portfolio



magdiel vergel

MAGDIEL VERGEL

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PROFESSIONAL SUMMARY

Miami-native, first-generation student at the University of Florida who is committed to majoring in Architecture. Experienced many architecture/engineering related fieldwork, highlighting a passion for the craft. Excels in collaborative environments where passionate design ideologies are encouraged, utilizing drafting and CAD techniques to pursue creativity.

SKILLS AND CERTIFICATIONS

- Autodesk: Revit, Fusion Certified (CERTIPORT)
- Computer Skills: Python, C, Computational Thinking Certified (CERTIPORT)
- Adobe: Photoshop, InDesign, Premiere Pro

WORK EXPERIENCE

Ambassador and Architecture Representative

University of Florida College of Design, Construction, and Planning **January 2026 - Present**

- Acting as a representative and ambassador for the student body of architectural design students
- Volunteering in DCP event set ups for students, alumni, and faculty
- Actively promoting UF's College of Design, Construction, and Planning throughout numerous school-wide events including hosting the college's annual recruitment fair alongside other ambassadors

Graphics and UI/UX Director

Society of Hispanic Professional Engineers @ UF **September 2025 - Present**

- Communicating with different cabinets of the SHPE UF board to handle promotional material for the organization
- Handling different web pages to create creatively oriented designs for SHPE UF's websites and mobile applications
- Graphics include flyers, general body meeting slides, and social media posts/stories

EDUCATION

Bachelor of Design (4+2 Year Track) **August 2025- May 2029**

University of Florida (UF) Gainesville, Florida

GPA: 3.8/4.0

- **Student Organizations and Associations**
  - *College of Design, Construction, and Planning Ambassador Program (DCPA)*
  - *Society of Hispanic Professional Engineers @ UF (SHPE UF)*
  - *American Institute of Architecture Students (AIAS)*

AWARDS AND HONORS

- Florida TSA States Architectural Design 2025 1st Place and 2024 Finalist
- TSA Nationals Architectural Design 2025 Quarterfinalist
- VEX Robotics Grand Champion, Notebook Award, Interview Award
- FBLA Public Service Announcement Video Making, 2025 1st Place Districts

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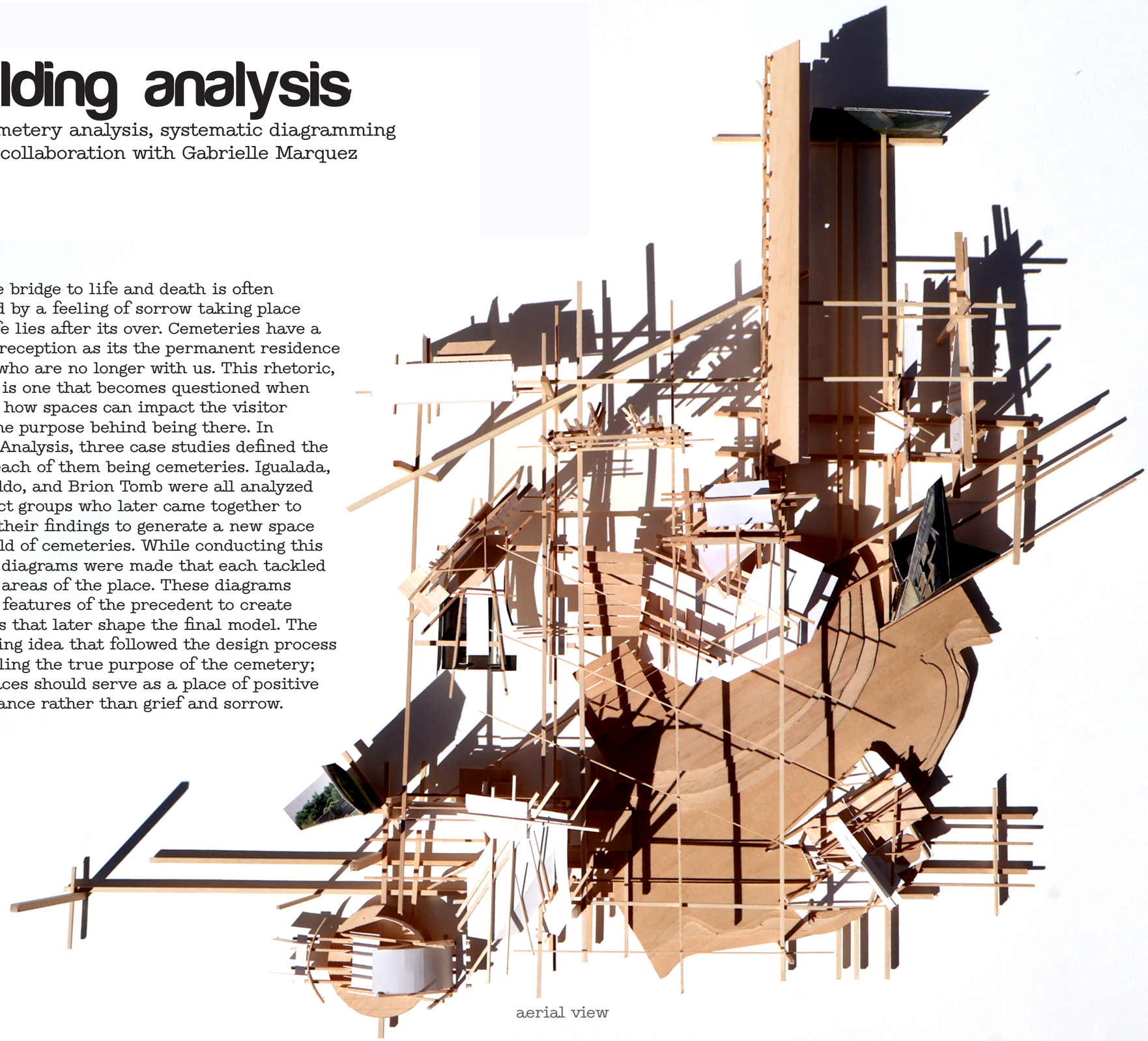
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building analysis

cemetery analysis, systematic diagramming
in collaboration with Gabrielle Marquez

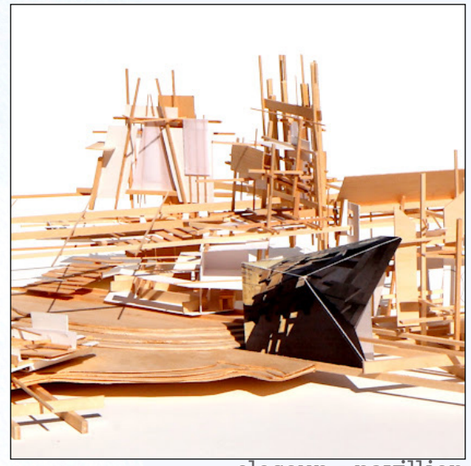
The bridge to life and death is often consumed by a feeling of sorrow taking place where life lies after its over. Cemeteries have a negative reception as its the permanent residence of those who are no longer with us. This rhetoric, however, is one that becomes questioned when realizing how spaces can impact the visitor beyond the purpose behind being there. In Building Analysis, three case studies defined the project, each of them being cemeteries. Igualada, San Cataldo, and Brion Tomb were all analyzed by distinct groups who later came together to combine their findings to generate a new space in the field of cemeteries. While conducting this analysis, diagrams were made that each tackled different areas of the place. These diagrams take key features of the precedent to create new ideas that later shape the final model. The overarching idea that followed the design process was tackling the true purpose of the cemetery; these spaces should serve as a place of positive remembrance rather than grief and sorrow.



