

port fol io

Simon Hildell
2025



Hello there!

My name is Simon Hildell, I am a 22 year old guy originally from Gothenburg, Sweden. I am an ambitious and motivated guy who enjoys working with different mediums to communicate my ideas in architecture, from complex digital models, to concise sketches and physical models. I also really enjoy mathematics which overlaps much with architecture overall, but must so for me in parametric and computational design, my latest obsession.

In this portfolio I have gathered some of my favourite projects that I want to share with you.

Hope you enjoy my work!

Education

Master of Science in Digital Architecture and Emergent Futures
120hp, Lund University, Aug 2025 – June 2027, Lund

Additive Manufacturing
5hp, Chalmers University of Technology, Summer 2025, Remote

Introduction to mathematical modelling and data processing in Python
5hp, Malmö University, Summer 2025, Remote

Bachelor of Fine Arts in Architecture
180hp, Umeå University, Aug 2022 – June 2025, Umeå

Construction-CAD continuation course
7,5hp, Dalarna University, Spring 2025, Remote

Calculus 1
7,5hp, University of Gävle, Fall 2024, Remote

Construction-CAD
7,5hp, Dalarna University, Fall 2024, Remote

Linear Algebra
7,5hp, University of Gävle, Spring 2024, Remote

Hulebäcksgymnasiet
Naturvetenskapsprogrammet, 2018 - 2021, Mölnlycke
Final Grade: **21.25** / 22.5

Experience

Polestar Specialist
Polestar / Workshop, Dec 2022 - Present, Umeå + Tour
Educated specialist, deliver knowledge and customer service to ensure an experience aligned with Polestars' brand values

Appliance Installer
Movator, Summer 2023 + 2024, Gothenburg
Delivered and installed appliances such as fridge, oven and wash. Ensured proper electrical and plumbing connections.

Sales assistant
ONGO, July 2018 - June 2021, Gothenburg
Worked extra during my three years of upper high school.

Leadership

Platoon leader
Swedish Armed Forces, June 2021 - Aug 2022, Skövde
15 months of military service where I led 20 peers in a chief position. Went through Company Commander Training.
Final Grade: **(3 + 3)** / (4 + 4)

Student General
NTK, Design Section, Fall 2024, Umeå
Planned and arranged activities for new students to contribute to a great student life in Umeå and at UMA.

Contact

Lund, Sweden

Simon@Hildell.com

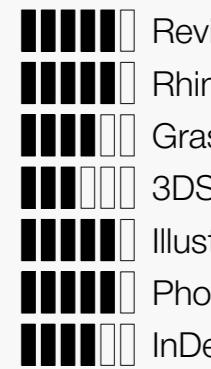
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https://simonhildell.github.io/

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www.linkedin.com/in/simon-hildell-19b078107

