

*Maggie Lee*

-

*works*



*Hi there!*

I'm Maggie. I am a young architectural design professional currently based in Boston. I am interested in exploring the discourse of contemporary design practices and the effects that the cross-pollination between the physical and virtual realities have on the way we create and consume architecture and design, our built environment, visual media, and other happenings in the world at large.

*Website:* [maggiegl.com](http://maggiegl.com)

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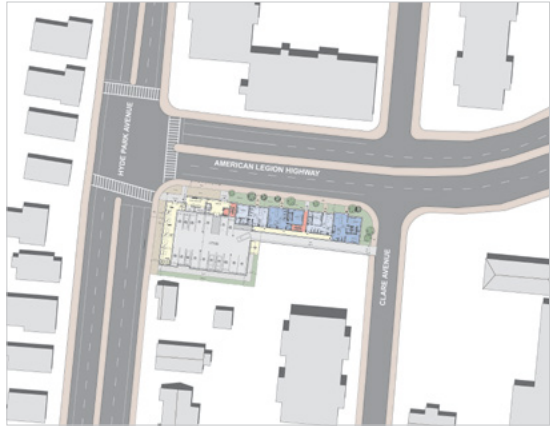
804 Hyde Park (2019-2024, construction started in 2023)

This was the longest project I worked on at my previous firm, and having spearheaded the design of the building from the start, I was the only team member who continuously worked on it from the initial schematic planning stages through design development and ultimately in the construction phase. This was also a learning process for both myself and the office as it would become our first project to be approved through the Boston Planning & Development Agency’s (BPDA) Article 80 process. It was through this project that I developed an office-wide presentation template and strategies for our future & current projects that would go through the same approval process, which includes iterative presentations with the BPDA, the neighborhood, and of course, the client.

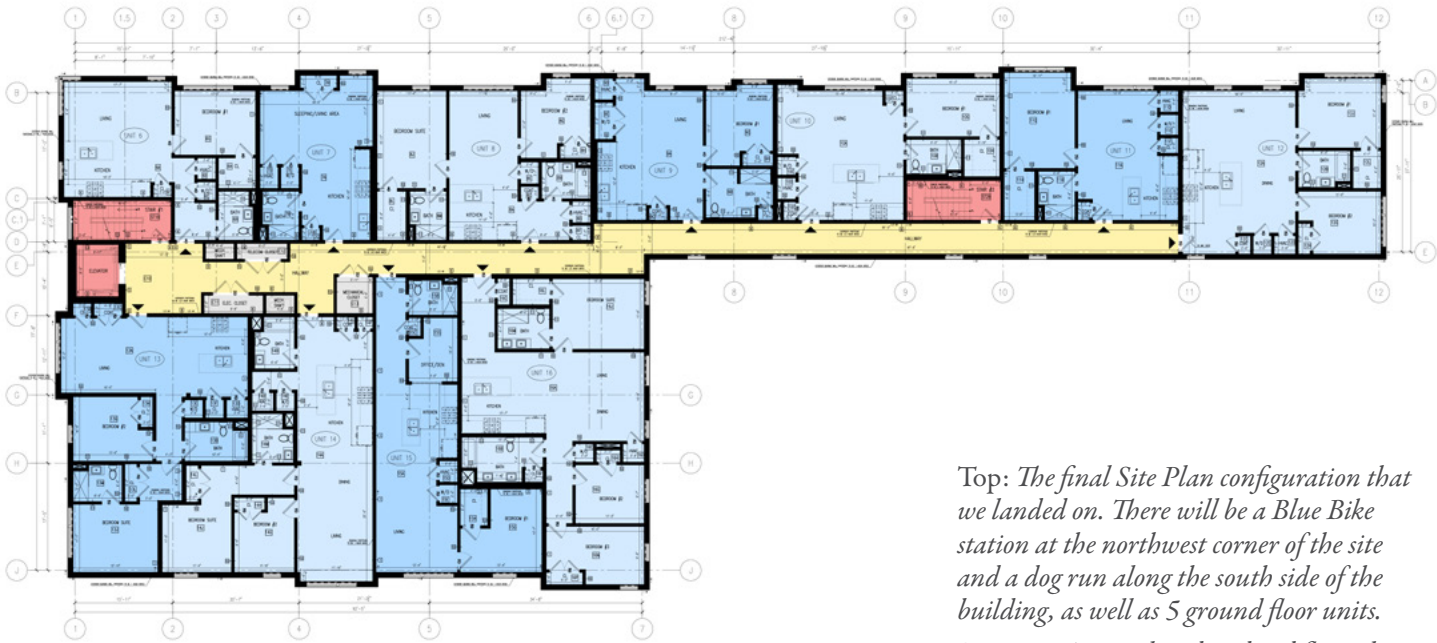
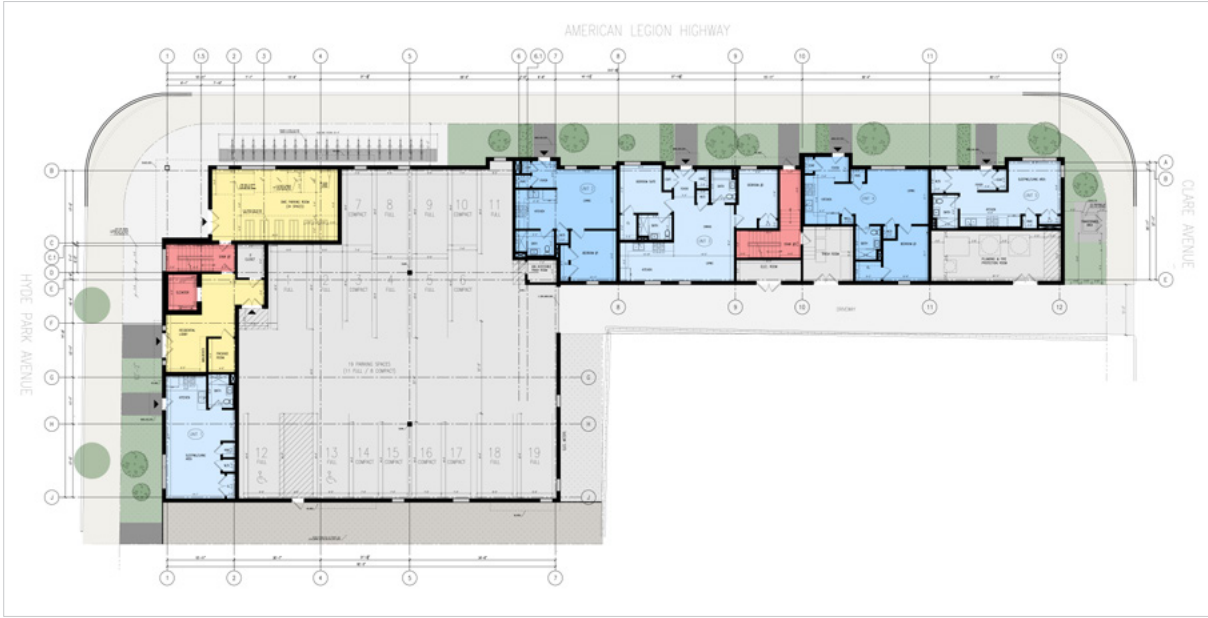
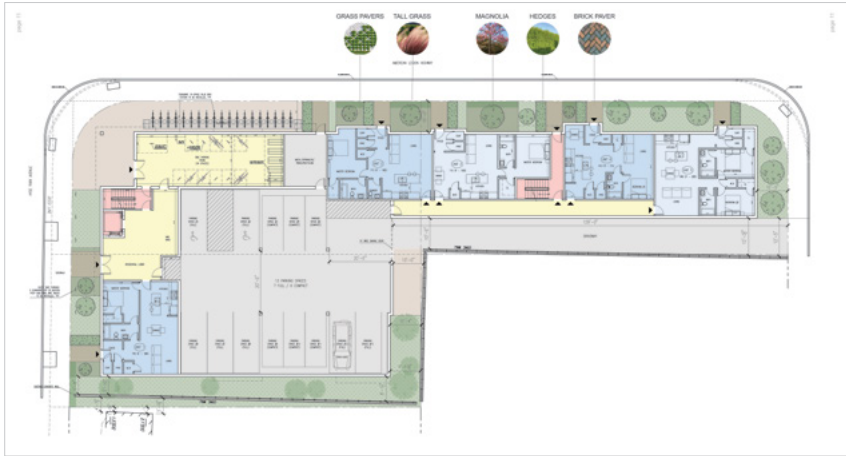
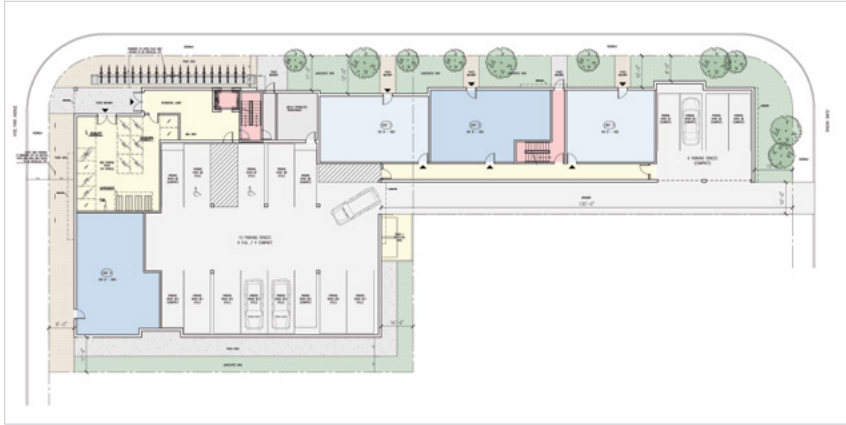
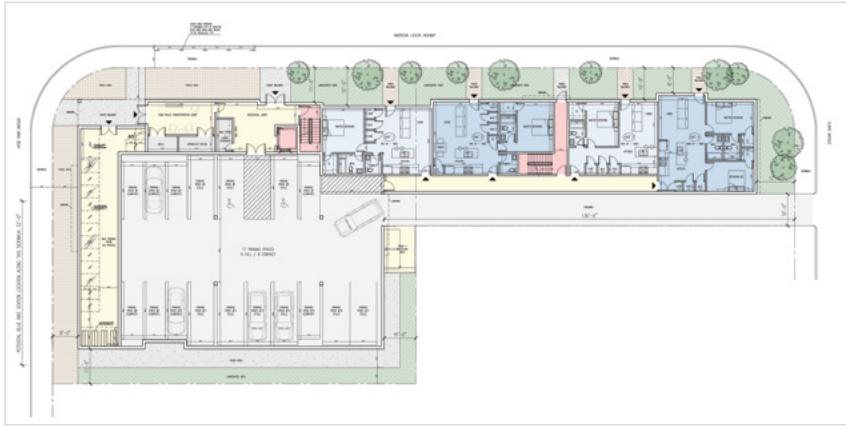
**Project Lead:** Maggie Lee, **Project Team (at various times):** Eric Zachrison, Armando Barragan, Rayshad Dorsey, Michel Bachkhanji.



