



P O R T F O L I O
CAMILA BENEN





Camila Benen

I am a Cuban-Dutch graduate student in architecture driven by curiosity, creativity, and a deep interest in how design connects cultural context, material expression, and spatial experience. Growing up between cultures shaped my sensitivity to place and the layered identities embedded within it. I approach architecture as a discipline that must respond thoughtfully to community, history, and atmosphere while remaining open to exploration and growth.

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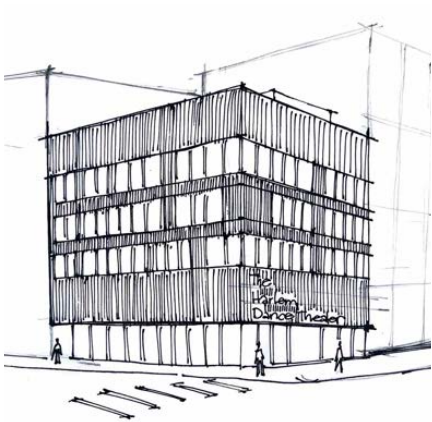
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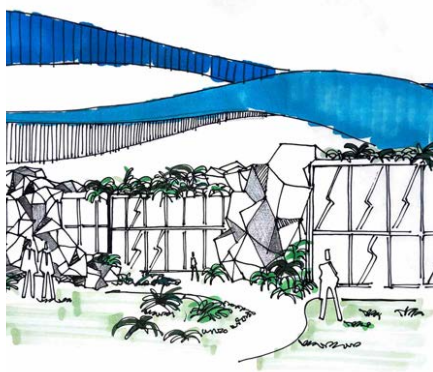


02

Cave of Knowledge

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Library + Community Center

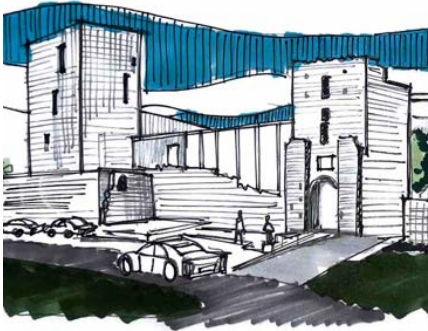


03

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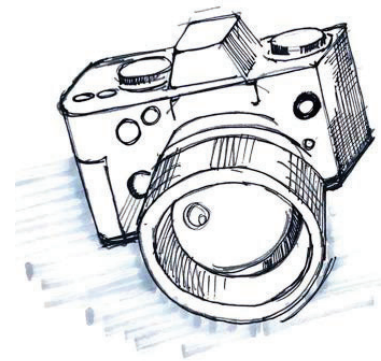


05

Visual Studies

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Sketches + Photography, Designed Publications



01 The Harlem Dance Theater

Harlem, New York, NY, USA | 2025

Individual Project

software used

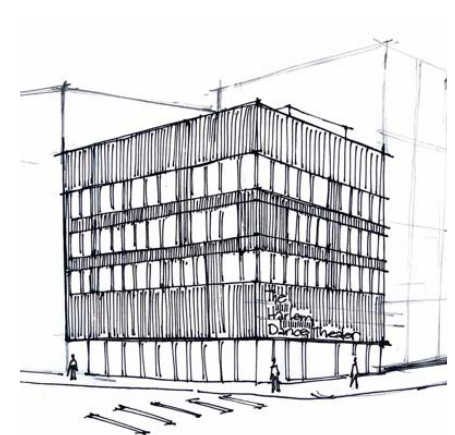
autocad

revit

D5 render

adobe photoshop

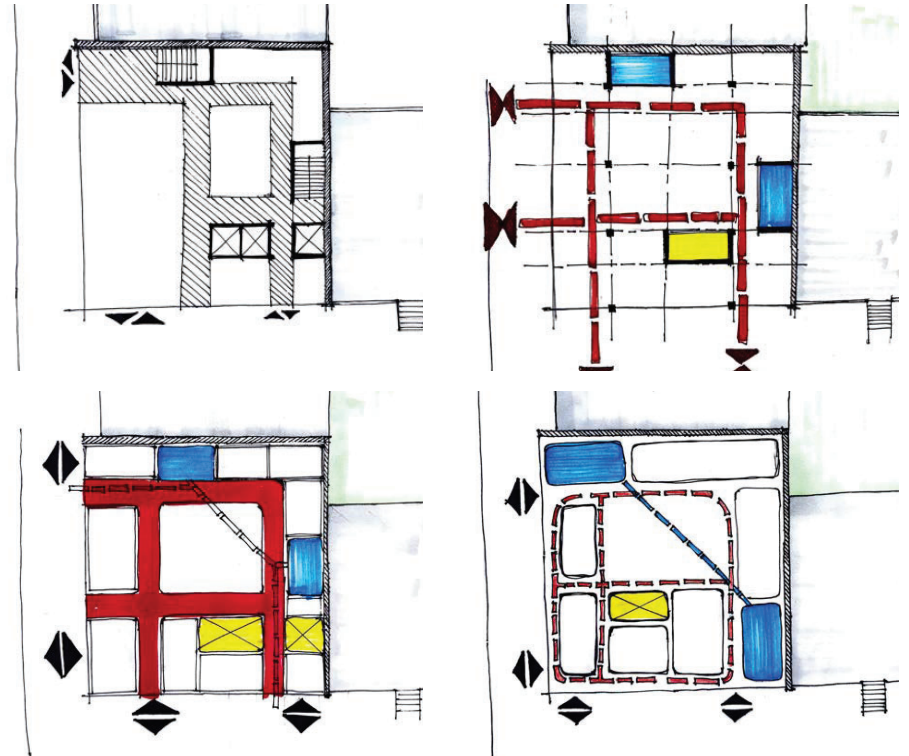
This project proposes a public dance and performing arts center in Harlem that serves as a cultural anchor and community gathering space. Rooted in Harlem's rich artistic legacy, the building integrates performance, education, and public life to strengthen neighborhood identity while activating the urban streetscape. The project explores architecture as a civic tool supporting cultural expression, accessibility, and urban vitality.



The Harlem Dance Theatre



Designed as a bridge between performance and public life, the Harlem Dance Theater places community at its foundation through an open ground floor and a central vertical void that connects the street to the dancers above. A terracotta baguette façade and aligned window rhythms reinterpret the surrounding brick context, embedding the project within Harlem without direct replication.



