú.Architectural DesignGonzalo Grillo & Carlos MotinProject Area1,550 sq. ft.



Visualization Exteriors

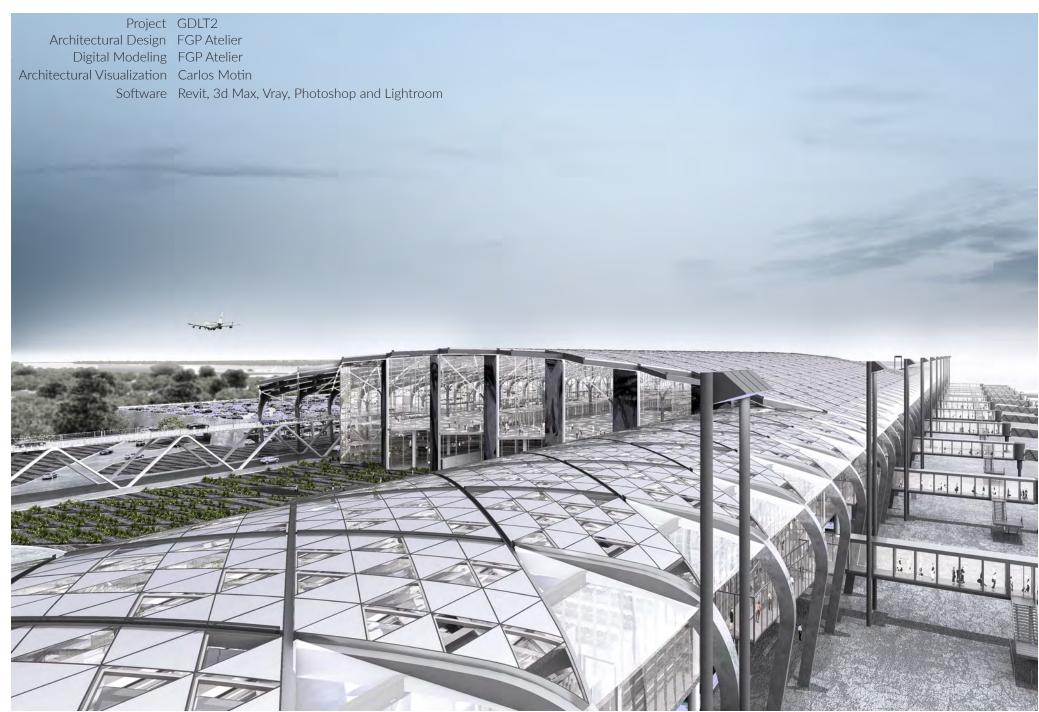
Project Harvard Tree House Architectural Design Studio Gang Digital Modeling Studio Gang Architectural Visualization Carlos Motin Software Rhino, 3d Max, Vray and Lightroom



Project Summerlin Architectural Design Studio Gang Digital Modeling Studio Gang Architectural Visualization Carlos Motin Software Rhino, 3d Max, Vray and Lightroom 40







Project Tren Maya Architectural Design FGP Atelier Digital Modeling FGP Atelier + Carlos Motin Architectural Visualization Carlos Motin Software Revit, 3d Max, Vray, Photoshop and Lightroom



Project MAZ Architectural Design FGP Atelier Digital Modeling FGP Atelier Architectural Visualization Carlos Motin Software Revit, 3d Max, Twinmotion, Photoshop and Lightroom.



Visualization Interiors





Project LaunHaus Architectural Design Ecke Arquitectos Digital Modeling Ecke Arquitectos Architectural Visualization Carlos Motin Software 3d Max, Vray and Lightroom 49



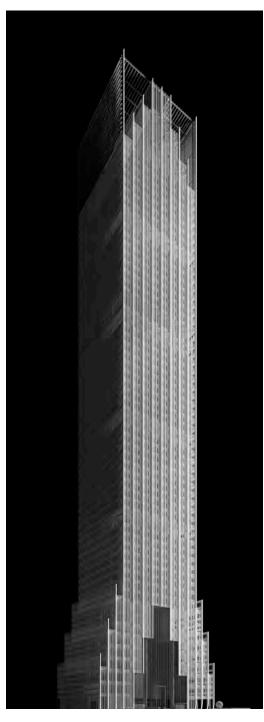




Project BMC Architectural Design María Noel Galimberti Digital Modeling Carlos Motin Architectural Visualization Carlos Motin Software 3d Max and Vray.

