



PROFILE

Isaac Landeros is a Mexican architect and urban researcher with 18+ years of international practice across China, Latin America, and Europe, beginning in Mexico in 2006. His work bridges built practice, digital research, and curatorial production, integrating architecture, landscape design, and digital technologies.

From 2013 to 2015, he led architecture and landscape projects in Beijing with CSCEC-GC, including the Nanshuibeidiao ecological corridor and Tianyun Affordable Office. From 2015 to 2023, as Chief Architect at MSTDI, he led architecture and tourism masterplanning across seven Chinese provinces, delivering the Sheyang Visitor Center and QuYuan's Cultural Center, among others.

In parallel, he designed and curated international exhibitions, including the participation of Mexico City as Guest City for Beijing Design Week 2019, PEK-MEX, an interactive pavilion that brought Chinese and Mexican cultures closer together at Beijing Design Week, and Warp and Weft and LIVE, both at Instituto Cervantes Beijing.

Currently based in Barcelona, he is pursuing a PhD in Urbanism at UPC-BarcelonaTech, researching how spatial big data, algorithmic surveillance, and digital platforms reshape the design, governance, and appropriation of collective space. This research is not purely theoretical: it feeds directly into an AI-directed spatial prototyping practice that visualizes how digital visibility concentrates and redistributes the use of collective space.

KEY SKILLS & TOOLS

- **Design & Representation**
Urban & Landscape Design · Resilient & Climate-Adaptive Public Space · Hybrid & Adaptive Reuse Architecture · Participatory & Community-Engaged Design · Critical Cartography & Digital Urbanism · Curatorial Practice & Cultural Programming
- **Other Competencies**
Cross-Cultural Project Leadership · Academic Research & Public Speaking · Advanced Computation & AI-Assisted Design (IAAC Global Summer School)
- **Software**
Rhino 3D · AutoCAD · Autodesk Revit · 3ds Max · Blender · Twinmotion · Enscape · Adobe Creative Suite · GIS / Spatial Data Analysis · AI-directed visualization & prototyping tools