Above: Various diagrams that were made during the review process.



Several iterations of the site plan were presented to the BPDA during the Article 80 Process. It was important for the building to engage in the street frontages since the site was along two major thoroughfares. In order to best activate the corner, the lobby was moved over to Hyde Park Avenue and the bike room was fine tuned to be more efficient. More car parking was added based on neighborhood feedback as well. After finally attaining BPDA and ZBA approval, while going through the CD phase of the project, the long hallway along the driveway was reconfigured to become part of the units as well as utility spaces for the building (see opposite).



Top: The final Site Plan configuration that we landed on. There will be a Blue Bike station at the northwest corner of the site and a dog run along the south side of the building, as well as 5 ground floor units.

Bottom: A typical 2nd and 3rd floor plan.



Right, top to bottom: *Various iterations of the most prominent facade on the building, with the top being one of the first sketches and the bottom being the last iteration before removing a level from the building after receiving pushback from the neighborhood.*



The formal methodology was to have bays and sections of the building slide up, down, and out like books on a shelf (see top left). This would break down the long facade and create a “townhouse-like effect” as we would hear the BPDA describe it. Based on feedback from the city planners, we would go through several iterative exercises to hone in on a design that the city, the neighborhood, and the client would approve of. We went from a 5-story, 44-unit building to a 4-story, 34-unit building with a portion of the building stepping down to 3-stories to transition into the neighboring residential streetscape.



Located in the Hyde Park neighborhood of Boston, this project is situated along a major bus route and is approximately 2 miles from a major public transit station. The city expressed a preference for denser housing along major thoroughfares, of which the site intersects two. Going through this approval process taught me a lot about all of the groundwork that is required to create architecture—the bumps in the road and the inherent flaws within the system themselves.

Above: *Transit-Oriented-Development Map of the project site identifying nearby development, bus routes, public transit stations, and bike share stops that are still being expanded further into the neighborhood.*