InWhites

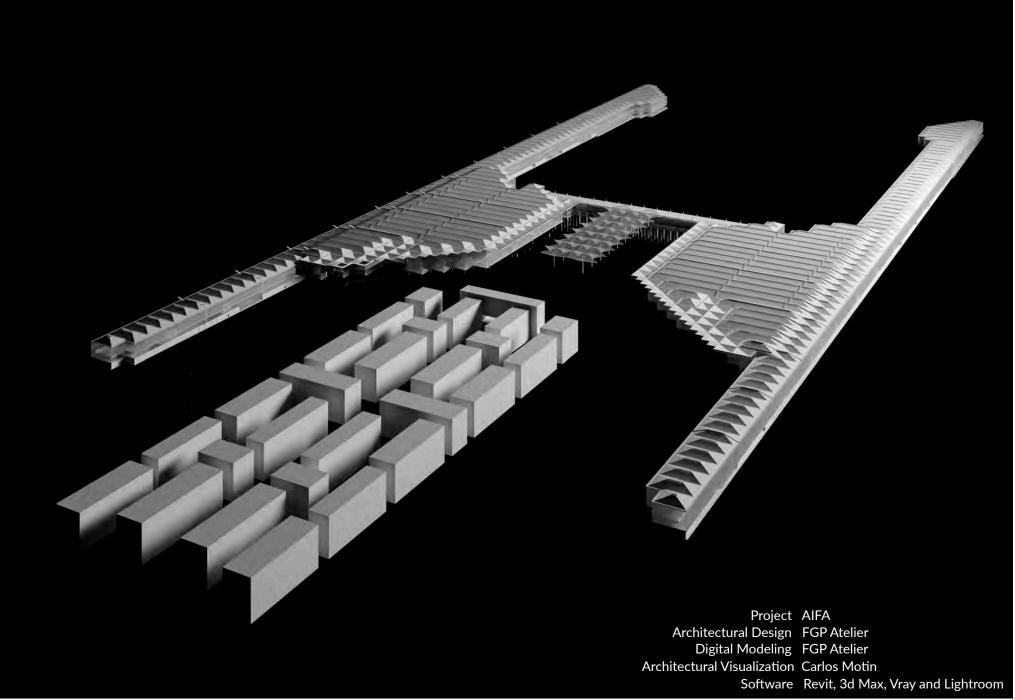
The following gallery of images was published in the book "Progression" by FGP Atelier.



Project GICC Architectural Design FGP Atelier Digital Modeling FGP Atelier Architectural Visualization Carlos Motin Software Rhino, 3d Max, Vray and Lightroom.

ProjectDiablosArchitectural DesignFGP AtelierDigital ModelingFGP AtelierArchitectural VisualizationCarlos MotinSoftwareRevit, 3d Max, Vray and Lightroom

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Project TG Architectural Design FGP Atelier Digital Modeling FGP Atelier Architectural Visualization Carlos Motin Software Revit, 3d Max, Vray and Lightroom.