Preliminary Sketches

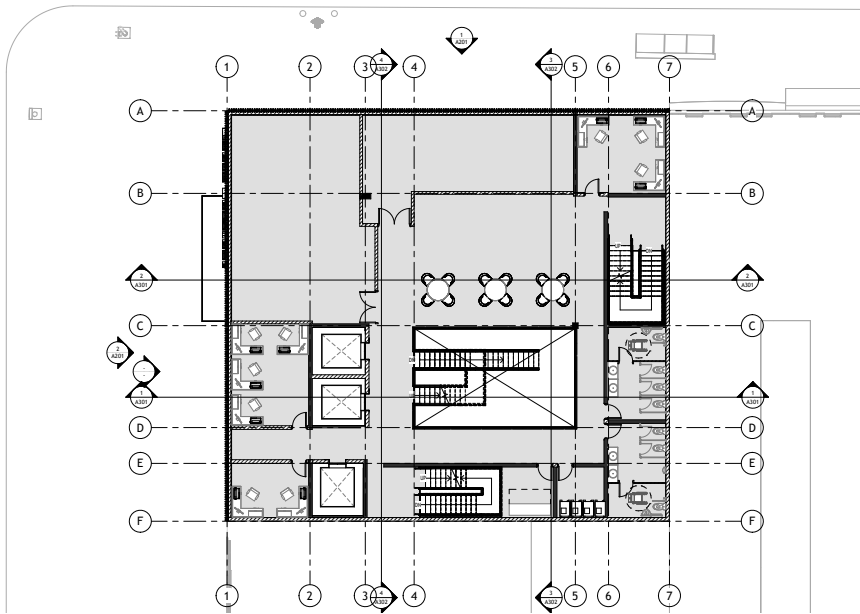




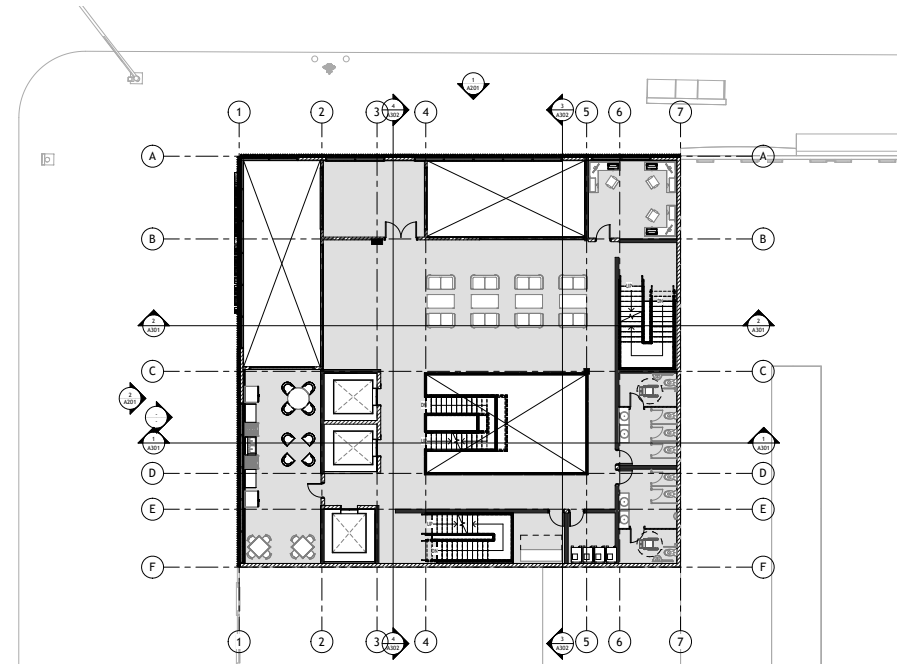
Existing Conditions



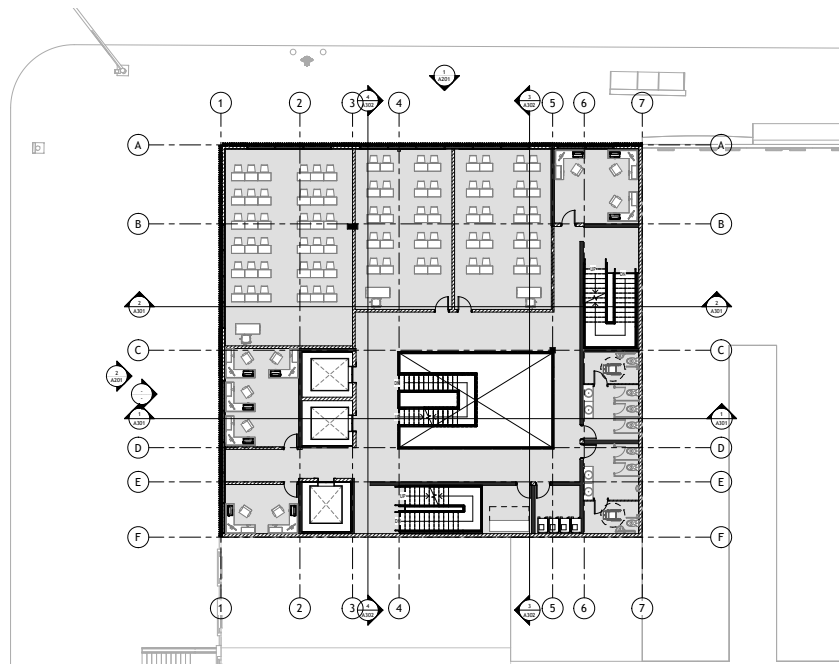
Proposed Intervention



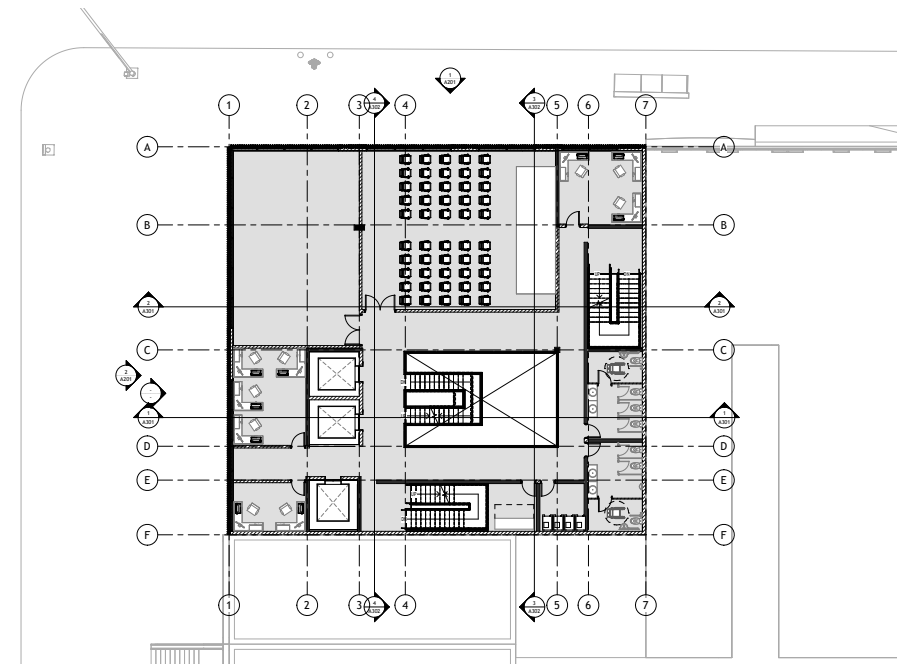
First Floor Plan



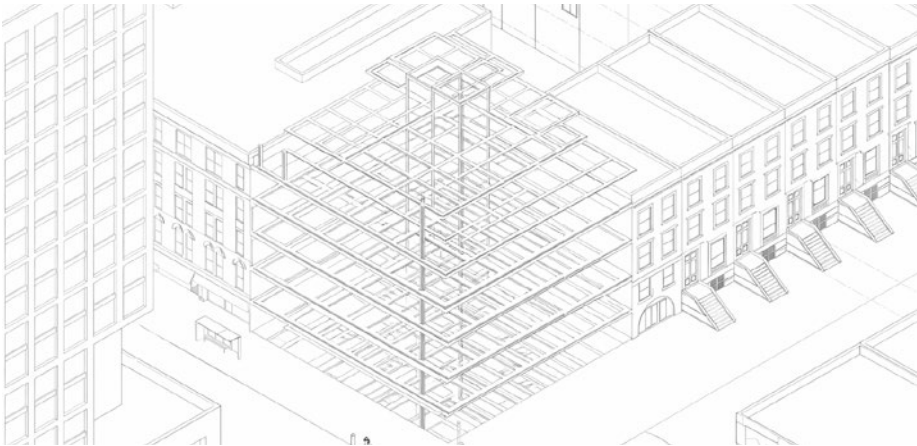
Second Floor Plan



