

Portfolio.

Stefan Leon.

Texas Tech DoLA
Stefan Leon
2022-2025

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STEFAN LEON

Greetings, my name is Stefan Leon. I was born and raised in Houston, Texas, and I am currently attending Texas Tech University, pursuing a Bachelor of Landscape Architecture with a Minor in Architecture. I've always had an imaginative and creative mindset, and over time, I realized that my goal in life is to make a meaningful **IMPACT** on people's lives. To me, landscape architecture is about designing for a better tomorrow, and I hope to contribute to that mission in a lasting and positive way.



IMPACT

Have a strong effect in something or someone.

I believe I am a strong addition to any team because I hold myself accountable and consistently strive to improve. I bring strong problem-solving skills and a solid work ethic to every task. I actively listen to feedback, take constructive criticism well, and use it to improve my performance. Whether through small contributions or large-scale efforts, I am committed to making a meaningful impact within a firm.

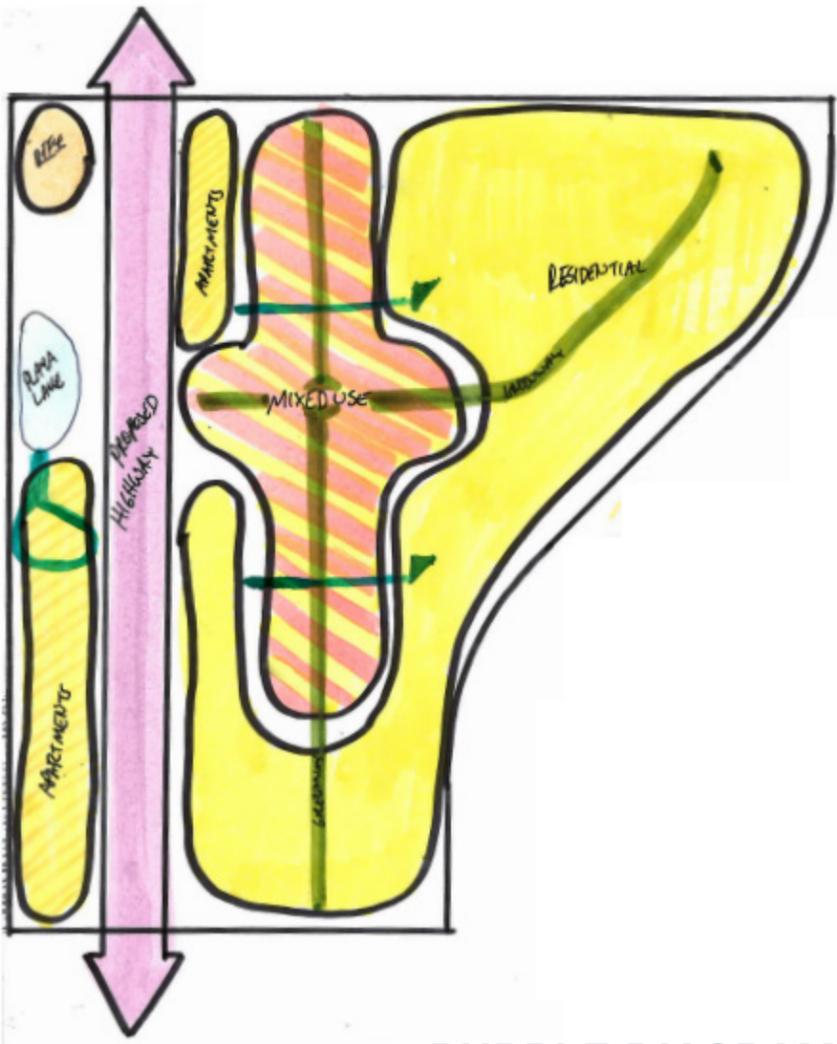
01.

CEDAR TERRACE

NEIGHBORHOOD DESIGN

CAD, Lumion, ArcGIS, Adobe Products, SketchUp

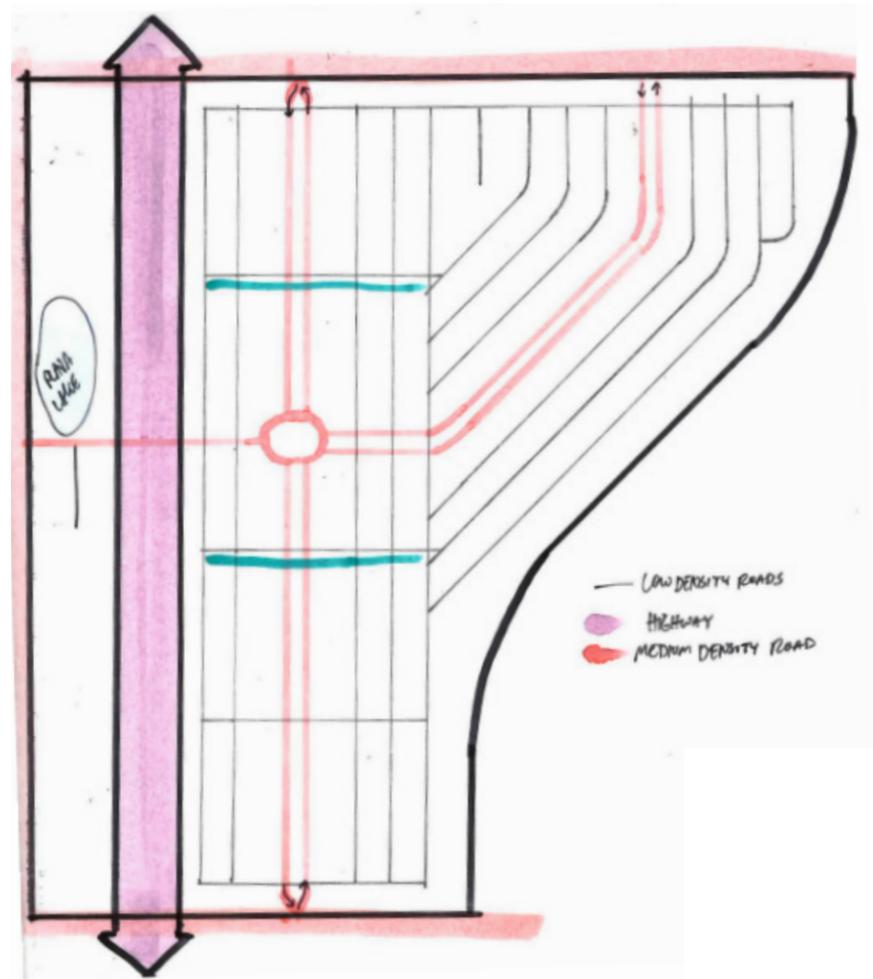
01. SKETCHES



BUBBLE DIAGRAM



A Community Concept



HAND DRAWN



INITIAL CONCEPT

Cedar Terrace is a 450-acre mixed-use community designed for active sustainable living. It blends residential, commercial, and recreational spaces with walkable access to daily needs and green spaces. Tree-lined streets and pathways promote outdoor activity and connection. Diverse housing from single-family homes to apartment complexes allow for every type of resident. A lively town center offers a variety of services, making Cedar Terrace an ideal community.

Stefan W.

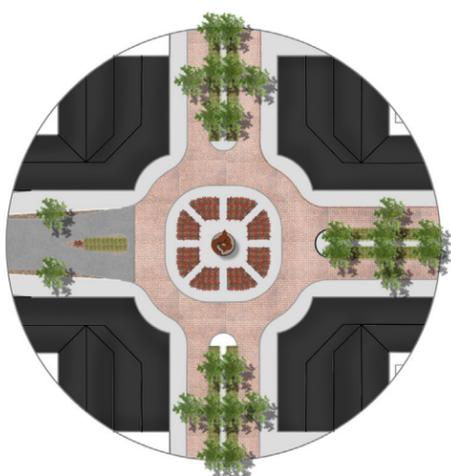
01. SITE PLAN



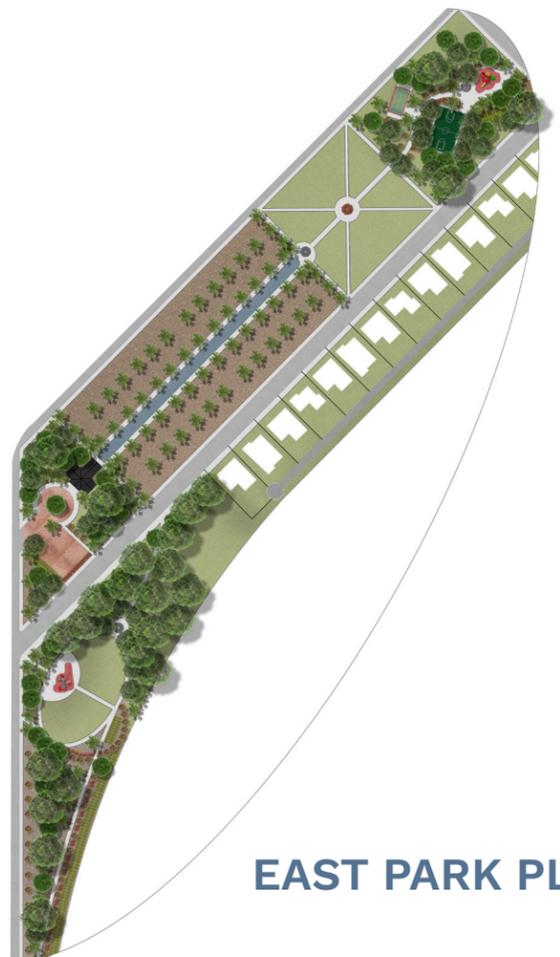
Legend

- A-Perspective A
- B-Perspective B
- C-Perspective C
- 1- Central Park
- 2- Community Greenway
- 3- East Park
- 4- South Park
- 5- Multi-Family District
- 6- Single-Family District's
- 7- Mixed-Use/Town Center
- 8- Existing Playa Lake
- 9- Retention Pond and Lake
- 10- Future School
- 11- Community Center
- 12- 400' R.O.W.