aerial view



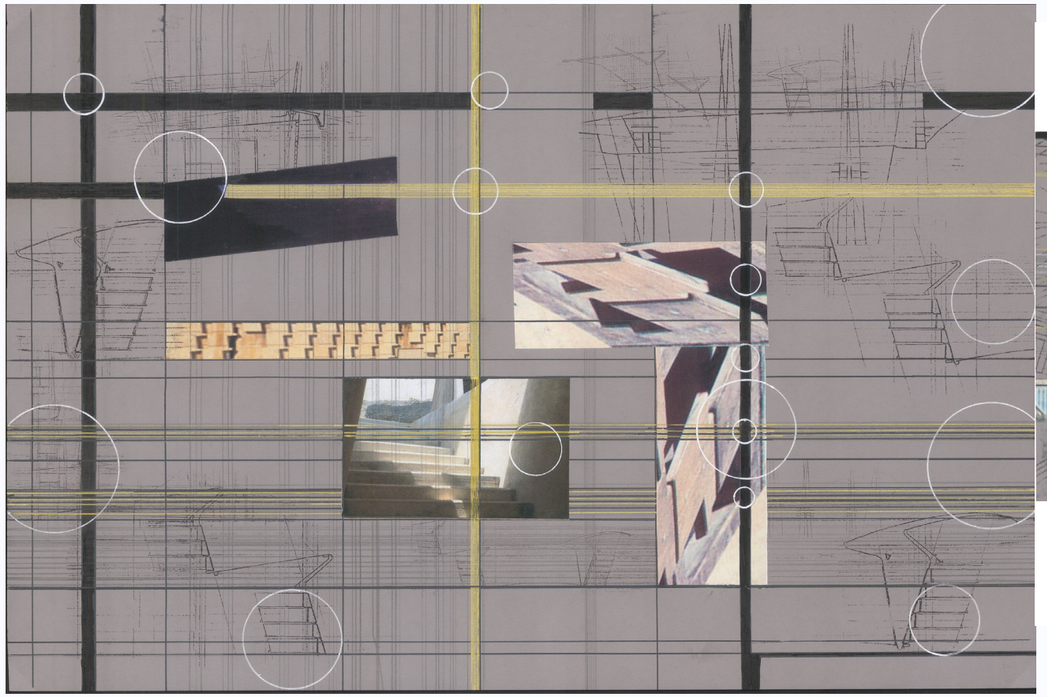
angled view



closeup - pavillion



closeup - sanctuary



digram 1 - light analysis

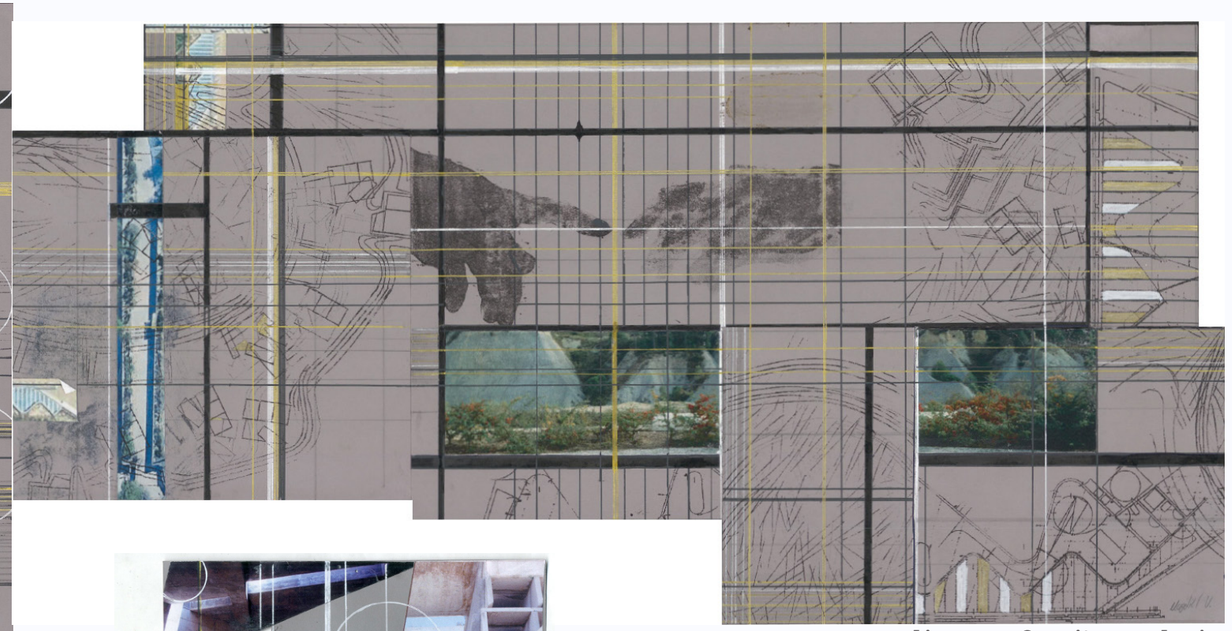
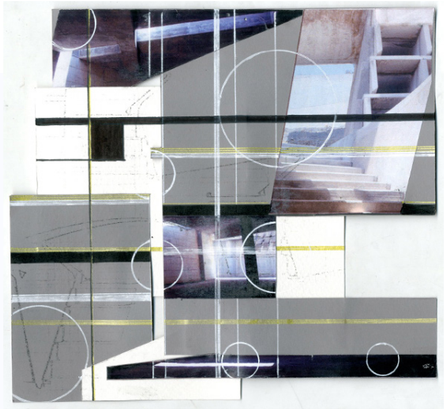
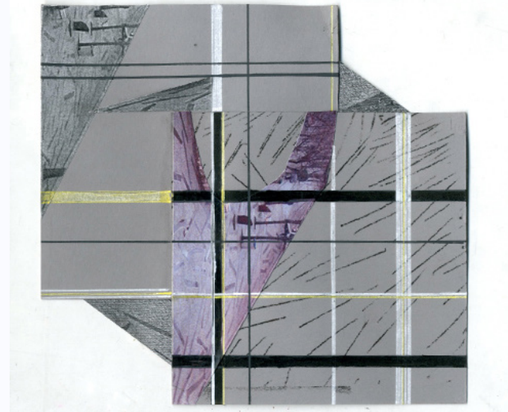