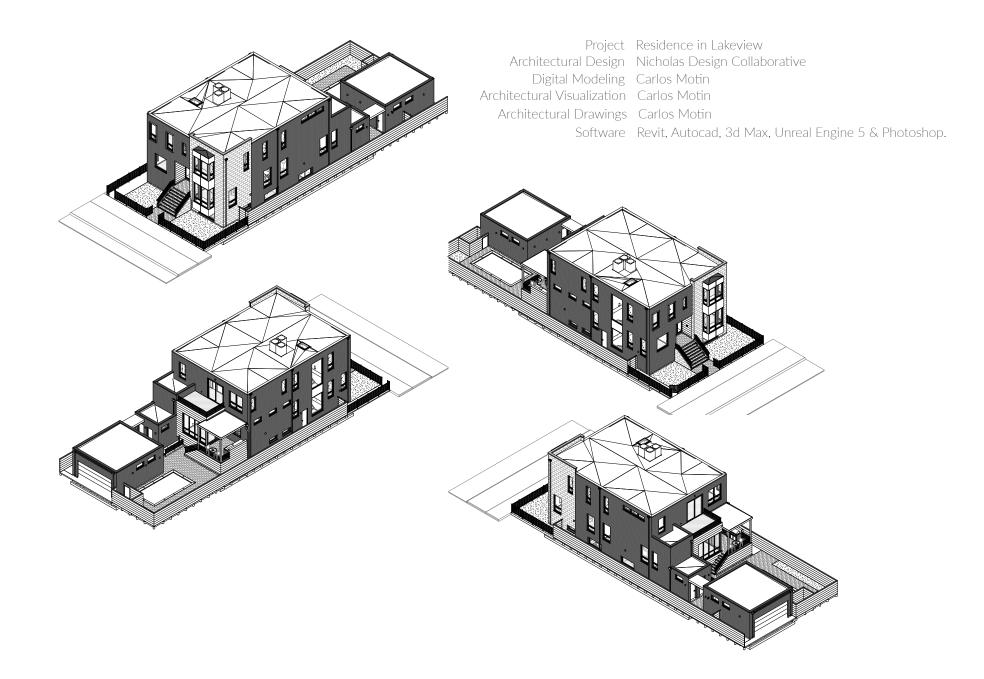
Project MAZ Architectural Design FGP Atelier Digital Modeling FGP Atelier Architectural Visualization Carlos Motin Software Revit, 3d Max, Vray and Lightroom. 58 Latest Collaboration

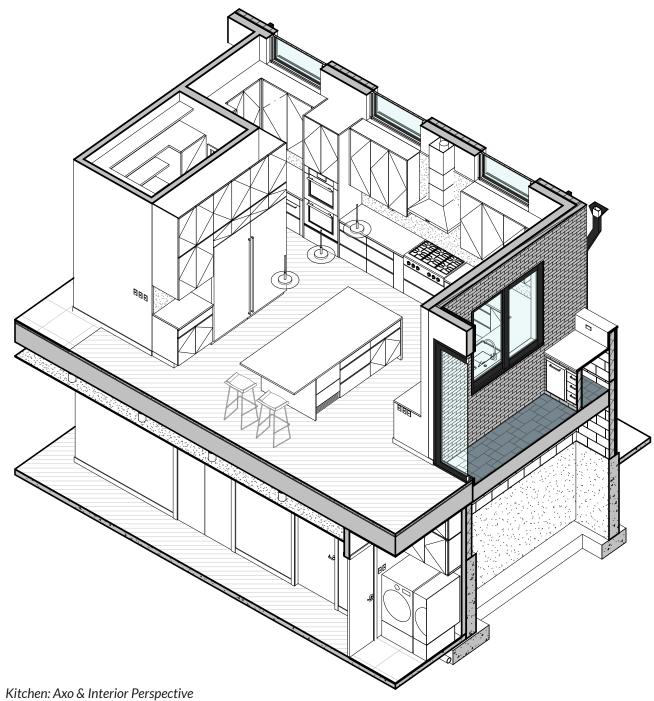


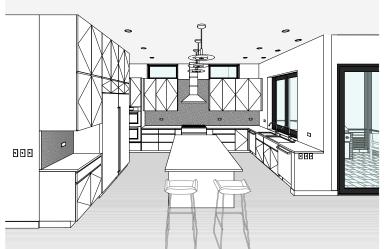
Single Family Residence in Lakeview - Chicago