SITE PLAN



TOWN CENTER PLAN



EAST PARK PLAN

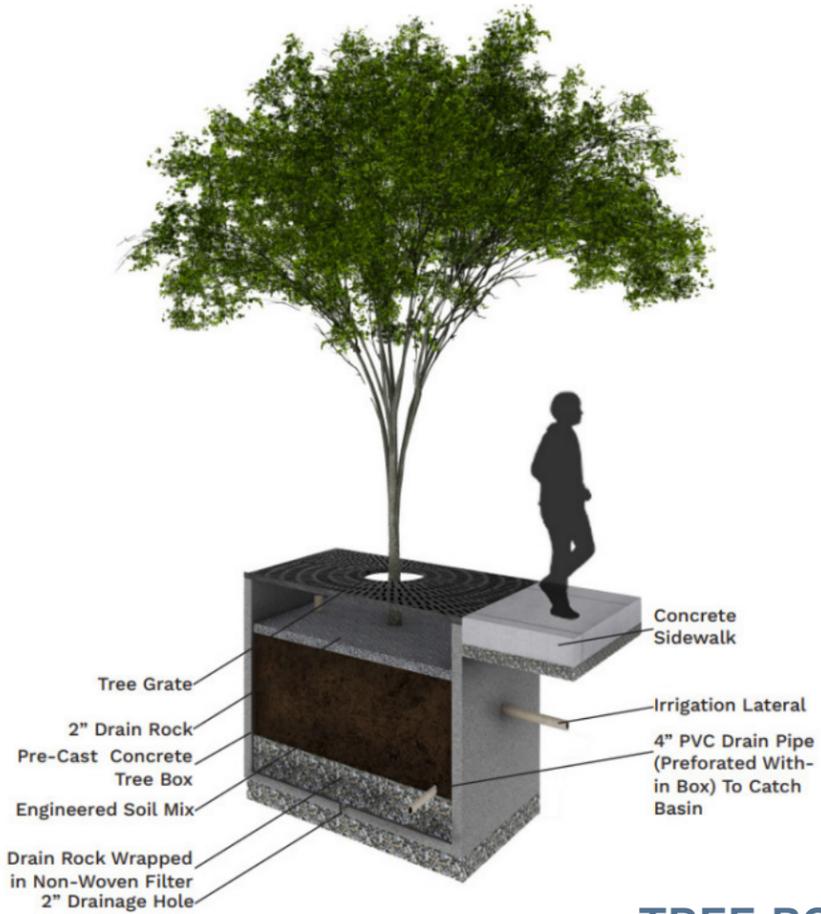
01. SECTIONS



GREENWAY PERSPECTIVE



MEDIAN BIOSWALE



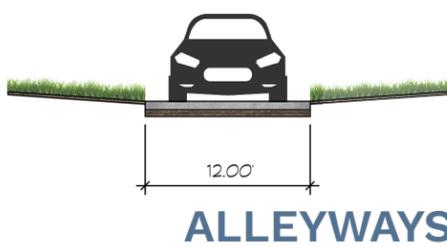
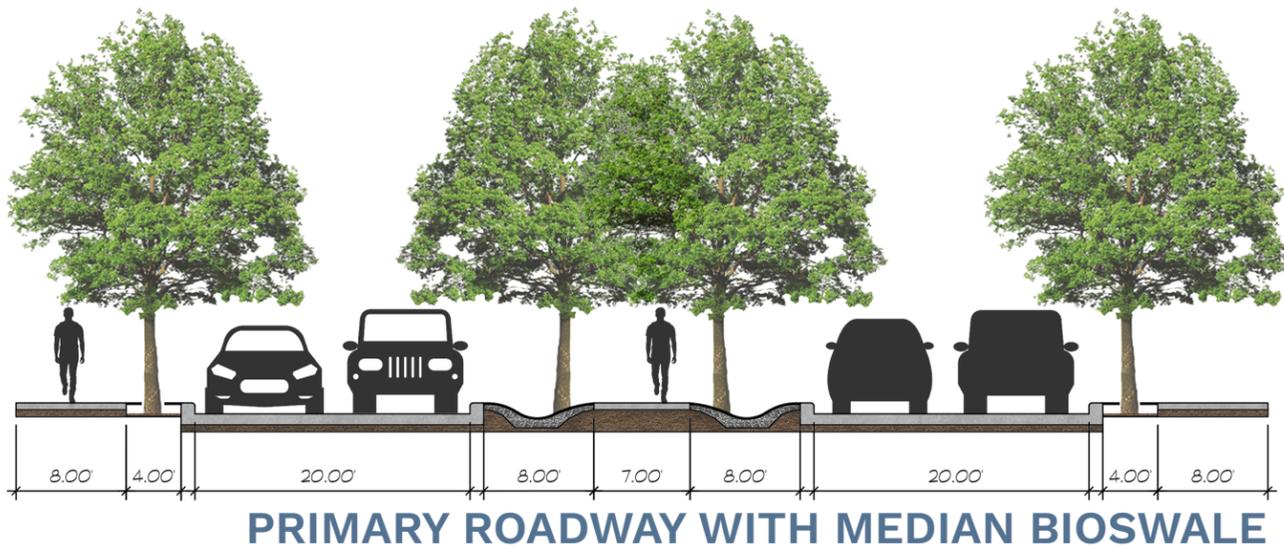
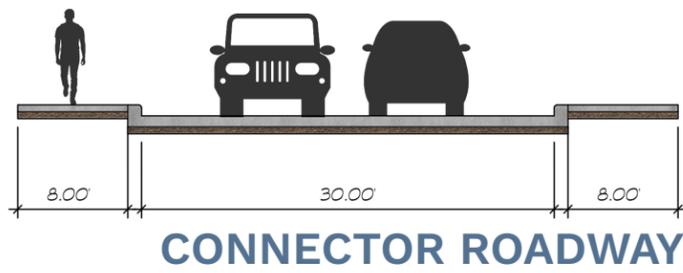
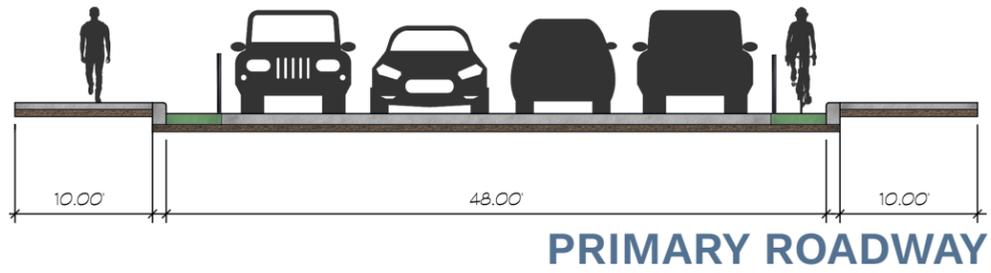
TREE BOX



GREEN WALL

Stefan W.

