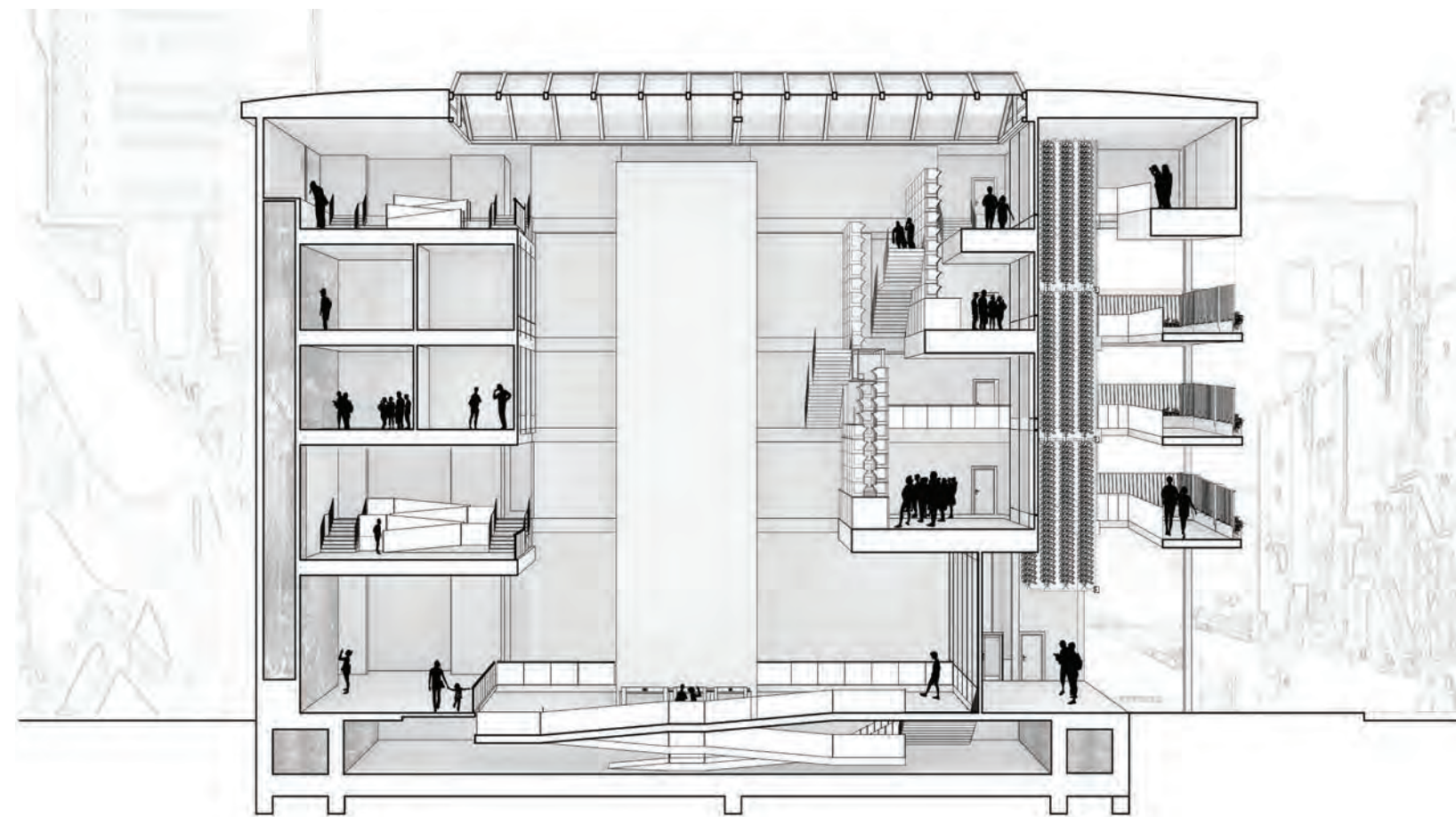


Lauren McConkey
University of Florida
Bachelor of Design in Architecture

Architecture Portfolio



Professional Summary

Self-motivated 4th-year Architecture student with an interest in themed environments, hospitality architecture, and green infrastructure. Passionate about history, storytelling, and learning new things. Experienced in Revit and Rhino 3D and eager to expand upon my skills in a professional setting after I graduate in May 2025.

Education

Bachelor of Design in Architecture - University of Florida | GPA: 3.98
Minor - Landscape Architecture

May 2025

Work Experience

Monarch Design Group | Gainesville, FL - Architecture BIM Design Intern

August 2024 - Present

- Performing building code analysis, selecting finishes based on technical requirements and creative intent, preparing design layout alternatives, developing renderings and visualizations, and active involvement in design team and client progress meetings.
- Collaborating with a team on all phases, including schematic design, design development, and construction documentation.
- Addressing redlines and other feedback on proposed plans, elevations, sections, and schedules.

Universal Creative | Orlando, FL - Area Development Intern

June 2024 - August 2024

- Verified that construction complied with plans and specifications through active involvement in drawing review, field inspections, site walks, contractor/vendor coordination meetings, and discussions regarding creative intent.
- Facilitated information exchange and documentation via the review of RFI, submittal, and shop drawing submissions.
- Developed careful documentation of project goals and progression through visual markups, spreadsheets, and written reports.

Orlando Informer | Orlando, FL - Arrival Ambassador

November 2023 - Present

- Enthusiastically assisting hundreds of guests with event check-in, ticket distribution, and event navigation across 10 meet-ups.
- Ensuring guest satisfaction by answering questions, providing event information, and maintaining a welcoming attitude.

Involvement

Theme Park Engineering and Design - Creative Design Team Captain

January 2023 - Present

- Optimizing group productivity by leading over 6 software workshops and organizing group objectives.
- Defining storylines, project restrictions, and relevant architectural principles for a uniquely themed land.
- Contributing to each project through digital concept development and 3D modeling of an original themed structure.

Theme Park Engineering and Design - Internal Vice President

May 2023 - May 2024

- Collaborated with a team of over 30 officers to organize general body meetings, special events, monthly officer meetings, and weekly design team meetings for 100+ members.
- Monitored the goals, requirements, and production schedules of 4 distinctive design teams.
- Coordinated with the Executive Board to discuss new initiatives, determine officer roles, and maintain operations.

Toronto Metropolitan Thrill Design Competition, co-hosted by Universal Creative

November 2024

- Collaborated with a multidisciplinary team on two technical design challenges related to the themed entertainment industry.
- Applied critical thinking skills, concept development strategies, and 3D modeling capabilities in response to a technical prompt.

Skills

- Revit
- Rhino 3D
- Microsoft Office: Word, Excel, Teams
- Adobe Suite: Photoshop, Illustrator, InDesign

- Lumion
- Hand and Computer Drafting
- ArcGIS
- BIM360

- Code Review
- Concept Development
- Project Management
- Document Review

Awards

Guy C. Fulton Endowed Scholarship in Architecture | President’s Honor Roll | Dean’s Honor Roll



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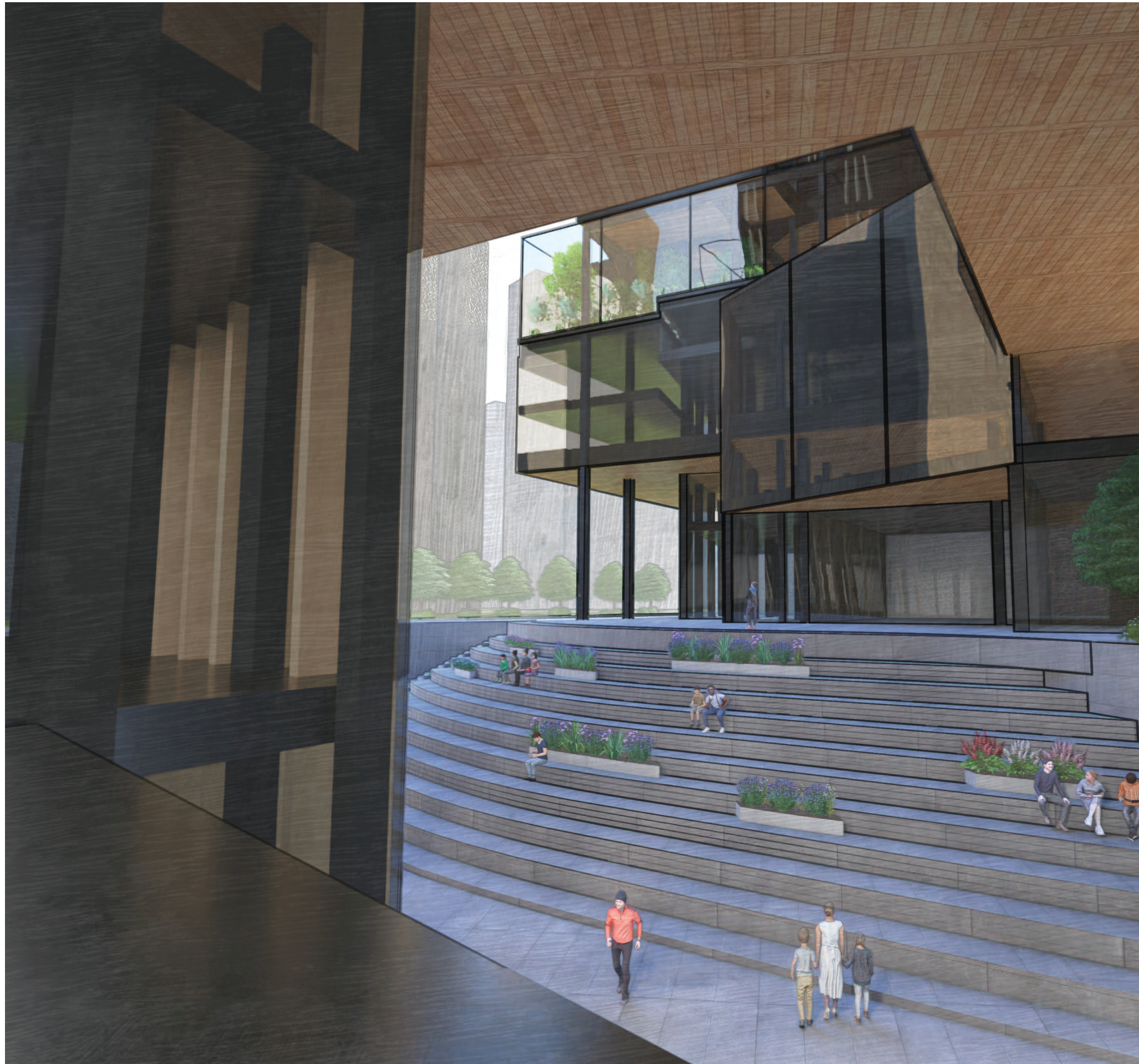
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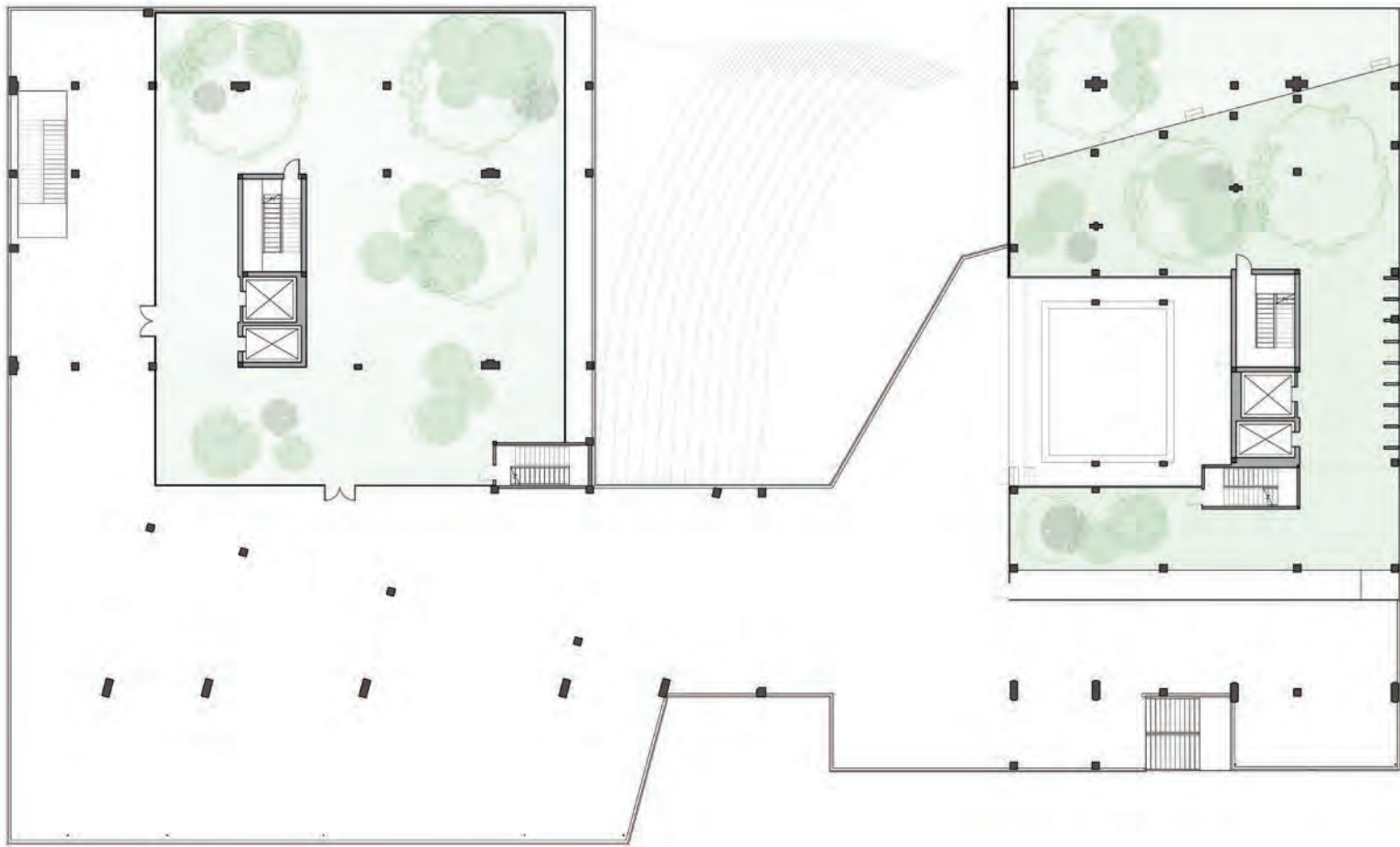
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Mixed-Use Housing in NYC