Software + coding



Revit



Rhino



Grasshopper



3DS Max



Illustrator



Photoshop



InDesign



Corona



AutoCAD



Mathematica



Python



HTML



Office



QGIS

Top skills

General

Problem solving
Creativity
Leadership
Team Player
Decisions
Effectivity

Industry

3D Modelling
Complex Geometry
Scripting
Visualisation
Model making
3D Printing

Personal

Dedication
Discipline
Ambition
Fast Learner
Time Management
Curious

Fun

Movie Enthusiast
Big Brother x3
Soccer player

Other

Grasshopper Certificate
LearnGrasshopper Online Course

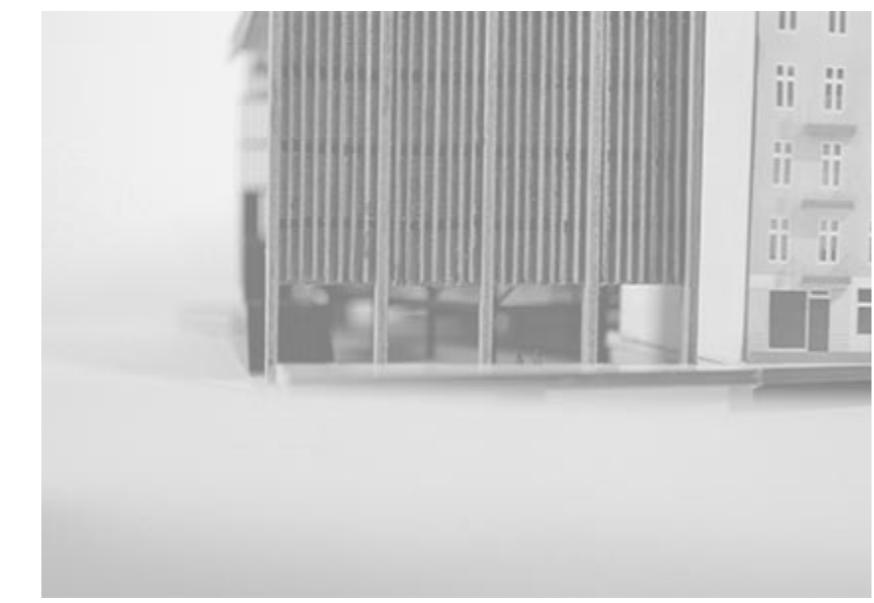
Sports Soldier of the Year
Swedish Armed Forces Diploma



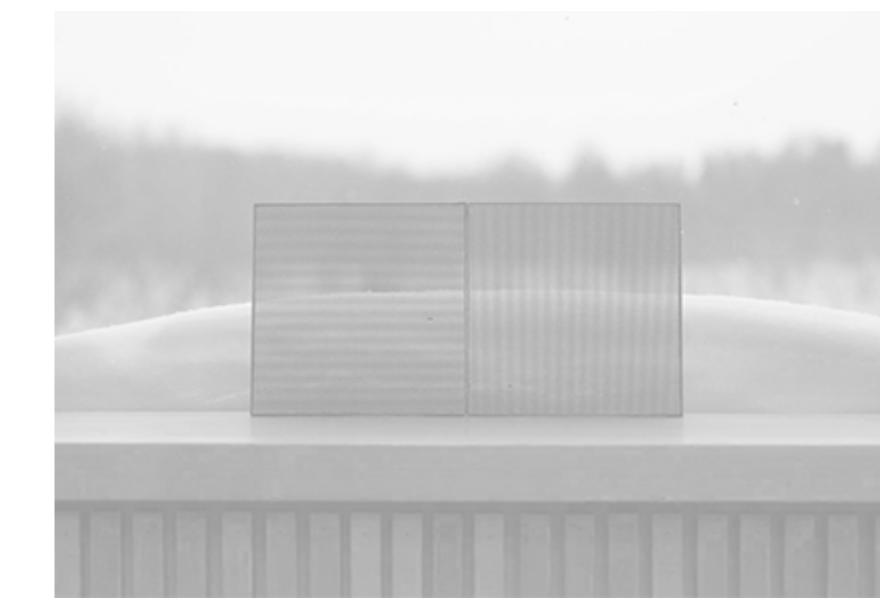
01 **Rain Hub.**
Spring 2025 - 10 weeks
Individual bachelor work



