Okay, there is a much easier way to doing that. Convert the building to an editable poly, then with the edge selection tool, select the top edge of the hole. Then, hold shift and drag down. Move it down toward the bottom and target weld its vertices with the bottom vertices.

Actually, hold on, I'm going to post a tutorial in a bit.

Sorry about the excess black. I didn't notice it was there until after I rendered the video, and I didn't feel like re-rendering it just to fix that.

Make sure you optimize your model by doing what I did near the end, which was deleting unnecessary vertices. Press backspace to delete vertices without making holes.