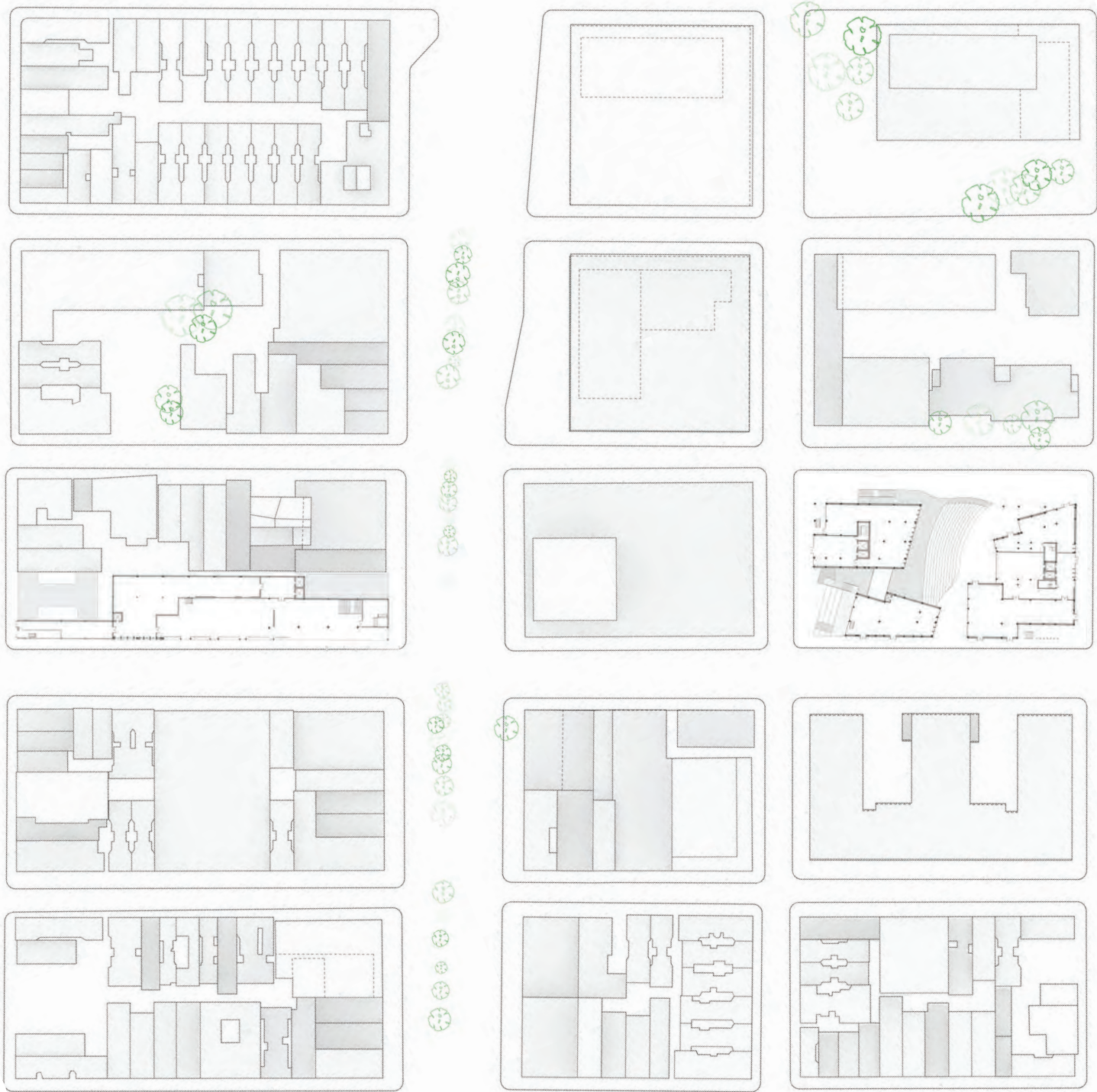
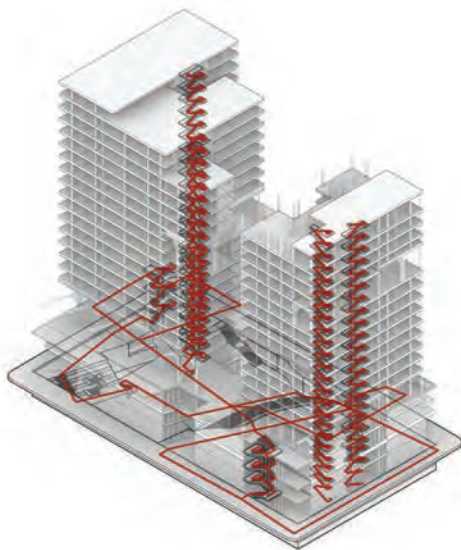
Project Partner: Shannon Juarez-Boothe

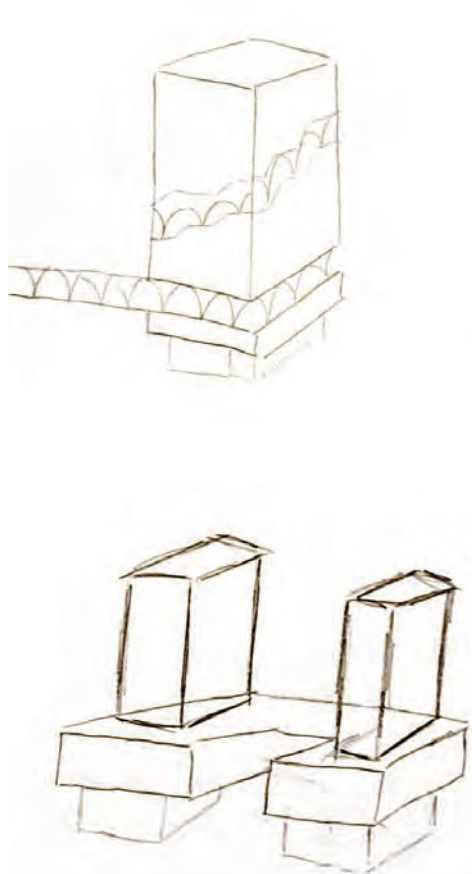
D6 - Spring 2024, Professor Lee-Su Huang

A community oriented mixed-use housing project on two plots near the historical Essex Crossing market. The two buildings were designed to incorporate retail locations, a childcare facility, resident amenities such as a pool and a gym, as well as both market-rate and affordable apartments.



It was important for the circulation of the building to be intuitive and convenient for all of its users, from visitors on the ground floor to the residents that live above.





The final form and structural system of the building was determined through an iterative process that considered views and light.



Shannon Juarez-Boothe



The project buildings are related through the character of their facade, but are geographically separated by an entire city block.