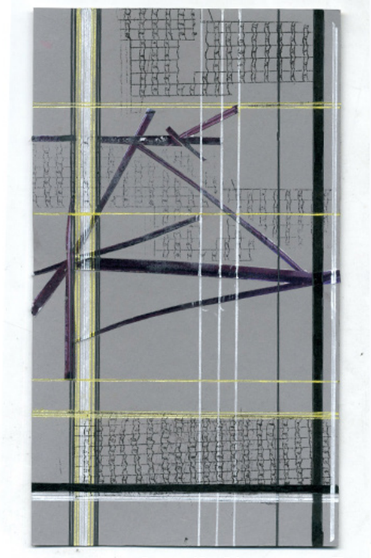
diagram 2 - site analysis



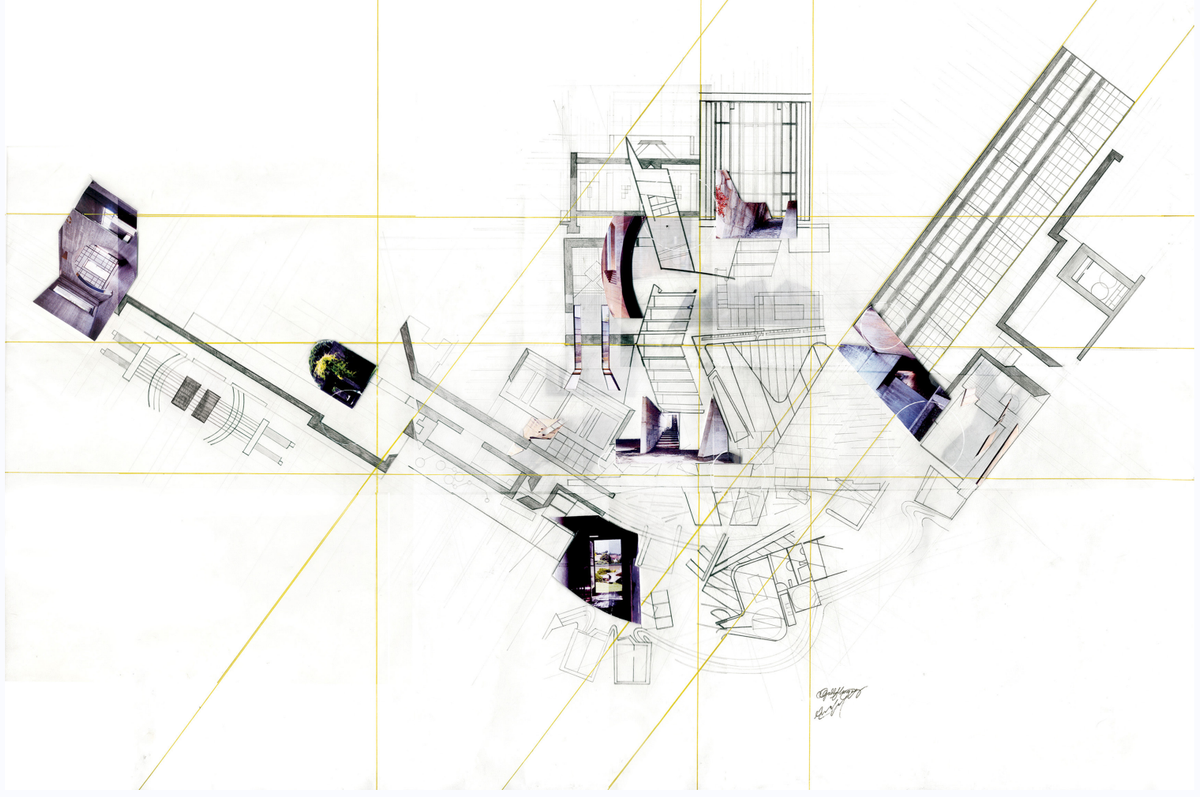
detail diagram 1



detail diagram 2



detail diagram 3



combined itinerary

To create an analysis of this cemetery, these diagrams were made to showcase how to manage the different aspects of the cemetery that makes it unique. The studies are based on the Igualada Cemetery, in which its organic nature and uses of light were key takeaways when making the diagrams. Alongside it lies an itinerary based on the sections stemming from Igualada and Brion Tomb. This drawing was used as the basis for the model seen previously.

door, window, stair

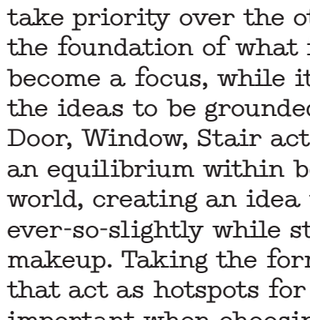
situational modelling analysis, sectional diagramming

When bridging the gap between what is conceptual and what is literal, neither ideology should take priority over the other. Abstract concepts build the foundation of what framework and ideas should become a focus, while its literal interpretations allow the ideas to be grounded in a real-world scenario. Door, Window, Stair acts as a study of how to create an equilibrium within both the literal and figurative world, creating an idea that takes reality and bends it ever-so-slightly while still remaining grounded in its makeup. Taking the form of a library, creating spaces that act as hotspots for knowledge and curiosity is important when choosing how spaces should interact with each other. Creating a purposeful itinerary allows the model to stand as not only an abstract spatial construct, but a grounded idea that holds room for expansion, showcasing how the model acts as only a fragment of something that could be much bigger.

