



GIANCARLO MAZZANTI

Mazzanti Team

Born in Barranquilla, a port city in northern Colombia, **Giancarlo Mazzanti** is an architect who graduated from the Universidad Javeriana in Colombia, with postgraduate studies in industrial design and architecture in Florence, Italy. He has academic experience as a visiting professor at numerous Colombian universities, as well as at prestigious institutions such as Harvard, Columbia, and Princeton. Mazzanti is the first Colombian architect to have his work included in the permanent collections of the Museum of Modern Art (MoMA) in New York and the Centre Pompidou in Paris.

Giancarlo Mazzanti **has over 25 years of professional experience, and his studio**, El Equipo Mazzanti, located in Bogotá, has gained recognition for its **design philosophy based on modular and systemic approaches**. This methodology generates flexible elements capable of growing and adapting over time, aiming for an architecture that aligns more with the concept of strategy rather than a finite and closed composition. This architectural idea as an operation stems from exploring various forms of material and spatial organization, considering concepts such as repetition, indeterminacy, incompleteness, instability, arrangement, and patterns.

El Equipo Mazzanti is also noted for its research on play and its connection to architecture. This interest in the relationship between play and architecture has led to new collaborations with professionals from various fields, discovering new opportunities for cooperation and developing projects and exhibitions presented worldwide under the brand We Play You Play.

Social values are at the core of Mazzanti's architecture, as he aims to create projects that enhance social transformations and build communities. He has dedicated his professional life to improving quality of life through environmental design and the idea of social equality. His work has become a reflection of current social changes occurring in Latin America and Colombia, demonstrating that good architecture can build new identities for cities, towns, and inhabitants, transcending reputations of crime and poverty.

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