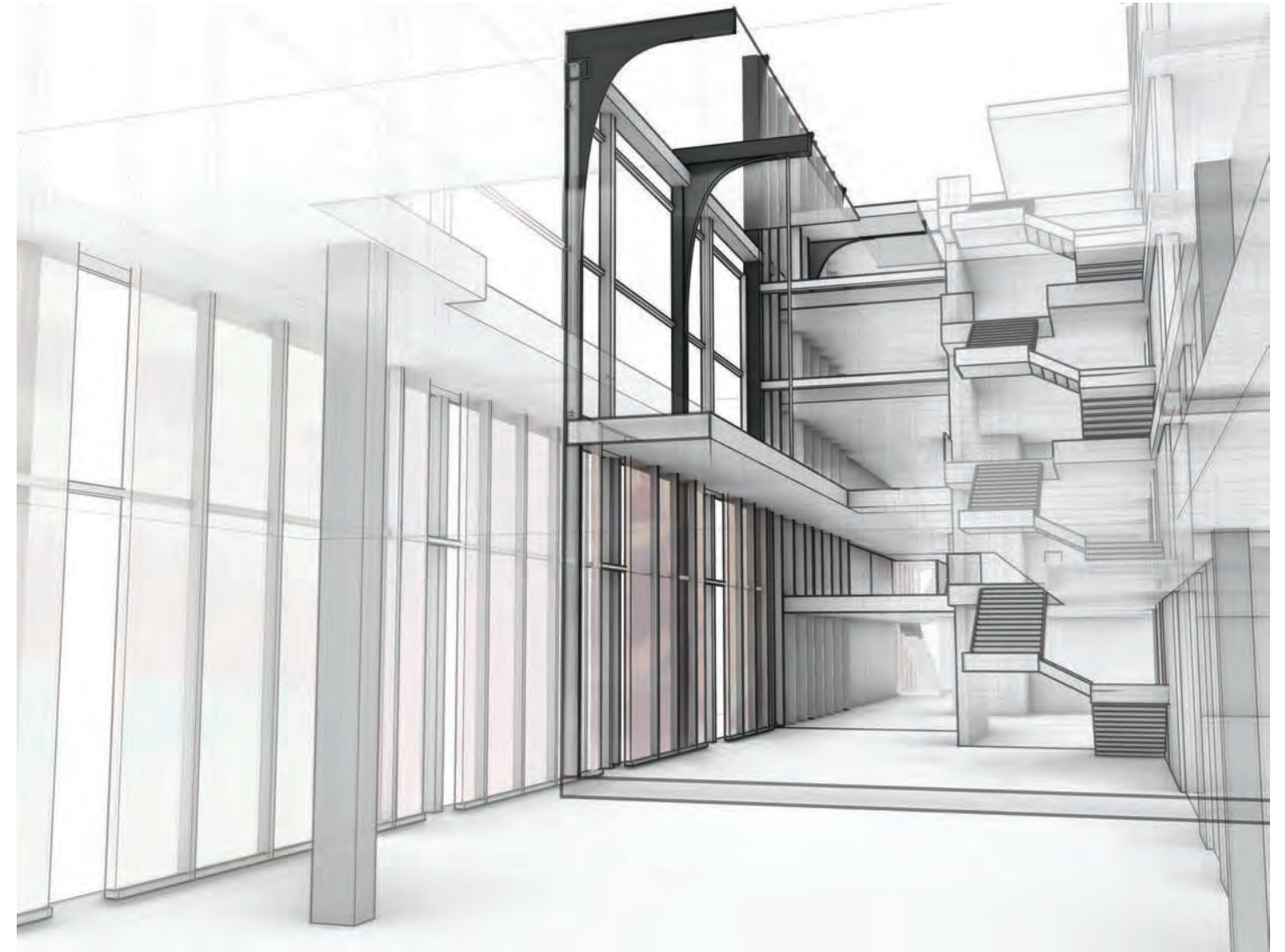
Shannon Juarez-Boothe



Shannon Juarez-Boothe

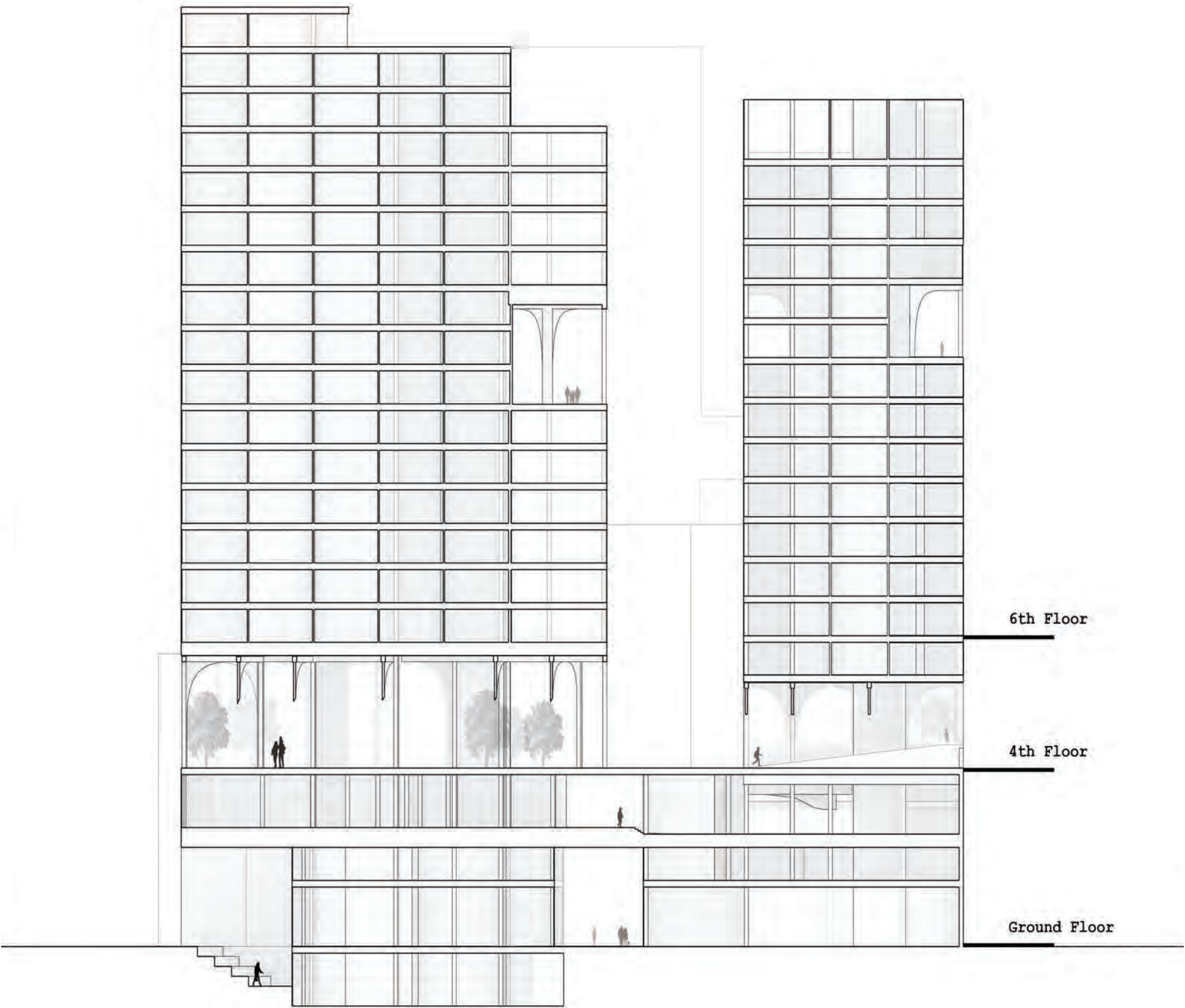


A visual connection with the street below was important in this project due to the vibrancy of the surrounding context.

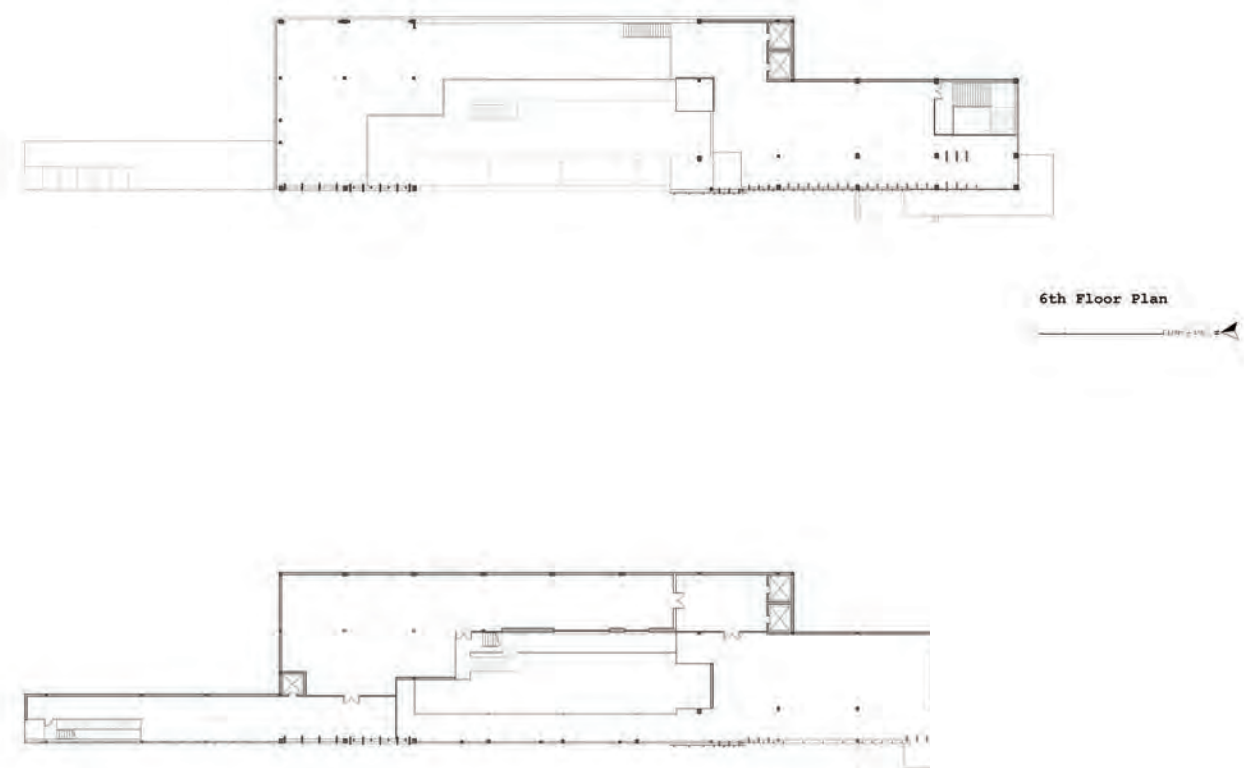


A series of upside-down “L” shaped structural members formed the unique character of the project buildings and the visual connection between them.

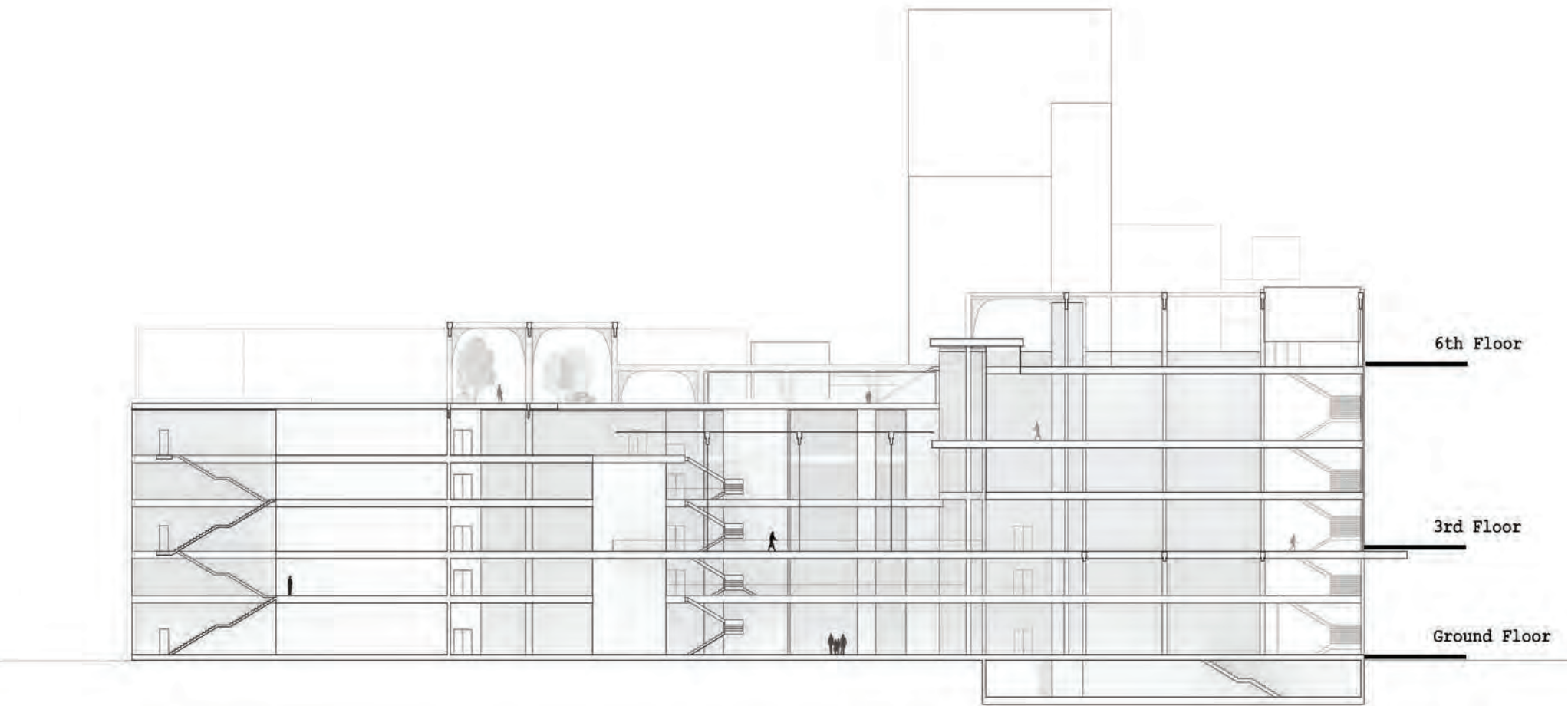




The ground floor of this building was designed to offer a moment of pause for visitors as they explore retail and dining locations. The fourth floor of the project promotes movement, serving as a physical connection to a broader proposed raised pathway on the Lower East Side.



The smaller of the project locations was challenging due to its limited width. However, this challenge served as an opportunity to explore how programs could be explored dynamically.