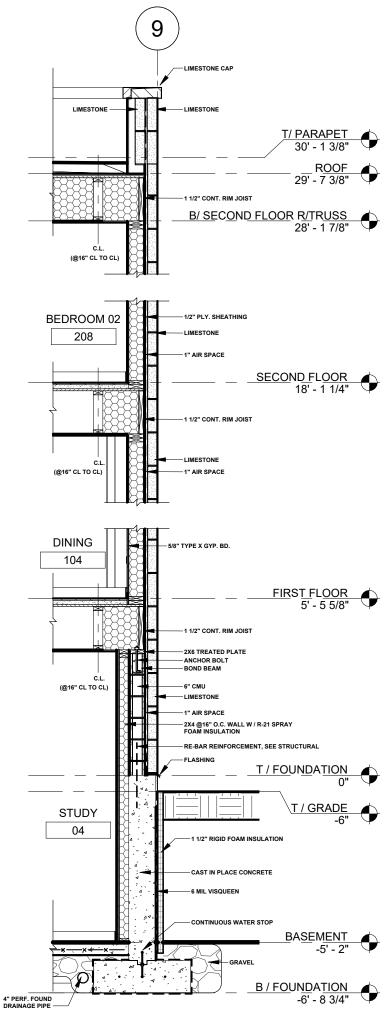
In my latest collaboration at Nicholas Design Collaborative, I produced the permit set drawings and the construction documents for a high-end single residential project in Lakeview, Chicago. Under the Principal's direction, I was involved in nearly all aspects of the project from schematic design to construction documentation and consultant coordination.

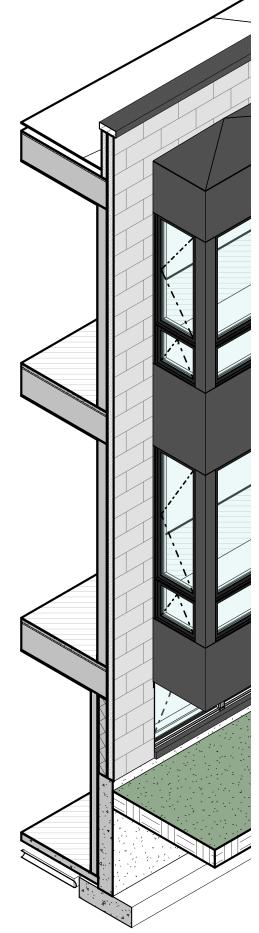
The following drawings demonstrate the level of detail that I developed in Revit under the direction of the Principal Architect.





