

# U.S. Architecture Firms Are Quietly Filling Key Roles from Latin America

*As hiring challenges persist across the industry, firms are turning to remote professionals in LATAM to support documentation, modeling, and project delivery.*

ARIZONA, AZ, UNITED STATES, September 22, 2025 /EINPresswire.com/ -- Architecture firms across the U.S. are under pressure to meet deadlines with leaner in-house teams. While demand for architectural services has recovered post-pandemic, local staffing pipelines have not. To close the gap, firms are building remote capacity, primarily from Latin America.

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Most firms aren't trying to replace talent. They're trying to keep up with production while retaining quality” “We help them do that by supplying people who are trained to work at that level.”

*Juli Rey*

One company at the center of this trend is Wow Remote Teams, a [nearshore architectural staffing agency](#). It works with U.S.-based studios to identify, vet, and place full-time remote professionals from across the LATAM region. These hires aren't contractors or part-time freelancers, they're embedded team members aligned to U.S. tools, time

zones, and delivery expectations.

## The Hiring Bottleneck Isn't Going Away

While some large firms have resumed traditional in-house hiring, many mid-sized studios continue to struggle with finding experienced staff—especially for production-heavy roles. Local candidates are limited. [Turnover](#) is high. The cost of adding permanent headcount is often at odds with unpredictable project pipelines.

The result is a bottleneck at the execution layer. Designers are pulled into drafting. Principals are reviewing CD sets. Tasks that should be handled by technical staff end up delaying creative progress.

Wow Remote Teams offers an alternative: trained professionals who can be placed into live projects within a week. These are full-time hires working in real-time alongside U.S. teams—handling everything from modeling and drafting to coordination and deliverables.

Focused on Execution, Not Outsourcing

The firm's approach is narrow by design. It does not operate as a freelance platform or generalized VA agency. All placements are architectural—typically in production, documentation, visualization, or project support.

What makes the model work is context. Most candidates have already worked on U.S. or EU-based projects. They understand submittal workflows, markup cycles, and how to work inside a Revit model without needing constant review. They also tend to hold architecture degrees or technical certifications in their home countries, with relevant software training.

Recent hires have included a drafter supporting a design-build firm's construction documentation, a project assistant coordinating vendor schedules across multiple states, and a modeler producing Revit files for a studio with repeat rollout work.

"We don't submit resumes. We submit people who can contribute inside from day one," said Juli Rey.

### Integration Over Experimentation

Rather than pitch remote staffing as a flexible experiment, Wow Remote Teams treats each placement as a direct extension of the client's in-house team. New hires join internal meetings, are assigned email accounts, and use the same tools as everyone else. They are full-time, fully integrated, and expected to contribute as equals.

The advantage for most firms is consistency. These hires work full-time, integrate into internal systems, and stay with teams across multiple phases. Many remain for years, contributing to a stable production pipeline.

"Architecture runs on documentation, deadlines, and clear responsibilities," "We place people who know how to operate within that structure."

### Recruitment That Understands the Work

Each placement goes through a multi-step process. In Wow Remote Team's process, candidates are sourced directly, not pulled from open platforms, and are screened for technical ability, software fluency, language proficiency, and workflow readiness.

Testing includes Revit or AutoCAD evaluations, sample redline tasks, and live interviews. Only top candidates are submitted for final client review.

For firms with shifting project loads, this model offers a lower-friction path to scale. Clients avoid long hiring cycles, recruiter fees, or the overhead of W-2 onboarding—while gaining staff who are ready to contribute within days.

## A Normalized Part of Studio Growth

What was once viewed as a temporary stopgap is now part of the standard staffing mix. Many of the firms using Wow Remote Teams have added remote hires into their long-term org charts, often starting with one role and expanding into multi-person teams across production and coordination.

“We don’t present this as future-of-work theory. It’s just operational logic,” said Wow Remote Teams’ founder. “You can either spend eight weeks hiring locally or solve the problem this month.”

### About Wow Remote Teams

Wow Remote Teams is an architectural staffing agency helping firms in the U.S. hire full-time remote professionals from Latin America. The company places staff across architectural production, modeling, documentation, visualization, and project coordination—aligned to U.S. tools, workflows, and time zones.

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