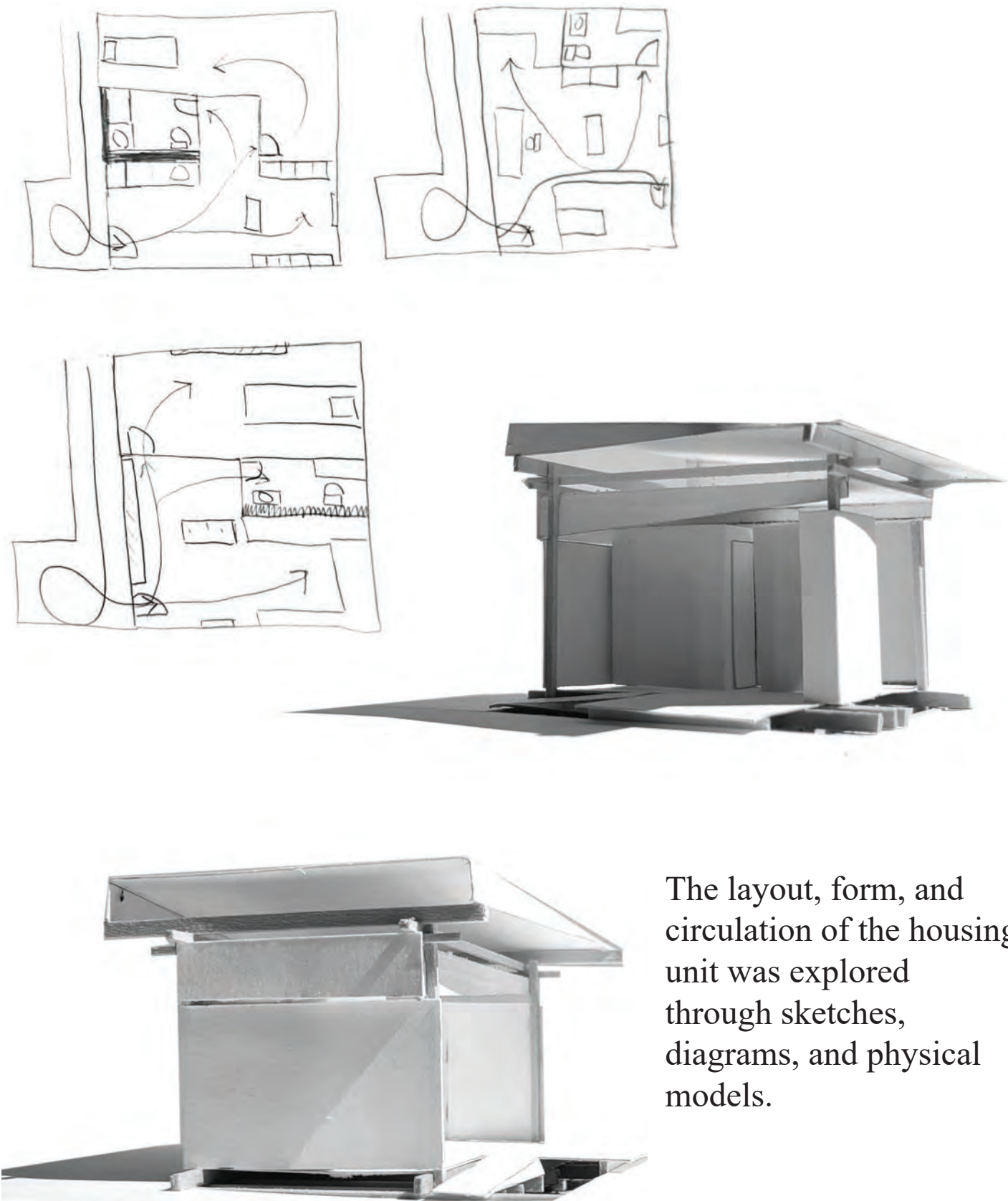


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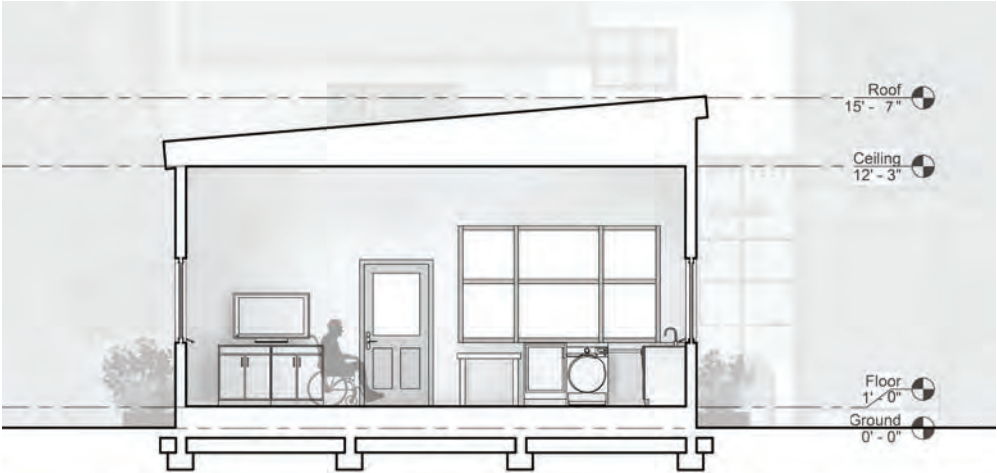
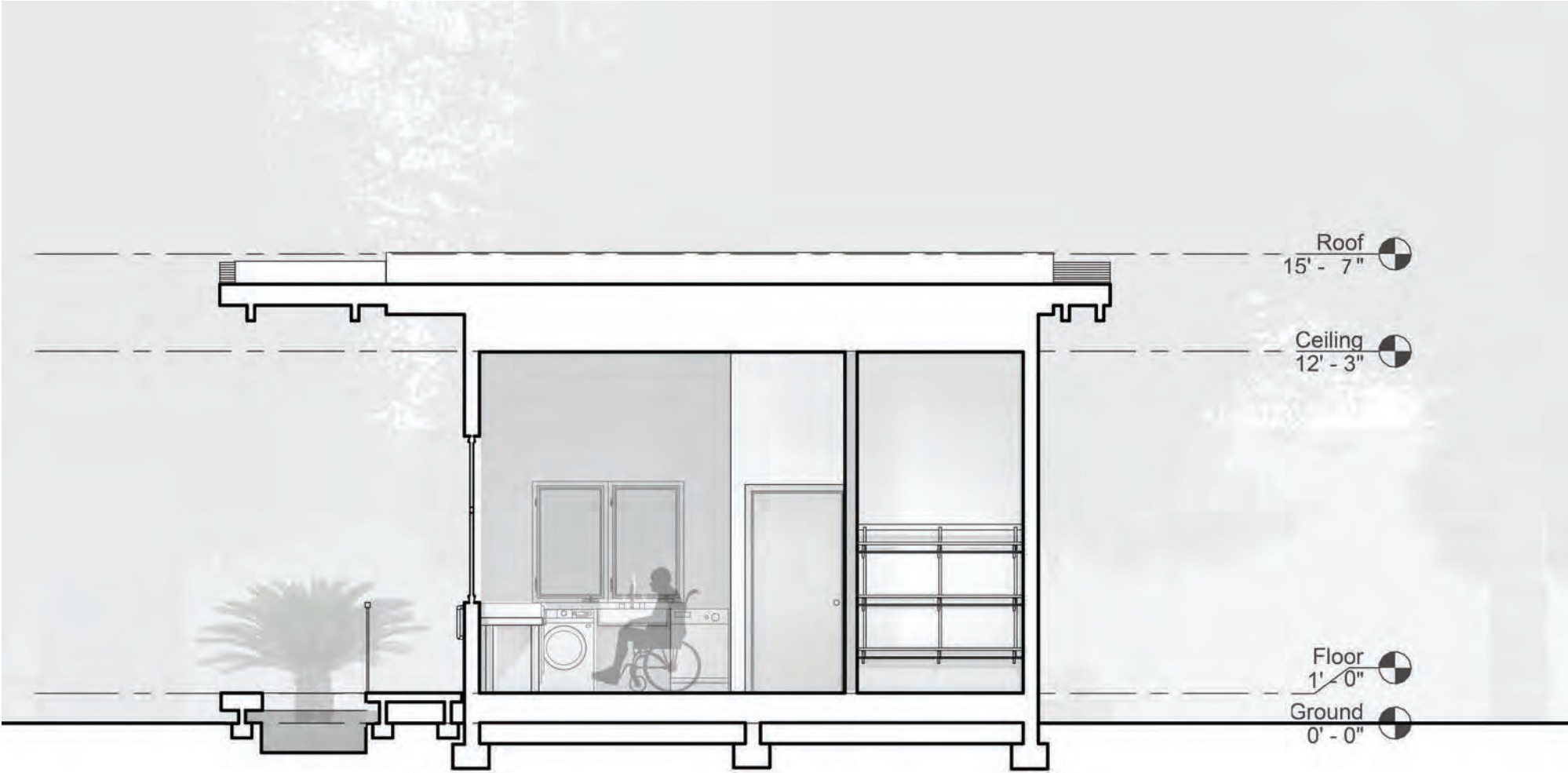
Affordable and Accessible Housing

D7 - Fall 2024, Professor Sarah Gamble

This detached ADU project focused on discovering how to apply value engineering within architectural designs. It was further detailed to consider how various attributes could be tailored to accommodate the needs of a wheelchair-user.



The layout, form, and circulation of the housing unit was explored through sketches, diagrams, and physical models.



This housing unit allowed residents to consider their own comfortability in regards to connecting with the rest of the site and neighboring residences. It is isolated to allow for protection and privacy, while also allowing for a visual connection and aesthetic similarities to promote community interaction.

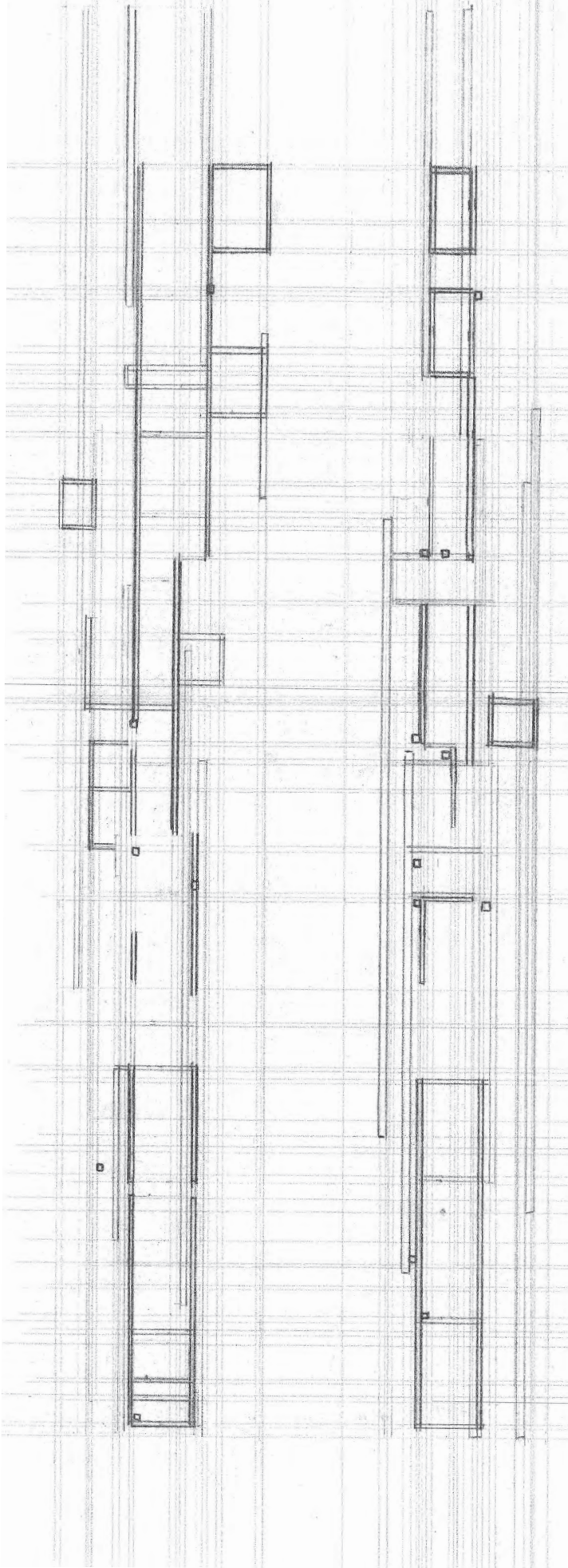
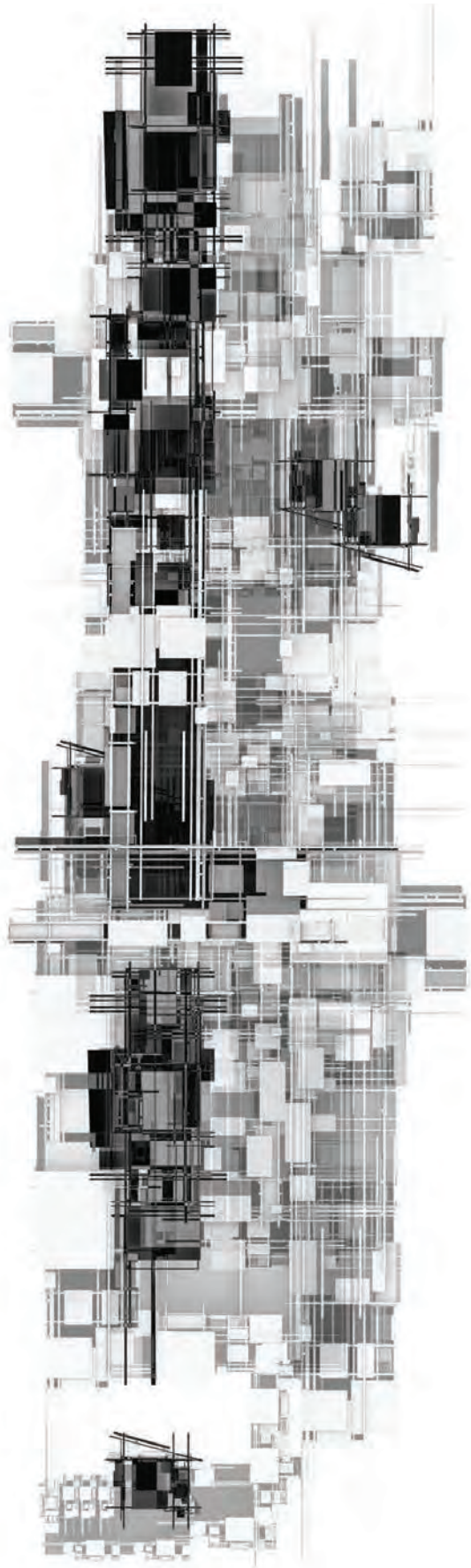


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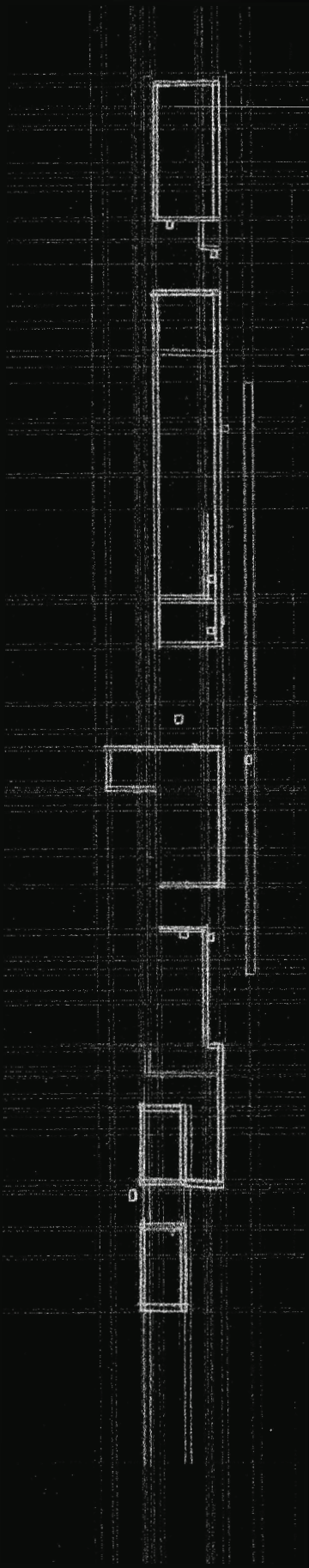
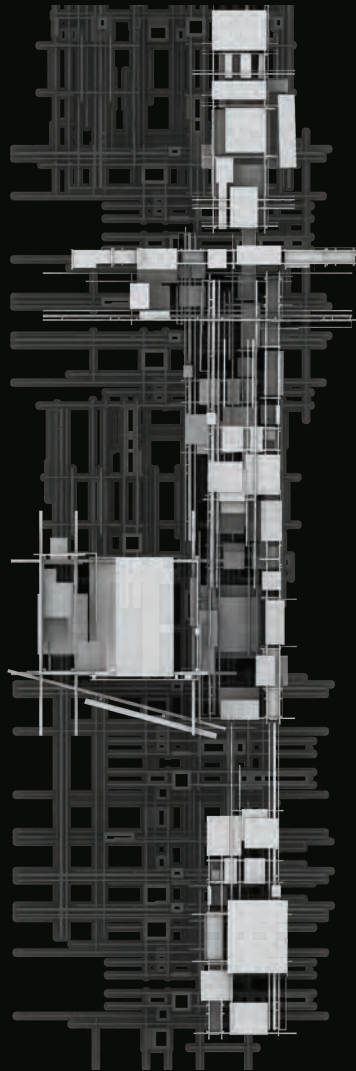
Tower
D4 - Spring 2023. Professor Mark McGlothlin

An investigation into the understanding of architecture as an inherent response to socio-political conditions.