CONTENTS

PROJECTS

1. Museum of Natural Sciences

Chengdu, China | Competition Proposal | 11,880 m² | 2020

..... 6

2. Tianyun Affordable Office Landscape

Beijing, China | Built Project | 6,100 m² | 2018

..... 12

3. QuYuan’s Cultural Center

Hubei, China | Built Project | 2,100 m² | 2024

..... 16

4. Sheyang Visitor Center

Jiangsu, China | Built Project | 9,200 m² | 2021

..... 20

5. Sheyang Temporary Visitor Pavilions

Jiangsu, China | Concept Project | 2021

..... 24

6. Ascending Cloud

Hung Hom, Hong Kong | Concept Project | 2026

..... 28

7. Other Projects

Explorations in Material, Context, and Landscape | 2016-2020

..... 32

EXHIBITIONS

..... 38

RESEARCH

..... 43

PROJECTS

01

Museum of Natural Sciences

Chengdu, China | Competition Proposal | 11,880 m² | 2020

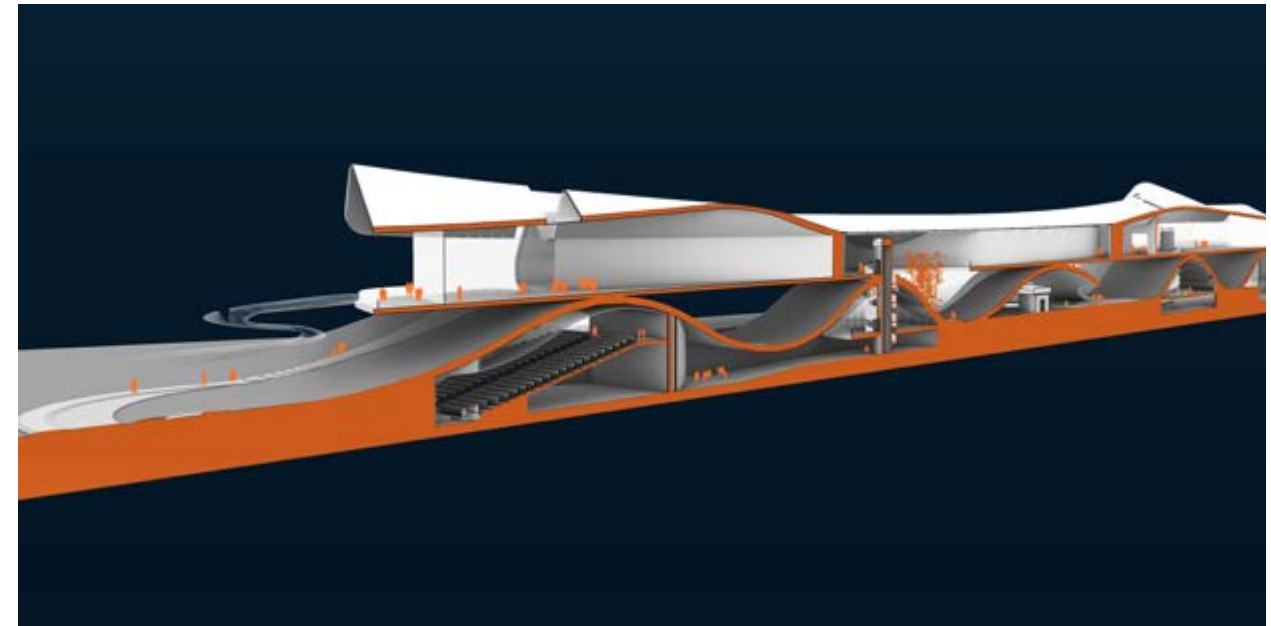
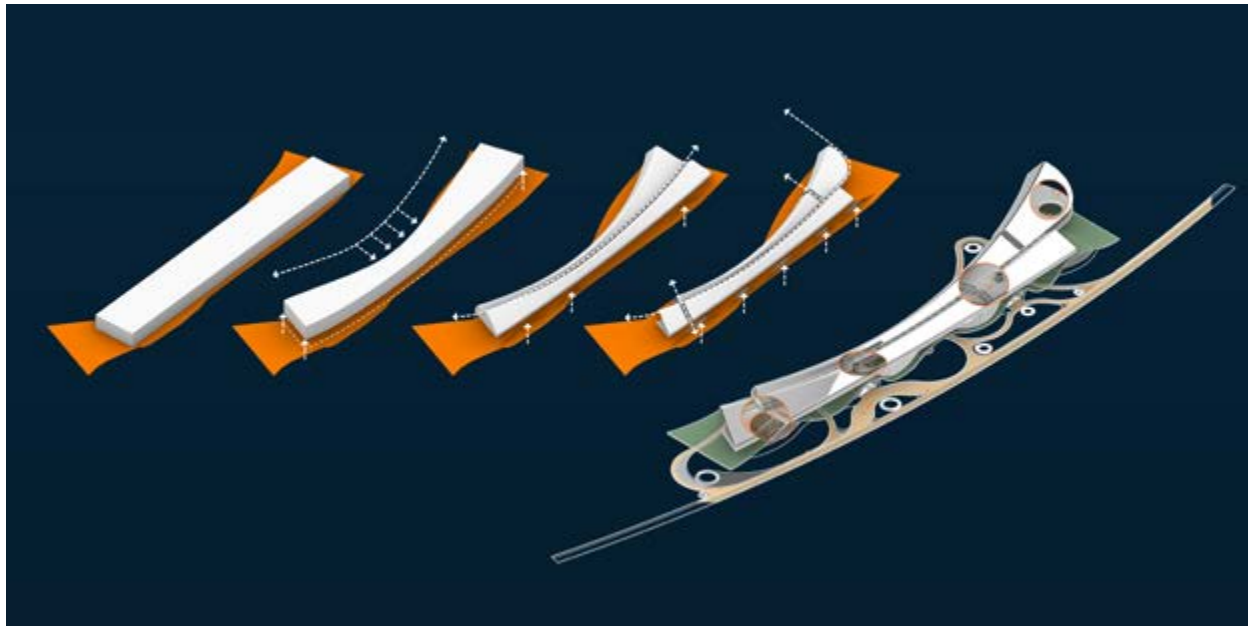
The Museum of Natural Sciences was conceived as an institutional building fully embedded in its landscape, where architecture, topography, and nature converge into a single spatial system.

The design follows the contours of the surrounding hills and the river path, creating a volume that appears to “float” above the terrain. Rather than imposing itself, the architecture weaves through the site, establishing a continuous dialogue reflecting the natural environment.

Inside, the museum offers a fluid sequence of exhibition spaces that guide visitors across multiple levels, framing views of water, earth, and vegetation. Circulation is designed as an immersive journey, encouraging exploration through a series of ramps, terraces, and interior galleries that extend outward into the landscape.

The building’s flowing form not only organizes the program but also embodies the theme of natural sciences, transforming the act of visiting into an experience of continuity, discovery, and connection with the environment.