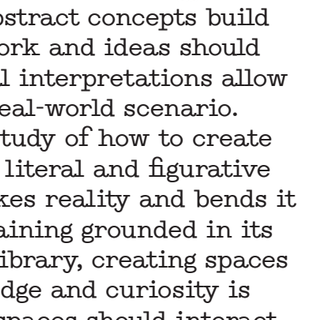


close up; interior bookshelves

close up; framework shadows

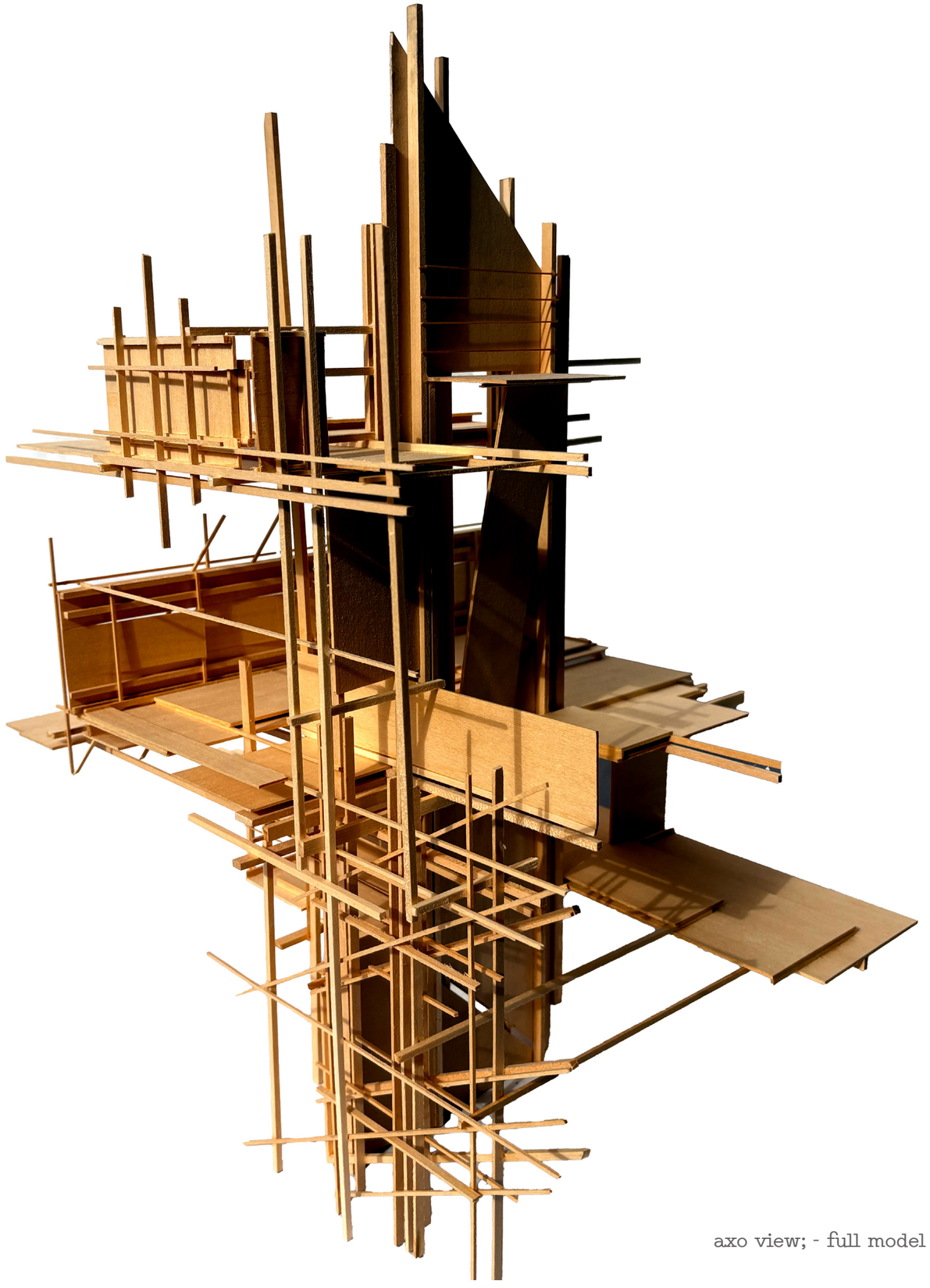


close up; darkened lighting - stairs



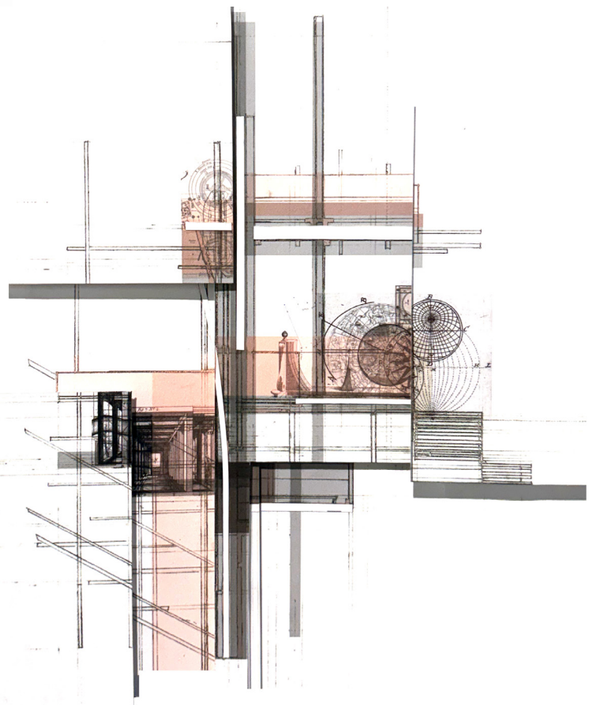
close up; darkened lighting - threshold

close up; stairs exterior

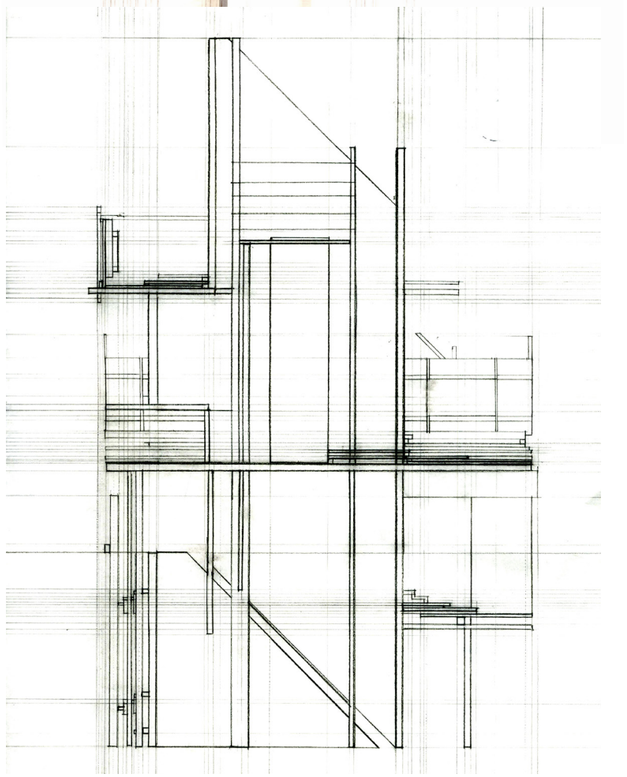


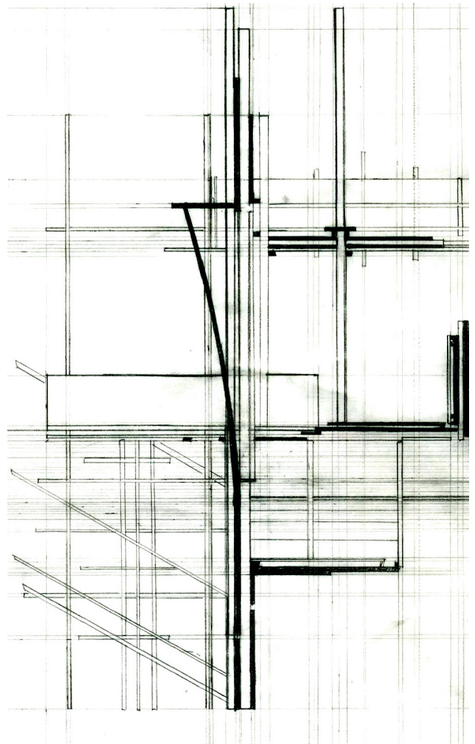
axo view; - full model



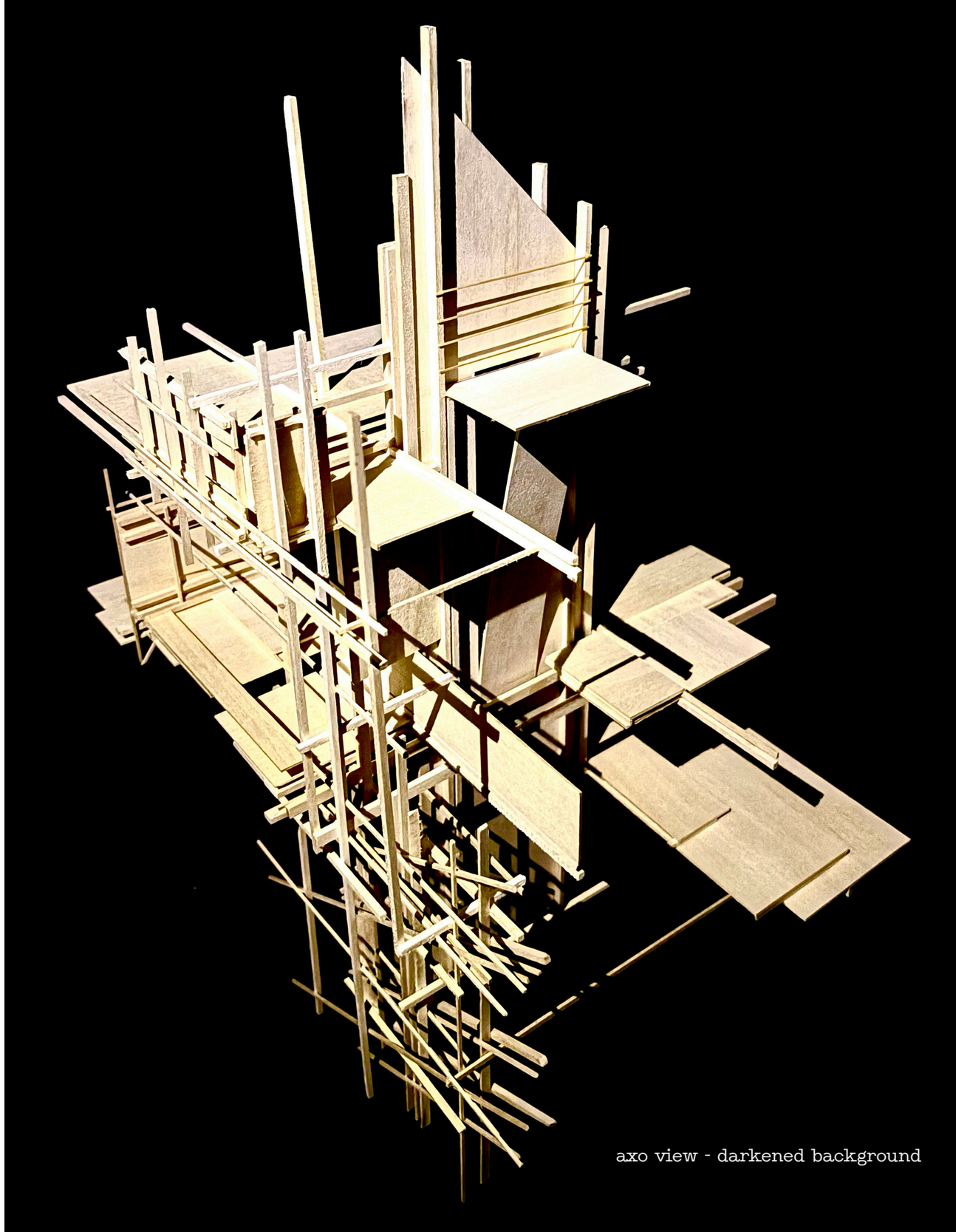


diagramatic sections





sections

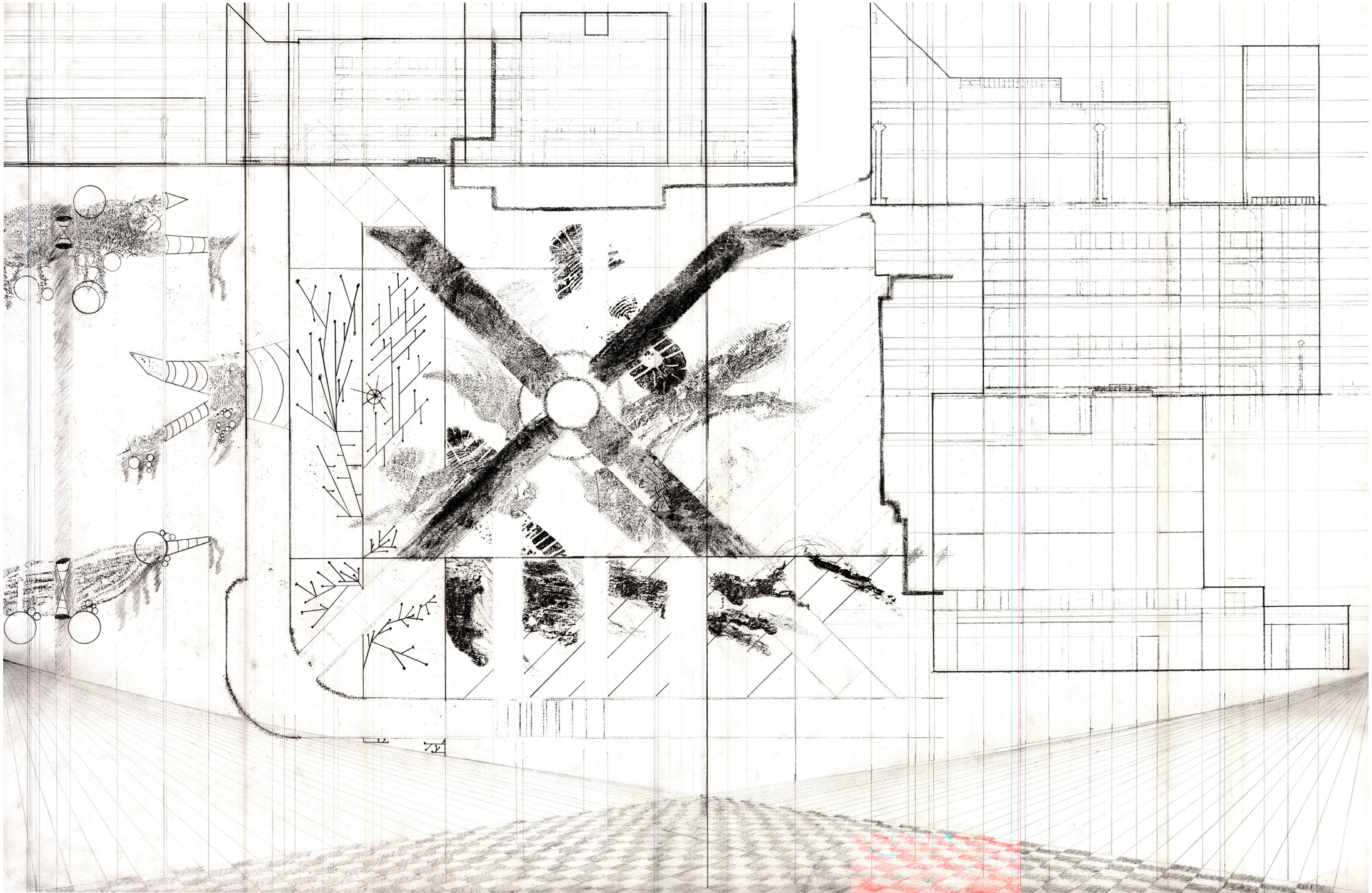


axo view - darkened background

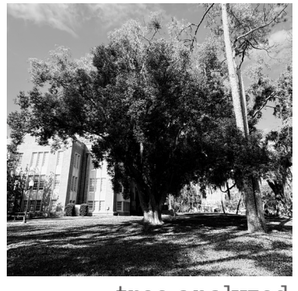
familiarized analysis

greenery analysis, graphical diagramming

final diagram



The everyday life is filled with normalities that we may see, but not notice. While our eyes process the greenery found through the average stroll, there is a level of thought and noticeability that is lacking. For it being an aspect of our very survival, trees are often overlooked in the day-to-day. Taking a deeper look, however, shows many relationships inside these trees that, to a certain extent, translate to architectural entities. In Familiarized Analysis, its these entities that take center stage as there are many different components to these trees that can bloom into something more architectural. But what is something without its surroundings? Another aspect of this analysis was seeing the relationships not only found within the tree, but inside it as well. With it comes a series of analytical diagrams, showcasing the telling relationships found within the greenery.