Furthermore, this project was truly a study of the relationship between framework and enclosure.



The creation of dynamic vertical spaces was explored extensively through drawing and diagramming before the creation of a physical model.

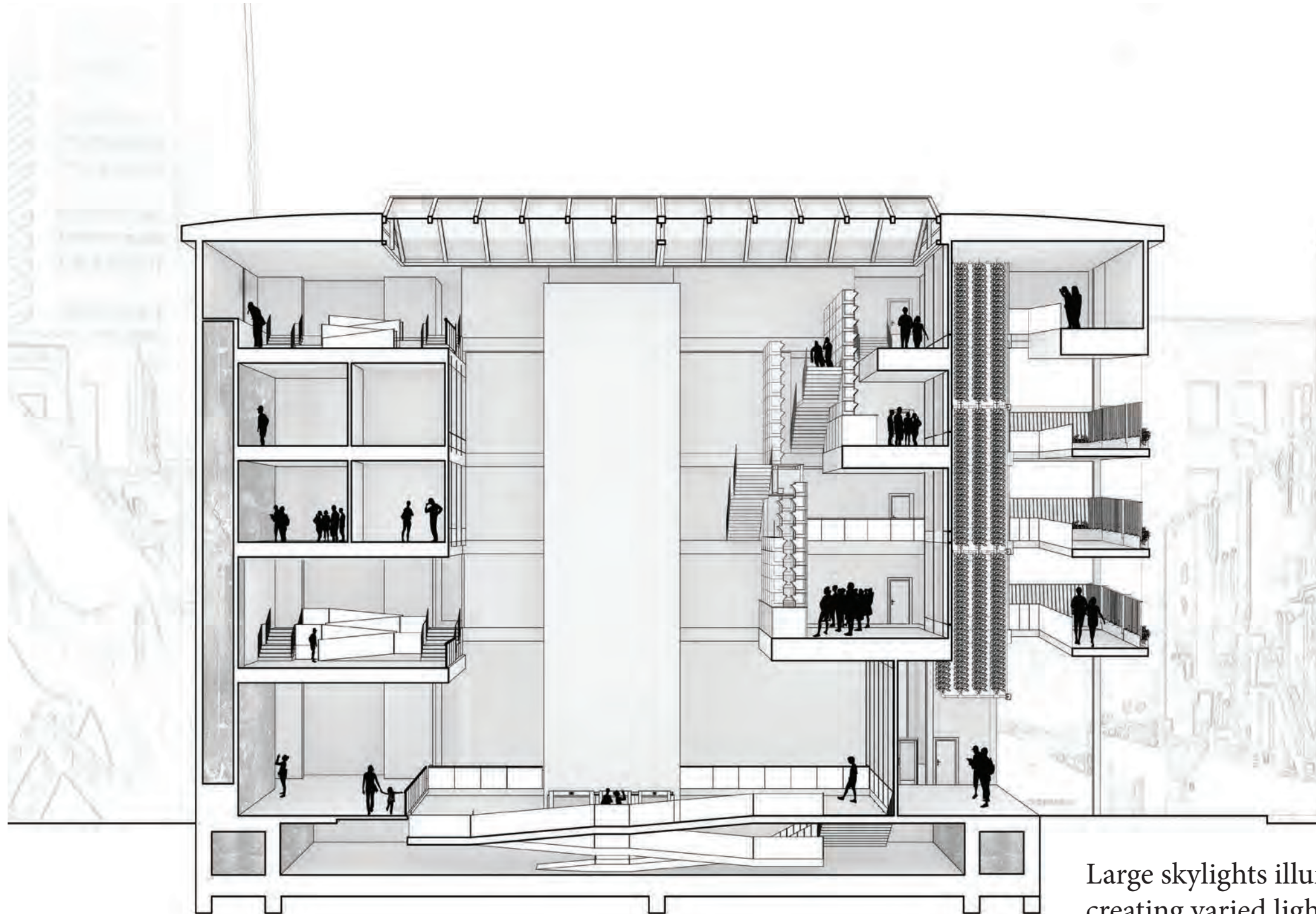




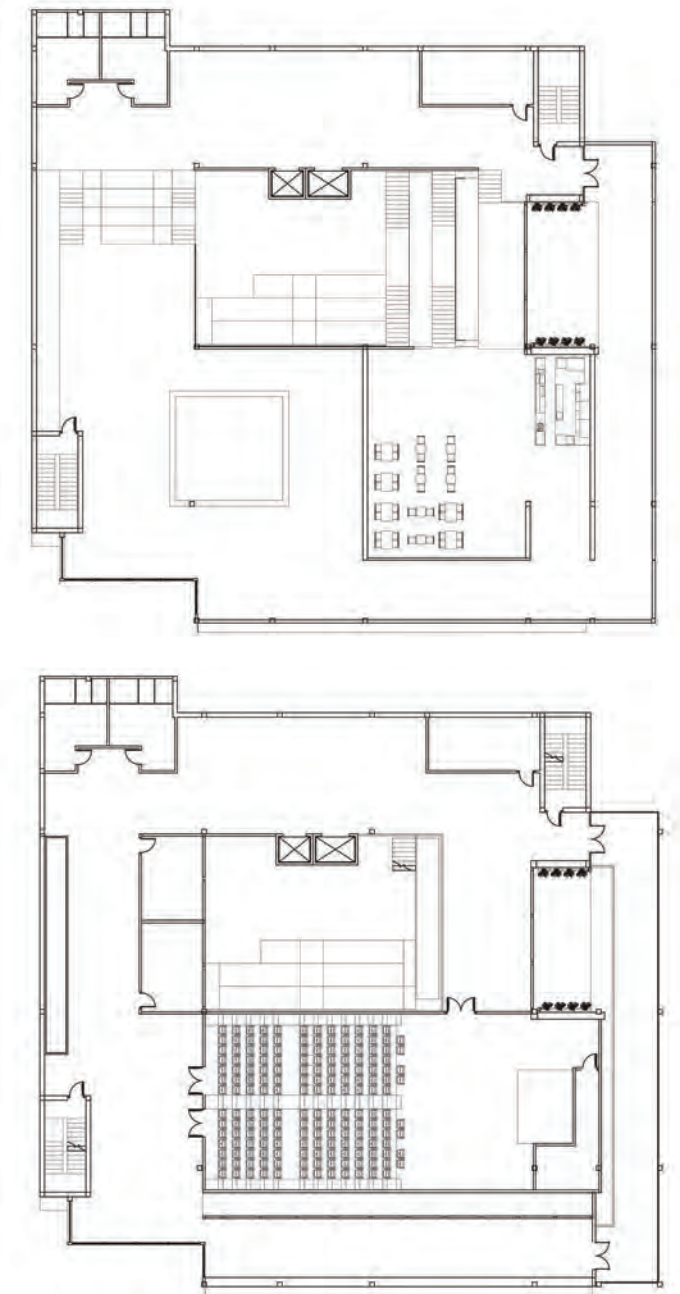
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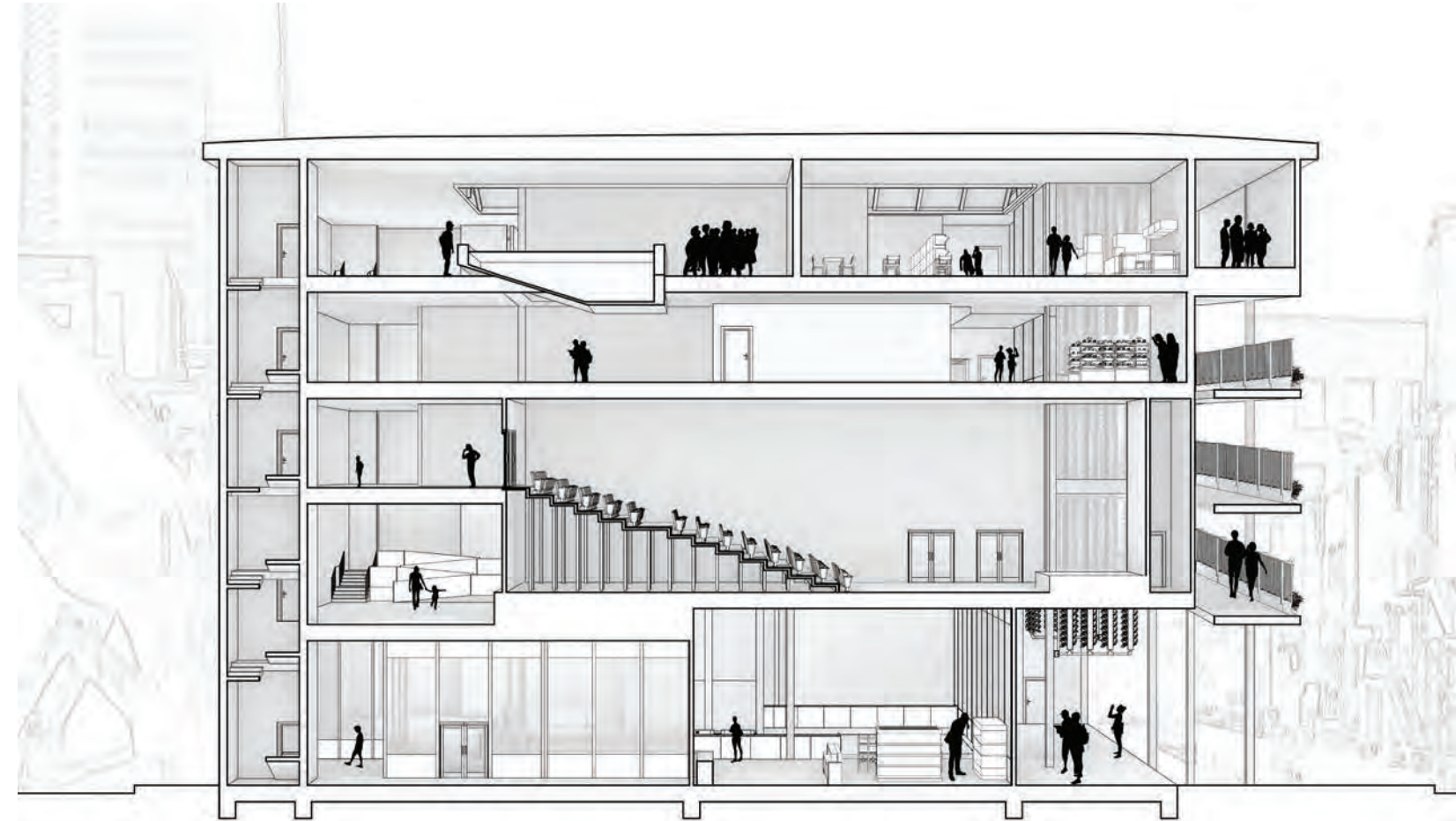
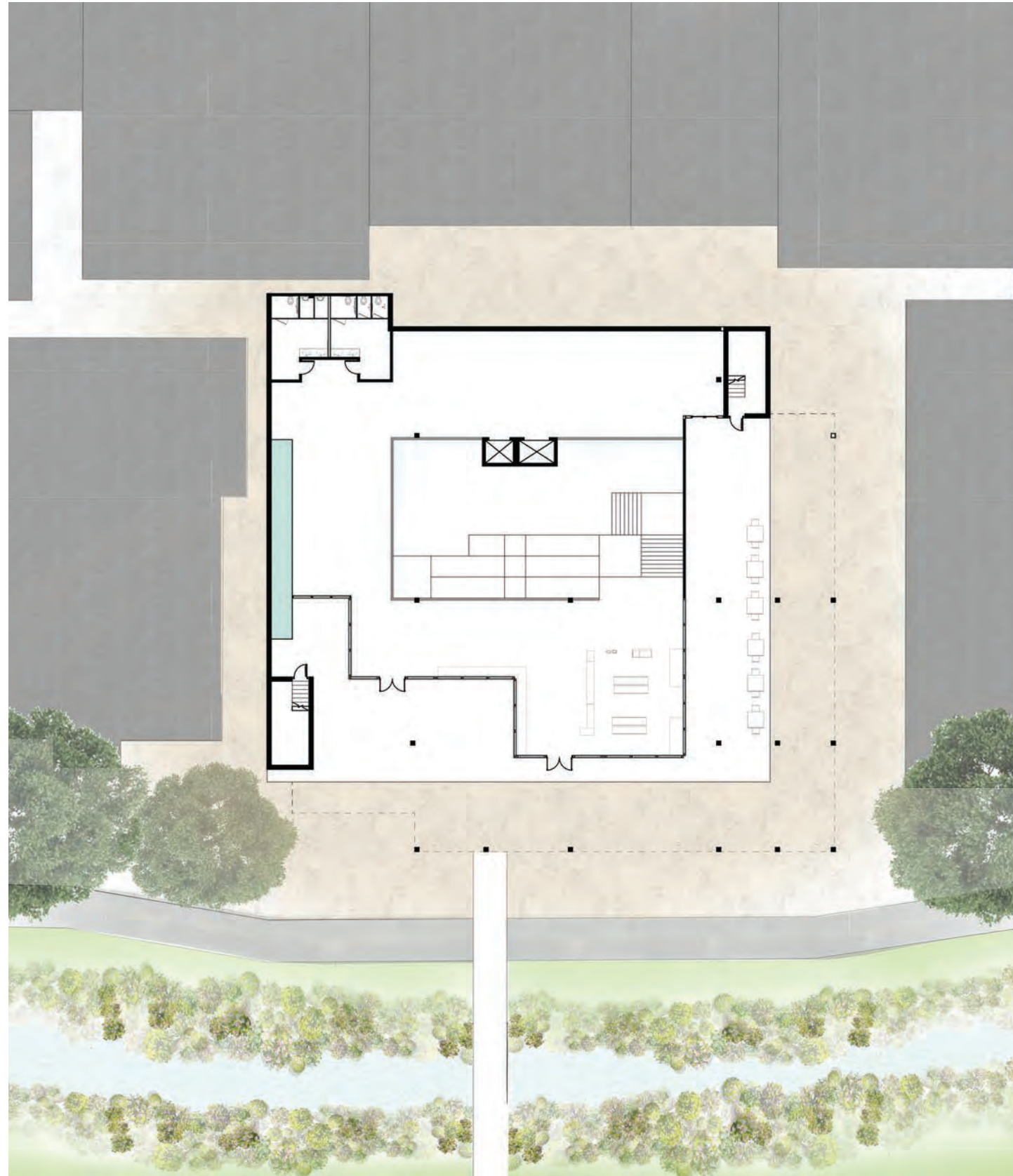
Aquaponics “Edutainment” Center D5 - Fall 2023, Professor Michael Montoya

Located near James Weldon Johnson Park in downtown Jacksonville, this center was designed to educate visitors about sustainable practices and act as a family entertainment destination.