02

Tianyun Affordable Office Landscape

Beijing, China | Built Project | 6,100 m² | 2018

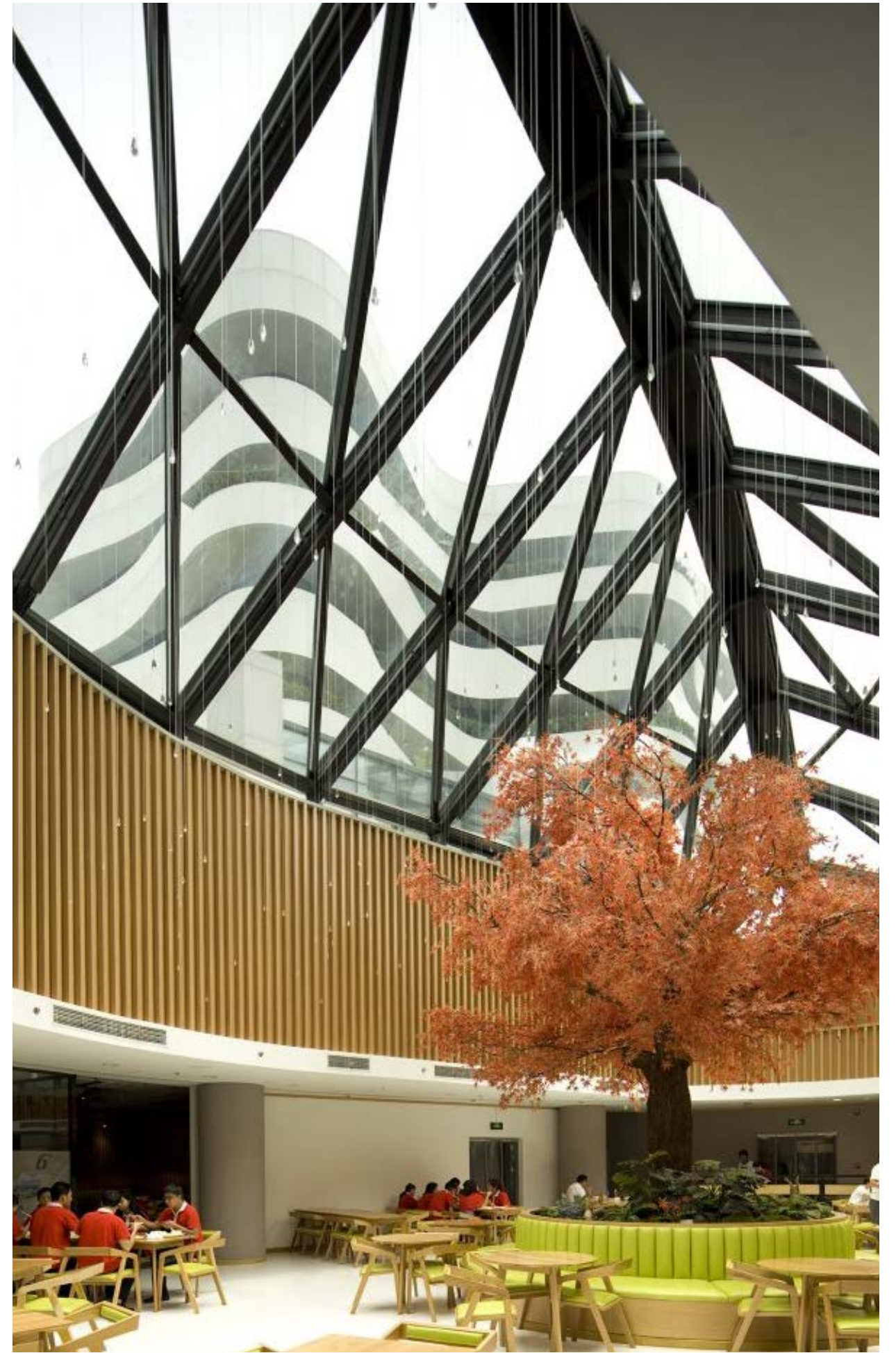
The Tianyun Affordable Office Landscape reimagines the courtyard as both an organizing device and a performative public space.

At the heart of the office complex, a large skylight defines the central courtyard, channeling daylight into the canteen below while structuring pedestrian flows across the site. This spatial core functions as a focal point that connects interior and exterior activities, guiding movement while encouraging social interaction.

The design incorporates low-maintenance, endemic planting that transforms the courtyard throughout the seasons, introducing layers of color, texture, and shade. Vegetation, circulation, and light are treated as equal design elements, merging natural and architectural systems into a fluid composition.

Beyond its functional role, the courtyard offers moments of pause and gathering, providing a sense of identity to the complex. By elevating a standard office landscape into an iconic yet accessible environment, the project demonstrates how thoughtful design can enhance daily life while strengthening community and occupancy.





