

# Gabriel Castro-Andrade

Orange, NJ | gica@mit.edu | +1 (862) 438-1596

Designer and Researcher working through Architectural dependencies on construction and emotional labor

## Education

---

Massachusetts Institute of Technology

*Masters of Architecture and Urbanism, 2025*

University of Virginia

*Bachelor of Science Architecture & Minor in Architectural History, 2021*

## Design based Working Experience

---

**Architectural Design Assistant** for **TEN Arquitectos**

*> in Mexico City, FD from May- Aug. 2024*

Worked on design development of the electrical supplier, Cenace and their new headquarters in CDMX. Focused on the DD of the facade systems and interior design of elevator lobby for the office tower, entrance of the campus' canteen, solar panel roof-structure for the central garage, and landscaping strategy for the central place.

**Interior Architectural Designer** for **New Affiliates**

*> in New York City, NY from May- Oct. 2023*

Developed design and feasibility studies for the Puffin Activist Gallery at the Museum of the City of New York, proposing a comprehensive redesign to showcase the history of grassroots activism in New York City history.

**Start-Up Design Consultant** for **O.G.S.**

*> in Boston, MA & Haifa, HD from May 2022 - Mar. 2023*

Within the OGS incubator program, I consulted across the non-profit, health tech, and supplychain industries, leading interior design, product strategy, and UI/UX development. My contributions in project management, MVP development, and detailed design documentation directly supported securing a total of \$100,000 in seed funding

**Interior Designer** for **Seviva Design**

*> in Boston, MA from Feb. 2022- May. 2023*

Conducted design development, FF&E and construction documentation for private residences, office interiors, and educational facilities across Boston and a series of feasibility studies for the Bezalel Academy in Jerusalem.

**Architectural Extern** for **Iwamoto Scott Architects**

*> in San Francisco, CA from Dec. 2020- Feb. 2021*

Assisted in the design and construction documentation of high-profile architectural projects, including façade designs, roof structures, and construction documents for commercial and institutional buildings.

**Applied Computational Design Intern** for **Ennead Architects**

*> in New York City, NY from May- Sep. 2020*

As a NOMA Future Faces Fellow, I designed the UI/UX for a data visualizing platform to optimize the architectural programming phase for Health-Care Systems based on benchmarking typological data of hospitals. The platform is a multi-nodal database maintaining transparency for project stakeholders by relying on a live data and reporting system.

**UI Designer & Researcher** for **TeleHealth**

*> in New York City, NY from May- Sep. 2020*

Developed the UI/UX of a gaming app named "We Are Martinsville (W.A.M)", built to foster local pride and historical awareness among youth in Martinsville, integrating archival research and community oral histories. This app would supplement the local middle school's Social Science curriculum to encourage more connectivity outside and in-town.

**Cement Mason Laborer** for **RCMA Construction**

*> in Newark City, NJ from May 2013 - Sep. 2016*

Assisted on form-work installment, concrete pouring, and finishing in formwork, concrete pouring, and finishing for residential and small commercial construction. An open house contractor.

## Research based Experience

---

**Non-Profit Researcher** for **Test Beds**

*> in New York City, NY from May- Sept. 2023*

Supported by the Priscilla King Gray Fellowship, consulted on the transition of Test Beds (a public interest design-build initiative by New Affiliates) into a 501(c)(3). Developed foundational budgets, organizational guidelines, and grant materials to be announced in tandem with New Affiliates' "New Public, New York" exhibition at MoMA.

**Regenerative Neighbored Development** for **Sweet Water Foundation**

*> in Chicago, IL from Oct. 2021- Mar. 2022*

Developed design and feasibility studies for the Puffin Activist Gallery at the Museum of the City of New York, proposing a comprehensive redesign to showcase the history of grassroots activism in New York City history.

**Erwin Ramsey Fellow** for **BRW Architects**

*> in Charlottesville, VA from Jun.- Sep. 2021*

Investigated informal ad-hoc urban interventions to enhance community ownership of public spaces, culminating in a participatory walking tour through Charlottesville's Downtown Mall that reimagined overlooked urban areas.

**Research Assistant & Fabricator for Networked Public Space** > in Charlottesville, VA from Sep. 2018- Dec. 2021

Helped develop "Ostenda Illuminata," a three-year smart infrastructure project, designing and fabricating interactive installations that visualized environmental data (CO2 and sound) for communities near major pollution sites

**Research Assistant for Smart Environments Lab @UVa** > in Charlottesville, VA from Sep. 2017- Dec. 2019

Conducted urban lighting analysis and visualization for Community Centered Urban Sensing (CCUS), creating data-driven maps highlighting public concerns to address disparities in urban planning standards.

## Exhibitions & Gallery Work

---

**Contributing Researcher of "Los Hoyas de la Chilca" for Limaoplis** > in Lima,FD,Peru in 2025

Supported by MISTI Peru, I produced a series of synthesized research-based drawings and models on the ancestral Indigenous water management system of los Charcas de Chilca. This system, dating back 6,000 years, involves creating 12m x 12m holes to sustain agriculture in arid conditions, enabling fruit production despite limited water availability.

**Exhibitions Project Designer of "Test Beds, New Publics" for Climate Work** > in Venice, Italy in 2025

Redesigned Testbeds' MoMA exhibition into a framed circular tabletop installation, designed for circumambulation by gallery visitors for the "Climate Work: Un/Worlding the Planet". The installation integrates the original Testbeds game board, enabling exploration of urban planning and construction logistics. It features reflective mappings of New York City paired with video displays documenting gameplay and daily life within the original Testbed project.