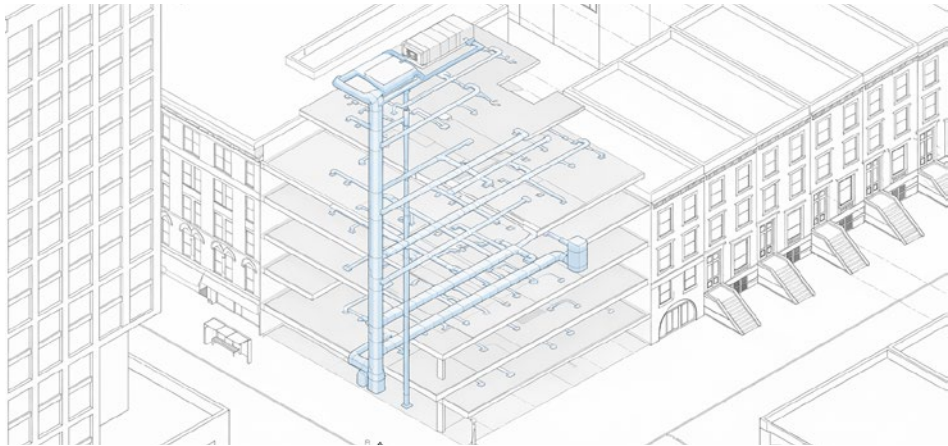
Third Floor Plan



Fourth Floor Plan



Structural System Axonometric



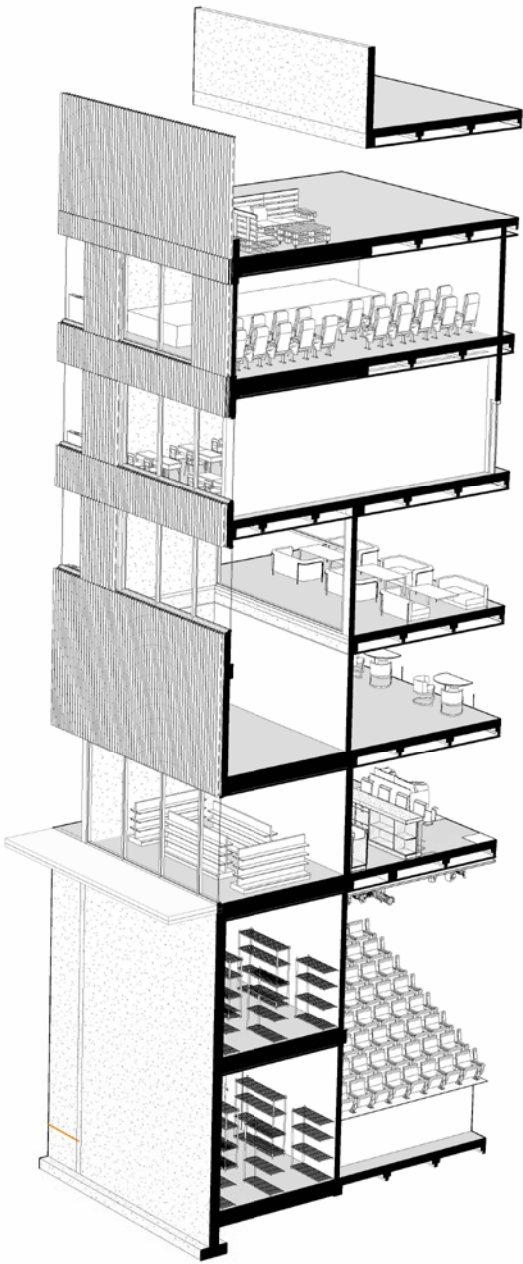
Mechanical System Axonometric



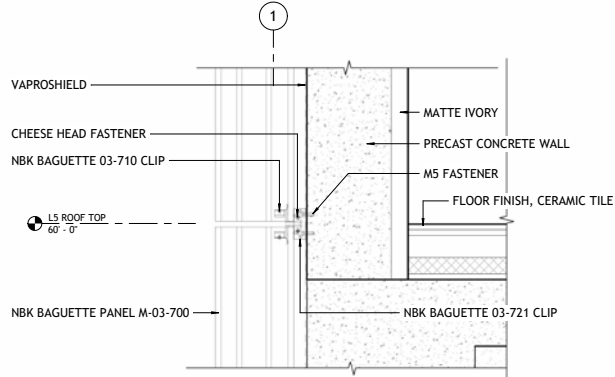
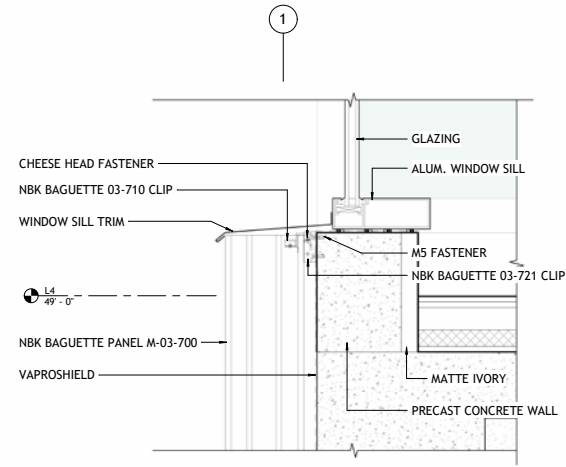
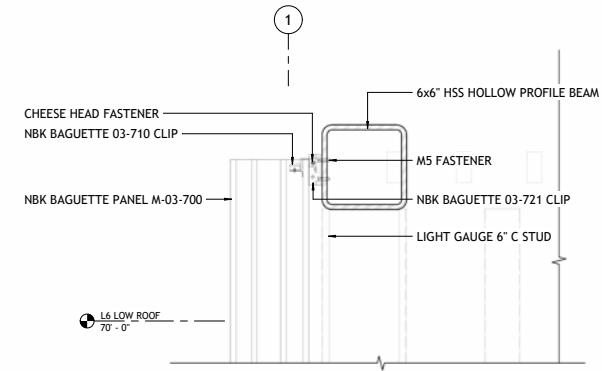
West Elevation