tree analyzed

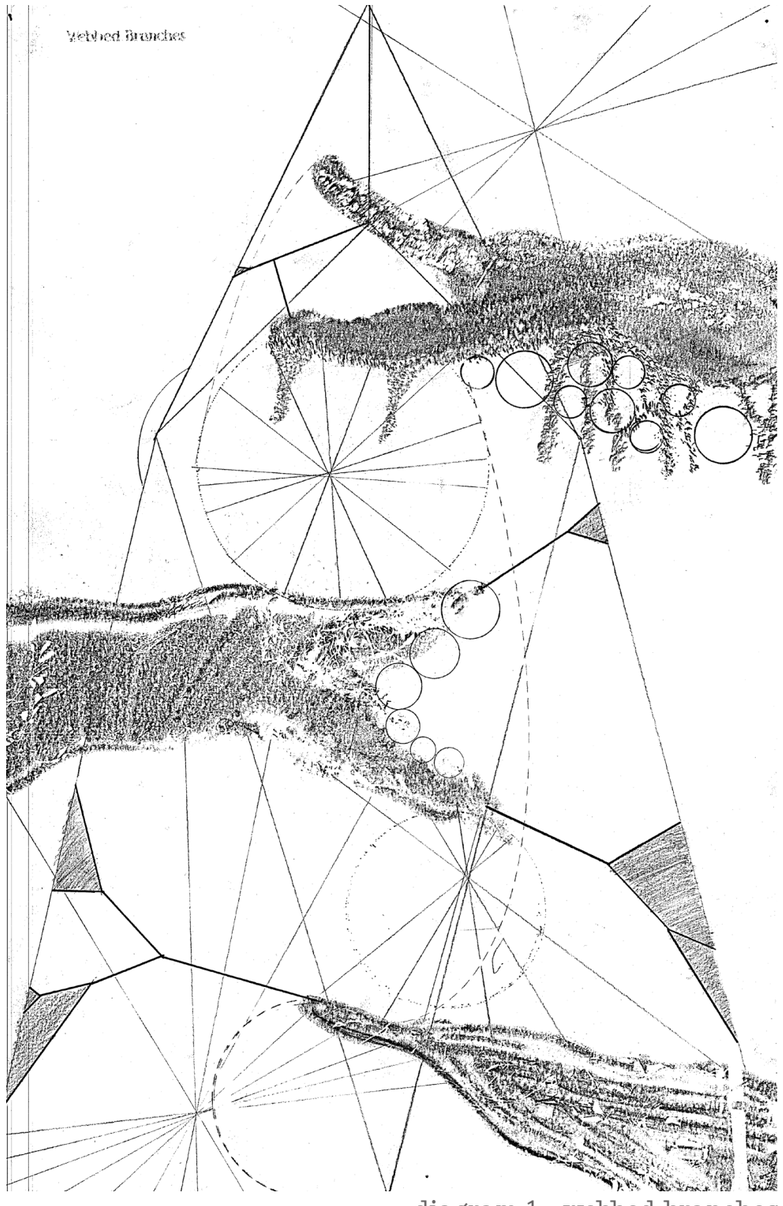
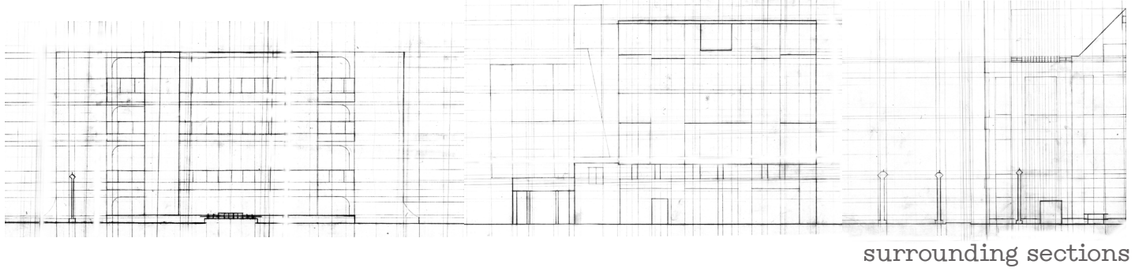