03

QuYuan's Cultural Center

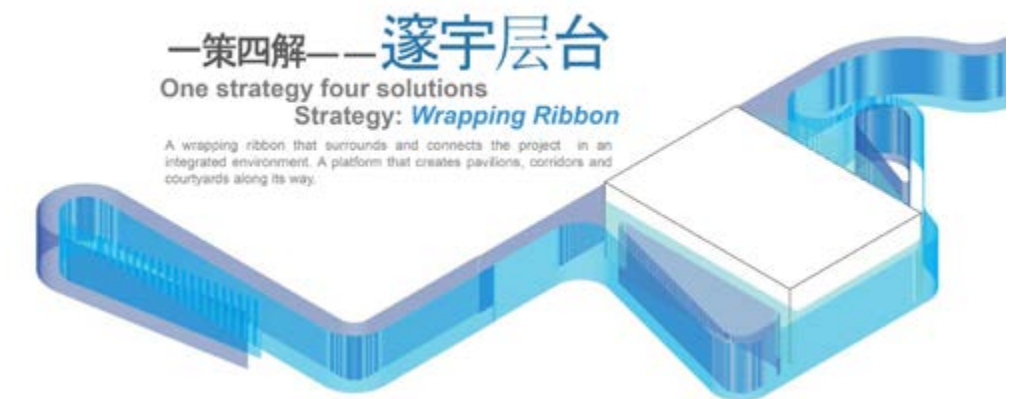
Hubei, China | Built Project | 2,100 m² | 2024

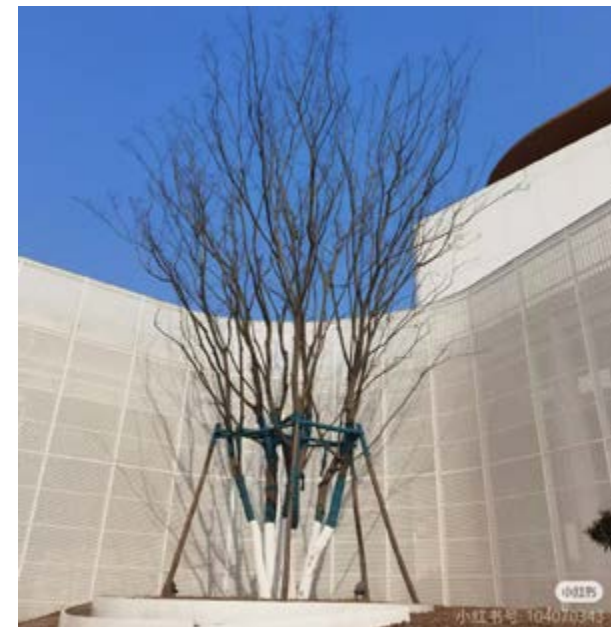
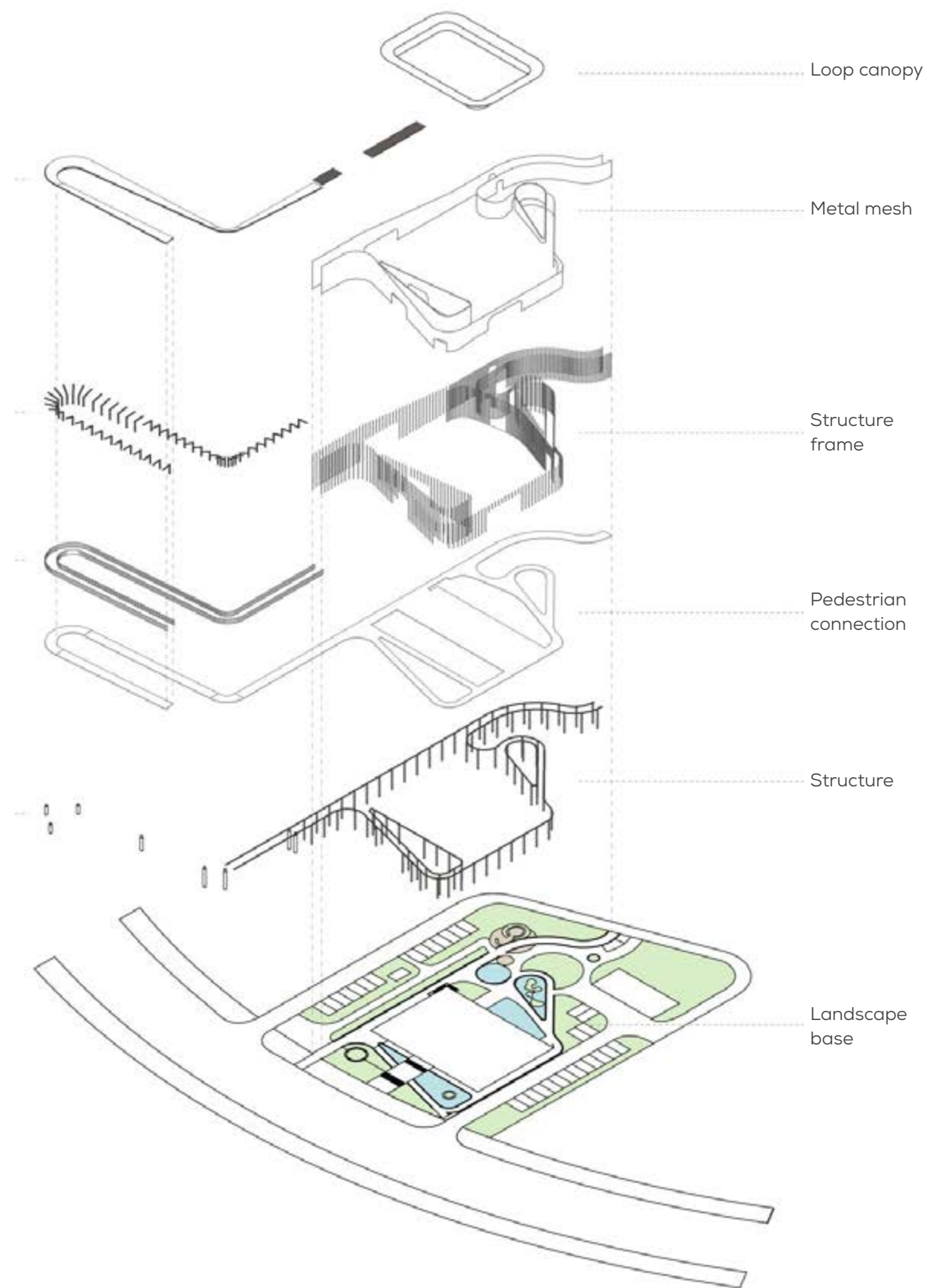
QuYuan's Cultural Center was envisioned as a place where architecture, landscape, and literature converge to honor the legacy of one of China's most celebrated poets.