01. STREET SECTIONS



01. PERSPECTIVES

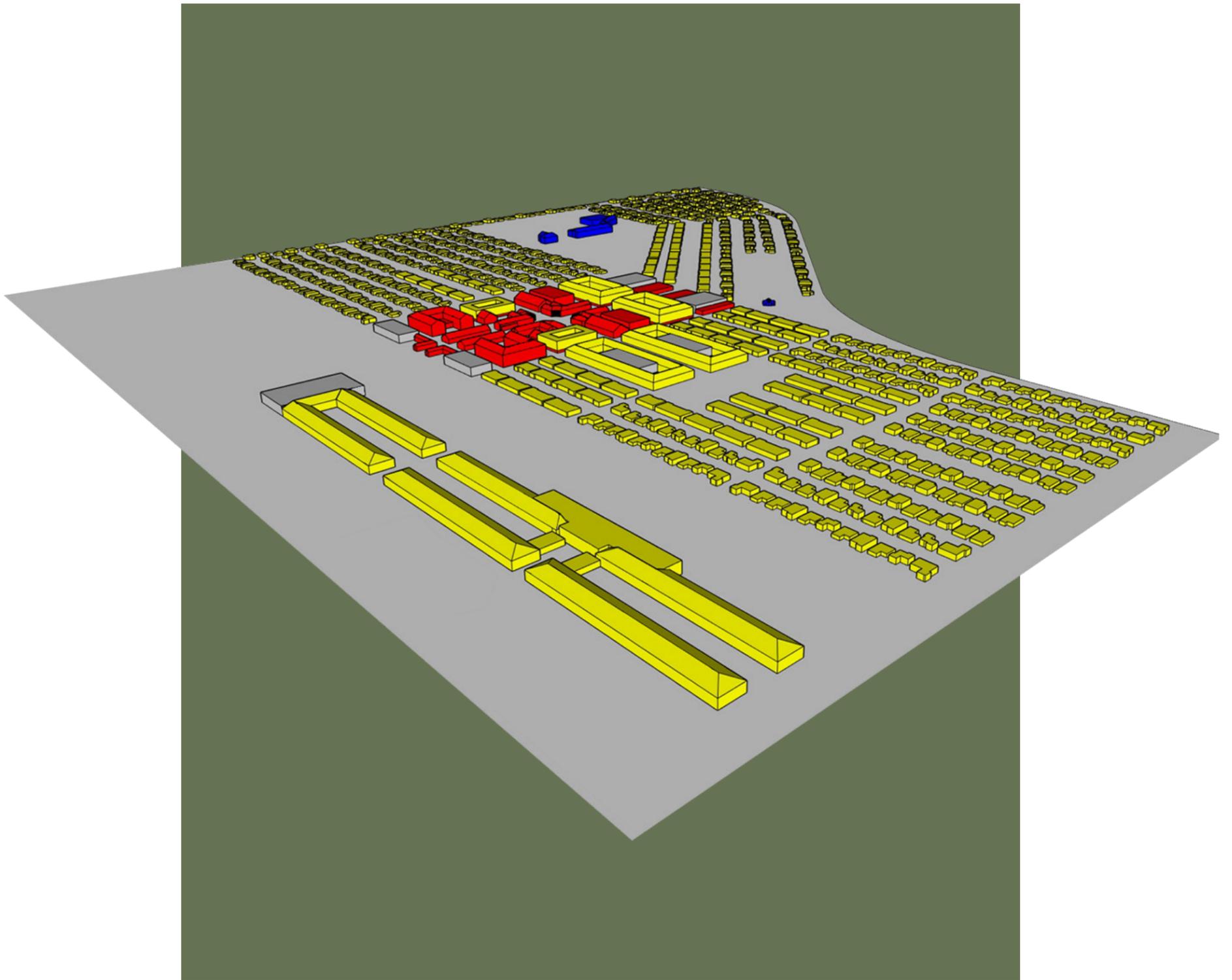


PERSPECTIVE A

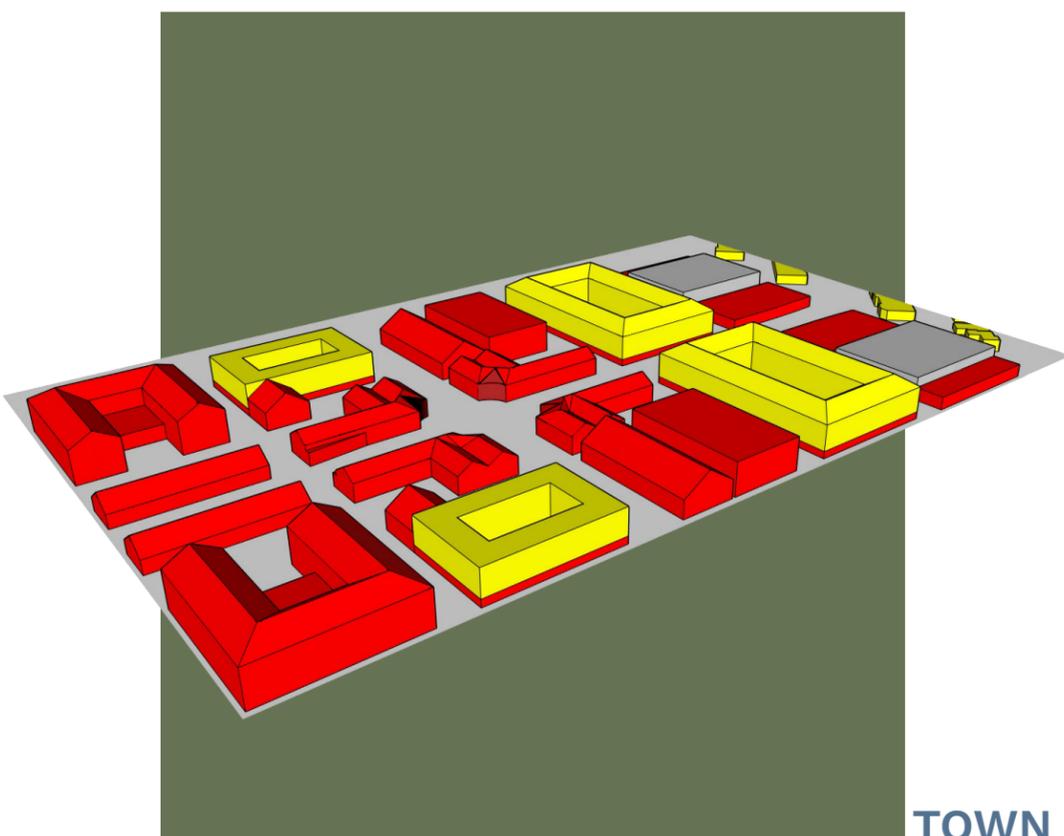


PERSPECTIVE B

01. LAND USE PLAN



SITE



- Commercial
- Residential
- Civic
- Parking Garage

TOWN CENTER

02.

CASNR ANNEX

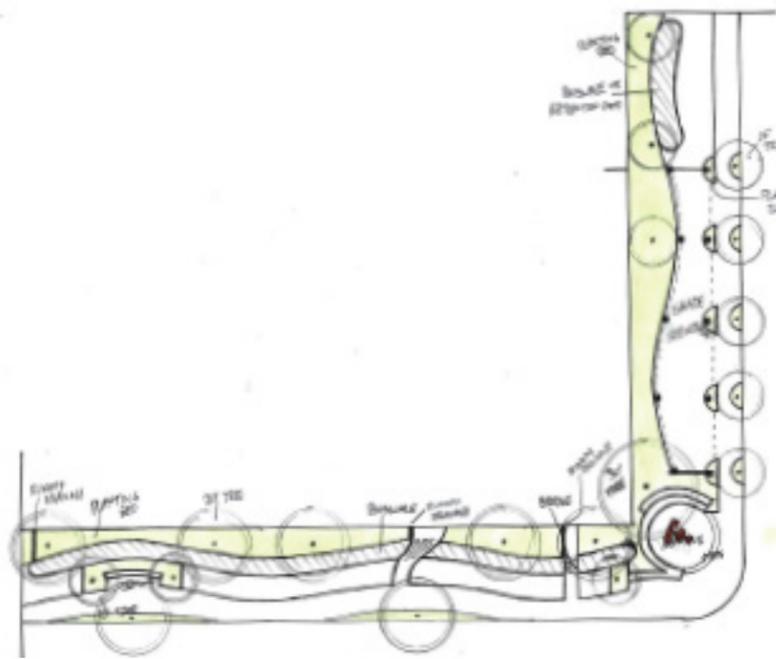
REDESIGN

CAD, Lumion, ArcGIS, Adobe Products

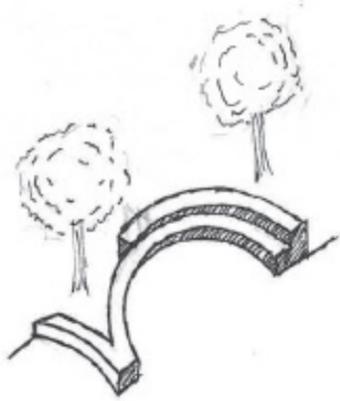
02. SKETCHES



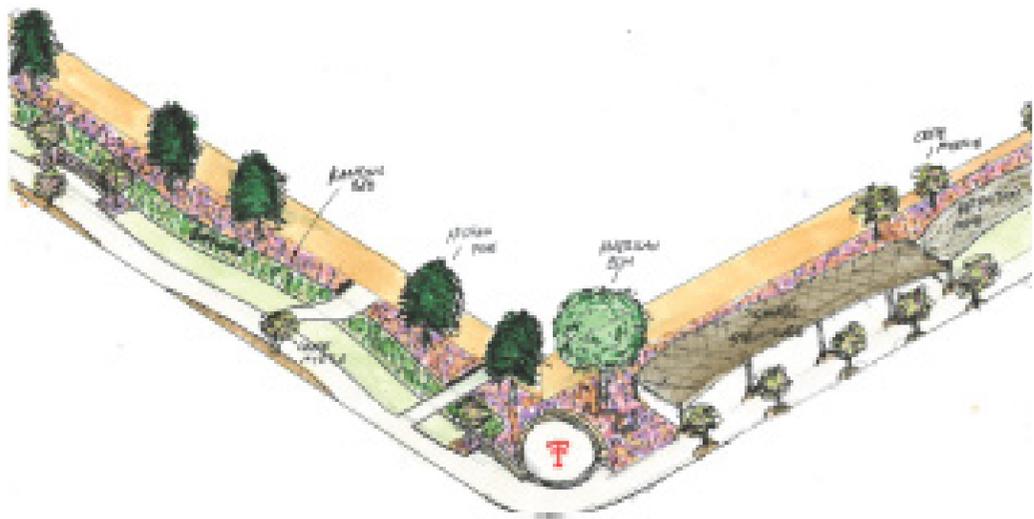
INITIAL CONCEPT



HANDDRAWN SITE PLAN



SEATING SPACE



ISOMETRIC

The goal for the LARC Annex redesign are to incorporate proper drainage and create a functional space. A bioswale and retention pond are placed to allow for proper drainage. Additionally, native plantings along with different forms of seating creates an inviting atmosphere. Lastly, the site uses ramps along with flat and direct pathways to promote ADA accessibility and functionality.

A curvaceous design was chosen to allow for a break from a predominantly linear space are currently present. Native Texas plants allows for low maintenance throughout the site. Inclusion of various seating arrangements and an overhead canopy allows for improved user experience.

02. ISOMETRIC + SITE PLAN



RAISED PLANTING BEDS CONCRETE DESIGN WIDE ENTRY PATH BIOSWALE TEXAS TECH LOGO WOOD BEAMS

SITE ISOMETRIC



SITE PLAN

- 1. Existing Building
- 2. Covered Seating
- 3. Bioswale
- 4. Seating Space
- 5. Retention Pond
- 6. ADA Access