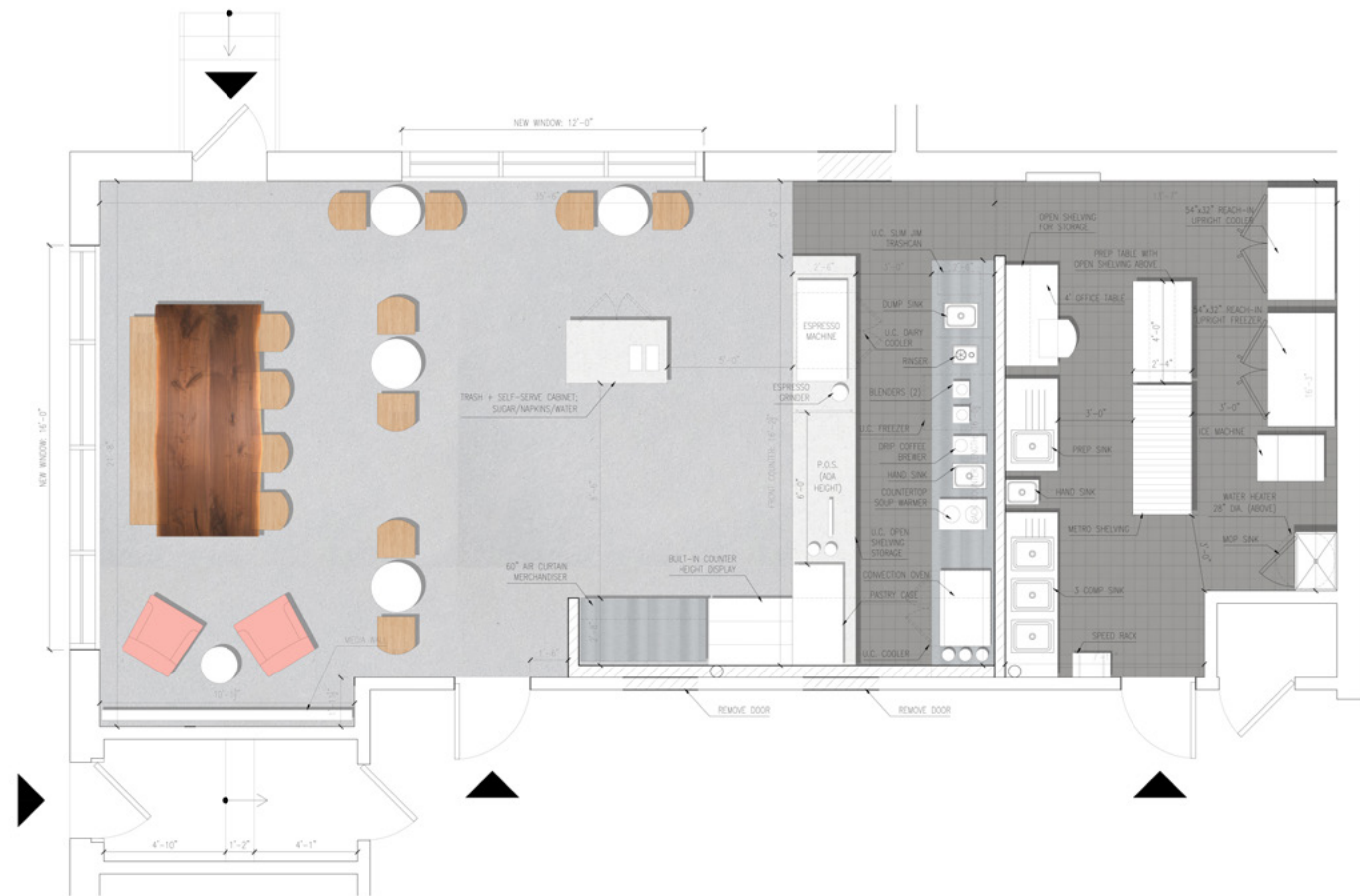
*Cannonball Cafe (2020-2021, built)*

Located on Dorchester Avenue in an area of South Boston soon-to-be rapidly developed, this 950-sf cafe was the first project where I got into the nitty-gritty of detailing and planning a retail/hospitality space, as well as seeing it through the construction documentation and administration phase. The existing tenant space was located in a building that was once an iron foundry built in 1920; this would reveal its own unique set of challenges as we eventually dug into the century-old walls and floors. The owner of the building was also the client, anticipating an influx of foot traffic in the coming years as the area was being designated as a special planning zone (Dorchester Avenue) in the city. In a collaborative process with the client and the operator of the cafe, we designed a space that would be bright and welcoming to passersby on the street and other tenants in the building.

**Project Lead:** Maggie Lee, **Project Team:** Eric Zachrison, Sarah Ruth Peterson.



*Interior & Exterior Schematic Elevations of the Cafe.*



*Schematic Layout of the Cafe Space.*



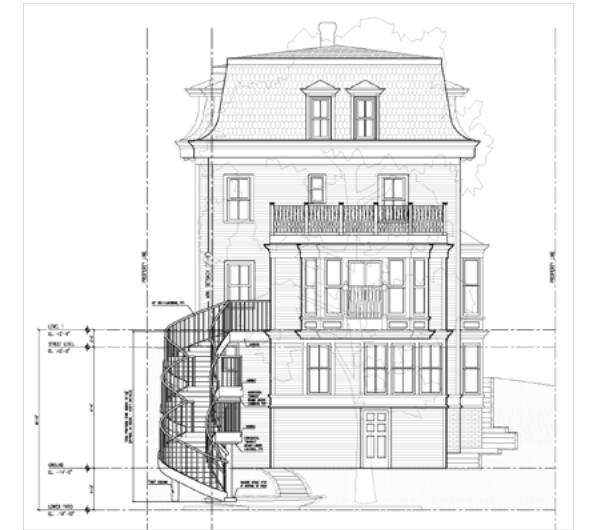
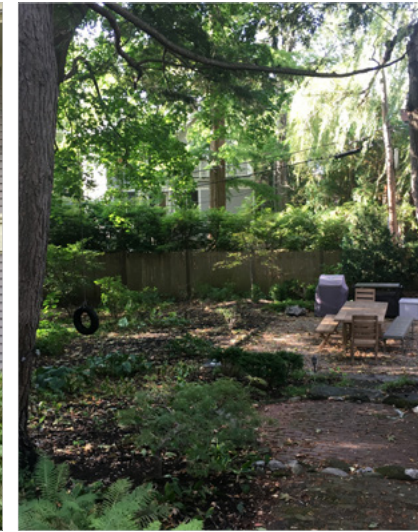
*Before & After Photos of the space, which had previously been rented to an interior designer.*



*Secret Garden Stair (2019-2020, unbuilt)*

Stepping into the backyard of this Victorian Mansard in Cambridge, MA, we were transported into a delightfully overgrown grotto-like garden of ferns, ivy, creeping wisteria, as well as mature and young trees. The homeowners tasked us to design a stair and deck structure that would create an elevated recreational space that could function as both a place to host friends and as a playspace for their growing family—while wanting to respect the verdant landscape. There was an existing spiral egress stair wrapped in wisteria vines which ended up being the main inspiration for the design. After a few iterations where we traversed across the backyard and some more conservative approaches, we landed on something that was playful and visually integrated by hugging the edge of the property and designing a tree-like structure to support the stair.