Conceived as an adaptive reuse project, the project transforms an existing structure into a multifunctional cultural hub with spaces for exhibitions, performances, and community gatherings. By doubling the programmatic capacity of the site, the design repositions the building as a cultural anchor for both locals and visitors.

The architectural language draws inspiration from QuYuan's poetic imagery, integrating landscape elements and circulation routes that echo themes of water, rhythm, and transformation. Interior spaces are organized as layered sequences that invite exploration and reflection, while exterior paths connect the building to its surrounding parkland.

More than a venue for cultural events, the project embodies the spirit of storytelling through spatial experience, offering a symbolic and pragmatic framework that links contemporary civic life to the enduring resonance of cultural identity





04

Sheyang Visitor Center

Jiangsu, China | Built Project | 9,200 m² | 2021

The Sheyang Visitor Center serves as the primary gateway to the wetlands of Sheyang Island, where architecture and landscape are woven together to shape a distinctive arrival experience.

The design is anchored by a sweeping curvilinear canopy that shelters circulation areas and outdoor terraces, establishing an iconic silhouette that frames both the sky and the water's edge. Beneath this canopy, stepped platforms cascade toward the lakefront, inviting visitors to move seamlessly between building and landscape.

The center houses exhibition and leisure spaces, complemented by viewing decks that provide immersive perspectives of the wetlands' ecological richness. Circulation is choreographed as a sequence of thresholds, alternating between open-air platforms and shaded interiors, heightening awareness of the natural setting.

More than a functional facility, the project creates a civic landmark that celebrates the wetlands while supporting eco-tourism infrastructure. By amplifying the dialogue between people, water, and terrain, the Visitor Center transforms a point of arrival into a memorable spatial encounter.

