

# Ricardo Acuña Hernández

## Contact Information

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## Personal Information

Born 1986  
San Juan, Puerto Rico

## Education

### Master of Architecture

University of Puerto Rico School of Architecture  
San Juan, Puerto Rico. 2009-2012  
Capstone Design Project Dissertation: *"Center for the Visually Impaired on the Río Piedras Campus; Haptic Experiences, Intensifiers of the Architectural Space"*

### Abroad Program

ELISAVA Escola Superior de Disseny i Enginyeria de Barcelona  
*Urbanism, Urban History of Barcelona and Digital Fabrication*  
Barcelona, Spain. S.2011

### Bachelor of Science in Civil Engineering, BSCE, Cum-Laude

Polytechnic University of Puerto Rico  
San Juan, Puerto Rico. 2004-2009  
Capstone Design Project Dissertation: *"Submerged vehicular tunnel from Naguabo to Vieques"*

## Academic Experience

**Universidad del Sagrado Corazón**, Santurce, Puerto Rico  
*Professor*  
2022- Present

### DIS110 - Principles of Design

*3 credits - Two hour and a half studio session per week - 4 projects*

The course presents the creation process from understanding the basic elements of design to the materialization of an idea in its different phases through practical exercises and critique sessions.

### University of Puerto Rico School of Architecture, Río Piedras, Puerto Rico

*Professor*  
2014- Present

### Courses Taught:

#### ARQU 3130 - Fundamentals of Architecture Design Studio

*5 credits - Three four-hour studio session per week - 4 projects*

The course familiarizes the student with the formal and spatial aspects of composition as applied to architecture. It seeks to further develop representational skills while acquiring the necessary tools for understanding the role of both, free-hand and technical drawing along with model-making as essential tools to explore and communicate architectural ideas.

#### ARQU 3132 - Fundamentals of Architecture Design Studio II

*5 credits - Three four-hour studio session per week*

The course introduces the factors that influence architectural design, such as the program, context, the handling of form and constructive matters. The student will develop skills to conceptualize and organize the function program, and understand the concepts of function and form, along with the analysis and synthesis of context variables as well as the design, and the development of constructible forms. It focuses on the generation and translation of the parti diagram, principles of spatial ordering and spatial sequence, architectural rendering and the proper handling of scales in design.

#### ARQU 5995 - Visual Communication

*3 credits - One three-hour studio session per week*

Introductory course to familiarize the student with the means and methods required to compose and generate drawings. The course covers both hand and digital drawing techniques whilst reinforcing geometric compositional strategies and iterative systems.

### ARQU 4009 - Summer Study Trip (NYC)

#### *3 credits - Two week study trip*

During the two-week study trip, the students are exposed to the physical reality of New York City's urban characteristics and the diversity of architectural projects and public spaces that conform to it. A series of site visits were programmed to cover projects of great historical, architectural and urban impact that define the city and its behavior. The visits and the discussions raised by their analysis will provide a space for a dialogue with the architectural and urban topics relevant to our immediate context (PR-SJ). The trip emphasizes the importance of cultural programming as a catalyst-generator in the urban fabric.

### ARQU 3015 - Introduction to Industrial Design

#### *3 credits - One three-hour studio/workshop session per week*

Introductory elective course to familiarize the student with design process of everyday objects and furniture. The course introduces the student to the process by analyzing an existing object to later be re-designed. The course emphasizes the "supernormalization" of objects as described by designers Naoto Fukasawa and Jasper Morrison.

### ARQU 3121 - Introduction to Architecture

#### *3 credits - Two hour-thirty lecture session per week*

The introductory course is the base for the history/theory and technology sequences. It pursues an understanding of the architectural discipline in close relationship with its context of intervention. Explore the relationships between past and present as well as architectural experiences from nearby and far away. The discussion will center on the search of the intellectual mechanism of permanence, change, transformation within the theory and practice of architecture. Establish the limits for the definition of the architectural gesture, design, and space in function of its methodology/technique and materials. Focus on specific examples of architectural theory and practice from different historical periods, styles and will be organized according to the following topics: the classical, the modern, the regional and the contemporary. Also consider introductory concepts regarding the history of the architectural profession and, the conceptualization and representation of urban design.

## **Academic Experience cont.**

### **International School of Design UAGM, Gurabo, Puerto Rico**

*Professor*

2015- 2022

#### **Courses Taught:**

##### **ARCH 515 - Computer Studio**

Introductory course to familiarize the student with the generation of architectural drawings and diagrams using Computer Aided Design (CAD) and other complementary graphic software (Photoshop, Illustrator, InDesign). It emphasizes the importance of communicating through drawing.

##### **ARCH 510 - Architectural Design II**

Graduate Design studio attending the analysis and design of multifamiliar housing projects in an urban context.

##### **INDI 140 - Industrial Design Studio I**

The course familiarizes the student with the fundamentals of design focusing on the formal aspects of composition as applied to specific objects. It seeks to further develop representational skills while acquiring the necessary tools for understanding the role of both, free-hand and technical drawing, along with model-making as essential tools to explore and communicate ideas.