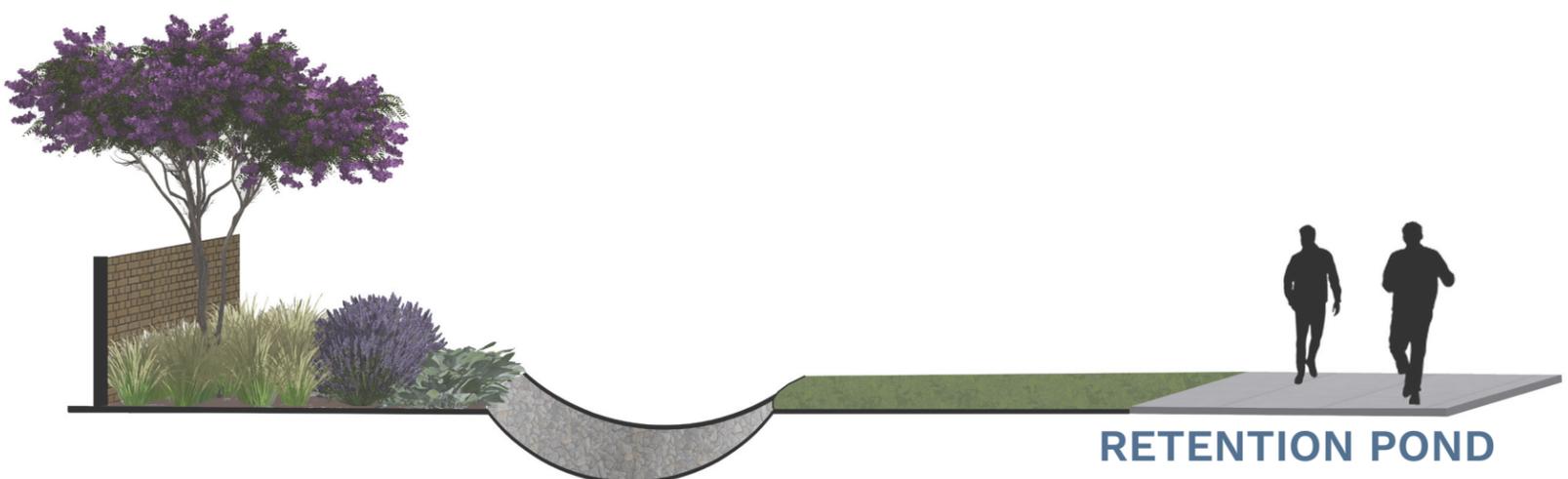
02. SECTION PERSPECTIVES



SEATING



SEATING + OVERHEAD



RETENTION POND

02. PERSPECTIVE



PERSPECTIVE

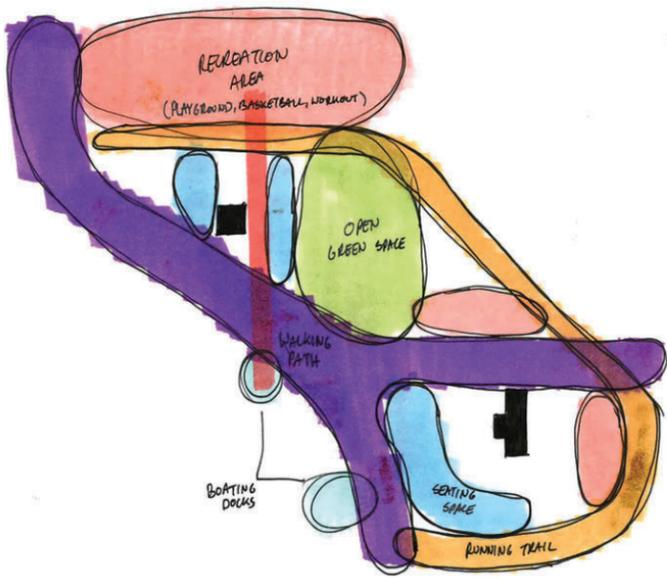
03.

HODGES PARK

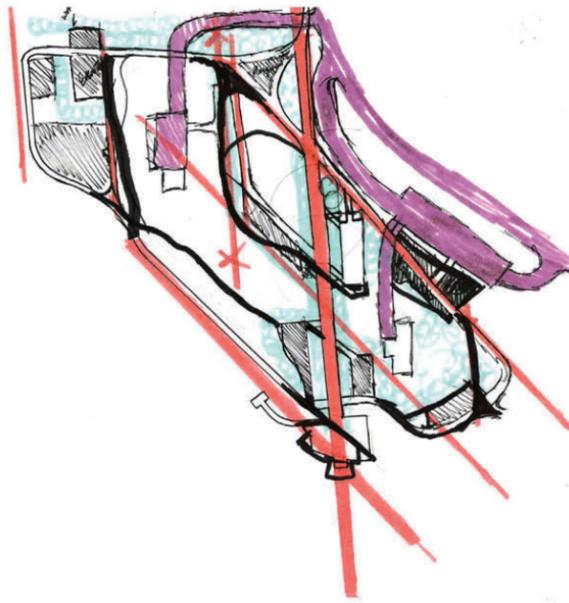
REDESIGN

CAD, Lumion, SketchUp, Adobe Projects

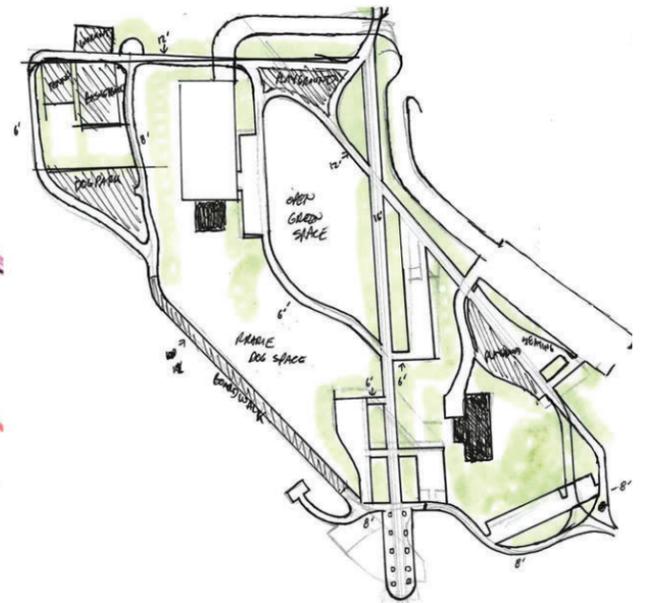
03. SKETCHES



BUBBLE DIAGRAM



INITIAL CONCEPT

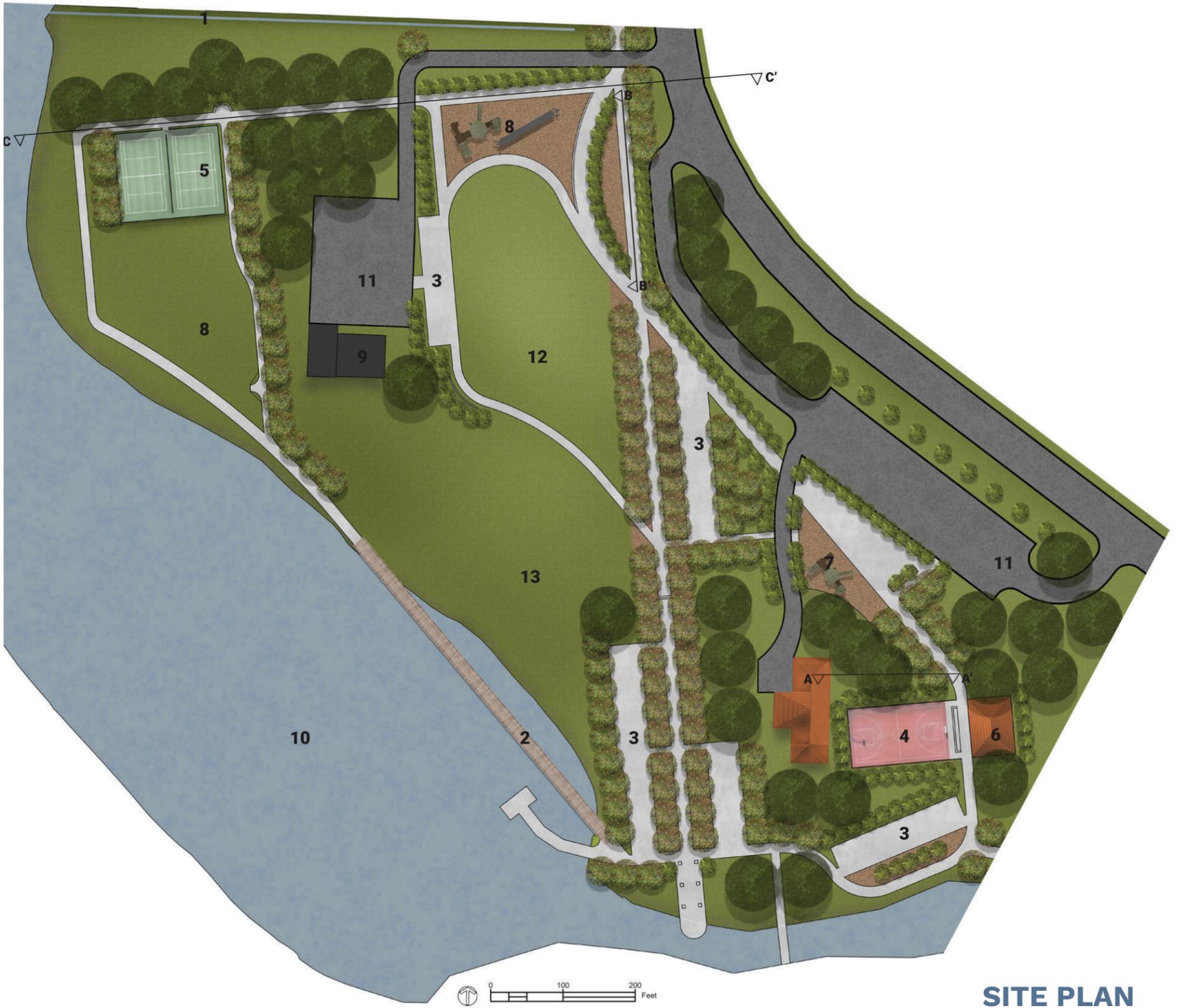


HAND DRAWN

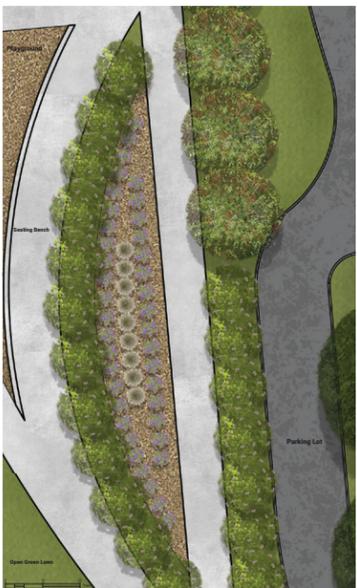
The focus on the site is “movement in multiple forms” which focuses on different types of movements for different age ranges and different interests. The site originally had poor circulation, major erosion and prairie dog problem. By adding a variety of local vegetation the prairie dog and erosion problem could be limited. A variety of paths and spaces allows for circulation to be improves.

A mainly linear design is proposed to allow for increased connectivity along with increased walkability. Different forms of activities are proposed to allow for many to be interested in the site. Local vegetation is planned to allow for easy maintenance of the site and different colors allow for a visually appealing site.