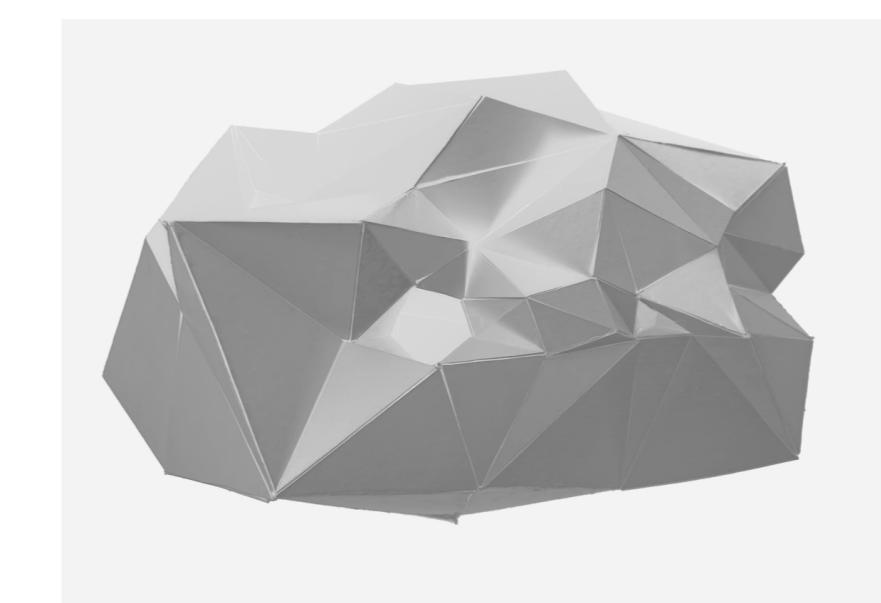
02 **Artist studios.**
Fall 2024 - 3 weeks
Individual work



03 **Sport center.**
Spring 2024 - 4 weeks
Individual work



04 **Housing.**
Fall 2023 - 4 weeks
Individual work



06 **UMA 1.**
Various 2023
Individual work



07 **Extras.**
Various 2023 - 2025
Individual work

01 | Rain Hub.

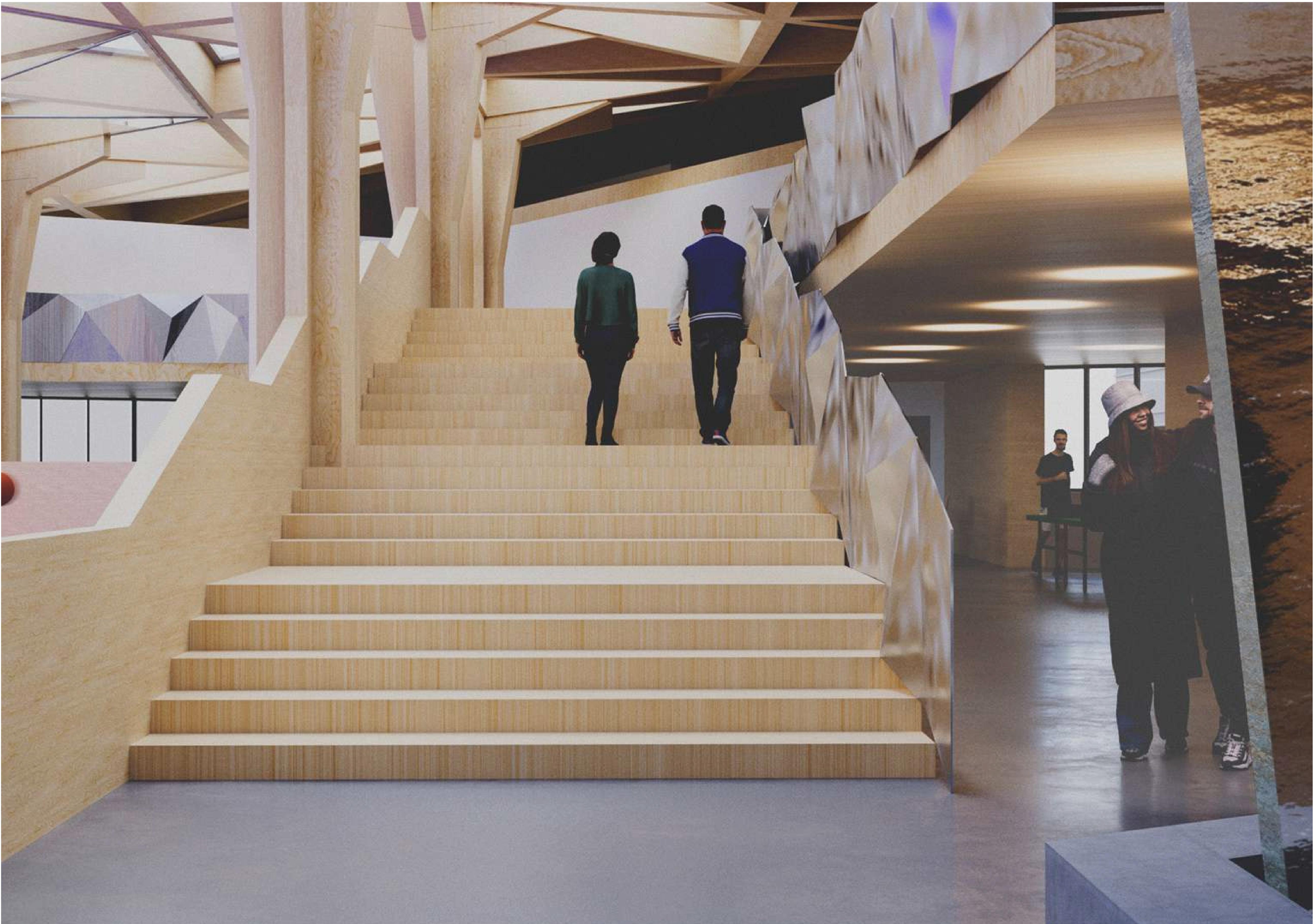
In my bachelor project I chose to work with rain. Historically in Gothenburg, it has rained every third day. The standard approach is to avoid the rain but here I want to embrace and celebrate it.