**Project Lead:** Maggie Lee, **Project Team:** Eric Zachrison, Sterling McMurrin

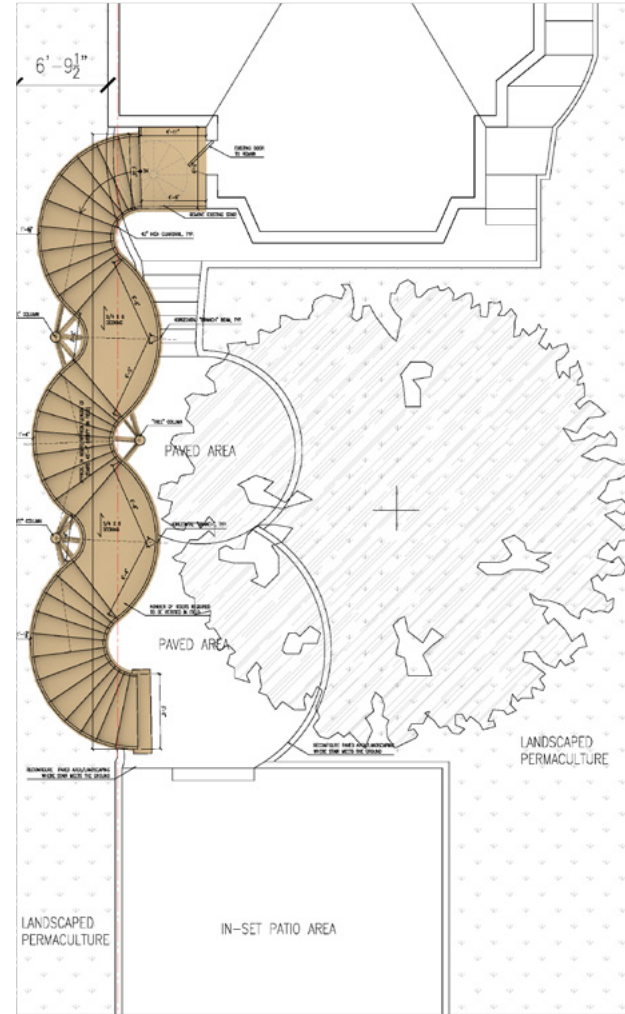


Above, left: *Site Photos.*

Above right, top to bottom: *Existing & Proposed Southwest Elevation (facing the backyard).*

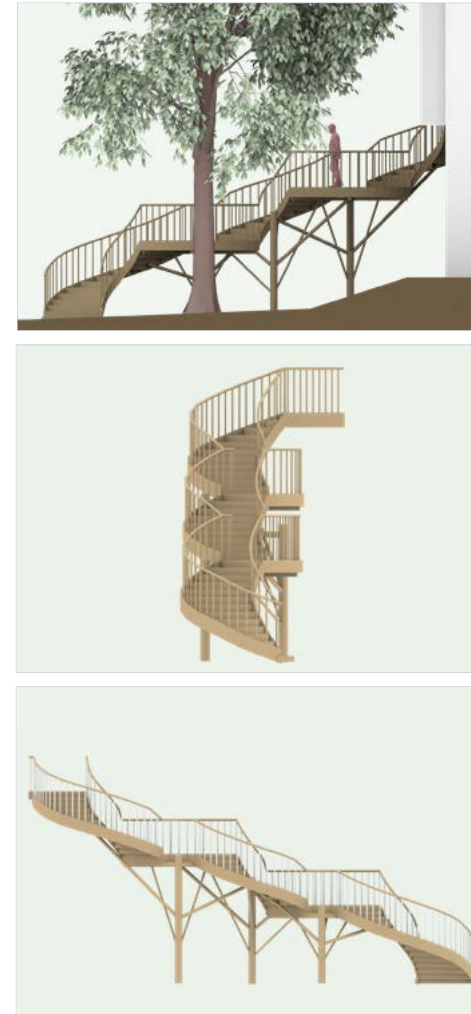


Going off one of the simpler options we presented to the client, we then drafted details to best make the structure feasible. In the end, however, after getting quotes from various contractors, it was decided that we would bookmark this project for another day as the client had welcomed a new member into their family and it was the middle of the COVID-19 pandemic.



Above, left:  
*In-Progress Iterative Sketches.*

Above, right:  
*“Final” Proposed Site Plan.*



Above, left:  
*Rendered elevation views of the stair.*

Above, right (top to bottom):  
*Existing West Elevation,  
Proposed West Elevation.*





*Various Triple Decker Projects (2019-2024, in various stages of permitting and construction)*

The three-decker/triple decker typology is a symbol of Boston. This type of housing is widespread across the city and also comes in different variations, shapes, and sizes depending on the neighborhood or even down to the street it is on. Through the work that we did at my firm, I was able to walk through and measure beautifully preserved triple deckers, triple deckers in decay, and triple deckers that have been (sometimes nonsensically) re-arranged internally and added to over time. Many triple deckers throughout the city have fallen into disrepair or have become abandoned, and a lot of the work we did involved helping our clients renovate and repurpose these buildings into more modern and livable units, as well as designing new versions of the triple deckers from the ground up. In many of these “neo-triple deckers” that we designed, we aimed to create more density by having more than the 3 units that a triple decker is defined by. It is important to honor the existing typology while trying to bring it forward into the 21st century.

**Project Lead:** Maggie Lee, **Mentored by:** Eric Zachrison



Above, top: *A set of plans for an existing triple decker to be renovated but with shear walls kept in place to support the existing billboard on the roof.* Above, bottom: *A set of plans for a brand new triple decker. Both are on Paris Street in East Boston.*





To accompany the video being displayed at our thesis exhibition, I created a video flipbook & interactive make-your-own-meme set.