Perspective Section



Wall Section



Wall Details



Structural Physical Model



Structural Physical Model



3D printed Physical Model

02 Cave of Knowledge

Galicia, Spain | 2024

Team Project

software used

autocad

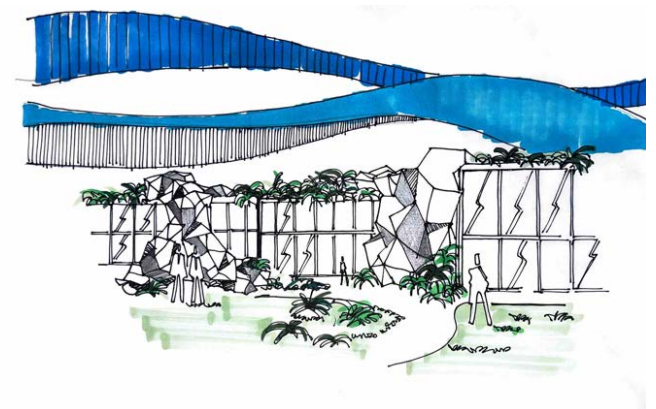
rhino

revit

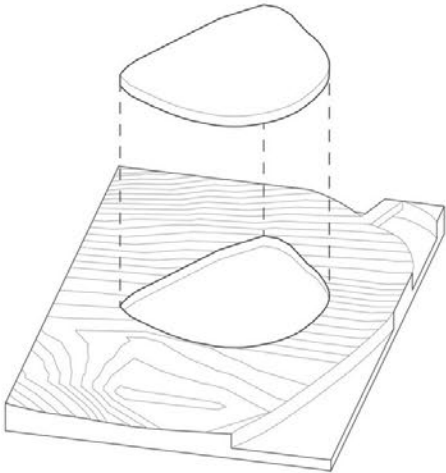
lumion

photoshop

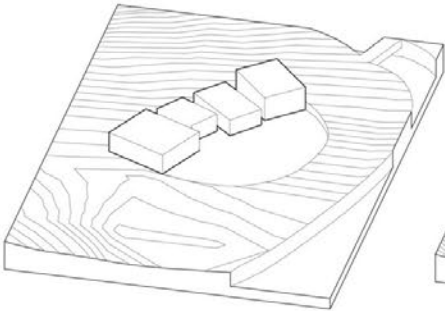
This project proposes a public knowledge and learning space embedded within the landscape, where architecture and terrain operate as a unified system. Rooted in the preservation of history and place, the Cave of Knowledge integrates education, reflection, and public gathering while minimizing visual and environmental impact. The project explores architecture as a tool for cultural continuity, spatial experience, and meaningful engagement with the land.



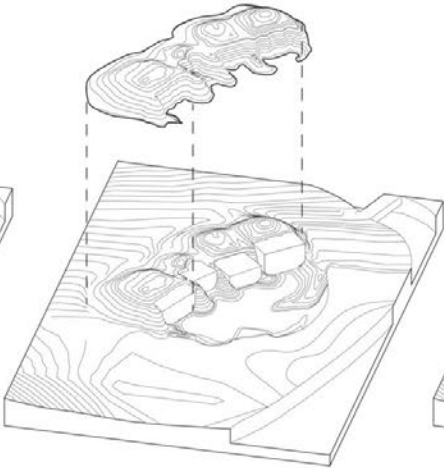




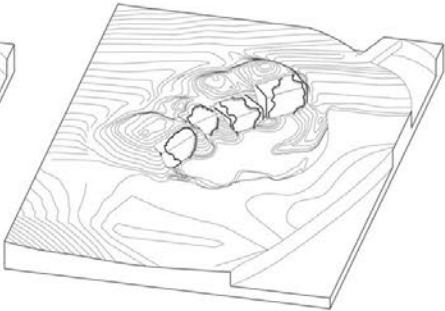
extract terrain

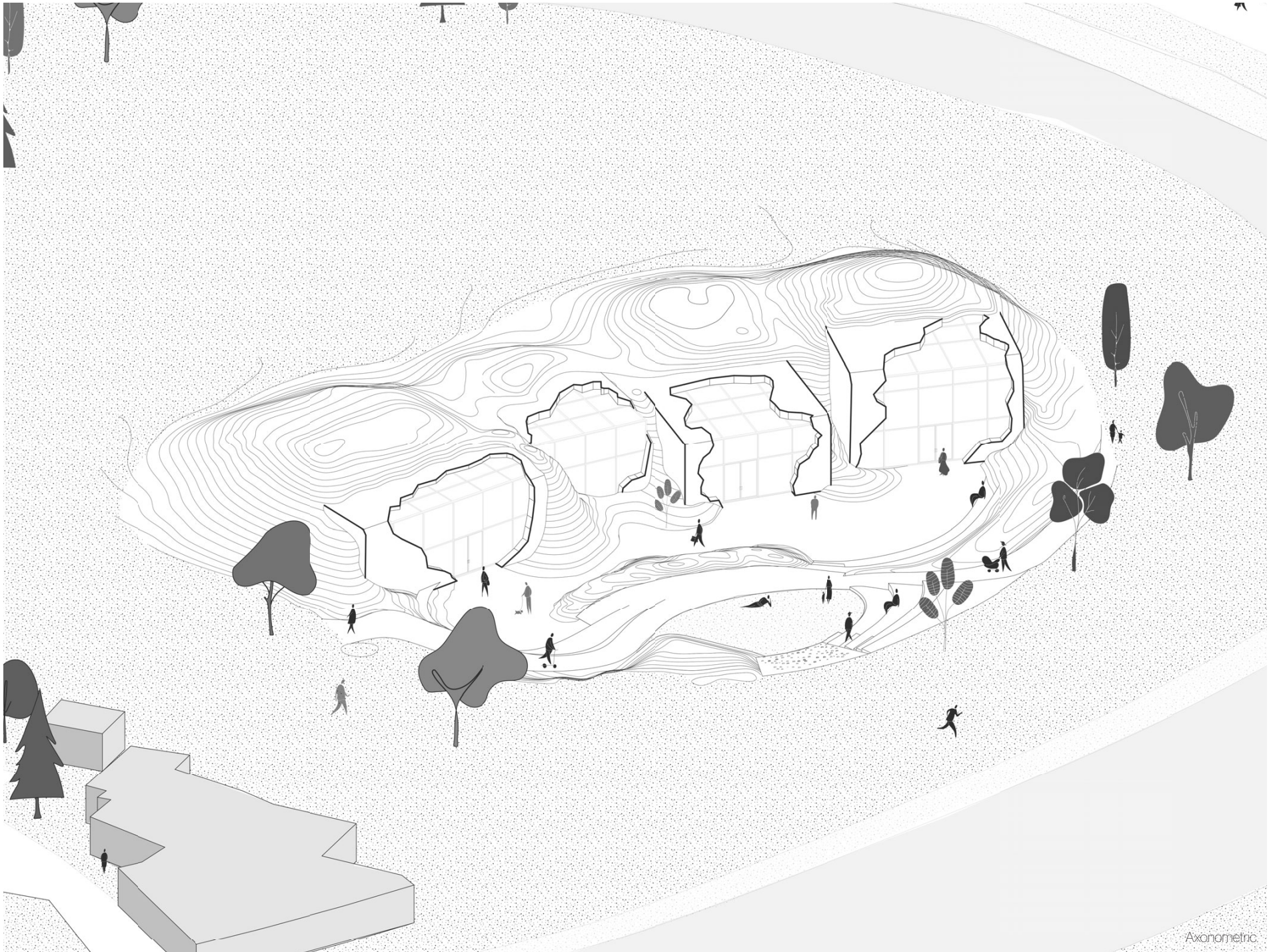


input "boxes"