The project is situated in Mölndal, just south of Gothenburg, where I grew up. Its primary target group are teenagers since the spaces for those are limited, often resulting in meeting outside, which in combination with rain every third day is limiting.



MÖLNDAL, SWEDEN
57°39'23.6"N 12°00'40.2"E

Spring 2025 - 10 weeks
Individual bachelor work

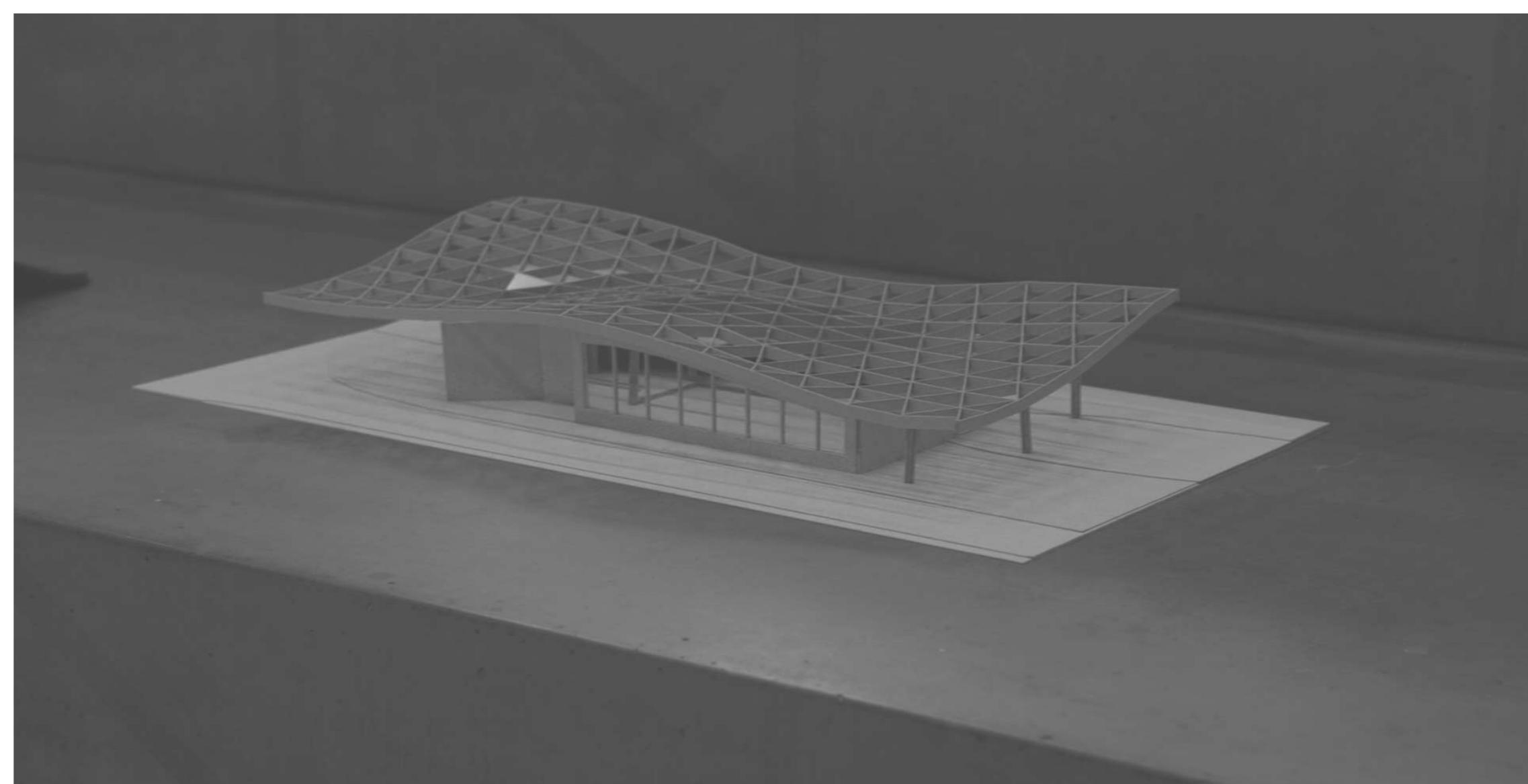
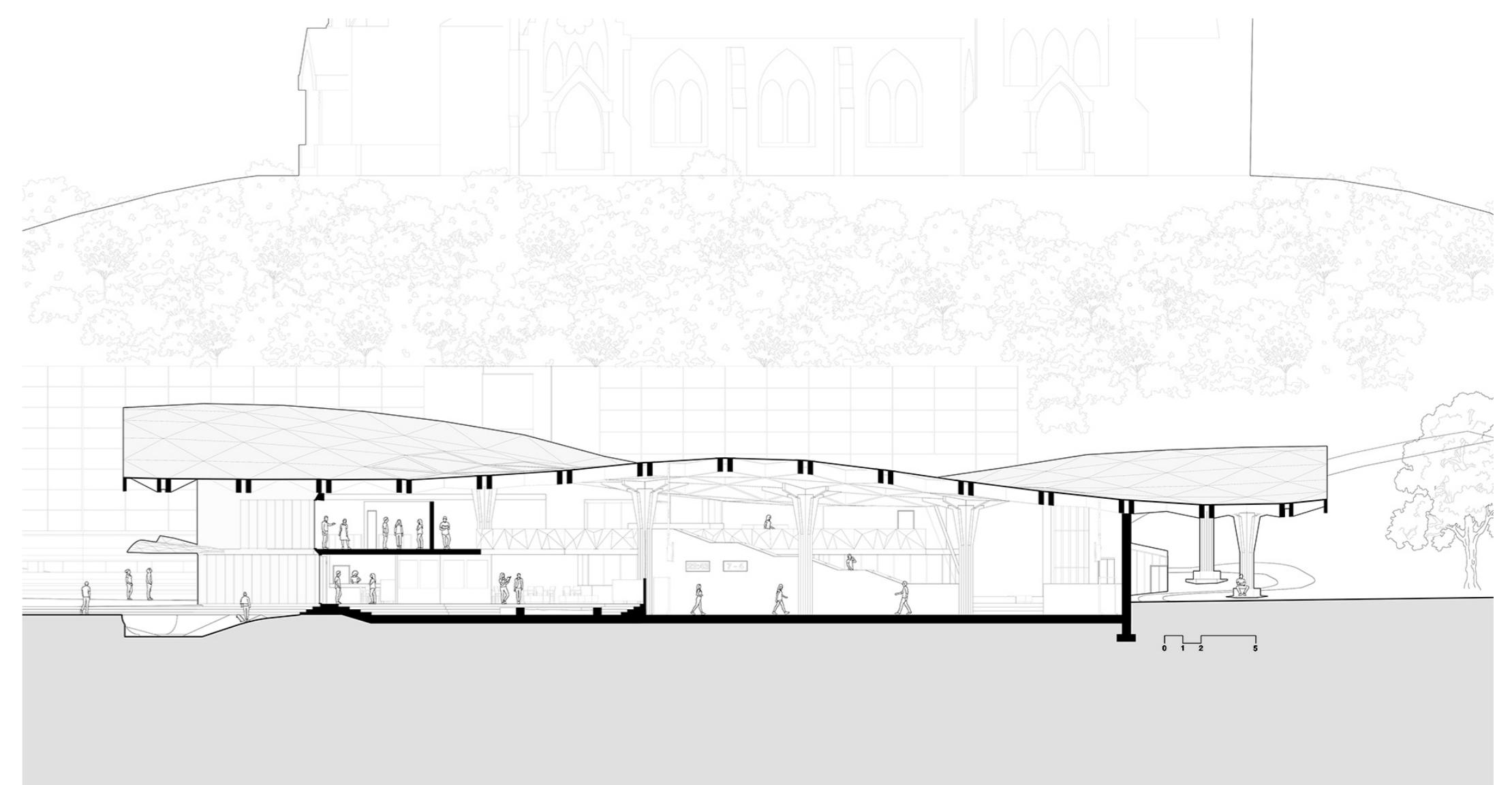
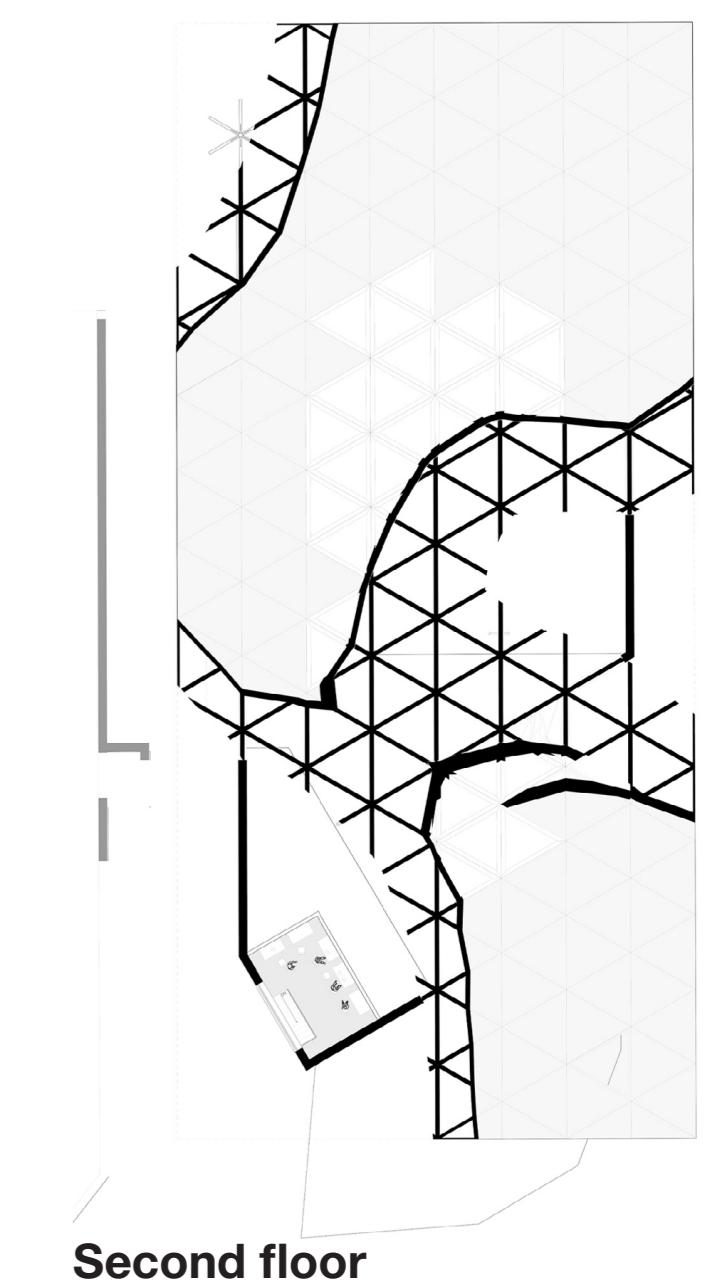