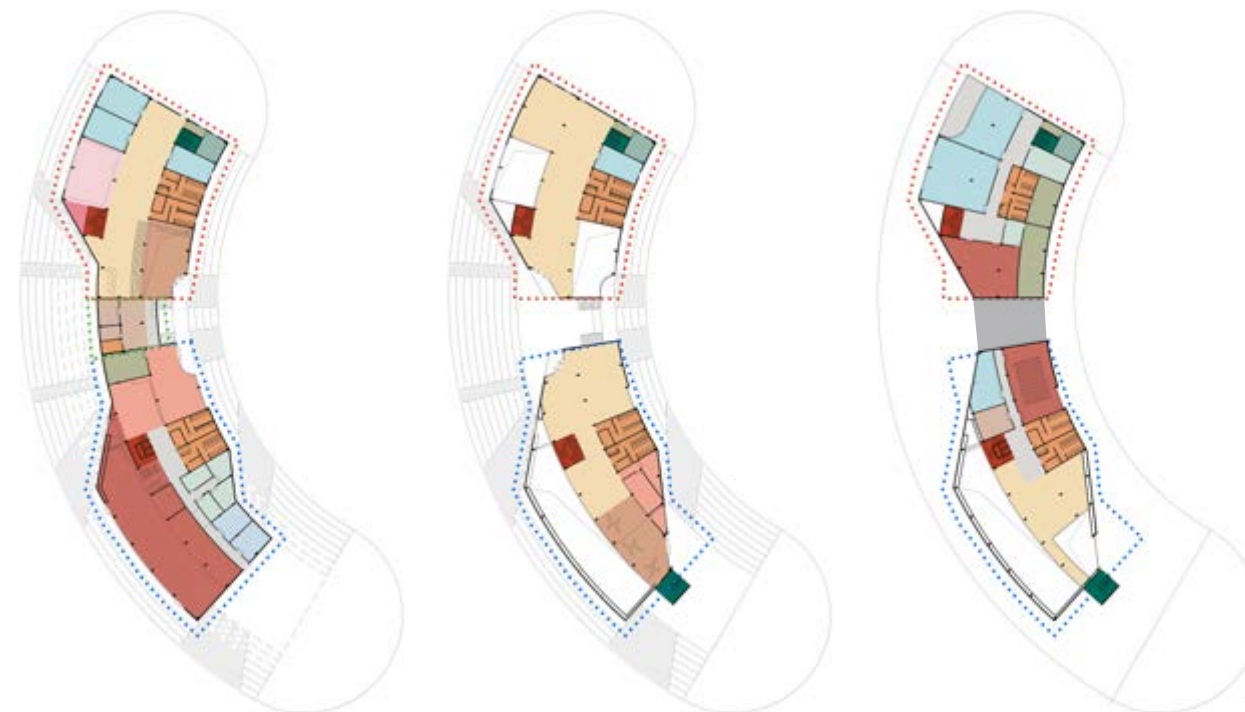




Below Entrance Level

Entrance Level

Above Entrance Level



05

Sheyang Temporary Visitor Pavilions

Sheyang Island, Jiangsu, China | Concept Project | 2021

Where the Sheyang Visitor Center offers a permanent gateway to the wetlands, this series explores its temporary counterpart: a family of demountable timber pavilions for a site where land-use designation does not permit permanent construction.

Exposed timber frames, louvered and glazed infill panels, and deep verandas form a single shared structural language, deployed at two scales. Single-storey halls line the boardwalks through the marsh; two-storey pavilions rise above them, opening shaded upper-level lookouts over the wetland. Designed to be fully removed without a trace, the series treats impermanence not as a design constraint but as its own discipline — every element earns its place twice, once in use and once in its eventual absence.

Together with the built Visitor Center, the two projects frame a single site through two opposite durations: one structure that stays, and a family of structures built to leave.





06

Ascending Cloud

Hung Hom, Hong Kong | Concept Project | 2026

A concept for a temporary mixed-use pavilion on the Hung Hom waterfront, organized as a simple inversion of waterfront convention.

A lightweight translucent canopy floats above two levels: a glazed ground floor housing a restaurant and visitor amenities, and above it, an open public terrace facing Victoria Harbour.

Waterfront developments typically reserve their best views for the highest bidder. Here, the upper level — with the widest outlook over the harbour — is returned to the public, while commercial program occupies the ground plane below.

The canopy's tensile skin performs across the day: filtering harbour light by day, and turning the pavilion into a soft lantern on the water by night. A small, temporary structure, built around one clear idea of who a waterfront should serve.





07

Other Projects

China | Unbuilt Projects | 2016-2020

This selection of smaller-scale, unbuilt projects reflects ongoing explorations into materiality, atmosphere, and the relationship between architecture and landscape.

Each design engages with context in a distinct way, whether through pavilions that frame ecological encounters, cabins that adapt to climatic conditions, or light-weight structures that foster community gathering.

Though diverse in program and scale, these projects share a consistent focus on thresholds between nature and architecture. They highlight a design approach rooted in simplicity, adaptability, and cultural resonance, offering intimate architectural experiences that complement the larger civic and institutional works in the portfolio.





Yihewula Cabins – Cluster of compact cabins raised on stilts along a hillside, creating rhythmic silhouettes across the terrain.



Tea House & Library Retreat – Nali Cabins – Elevated timber pavilion nestled in birch forest, combining spaces for reading, reflection, and tea rituals within a retreat setting.



Yihewula Service Facilities – Tourist pavilions positioned along a scenic route, providing rest, shelter, and orientation while framing views of the surrounding landscape.



▲
Temporal Wood Pavilion – Lightweight timber pavilion for temporary exhibitions

▲
Farmers' Market – Open, adaptable structure using local materials to support seasonal gathering and community exchange.

EXHIBITIONS

Curatorial practice as an extension of design: engaging with public space, cultural identity, and cross-continental dialogue. Exhibitions highlight design as cultural production, connecting communities and reshaping perceptions of public space, and urban and rural futures.