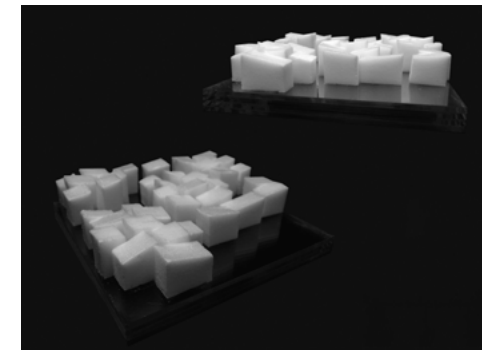
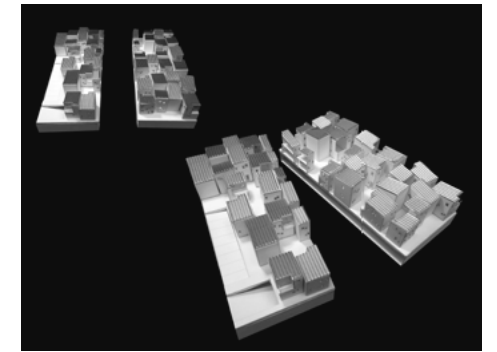
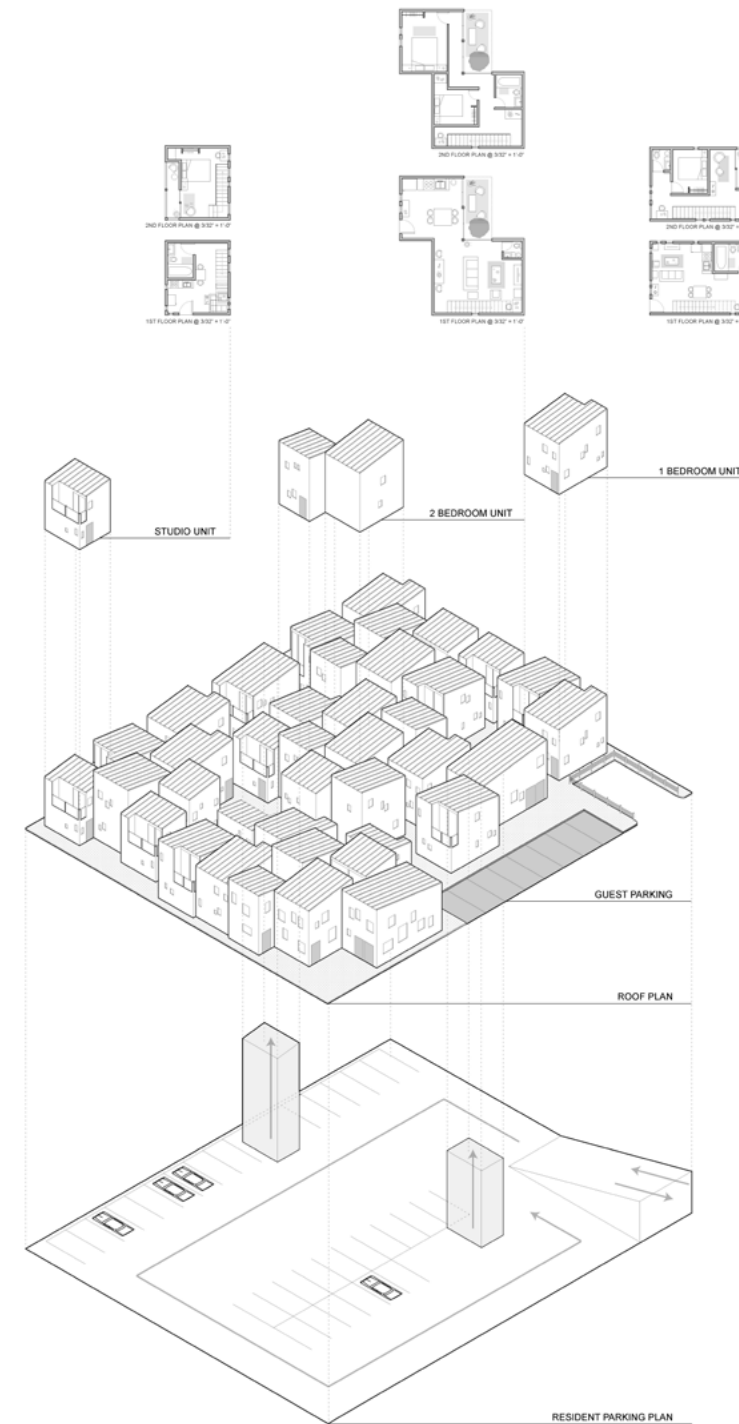


*User-generated meme iterations & flip book in installation space.*



*Housing in The City (2015)*

This housing-focused studio required students to study and design affordable housing in Los Angeles. This exercise proved the importance of understanding demographics and designing with site specificity. Students were tasked to fit a certain amount of units and unit types. Instead of moving vertically, I chose to create a more horizontal formal schematic layout. This would create a more welcoming, community-driven apartment complex and a meandering quality throughout. The form and aggregation of each unit created an undulating roof topography on the site. Everyone inherently wants their own home, so each apartment unit is its own two-story standing unit with ample access to private and public outdoor spaces. Designed with the idea of prefabrication of units as an affordable and efficient means of construction.

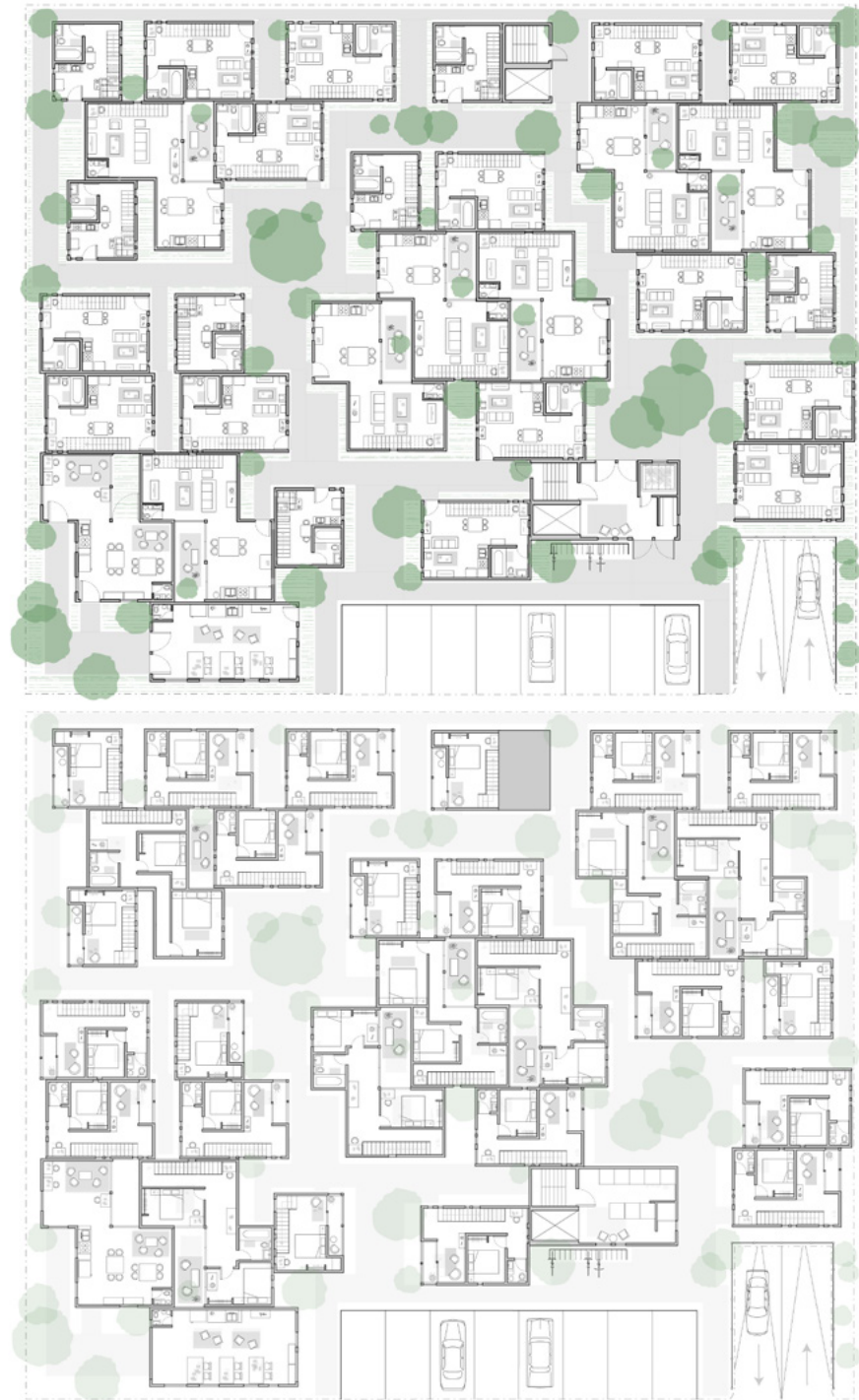


Left (this page): *Composite Drawing.*

Unit types: studio, 1-bedroom, 2-bedroom.