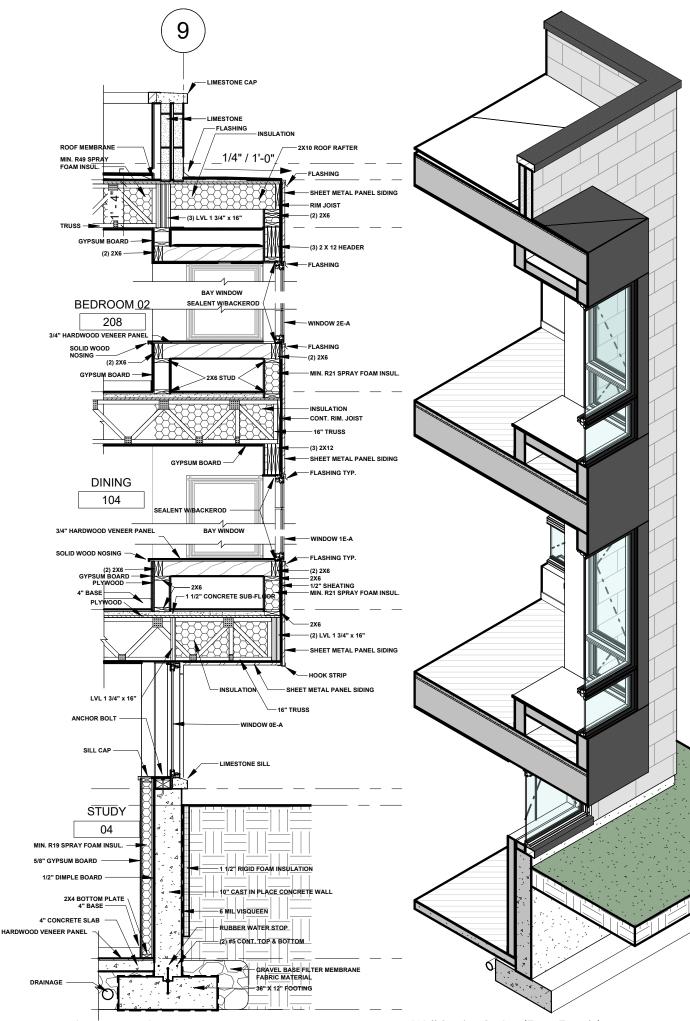




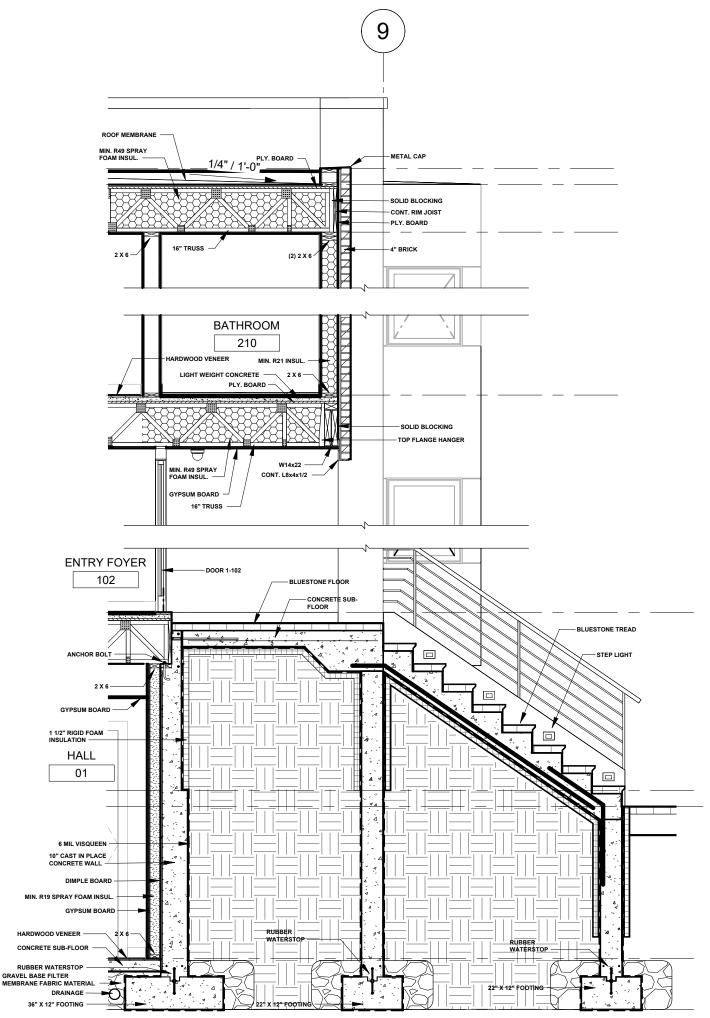


Wall Section 1 Axo (Front Facade)

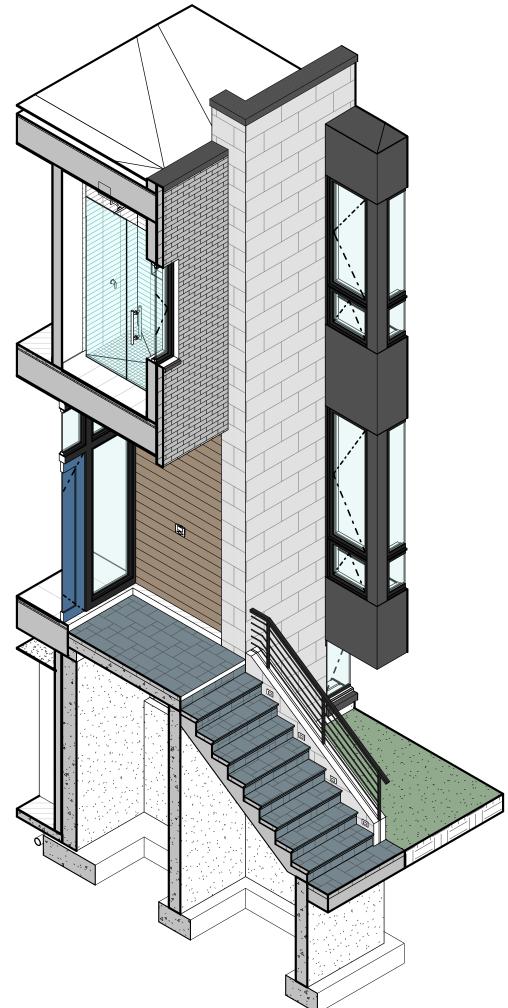
Wall Section 1 (Front Facade)

