

Jose's interest in social justice and fine art led him to pursue a career in the fine arts back in 1987. After earning a master degree in Fine Arts from the University of Chicago, Jose pursued an artistic path that combined his passion for the architectural built environment with his love for the dynamic and expressive forms he could achieve through sculpture, and painting. As a fine artist, Jose became adept and successful at analyzing information and transforming ideas into a diversity of art forms that are rich in symbolism and expression.

Combined with substantial experience in the fine arts, his experience in architecture gives Jose an edge as an artist in public art. Throughout his career, Jose's passion has always been to infuse art into the public realm. As more than just artwork to decorate a space, his work is integrated into the fabric of the built environment itself. It combines the sensual and emotive aspects of fine art with architectural concepts such as entry, termination, spatial sequencing and public/private space. This allows Jose's projects to transcend the traditional limits of fine art and architecture. His work at Solid Ground, where Landon Bone Baker Architects won the 2007 Driehaus Award for Architecture, is an excellent example of this synthesis. His work at the Light in the Village Theater exemplifies this as well with his stage sets enveloping the entire theater, fully integrating the audience the actors and the stage set into one setting. Having a solid background in art, architecture and urban planning, Jose unites all these disciplines seamlessly to create an inspired and unified environment.