Studio and 1-bedroom units feature balconies while 2-bedroom units included a small garden/courtyard on the first level. These outdoor spaces are created by the aggregation of the units.

Above (this page): *Model photos.*

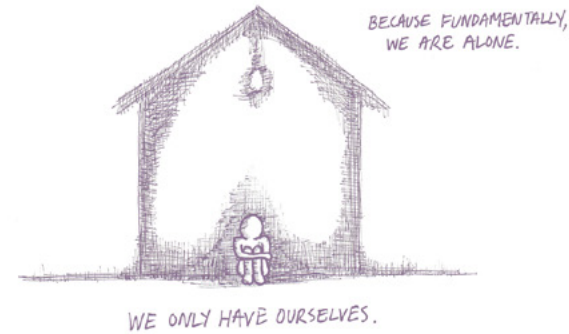
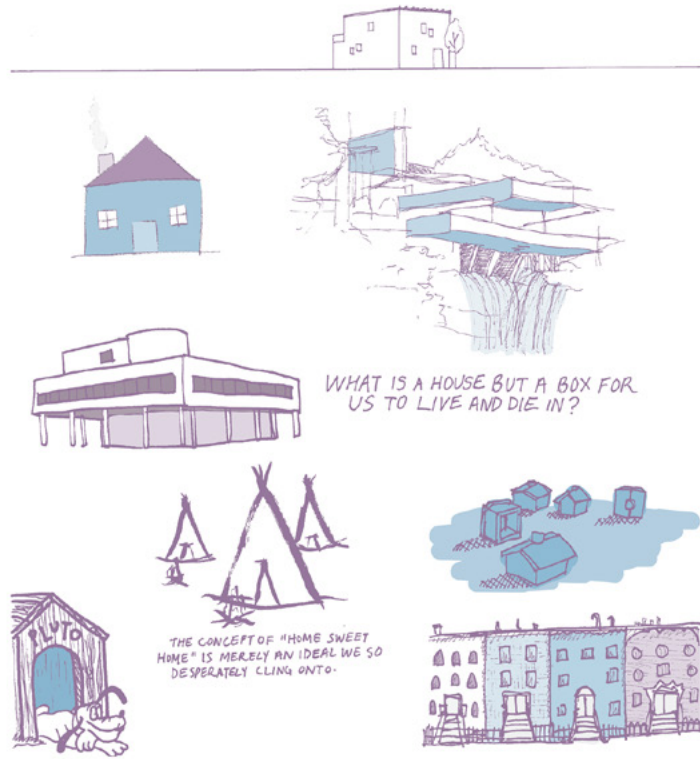


Right, top to bottom:  
*First Level Plan, Second Level Plan.*



*Section through Site.*

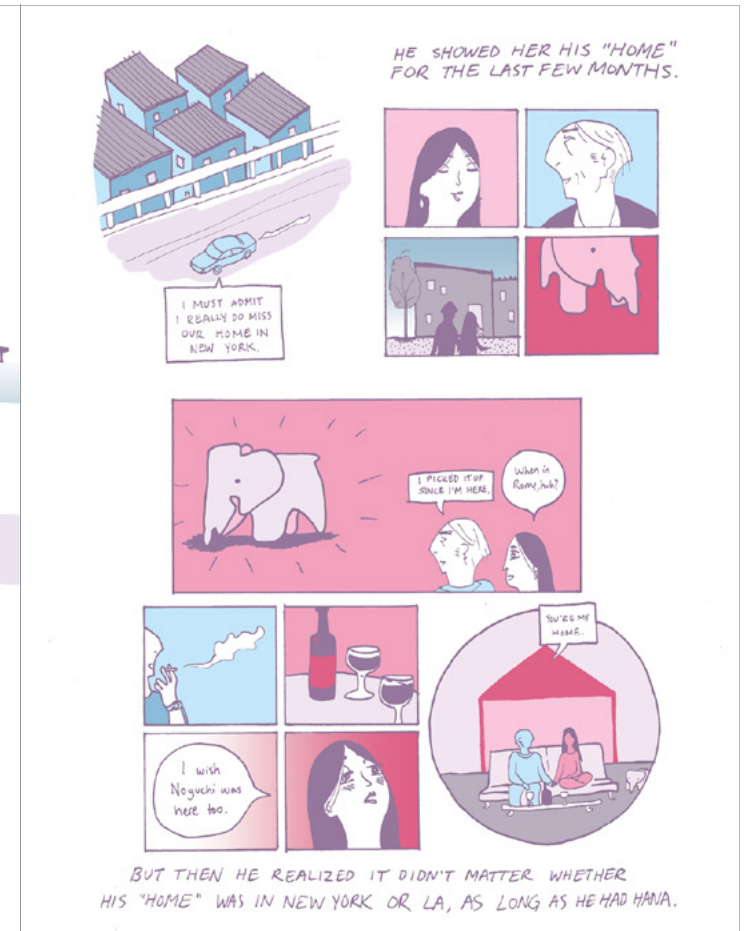
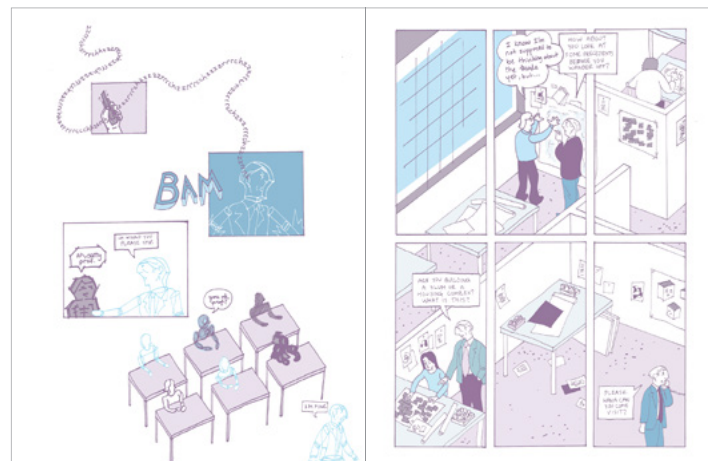
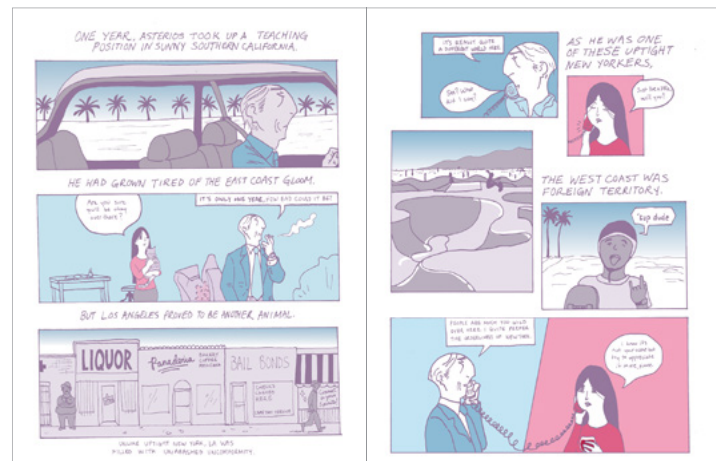
WHAT IS LIFE BUT A SERIES OF ACTIVITIES  
TO DISTRACT US FROM OUR OWN MORTALITY?