Trama y Urdimbre (Warp & Weft)
Instituto Cervantes, Beijing | 2024–2025 | Curator



Trama y Urdimbre addresses urgent challenges in rural territories, depopulation, aging, infrastructural neglect, and loss of cultural identity, by positioning architecture as a catalyst for renewal. The exhibition presents innovative, place-based design strategies that weave tradition, sustainability, and community agency together to envision more resilient and inclusive rural futures.

LIVE Public Space in Europe and Latin America
Instituto Cervantes, Beijing | 2022–2023 | Curator



LIVE foregrounded public space as a dynamic, inclusive canvas—beyond boundaries of scale, style, or nationality. Hosted by the Instituto Cervantes and supported by EUNIC, the project showcased photographic essays and design interventions from Europe and Latin America. It explored how everyday civic spaces promote shared identity and belonging through adaptable, human-centered design, fostering dialogue across diverse visual and cultural contexts.

Mexico City, Guest City BJDW 2019

Beijing Design Week | 2019 | Curator | Designer



Mexico Capital Design served as the “Guest City” exhibition at Beijing Design Week 2019, presenting five sites across the city that celebrated the richness of contemporary Mexican design. Under the theme “Design Beyond Borders,” the exhibition transcended cultural distance by highlighting design’s universal capacity to connect—through cultural, academic, commercial, and institutional expressions. The project cultivated new audiences and strategic collaborations, positioning Mexican creativity as vibrant, inclusive, and globally resonant.

PEK-MEX

Beijing Design Week | 2018 | Designer



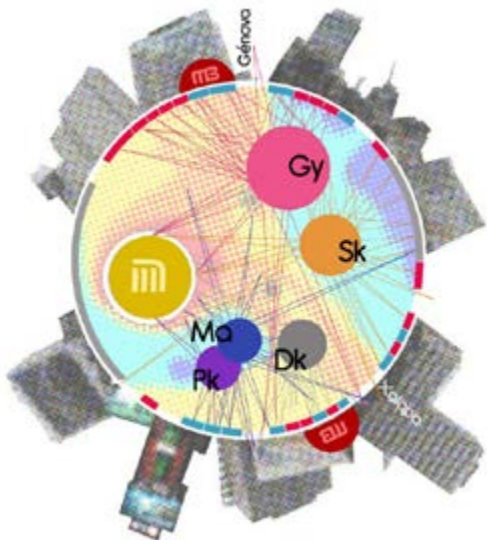
Presented under No Design / Design (with support from MSTDI and the Mexican Embassy), PEK-MEX uses Mexico’s traditional Lotería game as a playful, cross-cultural design format. The exhibition features 54 graphic icons—each representing food, traditions, architecture, or urban scenes—paired side-by-side from Beijing and Mexico City. Visitors explore the icons, scan QR codes for deeper context, stamp custom Lotería boards, and engage with interactive maps and videos that trace each symbol on both cityscapes. Anchored by two characters—Yaya (from Beijing) and Momo (from Mexico City)—PEK-MEX transforms cultural distance into discovery, weaving storytelling, visual design, and heritage into a shared and immersive city-to-city dialogue.

RESEARCH

These research projects investigate collective spaces—the shared environments of urban life—across scales ranging from the body to the city, and from perception to design. The work examines how such spaces are shaped, imagined, and experienced, with the aim of making them more inclusive, meaningful, and adaptable.

A multidisciplinary and multimethod approach integrates spatial analysis, critical cartography, visual storytelling, and design interventions. Through these strategies, collective spaces are studied as outcomes of cultural practices, social dynamics, and urban narratives.

The research focuses on uncovering the layers of memory, identity, and interaction that constitute the public realm, ultimately informing more humane and culturally resonant design approaches.



En tránsito / In Transit
Research Thesis | 2012

This research reframes transfer spaces, such as metro stations, plazas, and transit corridors, as dynamic social arenas, rather than mere technical infrastructure. The investigation reveals these spaces as sites where anonymity, appropriation, and fleeting interactions converge, turning ordinary moments of waiting and transit into meaningful urban experiences.

In these geopoetic territories of mobility, architecture must extend beyond physical form and function to embrace the choreography of human encounters, transforming the seemingly mundane into occasions for inclusion, reflection, and collective belonging.

Mapa reflejo / Reflex Map
Research Artifact



A conceptual tool that visualizes how individuals register, decode, and reinterpret their surroundings—often unconsciously—by mapping reflexive spatial experiences in transit. This map abstracts urban perception into dynamic flows and route adjustments, revealing the hidden rhythms of urban movement at the intersection of technology, memory, and experience. The Reflex Map demonstrates how architecture and urban design can respond to the fleeting yet meaningful ways people inhabit and traverse collective spaces.