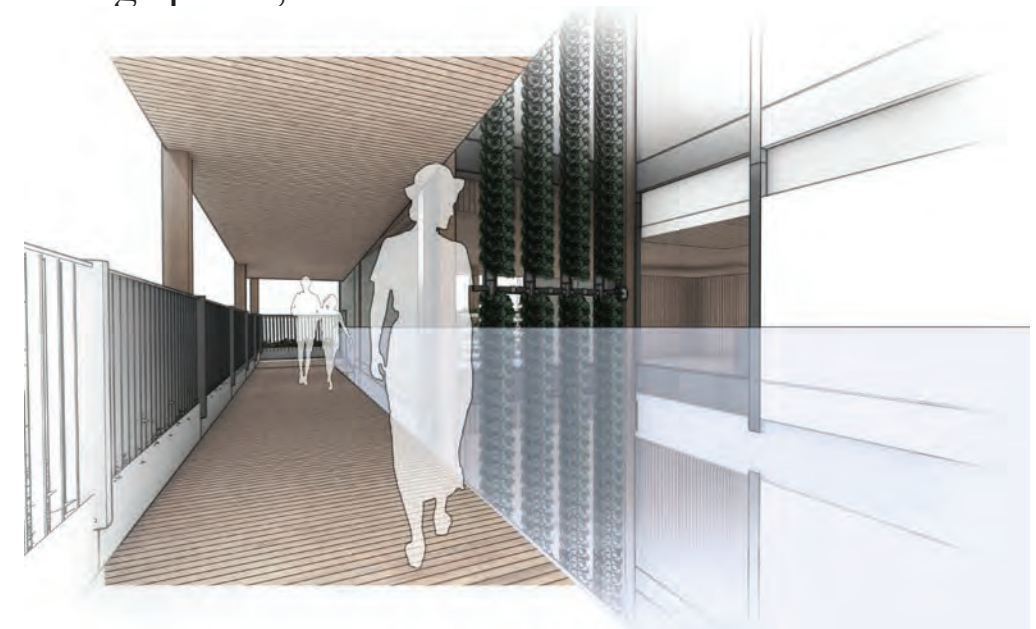


Large skylights illuminate the central spine, creating varied light conditions throughout the day. As guests rise through the building from the underground tanks to the highest balcony, they are able to discover and interact with the various stages of an aquaponics drip system.





The structure and circulation of the project visually showcase systems of deep water culture aquaponics, aeroponics, and hydroponics systems. The center also holds supporting programs such as street retail, administration spaces, gathering spaces, and a theatre.



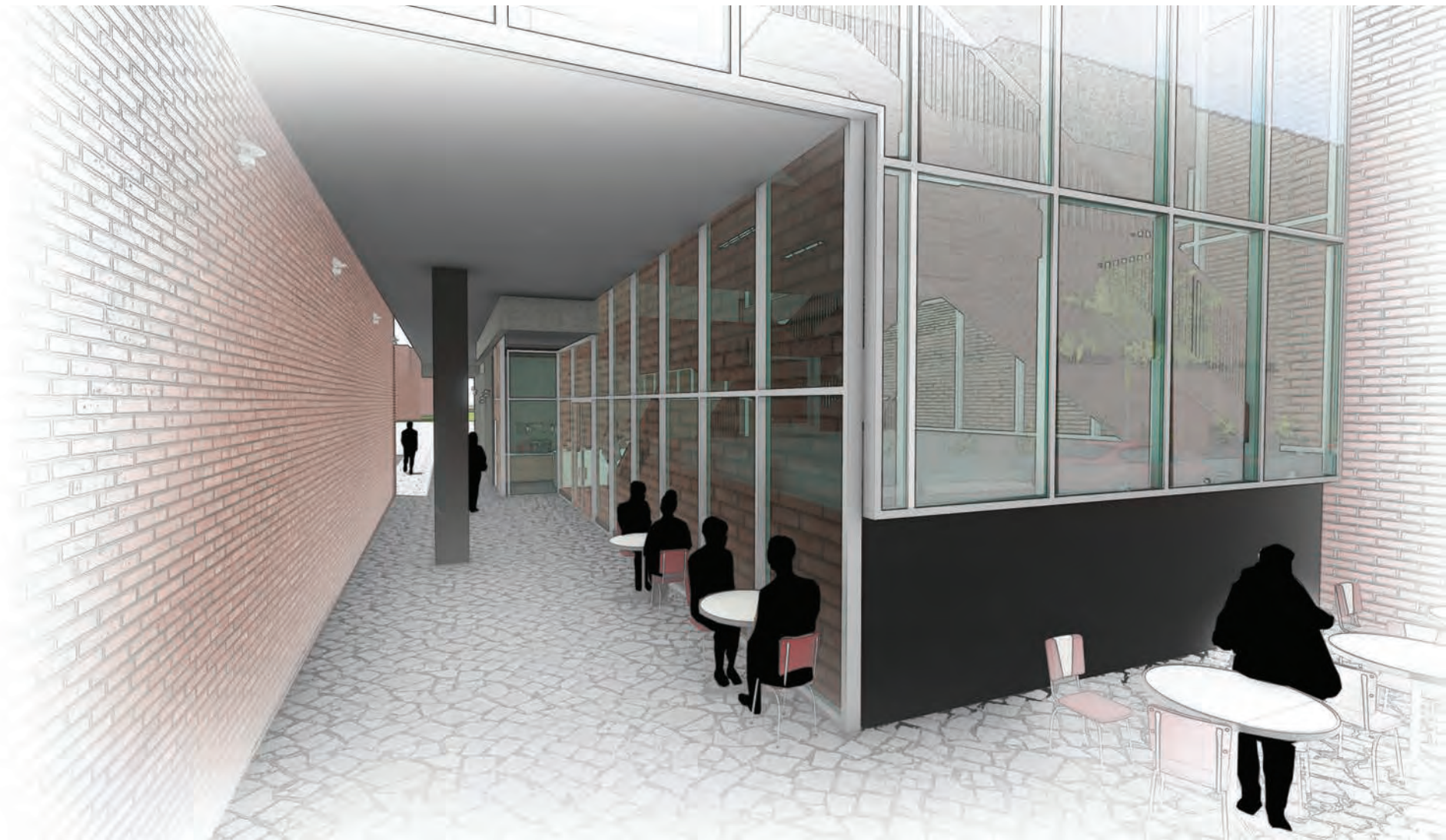


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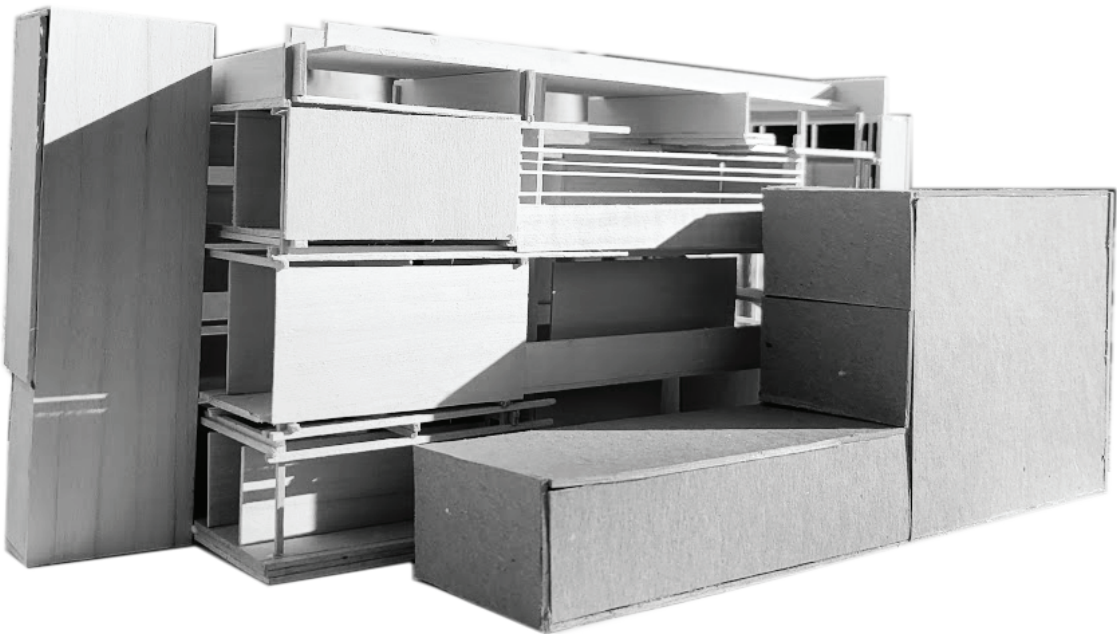
Charleston Paleontology Library D5 - Fall 2023, Professor Michael Montoya

The study of paleontology is richly ingrained into the history of Charleston. This library offers facilities for young professionals and researchers to study, find resources, and display recent discoveries.

A cafe and gift store offer the opportunity for visitors to window shop and learn more about paleontology in South Carolina.



The longevity of the site created a strong horizontal force that is counteracted in the design through the unique vertical movement created by the winding staircases.