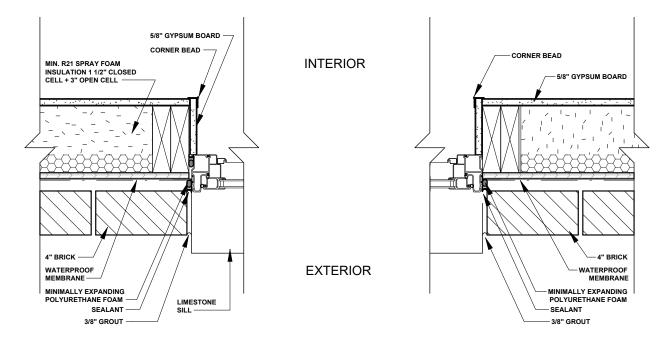


Wall Section 2 (Front Facade)



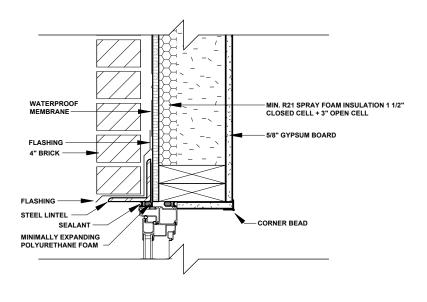
Wall Section 3 (Front Facade)





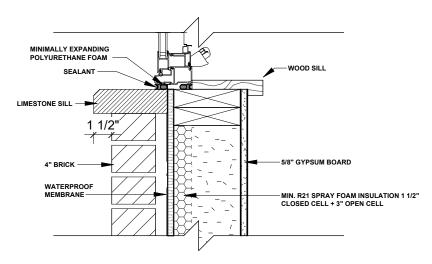
JAMB (A) - TYPICAL DETAIL

HEAD (A) - TYPICAL DETAIL

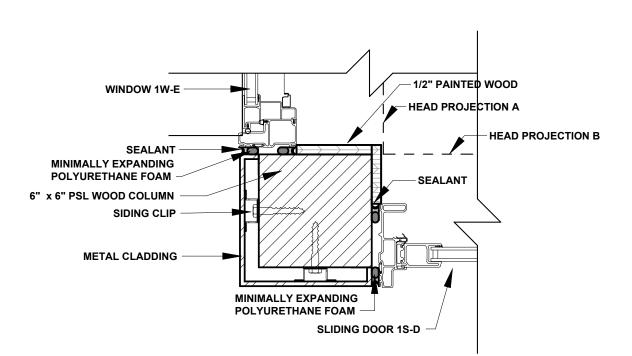


EXTERIOR

INTERIOR

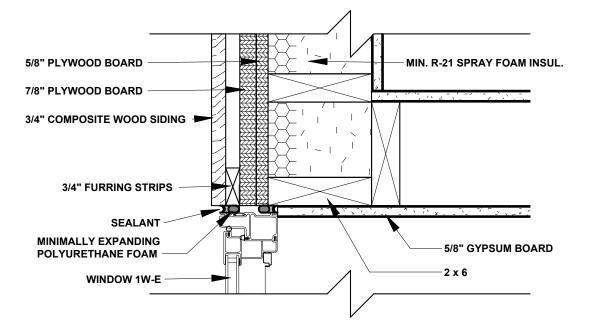


SILL (A) - TYPICAL DETAIL





INTERIOR



Thanks!