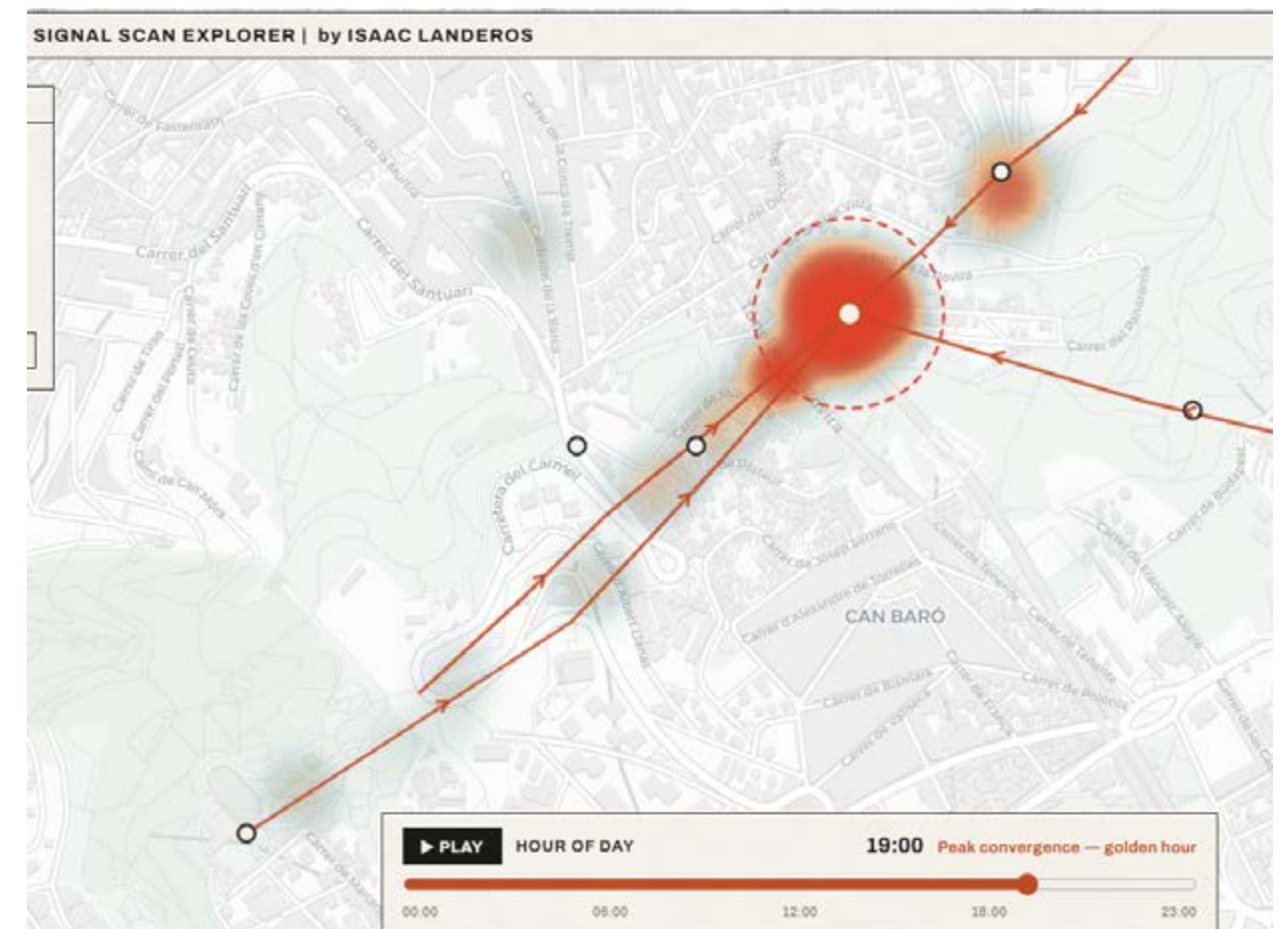
Socio-Spatial Identity Feedback (SSIF)
Ongoing Research

Social dynamics solidify into built form; through everyday use, that form coaches behavior and feeling, which sediment into identity, closing a loop that, in turn, updates the very dynamics that produced the form. This reasearch follows intra-action relations between the social and its built context.

Digital Dimension & Collective Space | Interactive Prototype | 2026

A convergence map tracking how platform-mediated visibility concentrates onto a single public space over the course of a day. Applied to Les Bateriaes del Turó de la Rovira.

The aim is to make an otherwise invisible pressure legible and actionable: where visitors are converging from, at what rate, and when a site's informal capacity is about to be exceeded. Read together with individual posts and node states — consolidating, established, emerging, fading — the map turns platform data into a diagnostic layer that can sit alongside conventional site analysis, informing where intervention, phasing, or on-the-ground management would do the most good before pressure becomes damage.





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