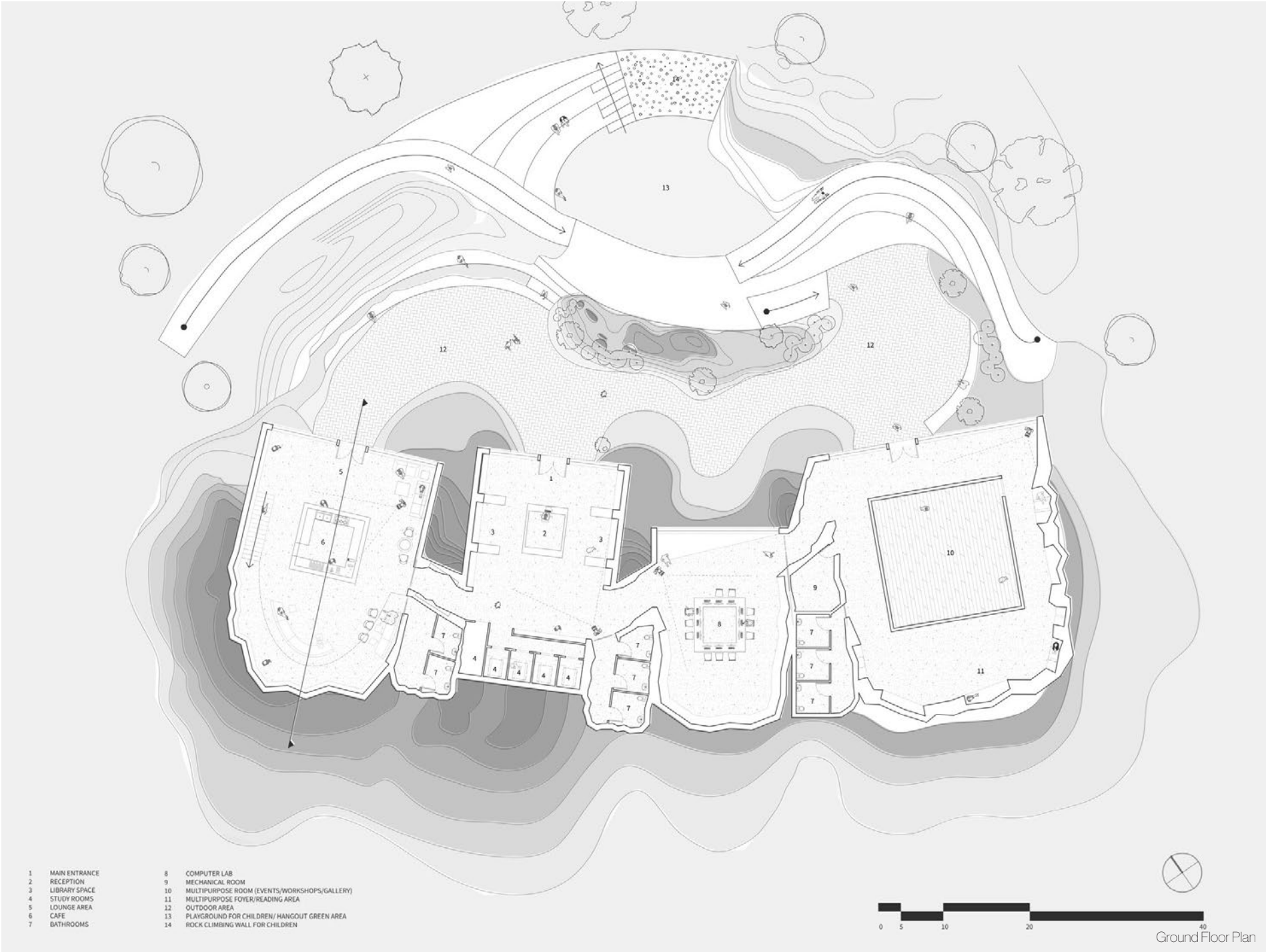


overlay initial terrain





Axonometric





Carved interior spaces use light and material to create an immersive learning environment.





Physical Section Model



Physical Site Model



Exterior Rendering

03 Castle D'Ario

Mantua, Italy | 2025

Team Project

software used

autocad

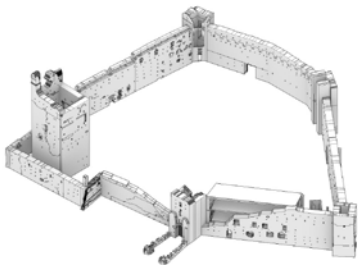
rhino

D5 render

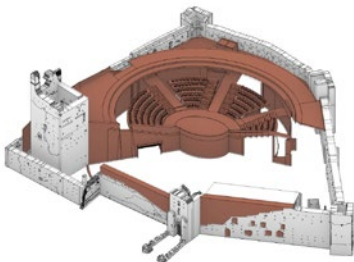
This project reimagines the Castello di Castel d'Ario as a contemporary cultural and civic destination while preserving its historical identity. Through adaptive reuse, the intervention introduces new public programs that activate the castle and its surroundings, strengthening its role within the town's social and cultural life. The project explores architecture as a dialogue between heritage, landscape, and modern use.