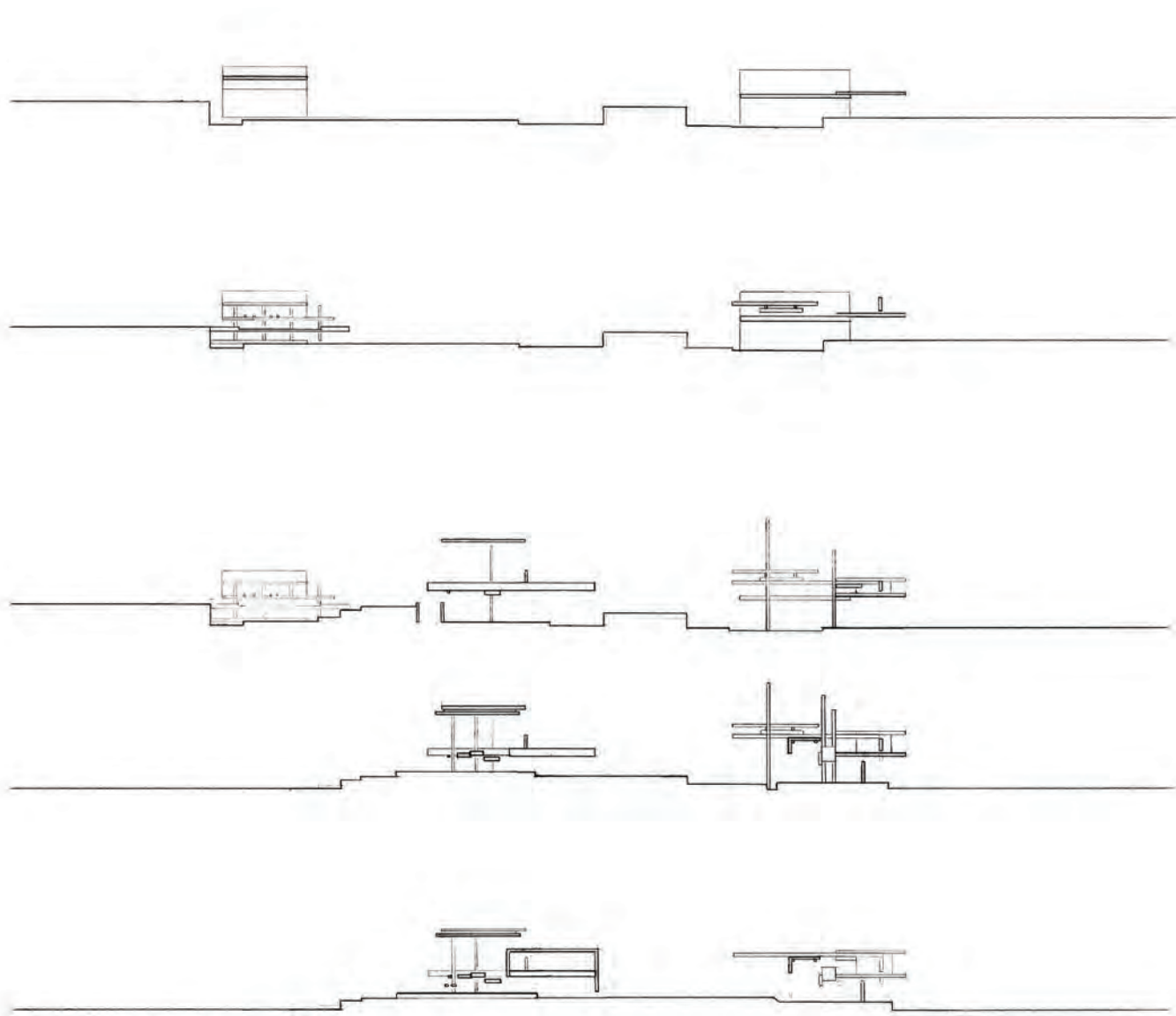
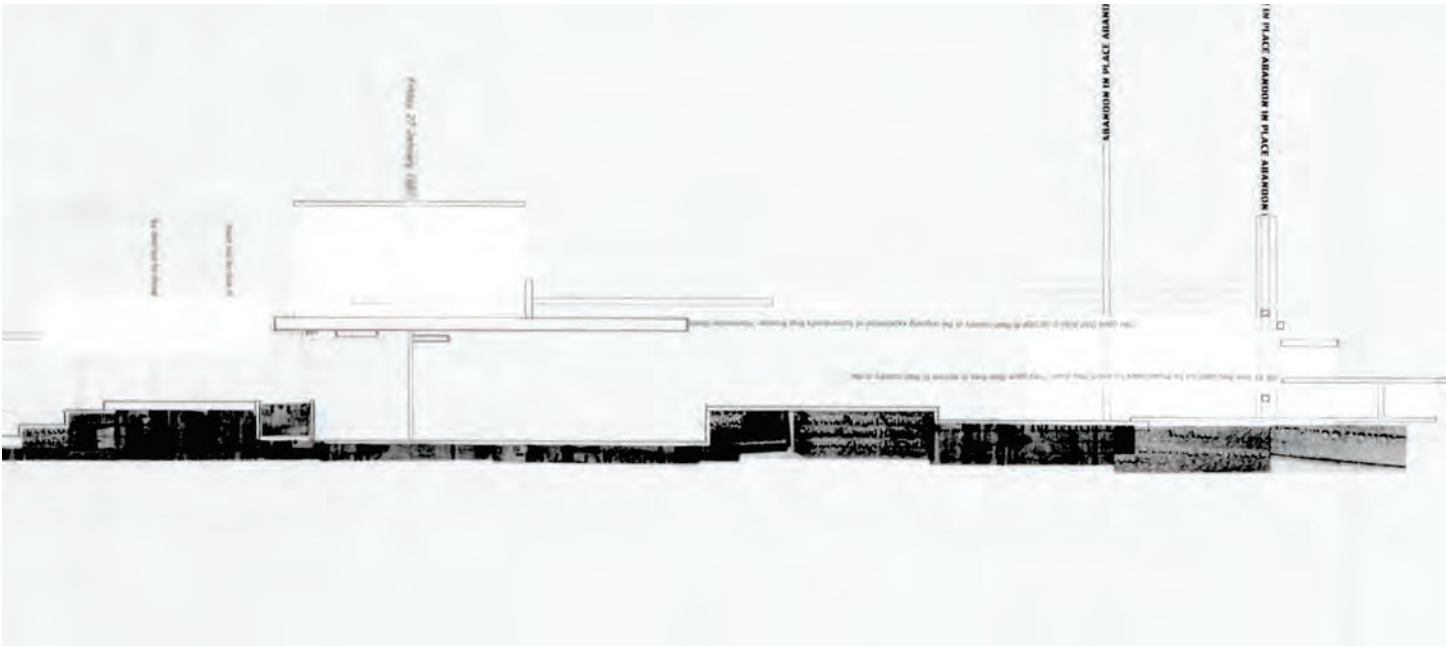
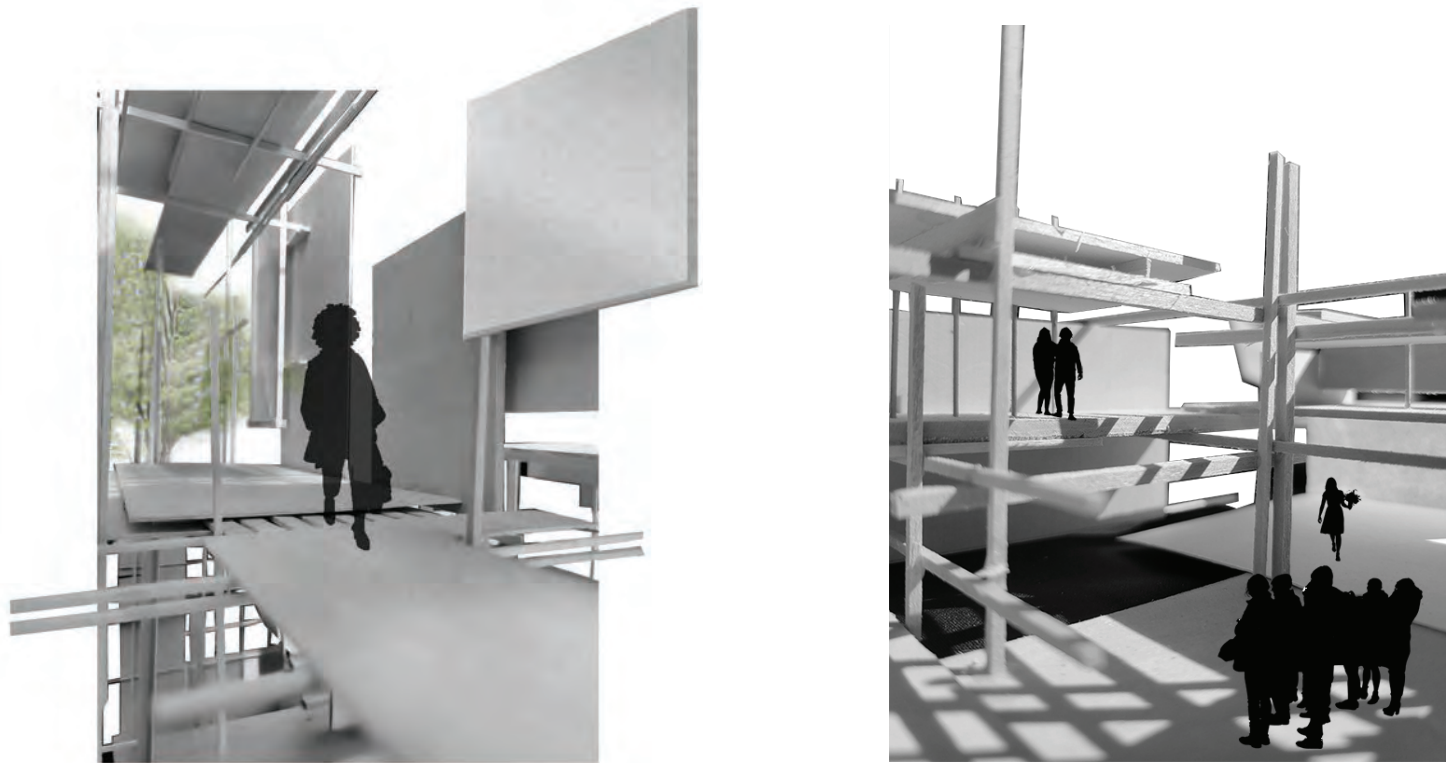


06

Ruins : Launch Complex 34

D3 - Fall 2022, Professor Charlie Hailey

This project was deeply ingrained into the history of its site, Launch Complex 34 at the Kennedy Space Center. This site was the location of the Apollo 1 tragedy and has been left to “abandon in place,” leaving it as an opportunity to create a palimpsest via new design interventions.



A series of sections and vignettes explored the possibilities of creating a new Apollo 1 memorial that was deeply integrated with the surrounding landscape and abandoned infrastructure.



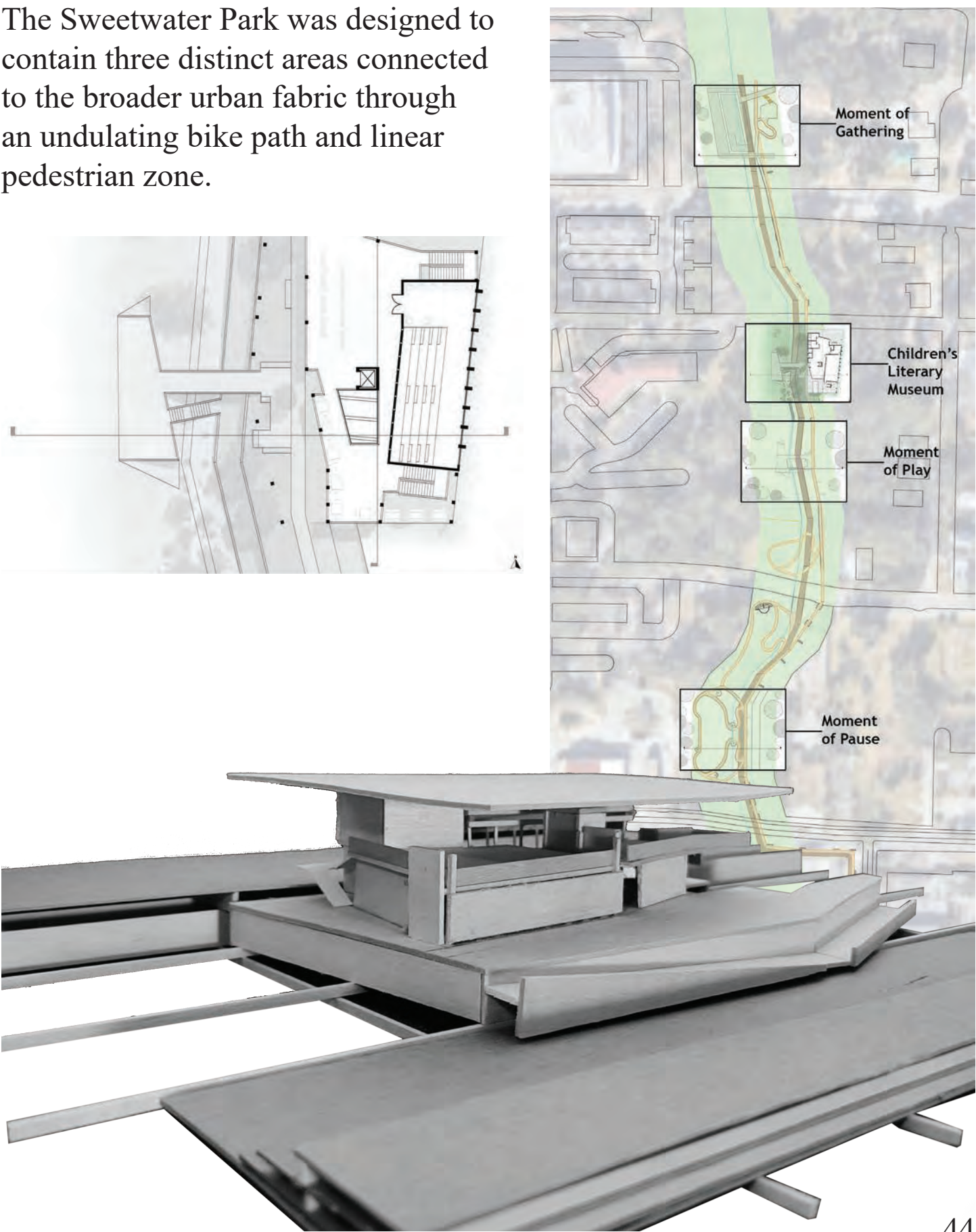
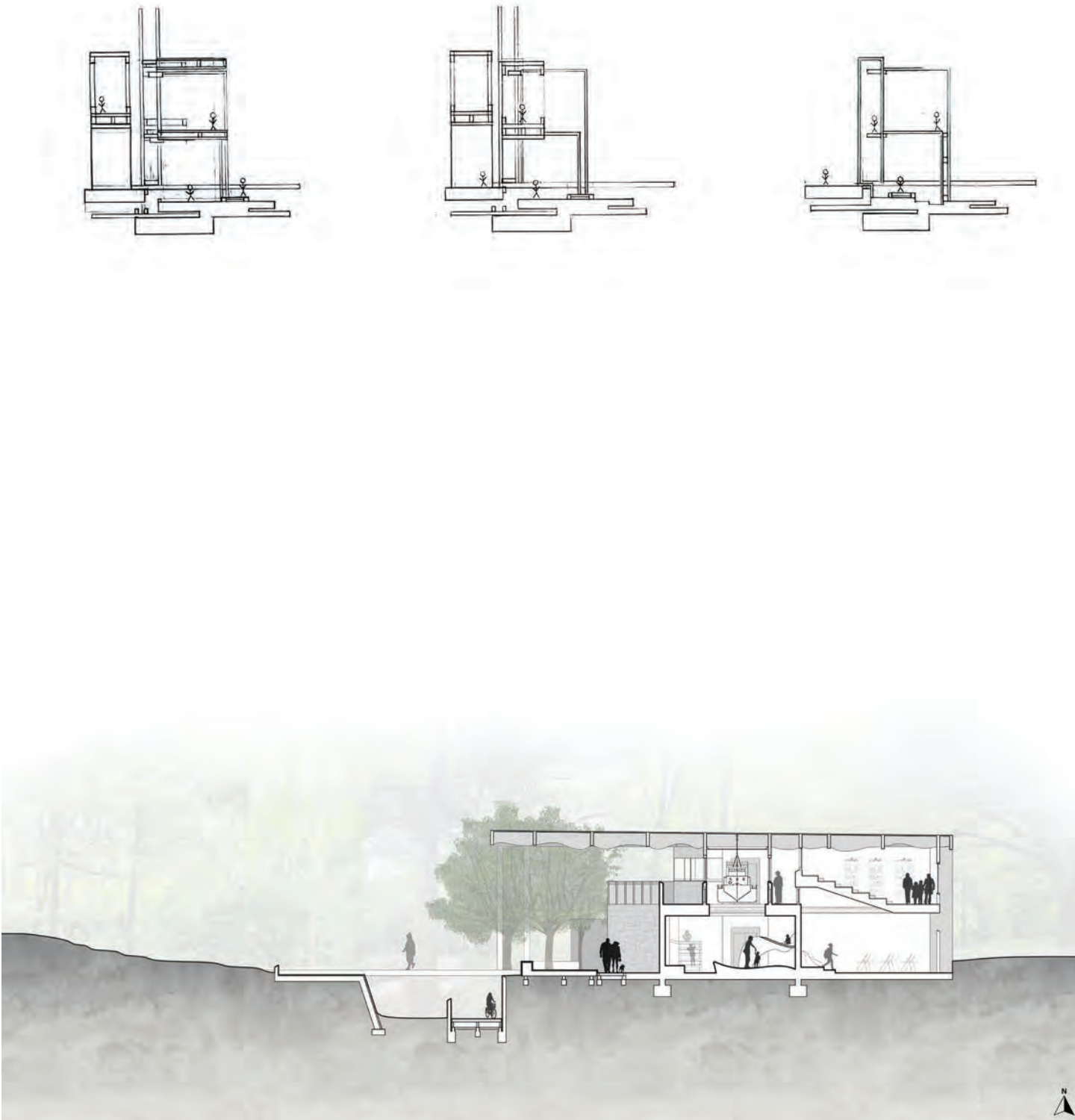
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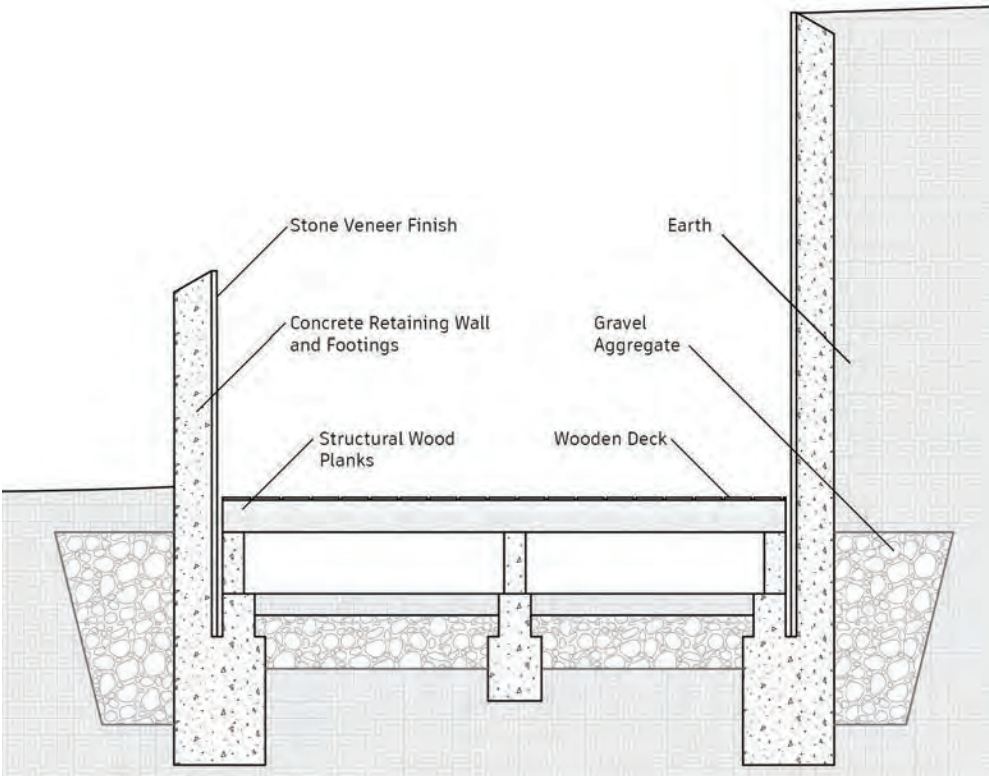
Sweetwater Park and Children's Literary Museum