03. SITE PLAN



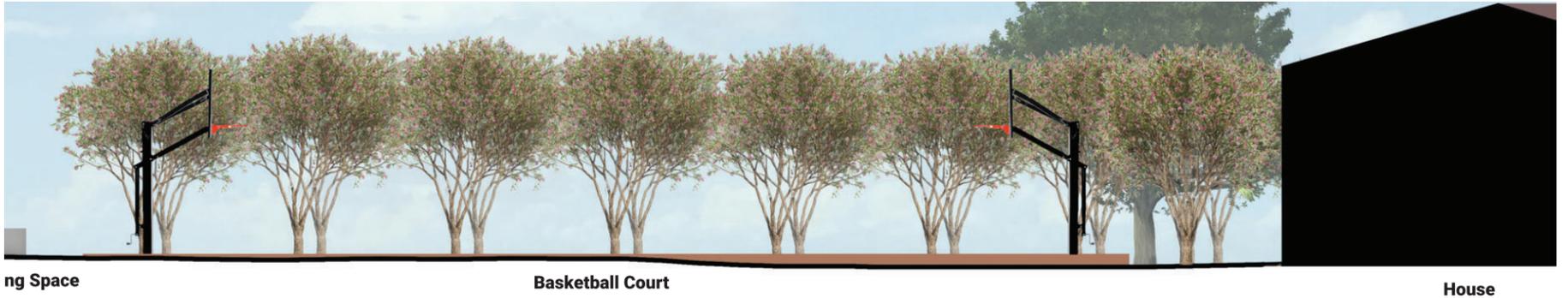
SITE PLAN



PLANTING BED PLAN

1. Bioswale
2. Boardwalk
3. Seating Spaces
4. Basketball Courts
5. Tennis Courts
6. Outdoor Gym
7. Playgrounds
8. Dog Park
9. He-Brews Coffee
10. Conquistador Lake
11. Parking Lots
12. Open Green Lawn
13. Prairie Dog Land

03. SECTIONS



ng Space

Basketball Court

House

BASKETBALL COURT



Parking Lot

Playground

Seating Space

Open Green Lawn
Playground

Hi-Brews

Parking Lot

Tennis Courts

Lake

FULL SITE



Playground

Seating Bench

SEATING

03. PERSPECTIVE



BASKETBALL



SEATING

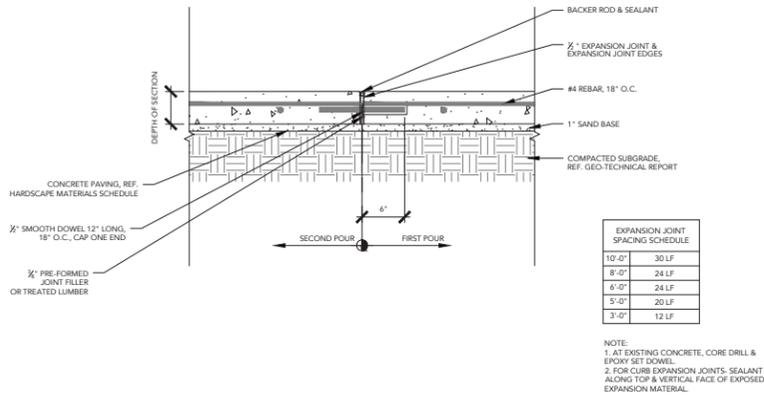
04.

INTERNSHIP PROJECTS

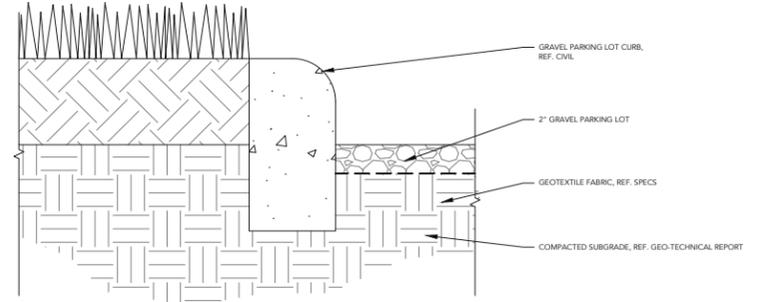
META PLANNING + DESIGN

CAD, Rhino, Adobe Products, Excel

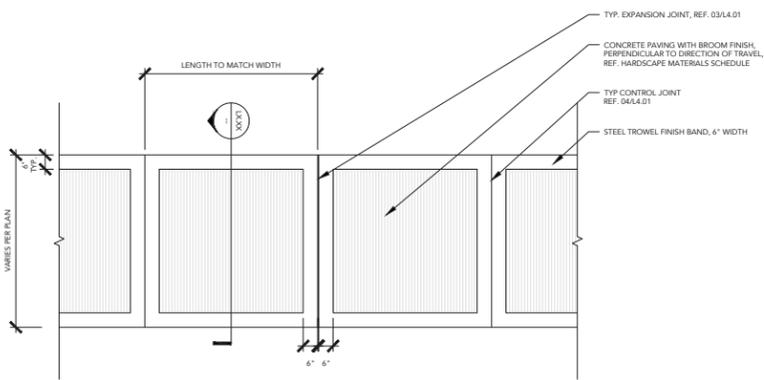
04. CONSTRUCTION DETAILS



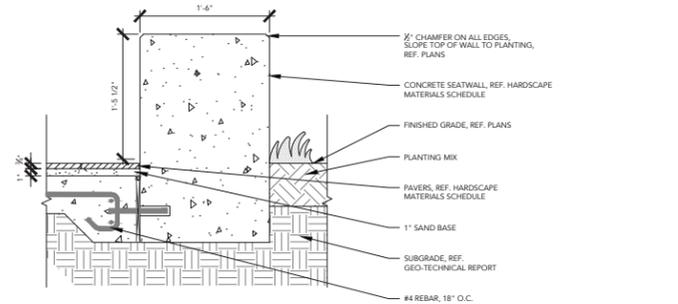
01 SECTION - TYPICAL EXPANSION JOINT
1/12" = 1'-0"



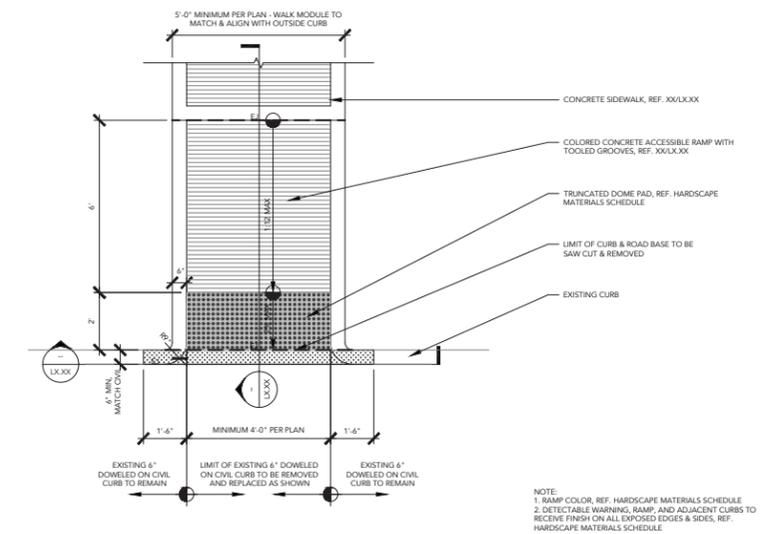
01 SECTION - PARKING LOT GRAVEL AT CURB
3" = 1'-0"



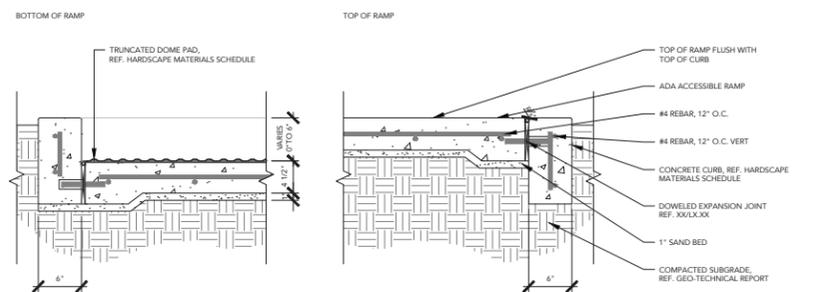
01 PLAN - TYPICAL CONCRETE TRAIL/PAVING
1/2" = 1'-0"



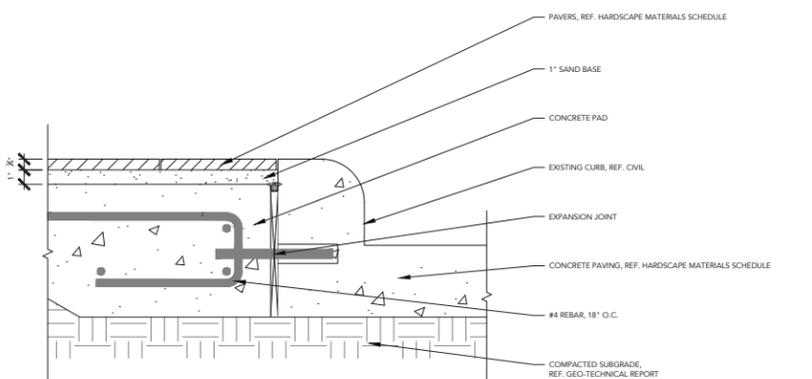
01 SECTION - SEAT WALL
1-1/2" = 1'-0"



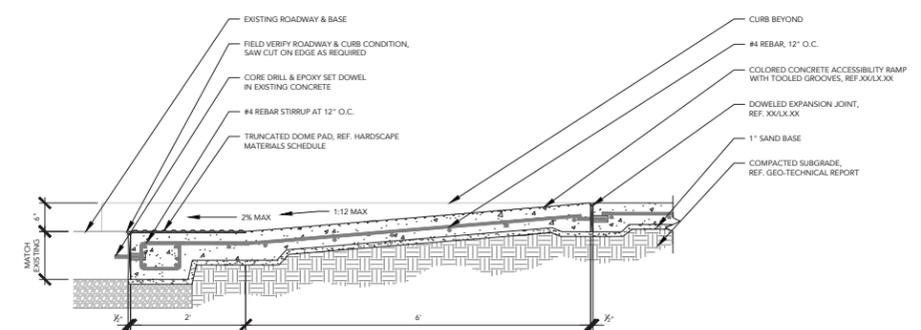
01 PLAN - ACCESSIBLE CURB RAMP WITH TRUNCATED DOME PAD
1/2" = 1'-0"



01 SECTION - CURB RAMP WITH TRUNCATED DOME PAD
1-1/2" = 1'-0"



01 SECTION - TYPICAL 3/4" THICK PAVERS AT CURB
3" = 1'-0"



01 SECTION - ACCESSIBLE CURB RAMP WITH TRUNCATED DOME PAD (SIDE)
1" = 1'-0"

A comprehensive hardscape detail collection was created to streamline the production of construction sheets for residential community projects. The collection includes detailed CAD drawings of various pavement types including pavers, concrete, ADA-compliant ramps, curbs, stairs, and other concrete elements. Each detail was standardized for clarity, constructibility, and code compliance, and reducing documentation time.

