Name
Rick van Dijk

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E-mail
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Date of birth
11 JUNE 1996

Place of birth
Gorinchem

Nationality
Dutch

Driving license
B

Languages

Dutch	●●●●●
English	●●●●●
German	●●●○○
Spanish	●○○○○

Software experience

Python	●●●●○
Revit	●●●●○
Dynamo	●●●●●
Rhino	●●●●○
Grasshopper	●●●●●
Adobe	●●●○○
MS Office	●●●○○
LateX	●●○○○
Houdini	●●○○○
UE4	●●●○○
C#/.NET	●●○○○

Curriculum vitae

Rick van Dijk

MSc Building technology / Generative Design

WORK EXPERIENCE

2020 Now **Junior BIM Modeller** — ***Delft***
Pieters Bouwtechniek
After my studies I started working at Pieters Bouwtechniek as a junior BIM modeller. I worked at a few interesting projects, developing skills in Revit. With my knowledge in programming I tried to optimize workflows in the structural design wherever possible. I developed great knowledge in Dynamo and wrote scripts (in Python) to output schedule data for clients, automated dimensions and generated sheets and filled them automaticly. Since february I also help a graduate student with programming in her graduation project, where she focusses on parametrising the shape and supports of balconies.

2017 2019 **Backoffice sales worker** — ***Alblasserdam***
Alklima BV
During my bachelor, I started working 2 days in the week at Alklima, a well-known distributer of heat-pumps. Alklima is a large company in the Netherlands, selling and distributing Mitsubishi heat-pumps. In this company I assisted the Backoffice in many ways. The work consisted of consulting engineers and installers, assisting in drawing refrigerant connection diagrams and answering questions about specifics.

2012 2017 **Intratuin** — ***Sliedrecht***
Sales employee garden furniture and deliverer.

2010 2012 **Bas van der Heijden** — ***Sliedrecht***
Filling crew.

EDUCATION

2018 2020 **Master Building Technology** — ***Delft***
Delft University of Technology
Computational Design / Generative Design (Cum Laude)

Topology Optimization as structural form finding
Master Thesis
I stepped out of the box by implementing Computer Science and Mechanical Engineering in (masonry) Architecture. Translating Topology Optimization to architectural models and generating meaningful geometry. Implementing self-weight, snow loads and roofing constraints in 3D Topology Optimization, in order to generate geometry applicable to masonry buildings. Although there are many more possibilities to explore and implement, I hope to have set a small step towards a more computational future of Architecture.

Computational Design
Master courses
During my master, Building Technology, my interest lay heavily in the field of Computational Design and Structural Engineering. Courses like Earthy, Design Informatics and Bucky Lab were my favourites, resulting in very nice projects and high grades.

Skills

- Advanced skills in Python, Dynamo and Grasshopper.
- I am a quick learner and very eager to learn.
- Innovation is my main motivation, using new techniques and learning from other sciences.
- Working efficiently and meeting deadlines
- During my studies I successfully combined my study with work and other commitments showing myself to be organized, self-motivated and capable of working under pressure

Hobbies

My main hobby is to play music. I was tought the piano and self-tought the drums. I play in 2 small bands, mostly gospel. Another hobby of mine is game development and the art for making games. I really like to read in to programming games, AI, Tensorflow and computing shaders. I have 5 chickens, whom I built a coop for. I like to travel, explore unusual areas.

Curriculum vitae

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MSc Building technology / Generative Design

2017 – 2018 **Minor Integrated Infrastructure Design** — **Delft**
Delft University of Technology
Looking for a challenge in the Structural Engineering field, I did my minor at Civil Engineering in IID. Complex infrastructure projects, such as stations, bridges and dikes were designed.

2014 – 2018 **Bachelor Architecture** — **Delft**
Delft University of Technology
I finished the bachelor of Architecture in 2018. A look into my work is given in my portfolio.

2008 – 2014 **Atheneum** — **Papendrecht**
CSG De Lage Waard
After 2 years at the Greydanus College in Zwolle I finished atheneum in 2014 in Papendrecht.

EXTRACURRICULAR ACTIVITIES

2019 **Online programming** — **Delft**
You can find me each day at a few fora about Dynamo where I like to help other people out and each year I try to finish the adventofcode!

2019 **3D Computer Graphics and Animation** — **Delft**
During MSC 3, I took this elective at the faculty of Computer Engineering. During this course I learned a lot about the maths behind 3D graphics, Raytracing and other Computer Graphics subjects. Also, me and my teammates wrote our own game, using C# and OpenGL. I participated in writing code and learned a great deal, also about how teamwork is done when coding.

2019 **Spanish 1** — **Delft**
During MSC 3, I took Spanish 1 as an elective, just for fun. After a 12 weeks course, I succesfully recieved the A1 level of Spanish.

2018 – 2019 **Shelter SXM** — **Delft**
During MSC 2, the course EXTREME had the subject of Sint-Maarten, Building under extreme conditions on this island. With 2 other students we initiated to travel there and scheduled the trip. I was responsible for all the money-related things. Booking the flights, hotels, taxis and such of all the 40 people that joined on this trip. Also I contacted companies to sponser us.

2016 – Now **Merwebolder** — **Sliedrecht**
Since 2016 I am a volunteer at the Merwebolder, an institution for handicapped people. Once a month I will bring a group of 5 residents to the local church, walk with them and have some coffee.

2014 – Now **Alpha Youth** — **Papendrecht**
Since 2014 I participate in the Alpha Youth, which is a group of people, debating life and believe. I take care of a group of young adults, steer conversations and help them with any issues. Also, I like to present some topics to all the youth.