D7 - Fall 2024. Professor Sarah Gamble

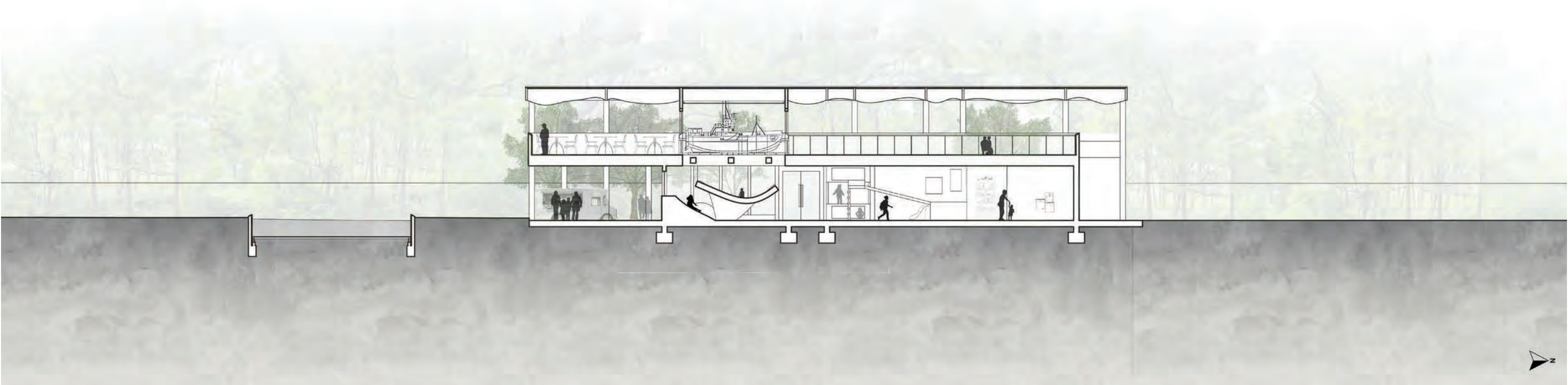
Tasked with creating a public park and subsequently an architectural intervention, this Children's Literary Museum seeks to activate an underutilized area by drawing on the themes of nearby public institutes, such as the Alachua Library and the Matheson Museum.

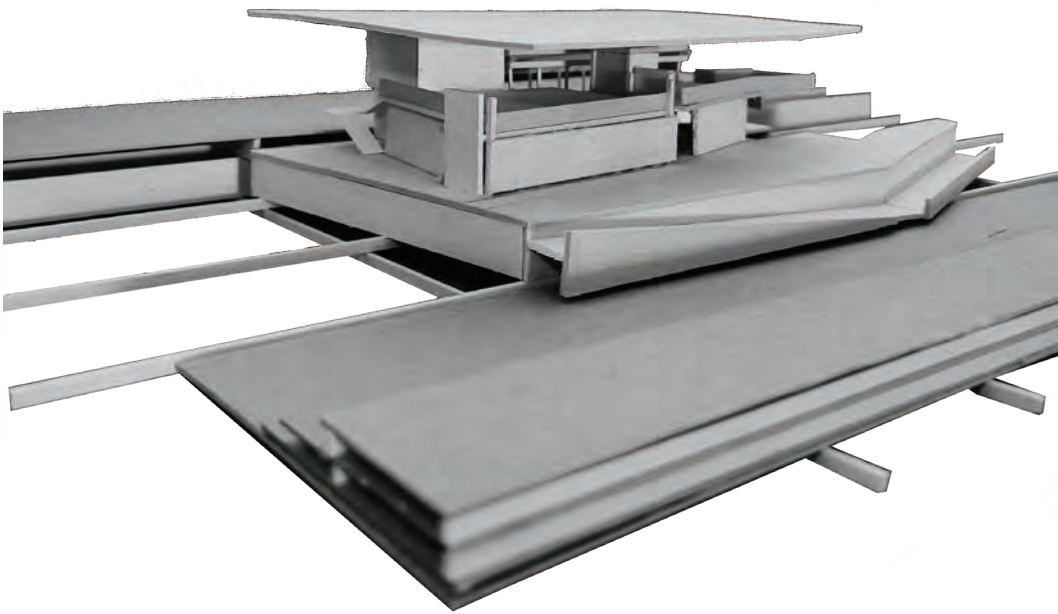
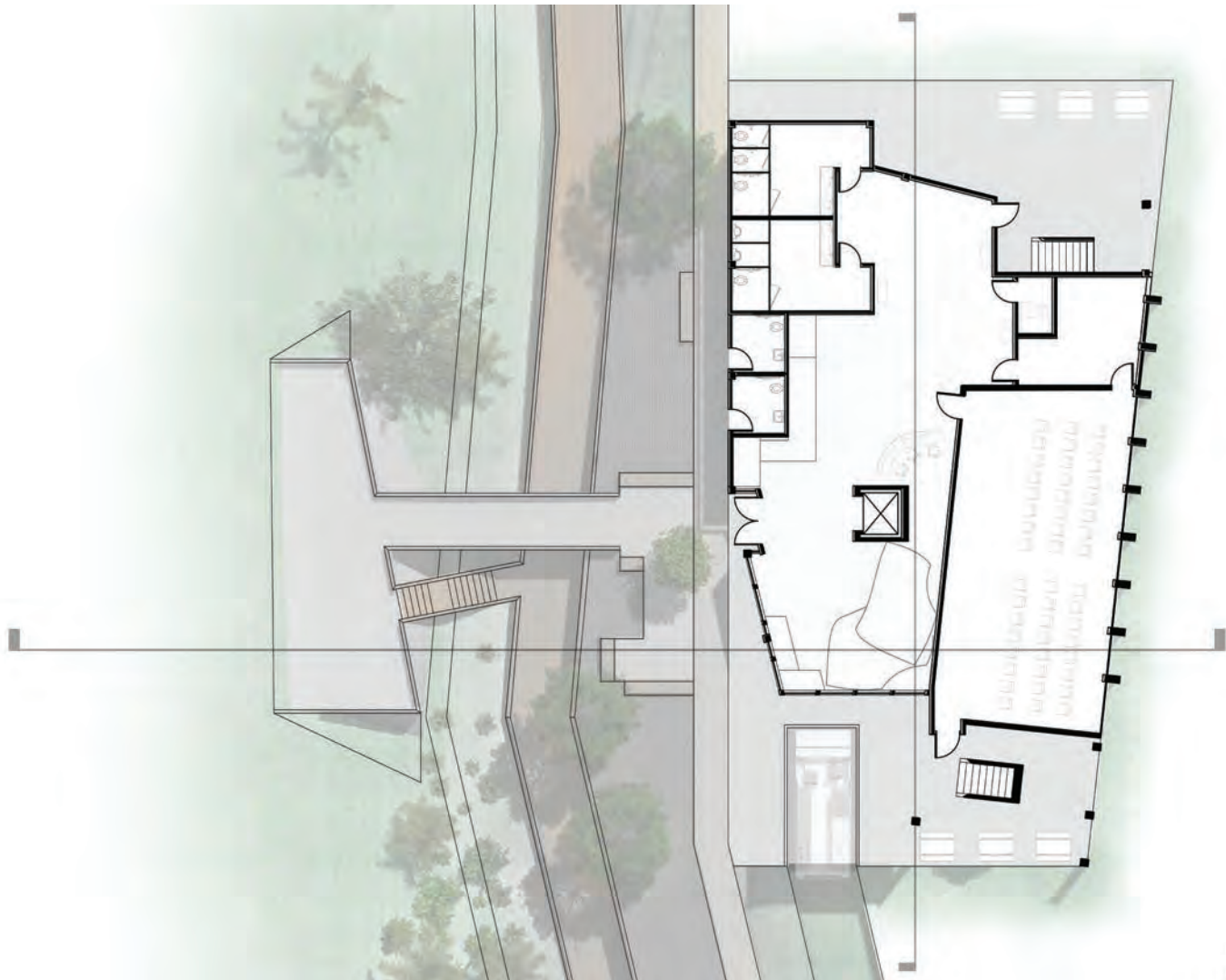
The Sweetwater Park was designed to contain three distinct areas connected to the broader urban fabric through an undulating bike path and linear pedestrian zone.





Integrating elements of play and education was critical to the project. In the same manner, it was important to consider the program's integration with nature and sustainable practices.





The museum serves as an amenity to the park, offering food truck service, public bathrooms, meeting spaces, and indoor play areas. The enclosure of the building, and lack thereof in some areas, was designed with safety in mind, as well as to not significantly intrude on the space allotted to the park.

