

JHAIR ALBERTO VARGAS HERNÁNDEZ

Installation Designer / Visual Researcher

Installation designer and visual researcher based in Shanghai, with a background in architecture and public-space design. Works across spatial translation, temporary installations, visual inquiry, and research-led representation, with experience in concept development, 2D/3D modeling, spatial diagrams, editorial presentation, and project narratives shaped through image, sequence, atmosphere, and material presence.

FOCUS

INSTALLATION + VISUAL RESEARCH

Projects developed through spatial thinking, material presence, image-making, documentation, and narrative sequencing.

WORKING APPROACH

RESEARCH TO FORM

Moves fluidly between observation, mapping, storyboard, diagram, image, and presentation structure, translating research processes into spatial, visual, and narrative outcomes.

BASE

Shanghai, China

EMAIL

jhavargashe@gmail.com

jhavargashe@qq.com

LINKEDIN

[linkedin.com/in/jhavargashe](https://www.linkedin.com/in/jhavargashe)

SELECTED WORK / PORTFOLIO

jhairvargas.com

STRENGTH

REPRESENTATION

Strong visual communication across 2D/3D modeling, spatial diagrams, rendering support, code and editorial presentation systems.

PROFILE NOTES

Profile with a strong supporting skill set in diagrams, rendering workflows, installation logic, and research-based visual communication.

SELECTED WORK

EINSTEIN-ROSEN BRIDGE PAVILION

Spatial Installation

Shanghai / 2025

Spatial design proposal exploring structure, perception, and movement through an installation-based approach.

THE MOMS WERE RIGHT

Installation / Visual Narrative

Shanghai / 2025

Installation work connecting material construction, projection, memory, and spatial storytelling through a politically charged commemorative piece.

DOCUMENTARY REFLECTIONS ON GENTRIFICATION

Visual Research / Urban Inquiry

Shanghai / 2025

Research-led audiovisual project combining observation, documentation, interviews, and spatial reading to examine urban transformation and everyday life.

EDUCATION

EAST CHINA NORMAL UNIVERSITY

M.A. in Design (ongoing)

Shanghai / 2024 - 2026

NATIONAL UNIVERSITY OF COLOMBIA

Bachelor in Architecture

Bogota / 2013 - 2019

LANGUAGES

Spanish — Native

English — C1

Chinese — Currently studying

ADDITIONAL EXPERIENCE

STEFANO BOERI ARCHITETTI

May 2025 – Jul 2025

Architect Intern | Shanghai, China

Contributed to the Linhai complex competition through 2D/3D modeling, diagramming, and visual development.

Assisted with drawing coordination, technical documentation, rendering workflows, and physical model preparation for final review.

Worked across design support, information organization, and presentation material within a fast-paced competition environment.

NATIONAL UNIVERSITY OF COLOMBIA

Jul 2020 – Dec 2023

Architect | Bogota and Cartagena, Colombia

Worked on public and institutional projects including sports infrastructure, hospital modification, heritage intervention at the Battle of Boyaca site, naval base modernization, and restoration of the Hangar building.

Developed plans, 3D models, area calculations, proposal material, and design-development packages across multiple commissions.

RESEARCH ARCHITECT

Apr 2021 – Jan 2024

Pablo Gamboa / PhD Research Support, Politecnico di Milano

Bogota, Colombia

Supported comparative campus research across 33 universities in the Americas for PhD-level architectural research.

Produced 3D models, spatial diagrams, analysis material, and visual documentation to communicate institutional and site-based findings.

AECOM

May 2021 – Jul 2021

Architect | Bogota, Colombia

Contributed to urban design development for the Regiotram project in Bogota, producing drawings and visual material for coordination and proposal communication.

PABLO GAMBOA ARCHITECTS

Jan 2020 – Feb 2020 /
Jul 2021 – Aug 2021

Architect | Bogota, Colombia

Contributed to regularization and management plans, public facilities, and defense-related proposals through 3D modeling, drawings, and presentation material.

STRENGTHS IN PRACTICE

- Clear graphic hierarchy in boards and reports
 - Fast translation from concept to model and drawing
 - Comfort working between technical and visual tasks
 - Research-informed approach to design decisions
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TOOLS

Design / BIM

Rhino, Revit, AutoCAD, SketchUp

Visual / Adobe

Illustrator, Lightroom, Photoshop, InDesign, Premiere Pro, DaVinci

Rendering / Image / Coding

Enscape, V-Ray, 3ds Max, JavaSc

SUPPORTING INTEREST

Photography, and audiovisual storytelling, architecture, a strong sense of atmosphere, sequencing, 3d representation and coding.