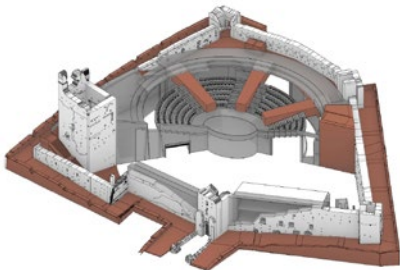




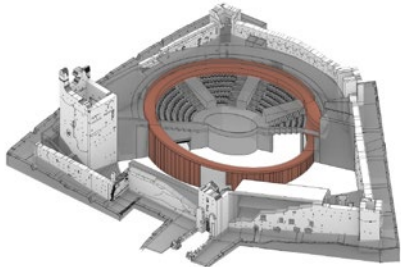
Existing



Elevated Amphitheater



Circulation



Car Track



Existing Conditions

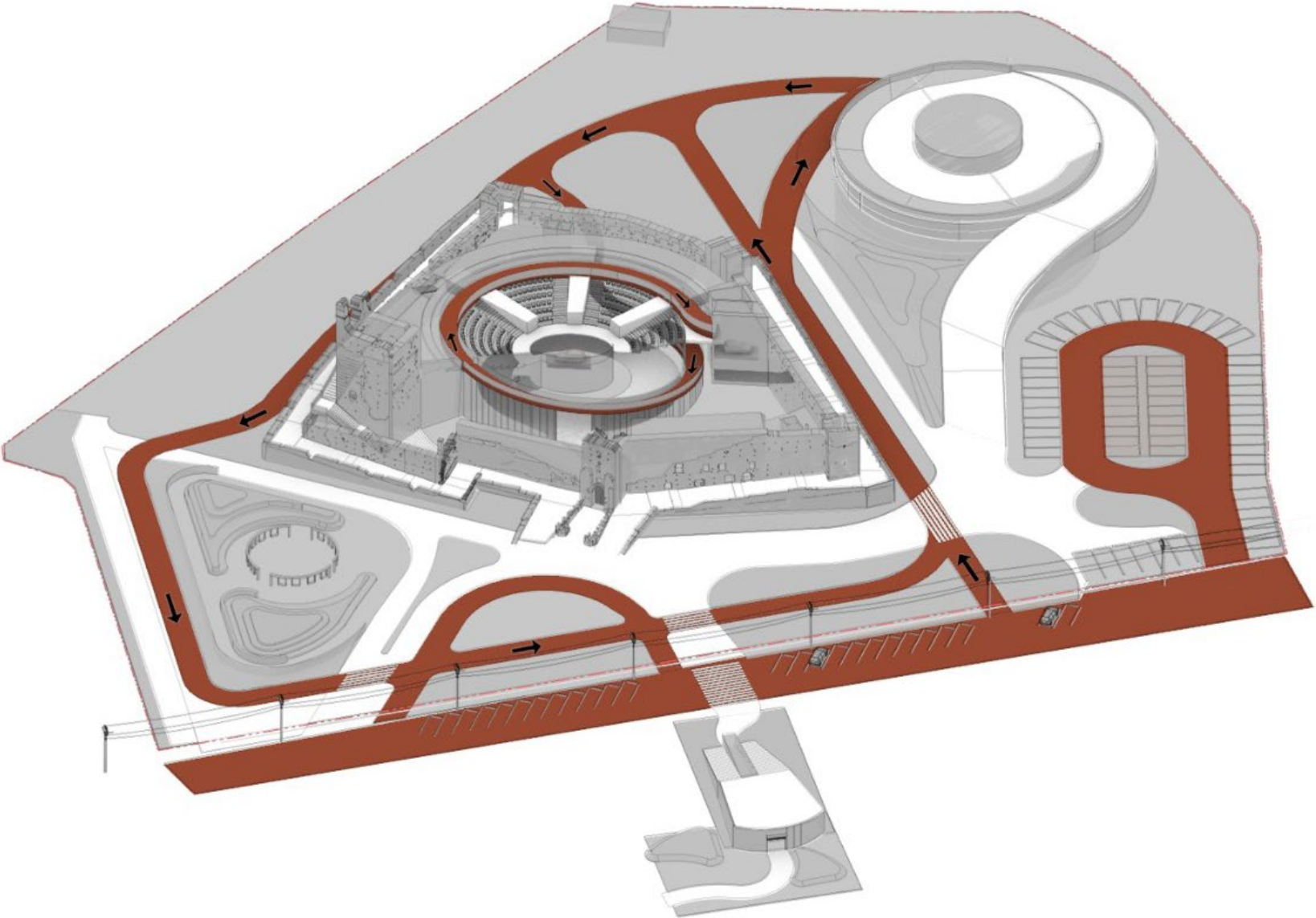


Proposed Intervention

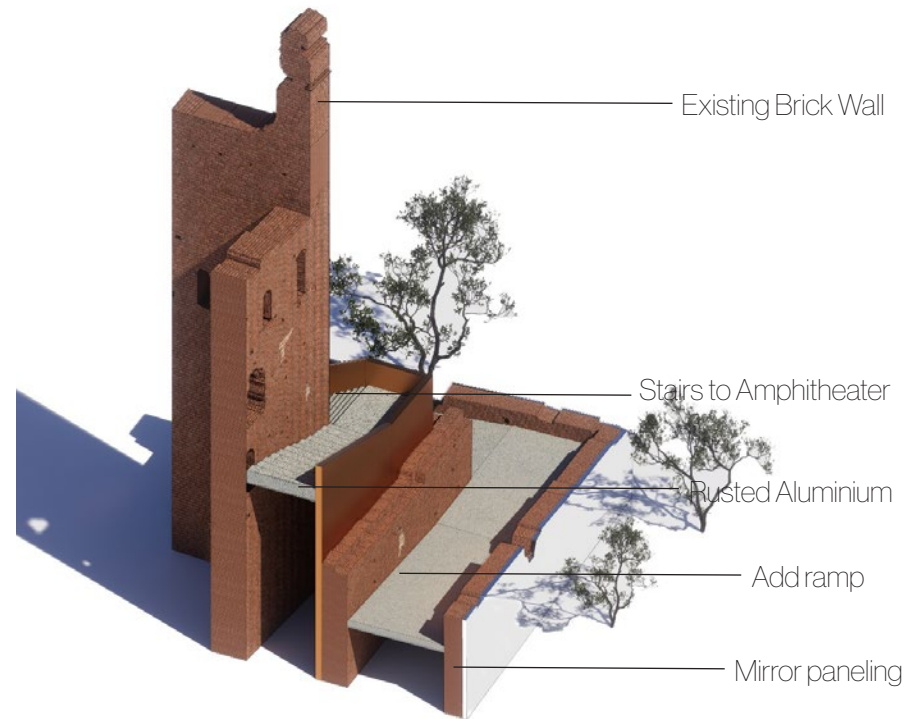
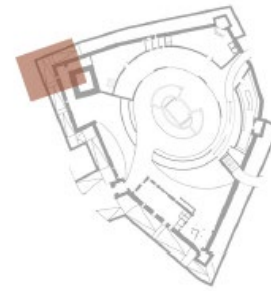
New programs are introduced to activate both the interior and the surrounding landscape. An elevated amphitheater is inserted within the courtyard, establishing a central gathering space that reinforces the castle's circular form. Circulation paths extend outward from this core, connecting the structure to the broader site and integrating movement through ramps and landscape elements.

A continuous car circuit is woven into the project, operating independently from the surrounding road network. Together, these layers create a balanced relationship between preservation and contemporary use, strengthening the castle's role within the town's social and cultural life.





Vehicular and Pedestrian Circulation



Wall Detail

This diagram communicates the project's intention to preserve and emphasize the castle's existing form rather than compete with it through a dominant modern gesture. The historic walls are stabilized and maintained as the primary architectural presence, while a new pedestrian ramp wraps around the structure to create a controlled circulation path that acts as a protective buffer and reframes the castle through movement. A secondary reflective wall mirrors the surrounding town and landscape, softening the intervention and establishing a quiet dialogue between past and present.



