ELISA VAN KLINK

Graduate architecture and building technology

As a 24-year-old Master's graduate in Building Technology, with a bachelor in Architecture, I specialize in the intersection of computational design and digital fabrication. I am driven by a creative mindset and a strong work ethic, constantly striving to push myself further. Beyond my technical expertise, I am a levelheaded and calm individual, known to rather listen attentively than speak for myself and approach challenges with a thoughtful, analytical mindset.

Outside of academia, I find balance and inspiration in nature, which deeply influences my design philosophy, encouraging me to create structures that seamlessly integrate with their environment. Additionally, as an avid korfball player, I bring a team-oriented, strategic approach to every project I undertake, combining technical expertise with a passion for crafting smarter, more sustainable built environments.

LANGUAGE

Dutch	Native speaker
English	Second language Proficient
German	Basics

TECHNICAL SKILLS

CAD and digital design tools

- Rhino3D
- Grasshopper
- Enscape

UI, data and programming

- HTML
- CSS
- Javascript
- Python
- Excel

Visualisation

- Indesign
- Photoshop
- Illustrator

SOFT SKILLS

+ Computational & parametric design
+ Building information modeling (BIM)
+ Digital fabrication
+ Computational manufacturing
+ Programming & automation in Architecture
+ Visualisation and presentation

QUALITIES

Teamplayer	Helpful
Creative	Eager to learn
Good listener	Hard working
Open minded	Reliable

INTERESTS

Being outdoors, cycling, walking
Reading, writing
Gaming (board games or online)
Korfbal

PORTFOLIO

https://artiapple66.github.io/portfolio
(work in progress)

EDUCATIONAL ACHIEVEMENTS

SEPT 2022 - JAN 2025: MASTER OF SCIENCE ARCHITECTURE, URBANISM AND BUILDING SCIENCES

PLACE: TECHNICAL UNIVERSITY OF DELFT

TRACK: BUILDING TECHNOLOGY

Thesis:

+ Subject:
  Computational Design and Digital Fabrication for User-Driven Shelter Solutions
+ Problem Statement:
  Current shelter solutions are often inadequate, lacking social and cultural adaptability, customization, and long-term viability.
+ Proposed solution:
  Empowering end-users in the design process by making shelter design and construction accessible to non-experts through CNC-aided design and Makerspaces.

Relevant coursework:

+ Buckylab - Prototyping and Concept Design:
  Hands-on experimentation with innovative structures through physical prototyping.
+ EXTREME - Building Design in Extreme Environments:
  Exploration of architectural solutions for extreme conditions emphasizing resilience and sustainability.
+ Technoledge Design Informatics – Robotics and Computation in Architecture:
  Application of robotics, parametric design, and automation in architectural fabrication.
+ CORE – Computational Design for Earthquake Resilience and Recovery:
  Development of algorithmic design strategies for earthquake-resistant structures.

Extracurricular Activities:

+ Computational Design for Earthquake Resilience and Recovery Exhibition, Symposium, Workshop Izmir, Turkey April 3-4, 2024:
  Showcased computational design solutions for seismic resilience.
  Organized and led hands-on workshops for students
  Attended and engaged with academic lectures

SEPT 2019 - MAY 2022: BACHELOR OF SCIENCE ARCHITECTURE, URBANISM AND BUILDING SCIENCES

PLACE: TECHNICAL UNIVERSITY OF DELFT

Relevant coursework:

+ OV - Design, drawing and computation:
  Architectural drawing, representation techniques, and conceptual design development. Introduction to Rhino, Grasshopper, parametric modeling and digital workflows.
+ TE - Technical aspects of architectural design:
  Structural systems, climate-responsive architecture, and building technology integration.
+ MA - Society and architecture:
  The societal, cultural, and economic impact of architecture.
+ GR - Architectural theory & foundations:
  History, philosophy, and theoretical frameworks shaping the built environment.

Minor: Archineering

Interdisciplinary program combining architecture and engineering with a strong focus on conceptual design and prototyping. Gained hands-on experience in CNC milling, digital fabrication, and computational design, further advancing skills in Rhino and Grasshopper.