**Artist of "Laborers Aren't Real" for Romanian Architecture Biennial, 2024** > in Timișoara, Romania in 2024

Video performance piece that remixes the Vienna TED Talk, "Birds Aren't Real," instead of government avian surveillance, this video presented the performance of a conspiracy theory portraying union workers as government robots meant to disempower architects and keep construction costs low. The piece highlights the architectural practice of designing as if laborers do not exist.

**Artist of "Mourning Expenses" for Admist Four Works** > in Cambridge, MA in 2024

Part of "Admist Four Works", I presented a printed non-fictional 10 foot receipt that delves into the undocumented narrative around community members losing someone to violence that the State openly ignores, an asymmetrical projection of necropolitics in American Metropolitan. The hanging 10' receipt itemized the needed objects of communal or personal mourning assembled based on the context and relationality of the victim.

**Artist of "Working Through the Screen" for Flood. Pull. Print. Repeat** > in Cambridge, MA in 2024

Contributed ten original screen-printed works exploring settlement construction through the lens of labor. These pieces examined the embodied physical impacts, economic residues, and long-term effects of construction labor and contracting practices.

**Researcher & Artist of "Commercial Feedbacks" for Chinese Cosmopolitan City** > in Charlottesville, VA in 2019

Presented original research and artworks as part of ongoing investigations by Shiqiao Li and Esther Lorenz into the cosmopolitan characteristics of Chinese urban centers. My work specifically examined the exhibitionist economies of Yiwu International Trade City and Guangzhou Xi Lou through analytical drawings and a fabricated PVC pipe scroll, highlighting the reciprocal feedback between geopolitical trade and economic value.

## Instructor Roles

---

### Building the "Built Environment": How is Architecture Designed and Constructed

for high-schoolers at MITES Saturdays > in Cambridge, MA for Spring 2025

Instructor for a hands-on course exploring architecture as a reflection of culture, history, and labor, using MIT's campus as a living laboratory. Guided students through site analysis, sketching, model-making, and a final project involving the redesign of MIT's campus focused around the construction trades.

### Eating with Others: the Architecture of Sharing a Meal

for high-schoolers at MITES Saturdays > in Cambridge, MA for Spring 2024

Led students to create communal dining spaces inspired by their personal architectural experiences, cultural backgrounds, and learned urbanism principles.

### Blood, Sweat, and Labor: The Human Damage of Architecture

for grad students at MIT IAP > in Cambridge, MA for Winter 2023

Led students to create communal dining spaces inspired by their personal architectural experiences, cultural backgrounds, and learned urbanism principles.

## Project Pipeline

for middle-schoolers at Burley Middle School

> in Charlottesville, VA for Summer 2021

Instructor for architectural summer camp, supported by the Charlottesville Equity Center, introducing middle school students (grades 6-8) to community-oriented design justice through the redesign of their school's baseball field and historically significant local park in Albemarle County, Virginia.

## ARCH 5550: 100 Days in Making

for all students at University of Virginia Architecture

> in Charlottesville, VA for Winter 2021

Collaborated with Sanda Iliescu in course and syllabus design to co-instruct a course on the repetitive act of making as a generative process of researched channeled through a students singular medium and thematic topic.

## Invited Final & Mid Reviews

---

4.402: Domestic Revolution by Jaffer Kolb

for 2nd year undergrads at MIT, 2025

ARCH 1500: Habitat for Humanity Collaboration Space by Luca Senise

for 1st year undergrads at WIT, 2024

ARCH 2000: a Wooden Boat Building School by Ernesto Carvajal

for 2nd year undergrads at WIT, 2024

ARCH 2500: Flexible Performing Arts Complex by Ernesto Carajal

for 3rd year undergrads at WIT, 2024

4.023: Forming Feasts by Latifa Alkhayat

for 2nd year undergrads at MIT, 2024

ARCH 2500: the Maine Boat house by Ernesto Carvajal

for 3rd year undergrads at WIT, 2023

## Teaching Assistance

---

4.228: Contemporary Urbanism Proseminar by Dr. Rania Ghosn

for 1st year S.M.Arch at MIT, Fall 2024

4.024 Architecture II: Domestic Revolution by Rosalyne Shieh

for 3rd year undergrads at MIT, Spring 2023

ARCH 130: Foundational Studio 1 by Anselmo Canfora

for 1st year undergrads at UVA, Spring 2021

ARCH 1020 Lessons in Making by Sanda Iliescu

for 1st year undergrads at UVA, Fall 2020

ARCH 1010: Lessons of the Lawn by Peter Waldman

for 2nd year undergrads at UVA, Spring 2020

ARCH 5424 Direct Cinema Media Fabrications by Earl Mark

for all graduate students at UVA, Spring 2019

## Awards

---

MIT Architecture Graduate Fellowship, 2021-24

Teaching Development Fellowship, 2024-25

Kaufman Teaching Certificate, 2024

Marvin E. Goody Research Grant, 2024

Rosemary Grimshaw Research Grant, 2024

PKG Social Impact Fellowship, 2023

Erwin Ramsey Fellowship, 2021

Sean Steele Nicholson Award, 2021

The Raven Society, 2021

UVa Lawn Resident, 2020-21

Rian Taylor Bachman Honor, 2020-21

Avery Scholarship, 2020-21

National Organization of Minority Architects Fellowship, 2020

Blue Ridge Scholarship, 2017-21

Questbridge Scholar, 2017-21