diagram 1 - webbed branches



surrounding sections

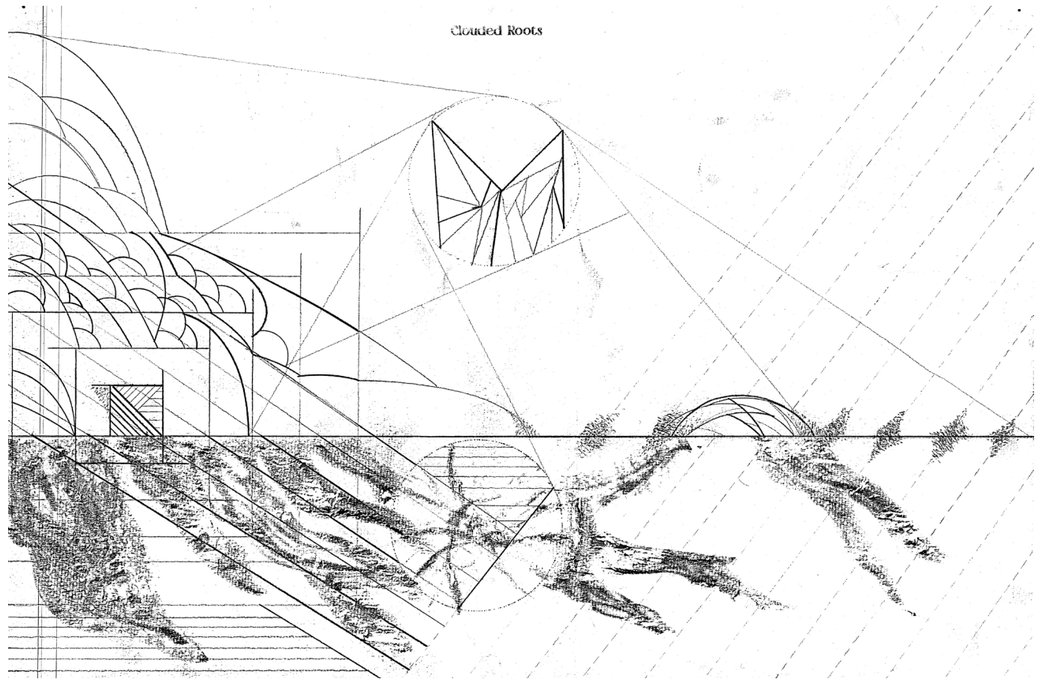


diagram 2 - clouded roots

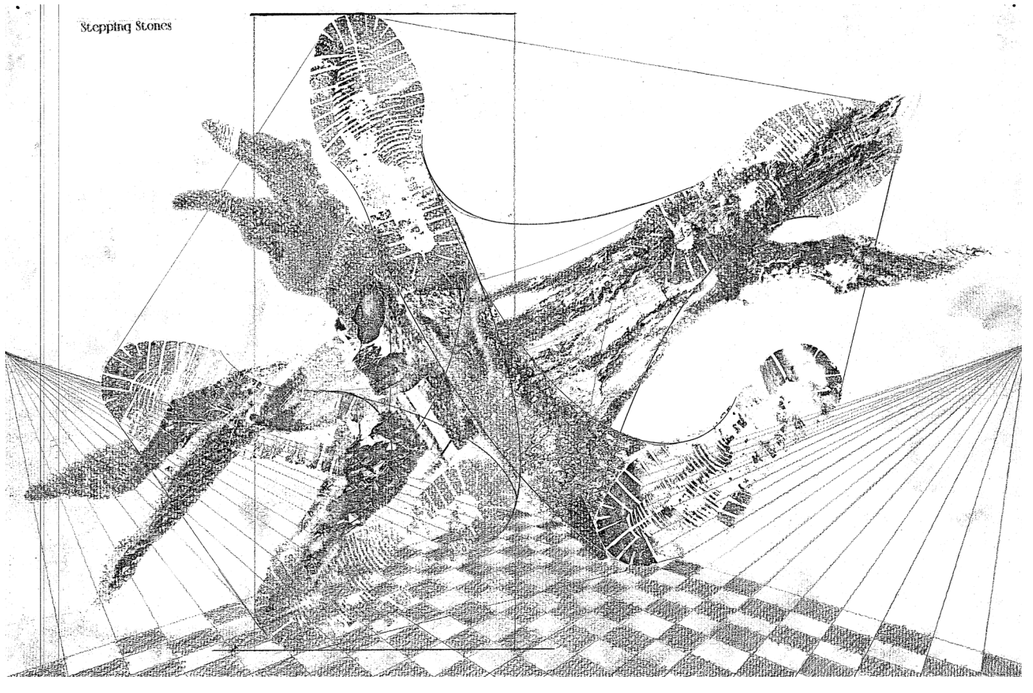
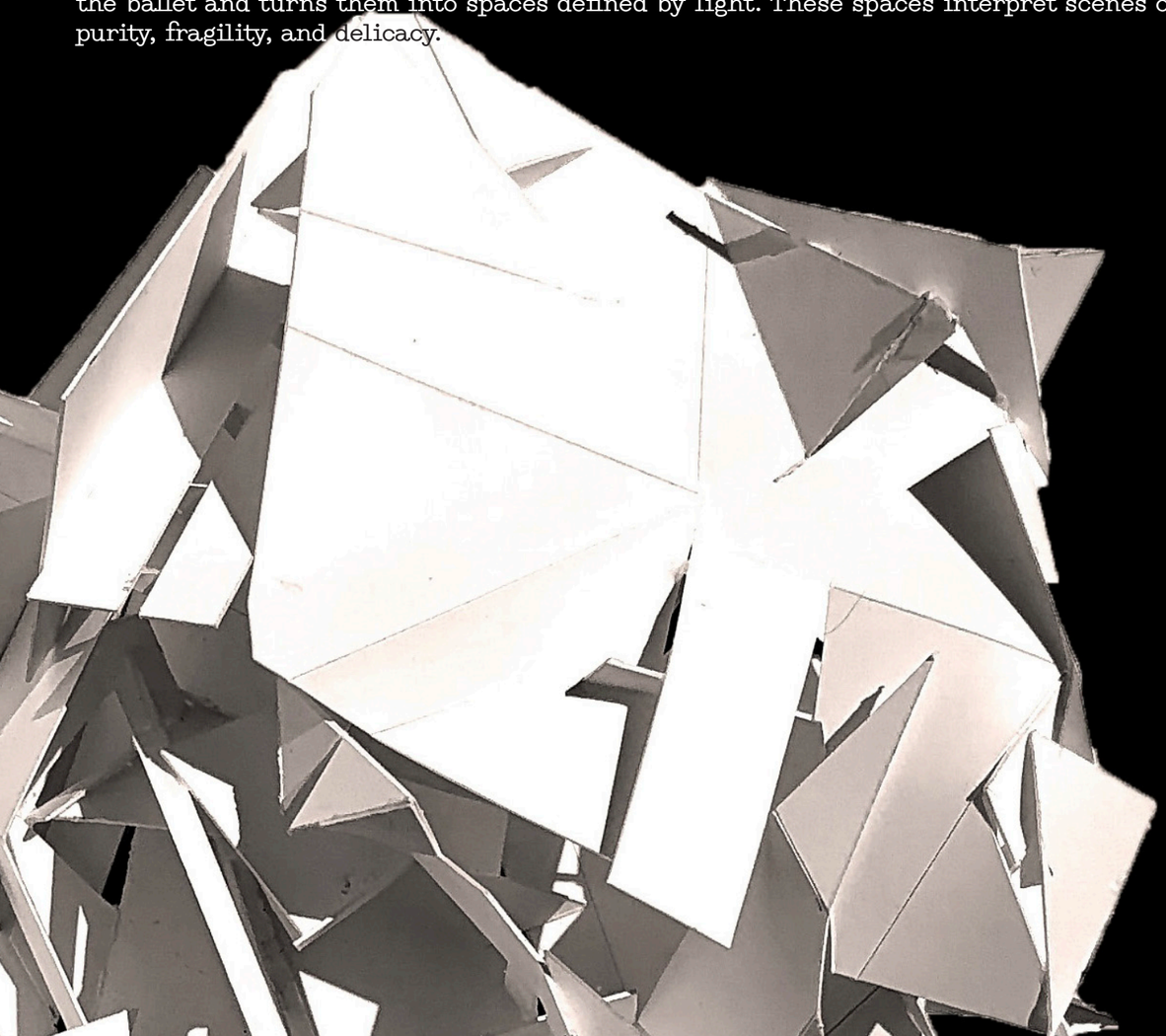


diagram 3 - stepping stones

lightbox: black swan

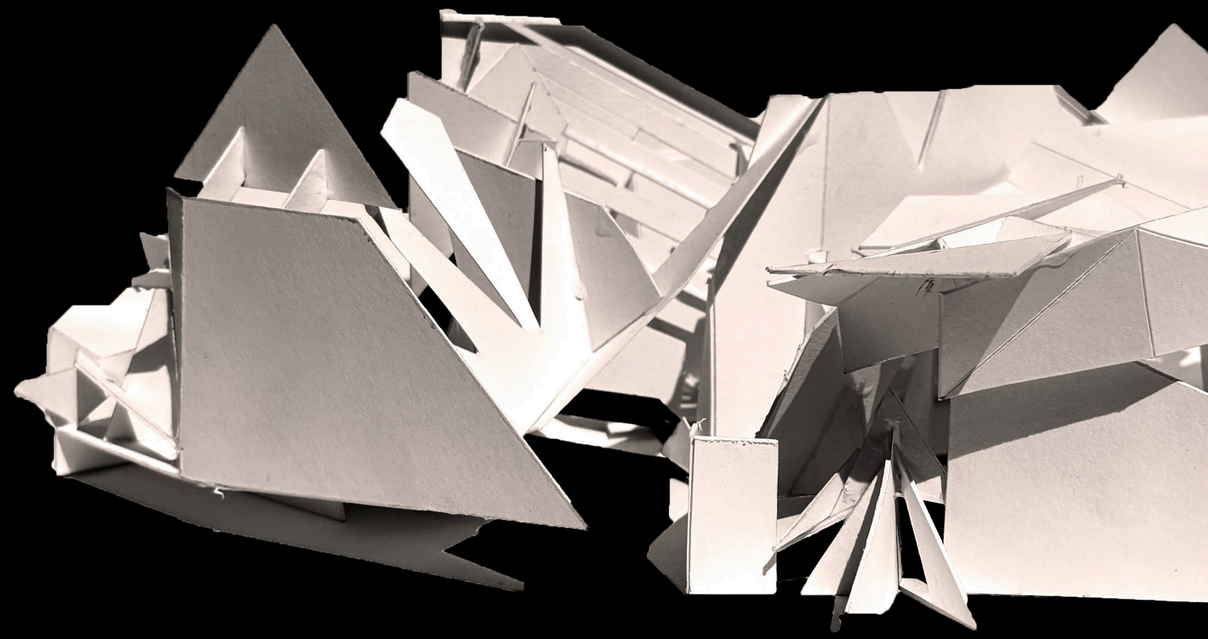
light analysis and diagramming, scenic designing

The concept of light is one that characterizes spaces in ways that don't need a direct change in a space's layout. The very same space can be completely transformed without changing any bit of its interior. All it takes is to play with incoming light and its purposeful absence in spaces in order to showcase how a space can turn upside down. In Lightbox, the head of the snake lies not in the spaces the model creates, but rather, its ability to create space with and without light. How shadows interact with each other is crucial to creating a space that can attach itself to the visitor of the space. Inspired by the ballet of "Swan Lake," and the movie "Black Swan," this model takes key scenes of the ballet and turns them into spaces defined by light. These spaces interpret scenes of purity, fragility, and delicacy.