04. MAIN ENTRY MONUMENT



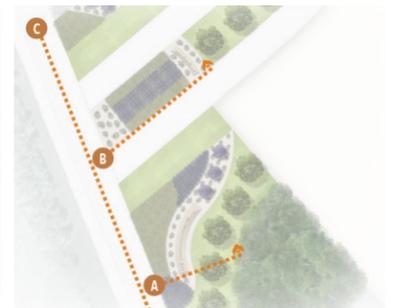
SECTION A



SECTION B



SECTION C



SITE PLAN

LEGEND

- 1 MAIN ENTRY PRIMARY MONUMENT W/ LIMESTONE BLOCKS ACCENTED BY CORTEN STEEL SIGNAGE AND WOOD
- 2 MAIN ENTRY MEDIAN MONUMENT W/ LIMESTONE BLOCKS AND CORTEN STEEL COMMUNITY LOGO
- 3 CRUSHED LIMESTONE DECORATIVE ACCENT BED W/ CACTI PLANTING
- 4 FLOWERING PERENNIAL PLANTING AREA (TYP.)
- 5 PERENNIAL GRASS PLANTING AREA (TYP.)
- 6 SHADE TREES (TYP.)
- 7 FLOWERING ORNAMENTAL TREE (TYP.)
- 8 LAWN AREA (TYP.)
- 9 REFORESTATION AREA
- 10 MAIN COMMUNITY ENTRY THOROUGHFARE FROM SAN MARCOS HWY
- 11 LIGHT INDUSTRIAL DEVELOPMENT



The community is located outside of Austin, which allows the entry monument is inspired by the nature of the Texas Hill Country. Incorporation of native plants and use of materials such as limestone and wood to reflect the region's aesthetic.

In this development, besides creating monument schematic's, I also created a vision book for the community, cost studies with exhibits, and helping my supervisor with other tasks.

Entry monument schematics were developed to reflect the community's overall theme, with a focus on aesthetic harmony with surrounding areas. Budget limits and site-specific factors such as topography, visibility, and access, shaped final design and placement decisions. Each monument was thoughtfully designed and positioned to establish a welcoming, consistent visual identity at key entry points, supporting the development's character and appeal.

Steph W.

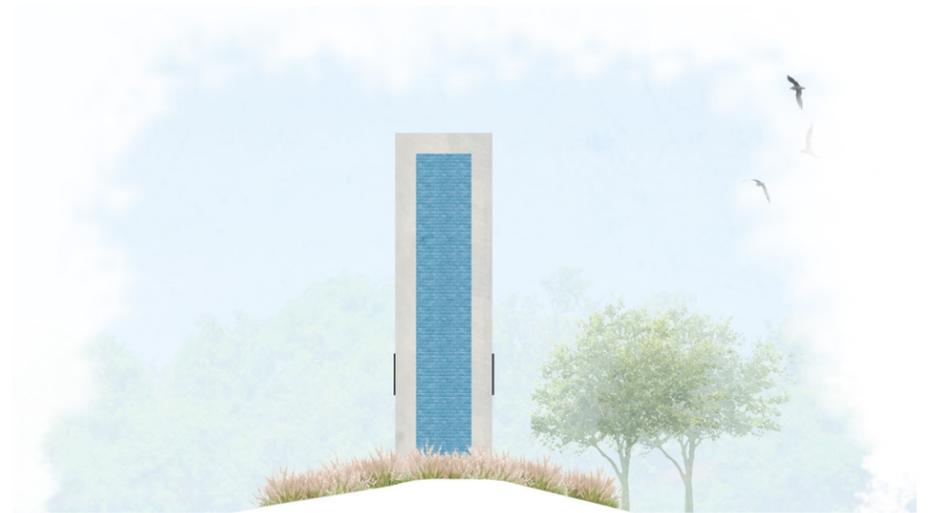
04. MAIN ENTRY MONUMENT



SECTION A



SECTION B



SECTION C



SITE PLAN

In this community development, besides creating monument schematic's, I also created a vision book for the community, cost studies with exhibits, and helping my supervisor with other tasks.

The community is located outside of Houston, however it is situated off an interstate frontage road. A towering monument was incorporated for easy viewing from the interstate and frontage road. Native plants are incorporated along with unique elements such as glazed brick to create an inviting main thoroughfare.

04. POCKET PARKS



LEGEND

- 1 PLAYGROUND (FALL SURFACE TBD.) (2,200 SF)
(PLAYGROUND EQUIPMENT FOR VISUAL PURPOSES ONLY, EXACT EQUIPMENT TBD.)
- 2 ROADWAY (TYP.)
- 3 CONCRETE TRAIL (5'-0" / 6'-0" WIDE)
- 4 ADA ACCESSIBLE CONCRETE TRAIL RAMP
- 5 PARK BENCHES (TYP.)
- 6 TRASH RECEPTACLE
- 7 PET WASTE STATION
- 8 LIVE OAK TREE (*Quercus virginiana*)
- 9 LOBLOLLY PINE (*Pinus taeda*)
- 10 VITEX TREE (*Vitex agnus-castus*)

PARK A



LEGEND

- 1 PLAYGROUND (FALL SURFACE TBD.) (4,800 SF)
(PLAYGROUND EQUIPMENT FOR VISUAL PURPOSES ONLY, EXACT EQUIPMENT TBD.)
- 2 OPEN GREEN SPACE/ LAWN
- 3 ROADWAY (TYP.)
- 4 CONCRETE TRAIL (5'-0" / 6'-0" WIDE)
- 5 ADA ACCESSIBLE CONCRETE TRAIL RAMP
- 6 PARK BENCHES (TYP.)
- 7 TRASH RECEPTACLE
- 8 PET WASTE STATION
- 9 LIVE OAK TREE (*Quercus virginiana*)
- 10 LOBLOLLY PINE (*Pinus taeda*)
- 11 VITEX TREE (*Vitex agnus-castus*)

PARK B



Two pocket parks were developed throughout the community, offering designated play areas for children, bench seating for residents, and accessible walking trails that encourage outdoor activity. These spaces were strategically integrated into the neighborhood to promote connectivity, recreation, and community interaction. To support way finding and planning, a comprehensive parks and trails diagram was created, clearly illustrating the locations and connections of all trails and park features within the community.

NOT TO SCALE

Stefan W.

04. PARKS AND TRAILS DIAGRAM



PARKS AND TRAILS DIAGRAM

To support way finding and planning in a development, a comprehensive parks and trails diagram was created, clearly illustrating the locations and connections of all trails and park features within the community.

05.