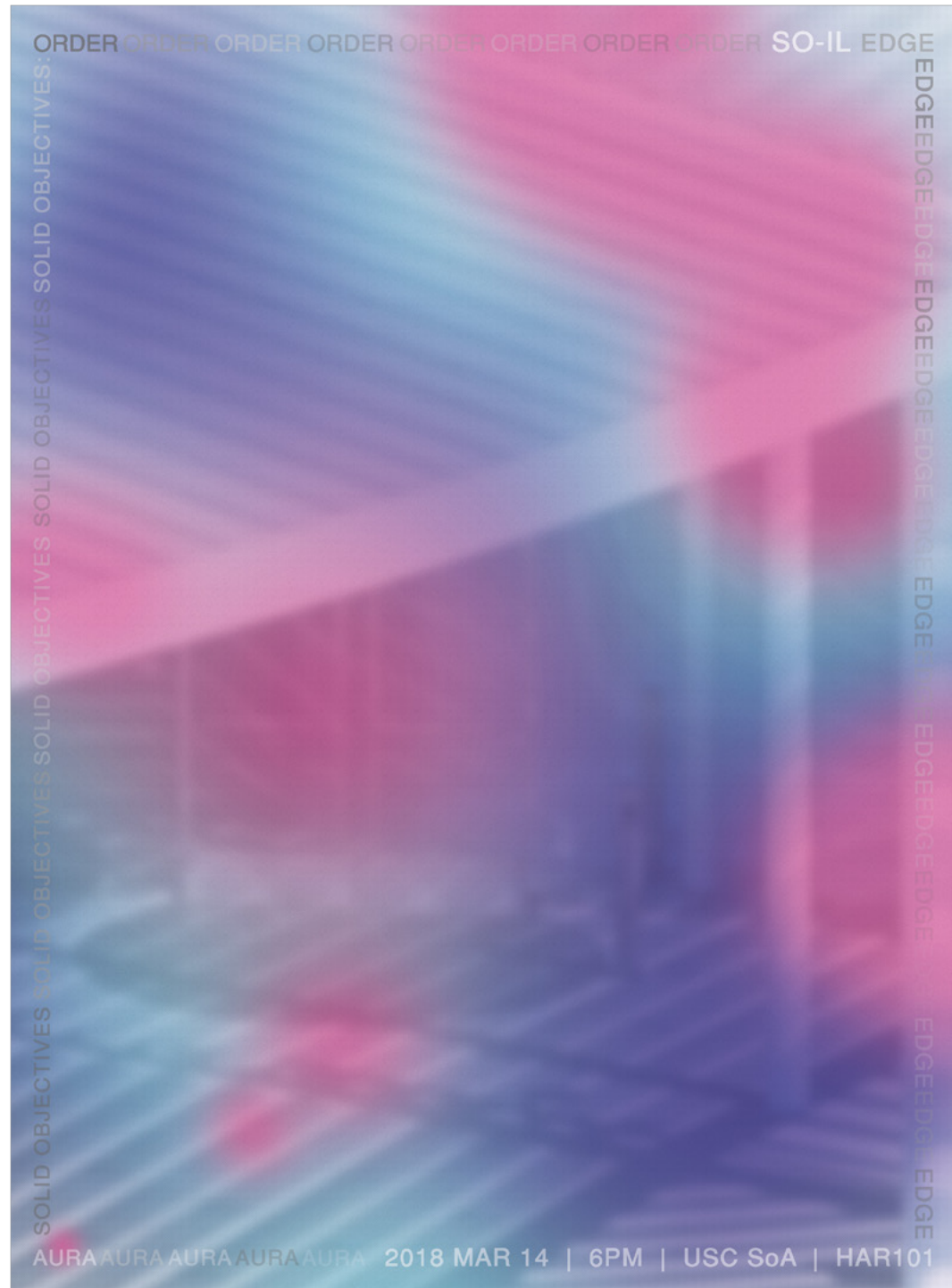


## Visual Communication and Graphic Expression (2018)

I took this class as an opportunity to explore architectural representation through different forms of media like video, graphic novels, posters, and photography. Amongst other visual studies, we were tasked to create such posters, draw a comic, and create videos to better explore how architecture is seen.

To the left and below are pages from the comic strip I drew for one of the assignments. It was based on a graphic novel called [Asterios Polyp](#) by David Mazzucchelli. The comic was hand-drawn, then digitized and colored in digitally.



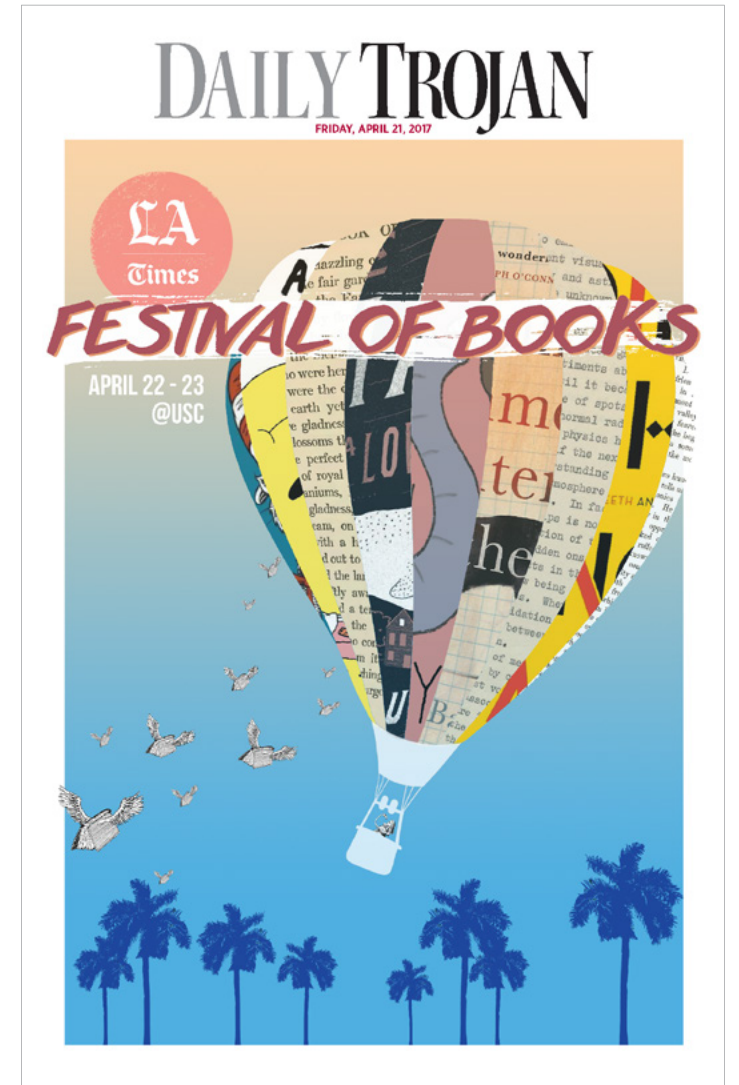


Above, left and right: Two posters designed for hypothetical lectures by architecture firms. The posters were meant to visualize and display the offices' individual brand identities. The poster on the left was for a lecture called "Order, Edge, Aura" which was based on that office's book and the poster design itself took inspiration from the aura reading photographs that were gaining popularity at the time. The poster above was meant to show the lightness of the work that that office designed. I wanted to create two juxtaposing posters to show how different architecture—buildings and ethos—could be approached.