Exterior Rendering



04 Murex

Naples, Florida, USA | 2025

Team Project

software used

autocad

test fit

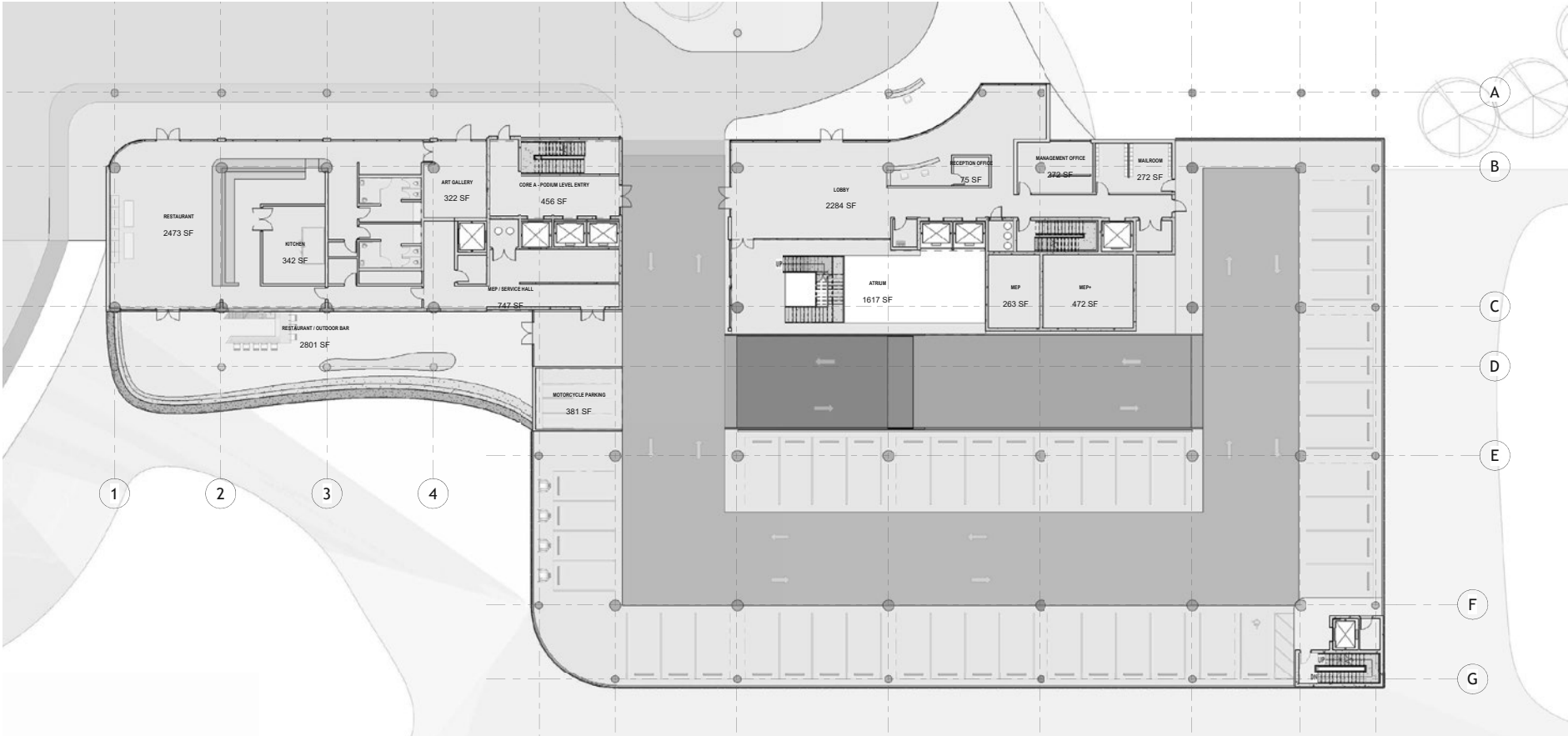
revit

lumion

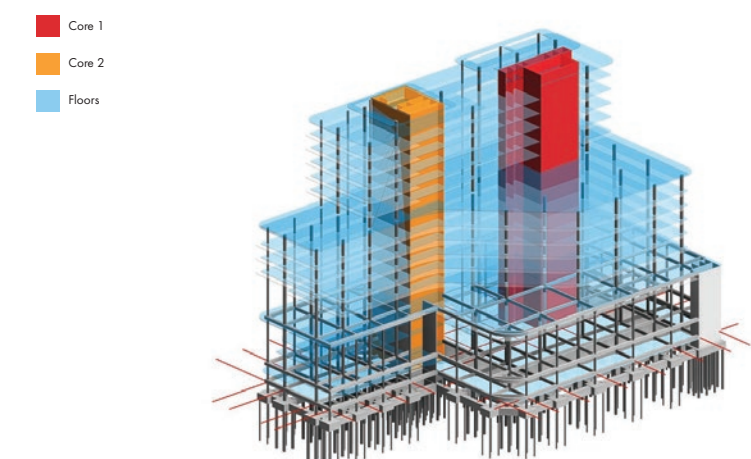
This project reimagines coastal high-rise living as a climate-resilient architectural prototype responsive to rising seas and extreme environmental conditions. Drawing from biomimicry and coastal ecologies, the design integrates structure, landscape, and building systems to support long-term adaptability and environmental performance. The project explores architecture as a tool for resilience, sustainability, and future coastal habitation.



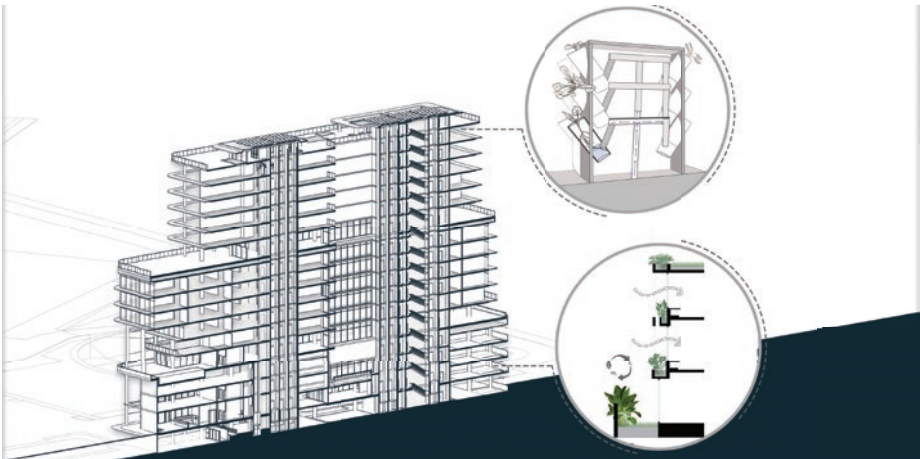




Ground Floor Plan



Structural Axon Diagram



Call out Section Diagram

Site Area: 1,072,587 sf
 FAR: 0.09
 Parking Provided: 95

Scheme 2

Site Area: 1,072,587 sf
 FAR: 0.26
 Parking Provided: 218

Scheme 3

Site Area: 1,072,587 sf
 FAR: 0.22
 Parking Provided: 237

Scheme 4

Site Area: 1,072,587 sf
 FAR: 0.20
 Parking Provided: 223

Scheme 5

Site Area: 1,072,587 sf
 FAR: 0.22
 Parking Provided: 234

Scheme 6

Site Area: 1,072,587 sf
 FAR: 0.23
 Parking Provided: 195



Tabulation	Development	Schemes	Errors	Parts									
SITE	MULTIFAMILY							PARKING		MASTER PLAN		EARTHWORK	
Acreage	24.62	Units	188	1 Beds	78	41% Efficiency	67.6%	Stalls	195	Stalls	195	Cut	25,161
FAR	0.23	Beds	264	2 Beds	36	19% Bldg Height	208.0	Average	463			Fill	798
BLDG CVG%	4.5		3 Beds	20	11%							Import	0

Tabulation	Development	Schemes	Errors	Parts									
SITE		MULTIFAMILY		PARKING		MASTER PLAN		EARTHWORK					
Acreage	24.62	Units	162	Floor Load	33	Stalls	223	Stalls	223	Cut	25,168		
FAR	0.23	Beds	238	Net	10,141	Average	395	FAR	795			Fill	802
BLDG CVG%	4.1	Baths	238.0	Gross	11,268	Ratio (NSGF)	1.42	Ratio (NSGF)	1.42	Export	24,369	Import	0
IMP CVG%	4.1												
DUG AC	6.6	Stalls Req	243	Stalls Req	93	Parking Req	263	Retention Ponds	24,916				

Tabulation	Development	Schemes	Errors	Parts									
SITE		MULTIFAMILY		PARKING		MASTER PLAN		EARTHWORK					
Acreage	24.62	Units	166	Floor Load	65	Stalls	237	Stalls	237	Cut	25,164		
FAR	0.22	Beds	238	Net	16,725	Average	393	FAR	795			Fill	802
BLDG CVG%	4.3	Baths	238.0	Gross	21,917	Ratio (NSGF)	1.41	Ratio (NSGF)	1.43	Export	24,369	Import	0
IMP CVG%	4.3												
DUG AC	4.7	Stalls Req	249	Stalls Req	98	Parking Req	347	Retention Ponds	24,916				

Tabulation	Development	Schemes	Errors	Parts									
SITE		MULTIFAMILY		PARKING		MASTER PLAN		EARTHWORK					
Acreage	24.62	Units	230	Floor Load	30	Stalls	218	Stalls	218	Cut	25,168		
FAR	0.26	Beds	294	Net	9,304	Average	410	FAR	802			Fill	802
BLDG CVG%	4.3	Baths	294.0	Gross	10,304	Ratio (NSGF)	1.10	Ratio (NSGF)	1.10	Export	24,369	Import	0
IMP CVG%	4.3												
DUG AC	9.9	Stalls Req	345	Stalls Req	45	Parking Req	390	Retention Ponds	24,916				

TestFit was used to rapidly test massing, unit layouts, and site constraints, allowing design decisions to be early in the process.