URBANOVSKY PAVILION

ARCHITECTURAL DESIGN

Hand Model, Rhino, Adobe Products

05. SYSTEM DESIGN

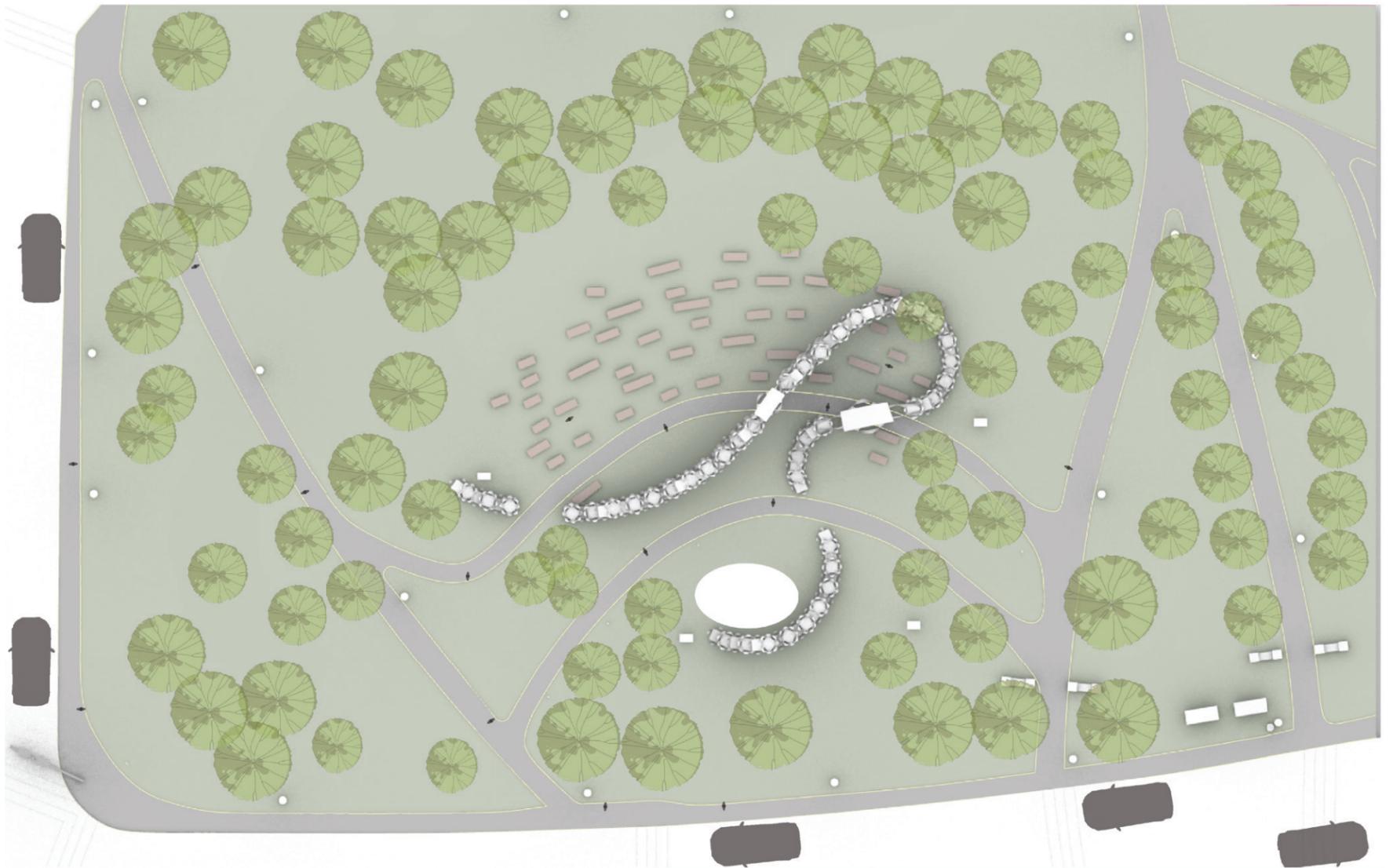


MODEL

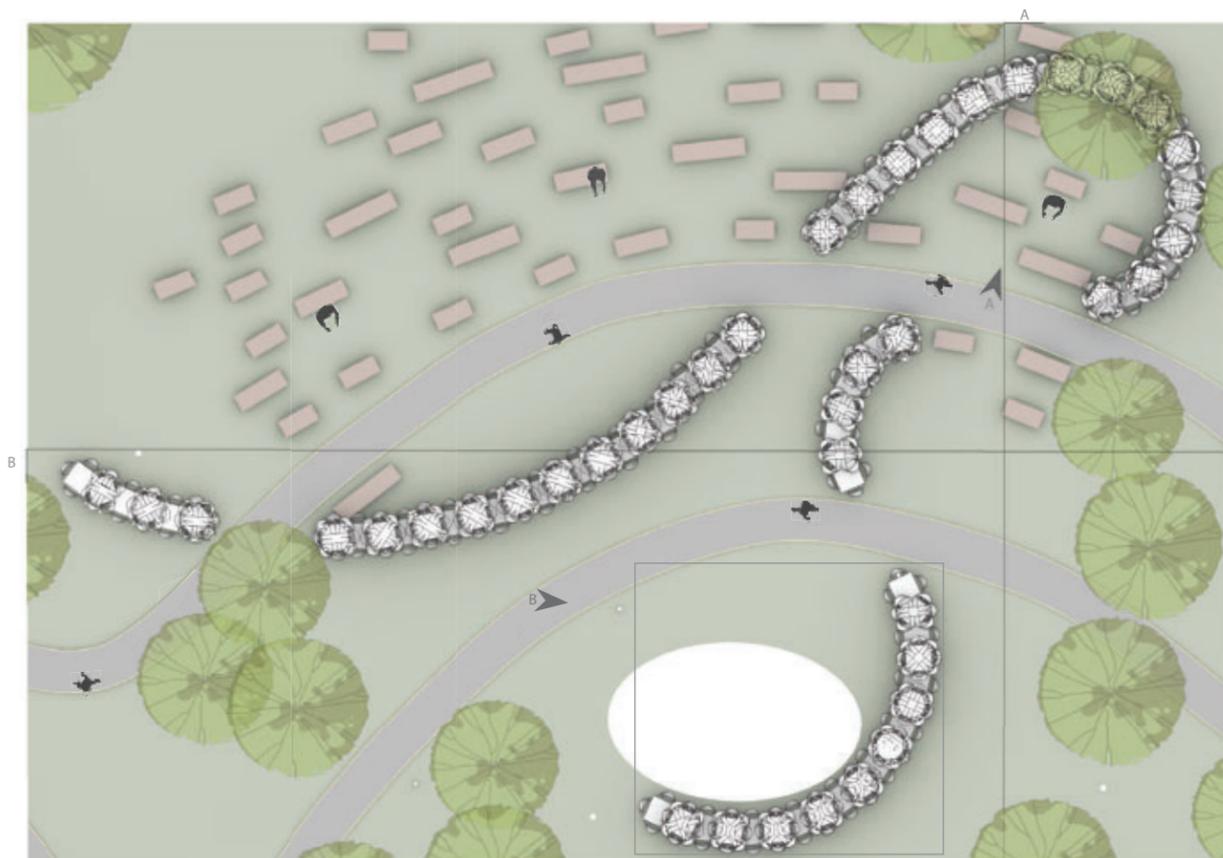
The objective is to use the words “bend and deform” in order to create a pavilion. By utilizing many modular pieces that are the same, a curvaceous and sweeping design is created.

After different trials, a paperlike material was considered as best fit. Using Rhino and trial and error, an ideal design was created utilizing the different elevation and existing hardscape.