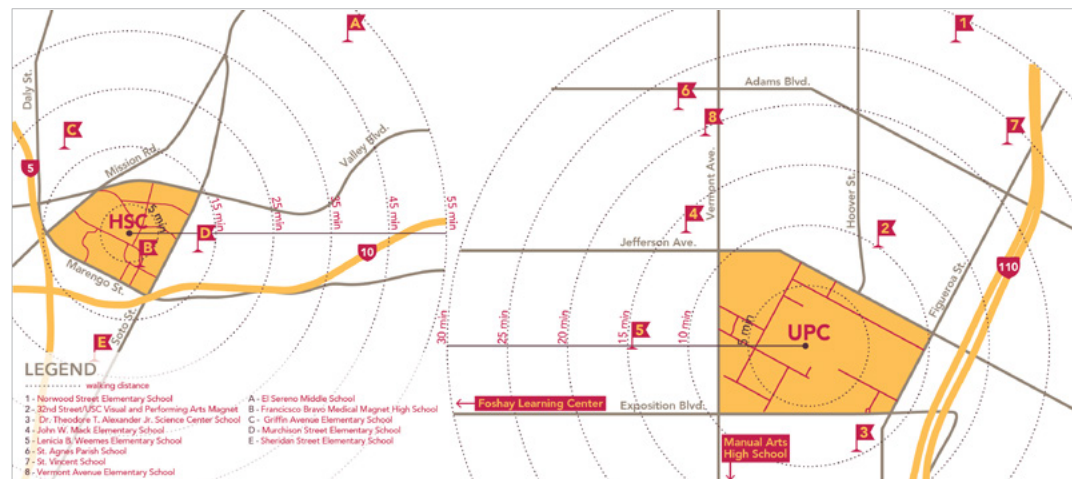


*Daily Trojan (2015-2017)*

While at USC, I worked as a graphic designer for the school newspaper, *Daily Trojan*. Working under a design director, I was given parameters and prompts to create unique graphics for daily newspaper issues as well as special topic issues. I created two front page covers (*see images on right*) and various other images that adhered to school colors, themes, and special events—while still having the creative license to explore different styles of graphic expression. These images and designs were used for print and digital and were often created on a fast-paced timeline as the newspaper was issued daily.



Above: Two front page special issue *Daily Trojan* covers.



## MINDFULNESS tips

Sit down and breathe. Inhale. Exhale. Take in your surroundings.

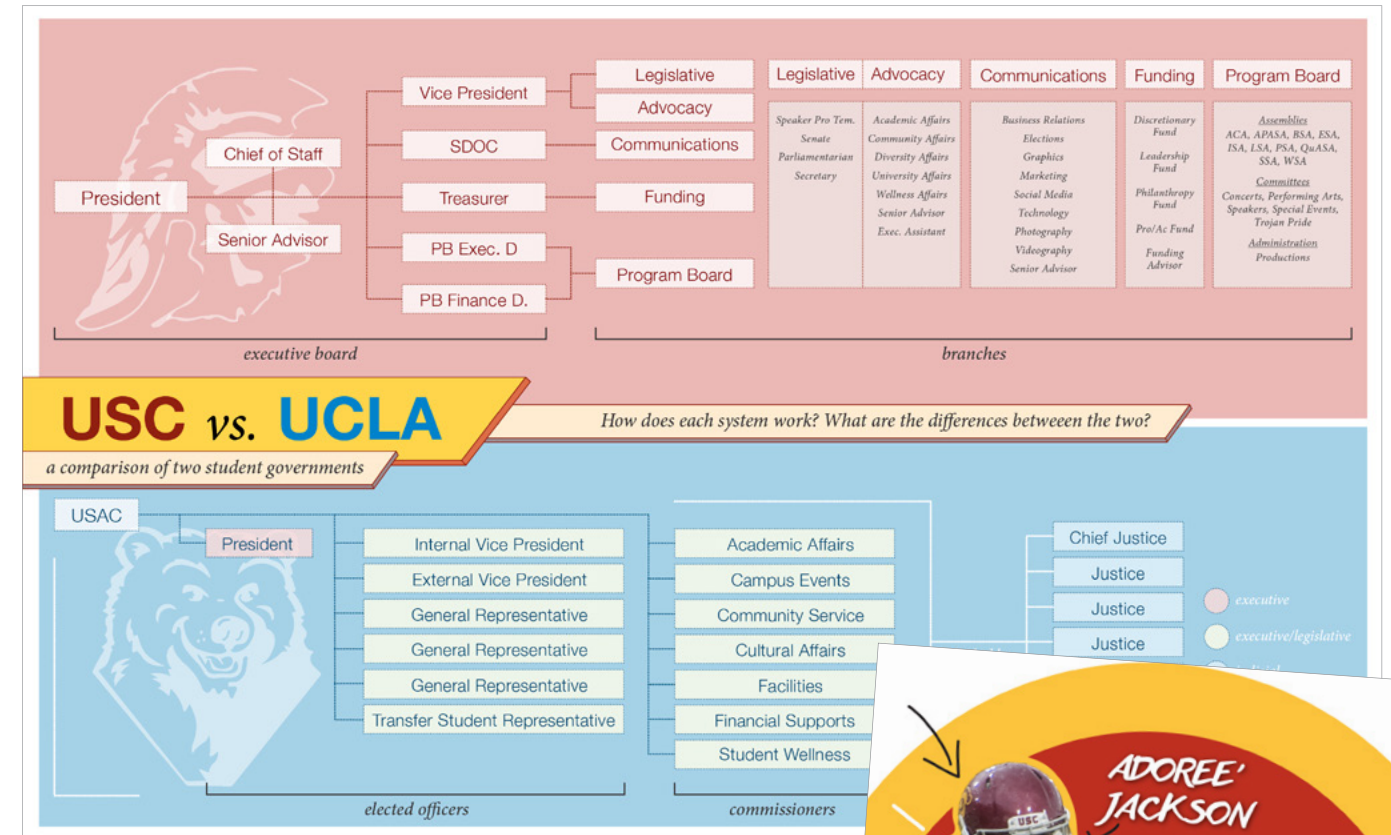
Unplug your headphones and walk with your eyes and ears open.

Eat your food slowly. Taste every ingredient in each bite.

When you get angry or frustrated, stop and calm yourself down.

See the bigger picture in things. Don't get stuck on the little details.

In tough situations, take a moment to think before you respond and react.



Above, left and right: Various graphics that I created over the 2 years that I worked for the newspaper.

School colors were a popular color palette to work with.

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