##### **INDI 271 - Models II**

The course explores the means and methods required in the prototyping process. Students will design a series of objects that will later be prototyped using both digital and analogue fabrication processes. The series of exercises provide the opportunity to attend basic woodworking processes involving material preparation, fabrication and finish. The student will also experience the process and translation (analogue-vectorial) required in the rapid prototyping process involving computer automated tools (CNC, etc)

##### **INTE 320 - Furniture Design**

Introductory course to familiarize the student with the design process of site-specific furniture capable of generating, programming and organizing space. The course introduces the student to the process by analyzing an existing furniture-oriented project which leads to a proposal for an intervention in an existing space.

## Professional Experience

**Forma LLC**, San Juan, Puerto Rico  
*Co-Founder*  
2014-2021

Founded Forma LLC, a team comprised of individuals converging in the design, management and construction of design oriented projects.

**Key Projects:**

*Steel Furniture Cañón San Cristobal, Barranquitas, Puerto Rico*  
*Fabrication*  
*Client: Para la Naturaleza*

*Wayfinding Signage Parque Luis Muñoz Marín, San Juan, Puerto Rico*  
*Fabrication, Project Management and Installation*  
*Client: Municipality of San Juan*

*Bus Stop Shelter Plaza Barceló, Santurce, Puerto Rico*  
*Design, Construction and Installation*  
*Client: Municipality of San Juan*

*Rehabilitation of an Abandoned Public School, Trujillo Alto, Puerto Rico*  
*Management and Construction*  
*Client: Fundación Buena Vibra in collaboration with La Maraña and HASER (NPO's)*

*Medical Office for a Gastroenterologist, Manatí, Puerto Rico*  
*Design and Construction (Design-Build)*  
*Client: Private*

*Rehabilitation of a Country House, Naguabo, Puerto Rico*  
*Design and Construction (Design-Build)*  
*Client: Private*

**Design + Development**, San Juan, Puerto Rico.

Arch. Gonzalo Ferrer, AIA  
*Team Designer*  
2014-2015

Team designer for high end residential and institutional projects, small to medium scale. Projects developed from schematic phase through construction documents. Provided support on construction cost estimates, specifications, field supervision, logistics and management.

**Skybeck Construction**, Austin, Texas

*Project Engineer*  
2013-2014

Assisted in Project Management for multi-million dollar multifamily projects development. Participated in all phases of the construction process with subcontractor management and coordination, project management, procurement, contract negotiations, schedule, safety, and quality control enforcement.

**Key Projects:**

*Trails at Plum Creek, 246 units, Kyle, TX (\$25M)*  
*Retreat at Cross Mountain, 145 Units, San Antonio, TX (\$19M)*  
*La Frontera Square Phase III, Commercial to Multifamily Retrofit, 24 Units, Round Rock, TX*

**URBANA: Arquitectura y Diseño**, San Juan, Puerto Rico.

Arch. José Fernando Vázquez  
*Junior Architect*  
2012-2013

Team architect for high end residential and institutional projects, small to medium scale. Projects developed from schematic phase through construction documents. Provided support on construction cost estimates, specifications, field supervision, logistics and management. Team designer for several digital fabrication projects including lighting, furniture and visual communication.

**Key Projects:**

*South American Restaurant Corporation Offices, Guaynabo, Puerto Rico*  
*AIA Puerto Rico Honorable Mention Award 2015*  
*CEMEX Sustainable Building Award 2015*

## Research

**Dwight David Eisenhower Transportation Fellowship Program**, 2008-2009.  
Federal Highway Administration  
Undergraduate Research titled "*Analysis of the Impact of Bus Fare on the Demand of an Integrated Transit Network*" with Amado Velez Gallego P.E., Gustavo Pacheco-Crosetti, P.E.

## Publications and Conferences

**Entorno** Vol. 1, 2011, "PUT-o-KPUT"  
"Ciudades del Futuro: Charrette 2011", p.53-57

**Diez en Diez: Hablando de Diseño** - Auditorio Jesús E. Amaral, Escuela de Arquitectura

## Awards/Exhibitions

**First Prize**, School of Architecture University of Puerto Rico.  
Project titled "*Center for the Visually Impaired on the Rio Piedras Campus; Haptic Experiences, Intensifiers of the Architectural Space*" selected best Capstone Design Project for the 2011-2012 academic year.

**Annual Alumni Exhibition**, School of Architecture University of Puerto Rico, August 2012.  
Project titled "*Center for the Visually Impaired on the Rio Piedras Campus; Haptic Experiences, Intensifiers of the Architectural Space*" selected for the annual Graduate Program Exhibition.

**Annual Alumni Exhibition**, School of Architecture University of Puerto Rico, August 2010.

## Skills/Interests

Fully bilingual in Spanish (native) and English  
Highly experienced with both Mac OS X and Windows platforms  
Highly experienced with Adobe Creative Suite (Photoshop, Illustrator, InDesign)  
Highly experienced with Google Sketchup Pro, Artlantis and Vray modeling/rendering software  
Highly experienced with Autodesk AutoCAD  
Highly experienced with Microsoft Office Suite  
Experienced with Autodesk Revit  
Highly experienced with fabrication, prototyping and workshop logistics

Keen interest in Design, Music and Films