05. SITE PLAN

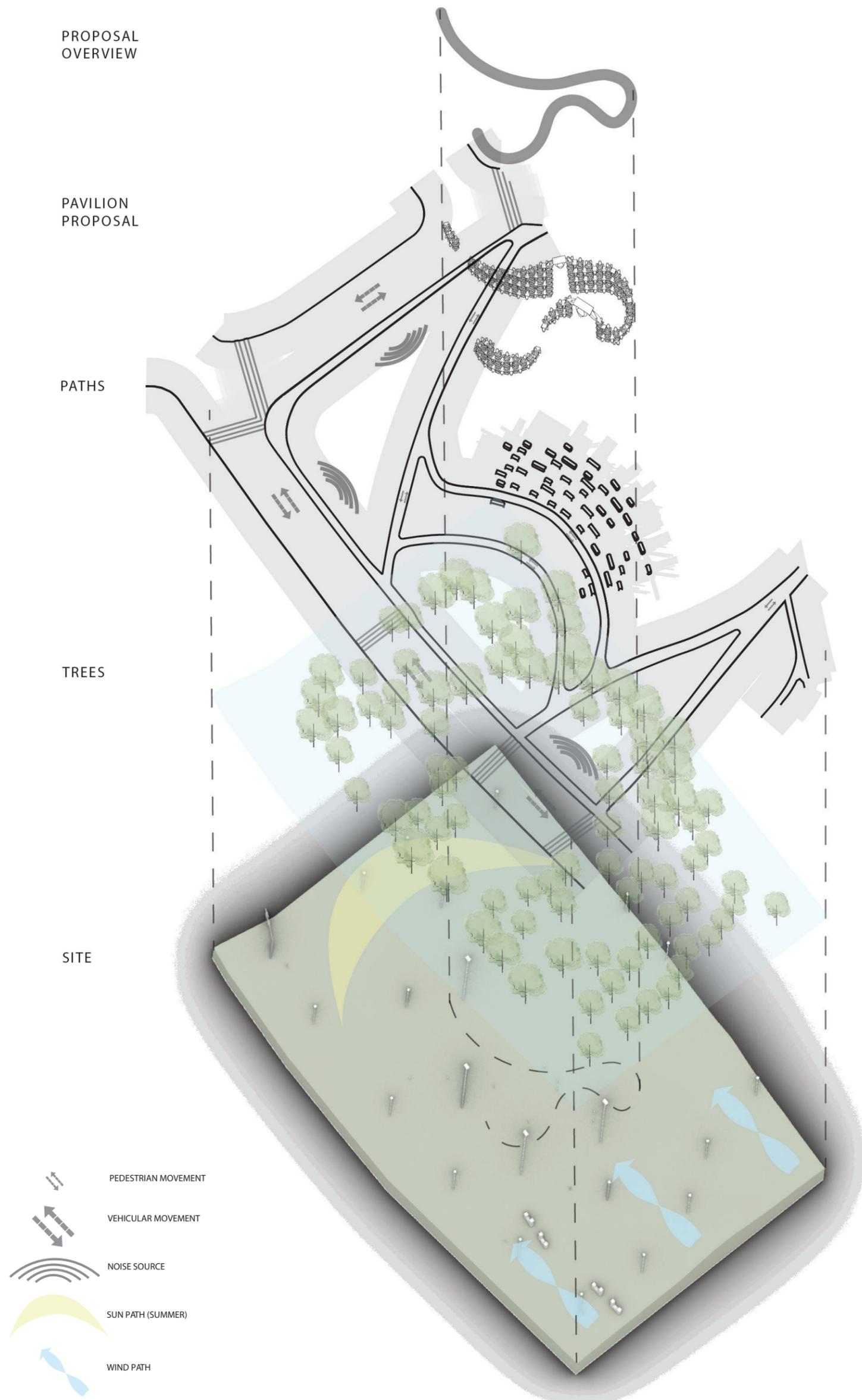


SITE PLAN

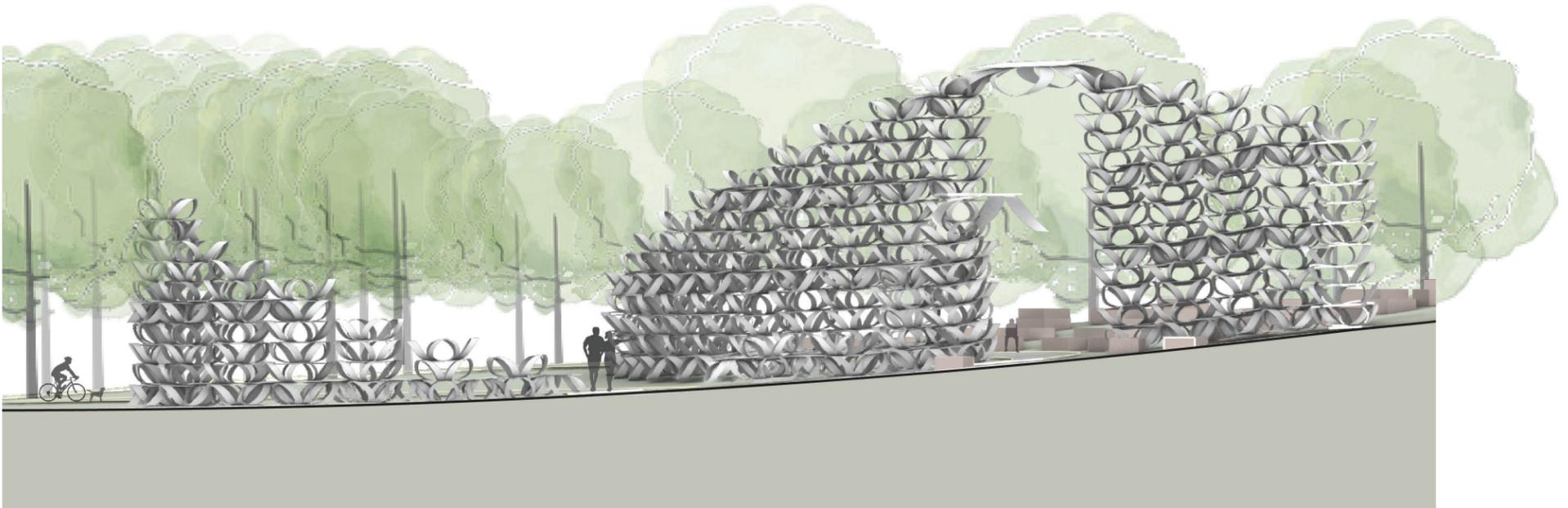


CLOSE-UP PLAN

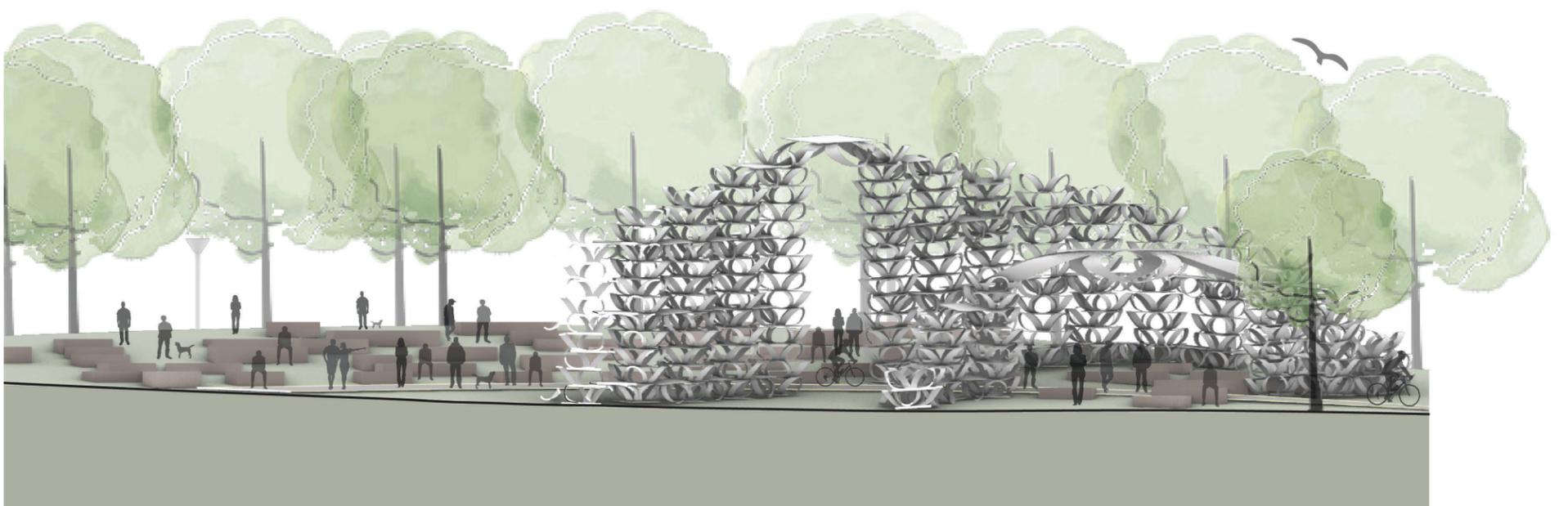
05. EXPLODED ISOMETRIC



05. SECTIONS



SECTION A-A'

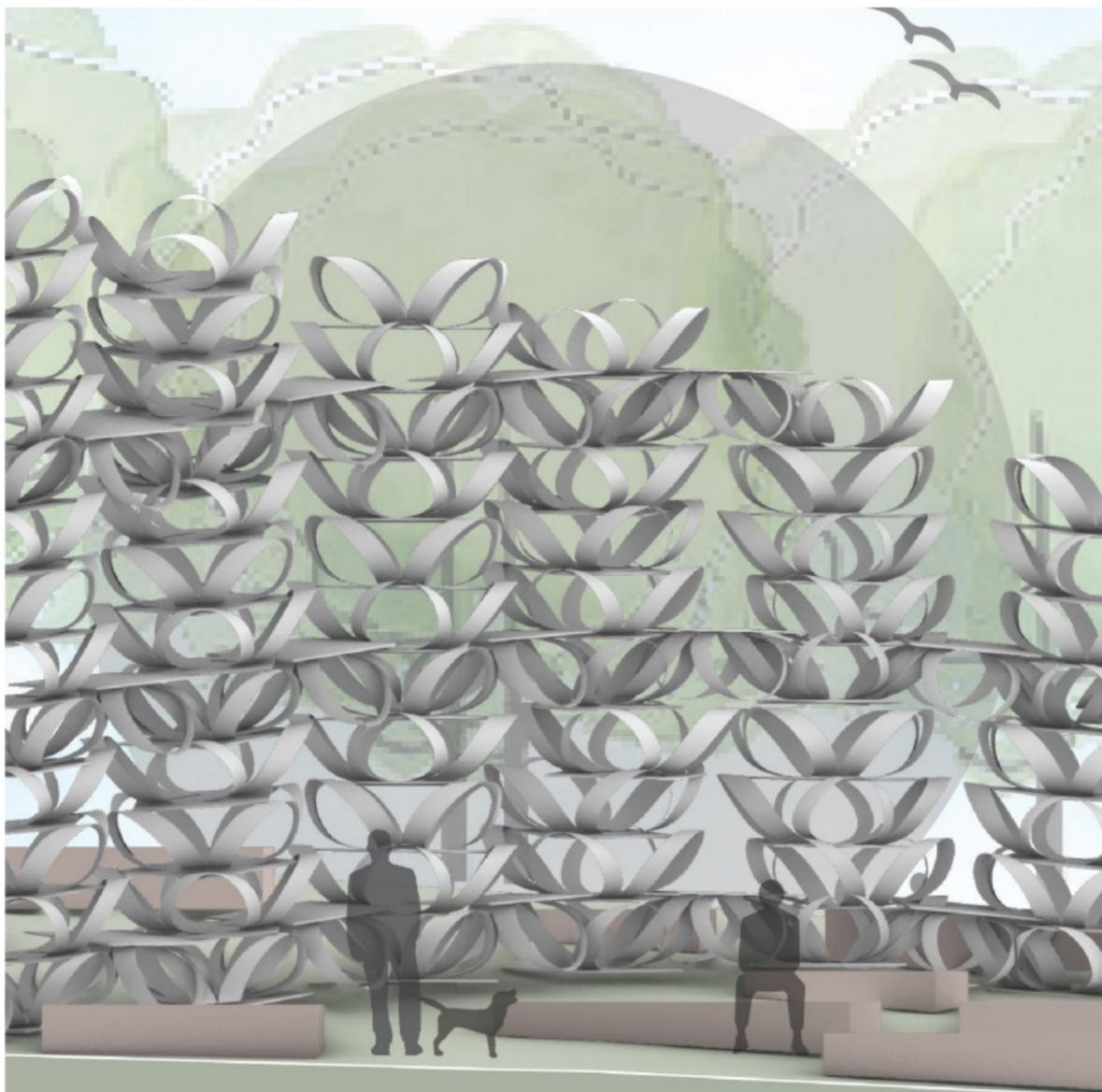


SECTION B-B'

05. PERSPECTIVES



STAGE PERSPECTIVE



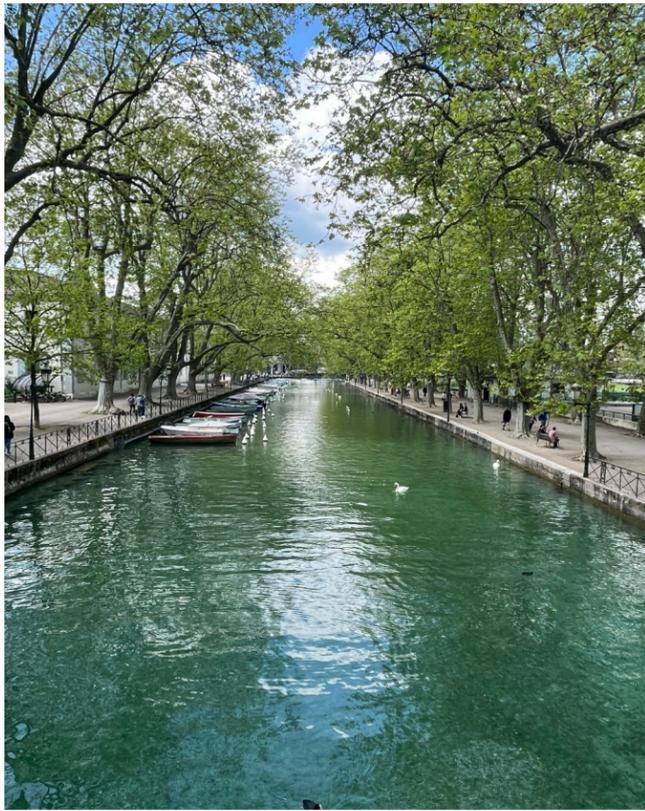
SEATING PERSPECTIVE

06.

PERSONAL PROJECTS

Photos Taken

06. PHOTOS



Thank You