

Skills

UI/UX Design: Figma, Canva

Parametric & Computational Design: Rhino, Grasshopper, Dynamo, C#, Python, XGBoost

BIM & Digital Engineering: Revit, Navisworks

Simulation & Analysis: Climate Studio, TRNSYS

Project & Cost Integration: RAB (Quantity Take-Off & Cost Estimation), MS Project

Drafting & Visualization: AutoCAD, Adobe InDesign, Photoshop

Languages: Bahasa Indonesia (Native), English (C1), Italian (A1)

Education

Politecnico di Milano

MSc Building and Architectural Engineering

Thesis: "ClashAI: An Intelligent Framework for Automated Clash Detection and Resolution in Revit Environment" (Final grade: 8/8).

Relevant Coursework: Achieved 30L/30 in Sustainable Building Technologies.

Milan, Italy

March 2026

Bandung Institute of Technology

B.Arch Architecture (GPA: 3.60/4.00)

Final Project: "Spiritual Healing Resort and Spa in Ubud, Bali", used as reference case study across multiple universities (ITB, Telkom University, BINUS).

Selected for Architectural Association Visiting School (UK) - Bamboo Design & Construction.

Bandung, Indonesia

October 2020

Experience

TEKNE S.p.A. - Società Benefit

Computational Designer

Milan, Italy (*remote*)

May 2026 - present

- Develop in-house BIM automation tools (a C#/.NET Revit add-ins) that accelerate clash fixing and team coordination, turning clash reports into actionable, trackable information directly inside the model.
- Managing federated models and streamlining interdisciplinary clash detection and resolution workflows across the design team (Revit-Navisworks).

KATEKIMA

UI/UX Designer

Bandung, Indonesia

Apr 2026 - present

- Designed and developed the official company website and led end-to-end UI/UX design processes for multi-platform products (Web & Mobile).

Muhammad Thamrin Architects (MTA)

Architect

Jakarta, Indonesia

May 2023 - October 2023

- Coordinated multidisciplinary team of 5 to produce documentation for 68,000 m² multi-typology housing masterplan using Autodesk Revit.
- Developed parametric façade systems for civil servant housing in Indonesia's new capital using Grasshopper.
- Delivered design proposals for 6 Transit-Oriented Development (TOD) sites.

Bandung Institute of Technology

Academic Assistant

Bandung, Indonesia

January 2022 - April 2023

- Delivered Communication and Presentation Techniques instruction to 88 first-year undergraduate students.
- Mentored 30 third-year students in hands-on bamboo construction workshops, integrated computational design methodologies with real-world material applications.
- Coordinated international academic programs with Architectural Association (UK) and Shibaura Institute of Technology (Japan); facilitated projects focused on parametric design and digital twin applications.

Indonesia's Ministry of Public Works and Housing
Junior Architectural Engineer

Jakarta, Indonesia
October 2020 - December 2021

- Supported the planning process for \$35B+ national capital development initiatives by developing a site plan guideline based on *Site Analysis: A Contextual Approach to Sustainable Land Planning and Site Design*.
- Drafted construction documentation for disaster-resilient housing initiatives using AutoCAD.
- Quantified and analyzed project costs for over 12 infrastructure proposals using RAB methodologies, enabling precise budget allocation within ~\$300M+ design initiatives.

Awards

Tech Europe Foundation
1st Place Winner

Milan, Italy
December 2025

- Developed ClashAI, an AI-driven Revit plugin leveraging XGBoost models using Pyrevit to autonomously detect and resolve BIM clashes, cutting false positives by 96% and accelerating coordination workflows by 50% (web: [Clash-ai.co](https://clash-ai.co)).
- Selected among 767 participants, awarded €5,000 prize and €2,000 pre-seed funding.