Interiors shaped by light, grounded in material, and designed for lived experience.

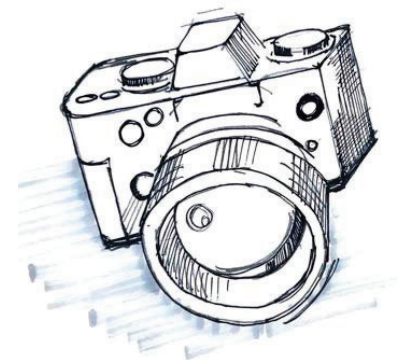


05 Visual Studies

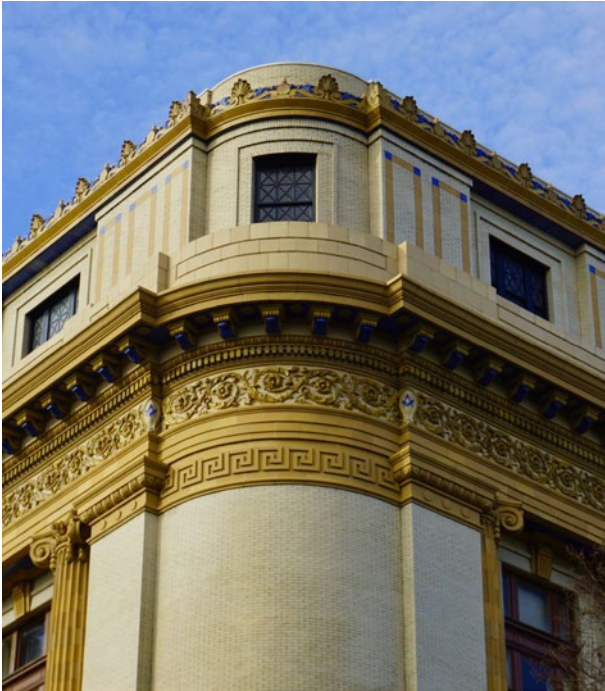
2021-2025

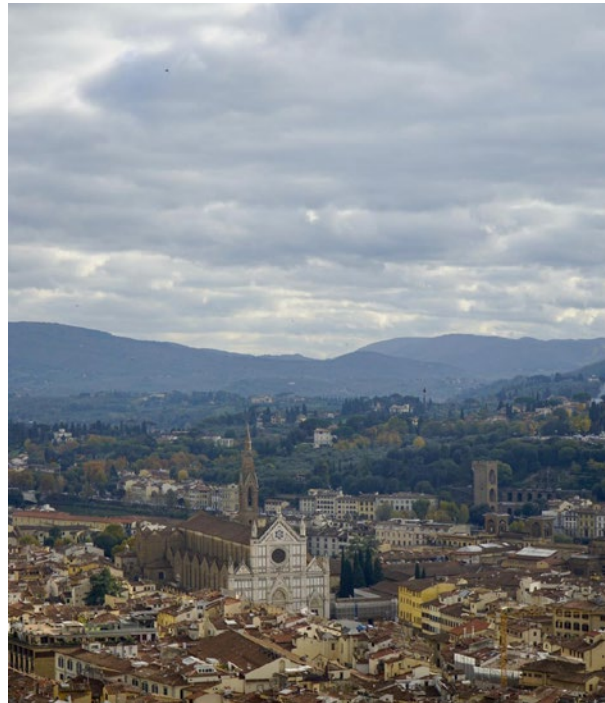
Individual Project

This chapter presents sketches, photography, and visual explorations created as an independent artistic practice. The work focuses on observation, composition, and atmosphere, offering a space to explore ideas beyond the constraints of architectural projects.









An ongoing study of light, proportion, and place.

* Designed Publications

2021-2025

Books

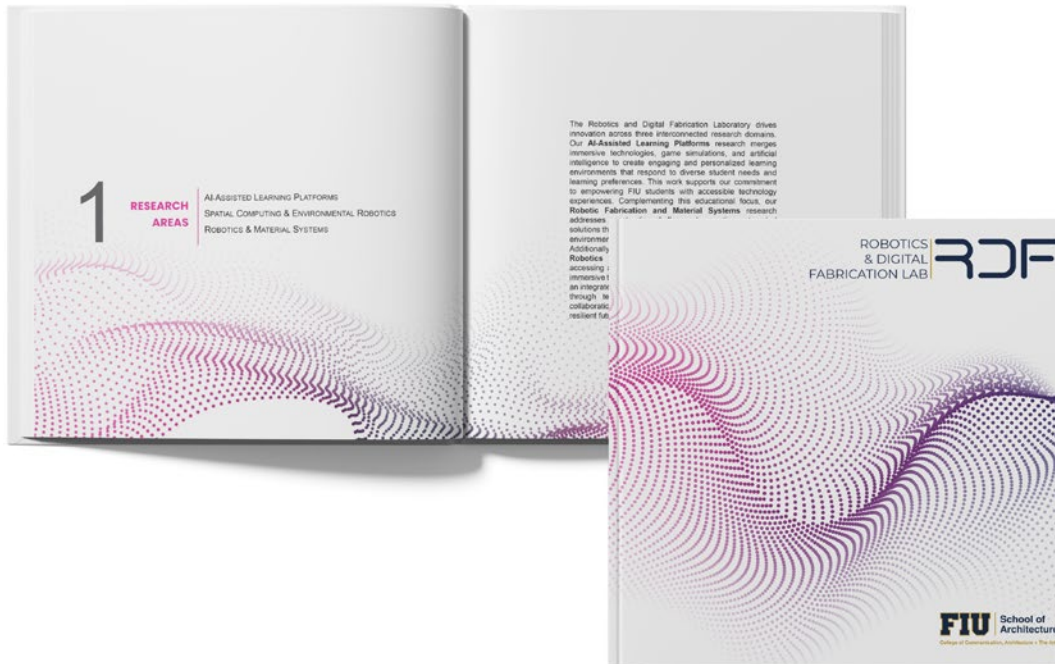
This chapter showcases publication design projects that translate architectural research and ideas into print. Each work emphasizes clarity, structure, and visual narrative.



建築実習学校

JAPAN STUDY ABROAD 2024

SOAP



RDF Lab Publication

Year:	2025
Institution:	Robotics & Digital Fabrication Lab, FIU
Page Count:	60
Collaborators:	Shahin Vassigh and Bhavleen Kaur
Software Used:	Adobe Indesign

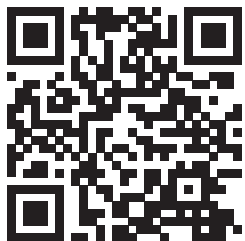




Study Abroad Japan Book

Year: 2024
 Institution: Morikami Museum and Japanese Gardens
 Page Count: 136
 Collaborators: Valeria Parra and Valerie Mata
 Software Used: Adobe Indesign





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