lightbox - angled view



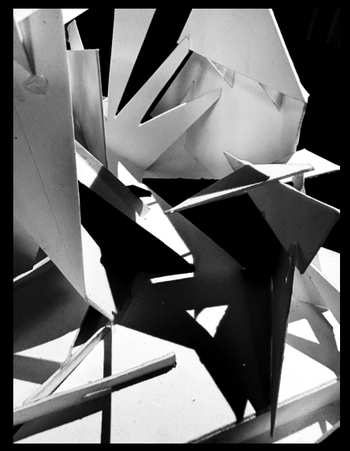
lightbox - side view



light diagram - swan lake



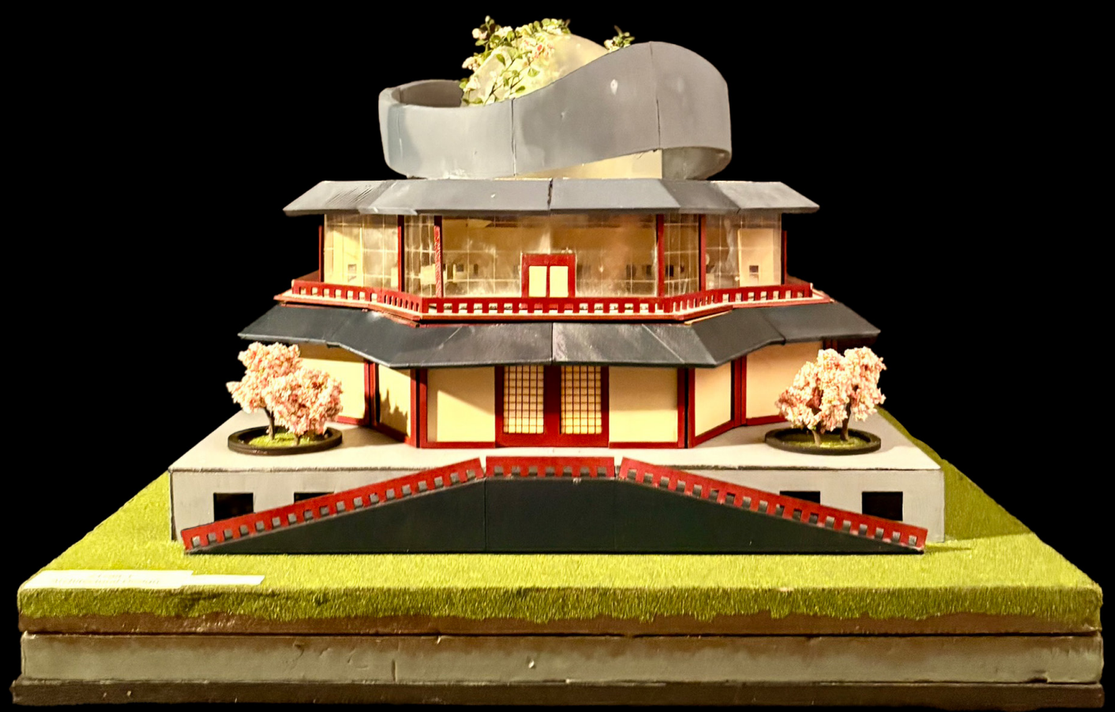


model - scenic photography

japanese history museum

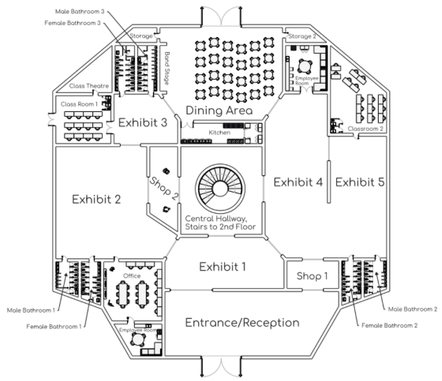
technology student association project



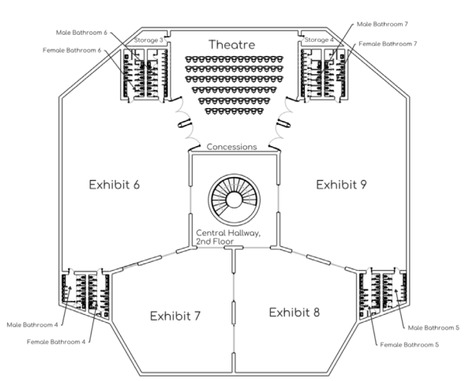
museum model

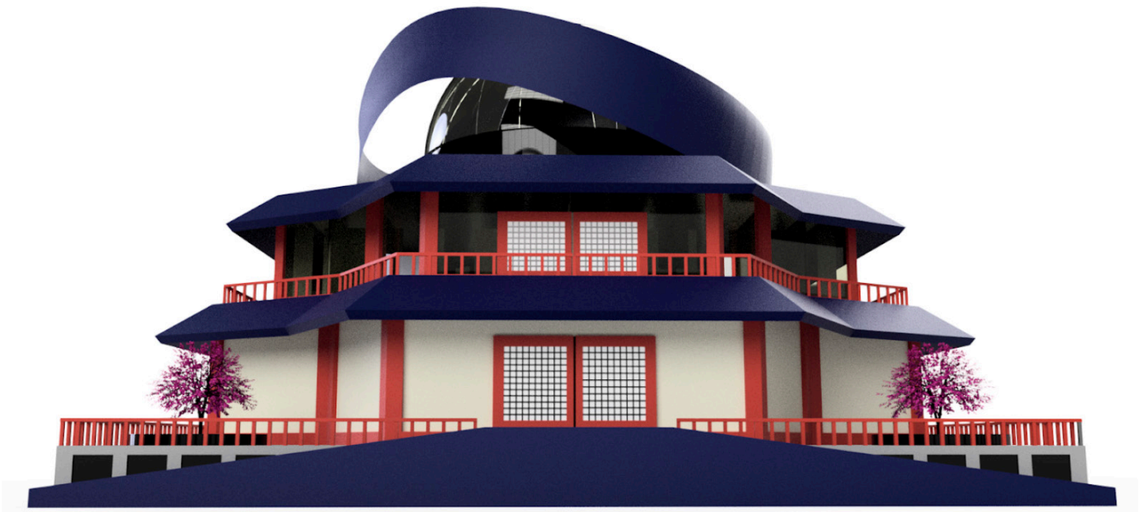
If knowledge is power, then museums are a dojo. The 2024-2025 TSA design challenge was about sparking curiosity and telling visitors a story through varied exhibits. Our interpretation of the design challenge was to concentrate on creating a structure that would not only have the space and accessibility necessary to accommodate for visitors and then exhibits, but also emulate the focus of the museum through its architecture. Our museum design must have at least 9 exhibit areas, classrooms, and a theater. All these different sections are pivotal to embedding lessons, art, and history throughout the museum. Additionally, the museum also needs to include all the areas needed for the museum staff to operate, such as storage areas, restrooms, food areas, and an office. These features will all ensure that the museum will be informative and enjoyable for visitors, as well as comfortable for the employees. This museum showcases different aspects of the culture such as their art, history, scientific discoveries, and, most importantly, architecture.

1st Floor



2nd Floor





museum model - Fusion 3D modelling