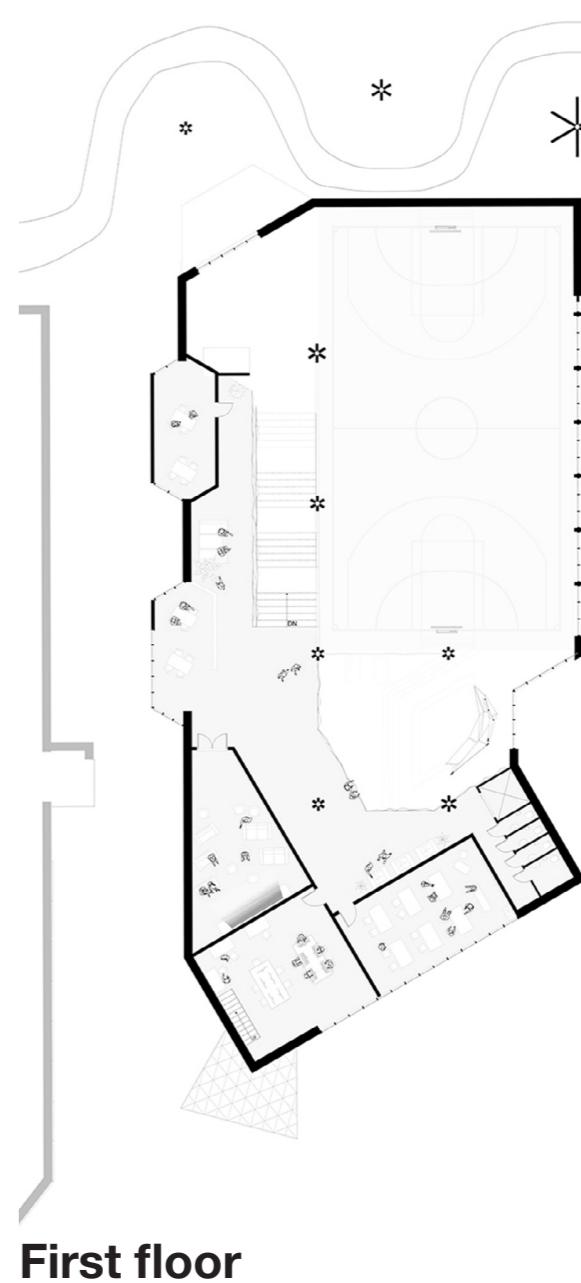
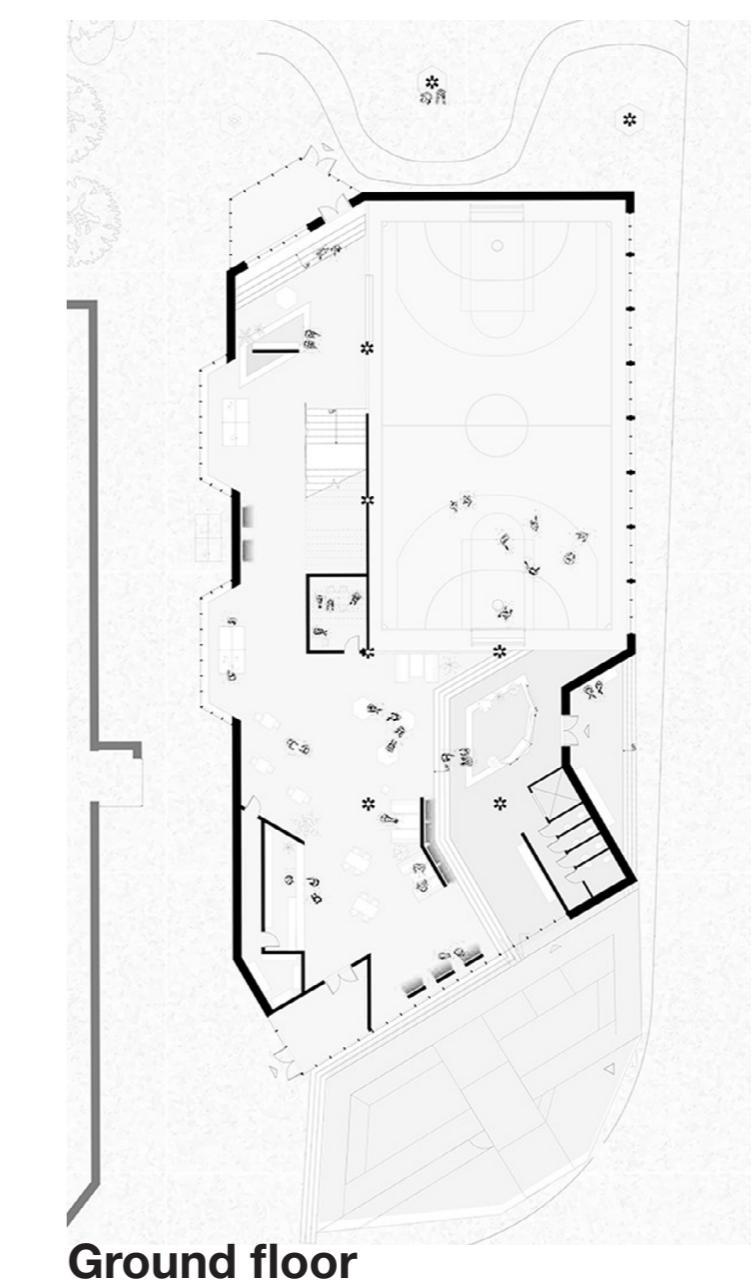
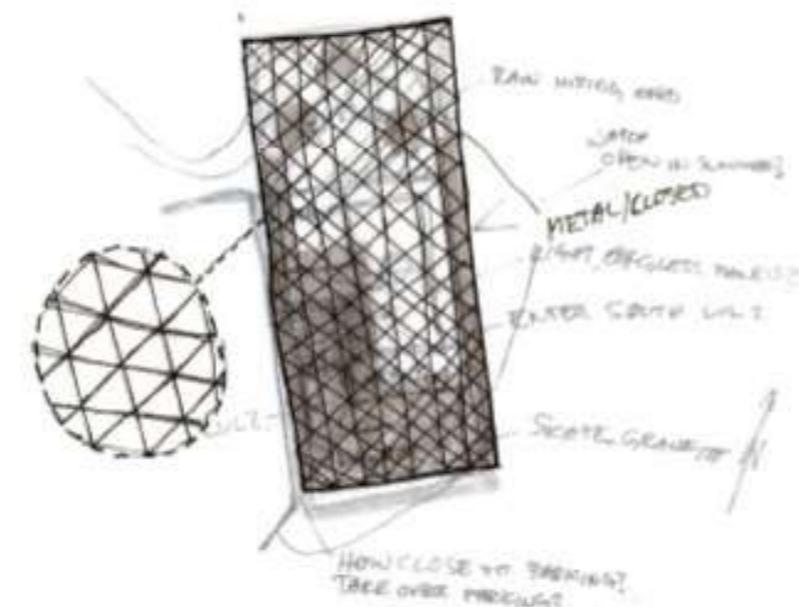
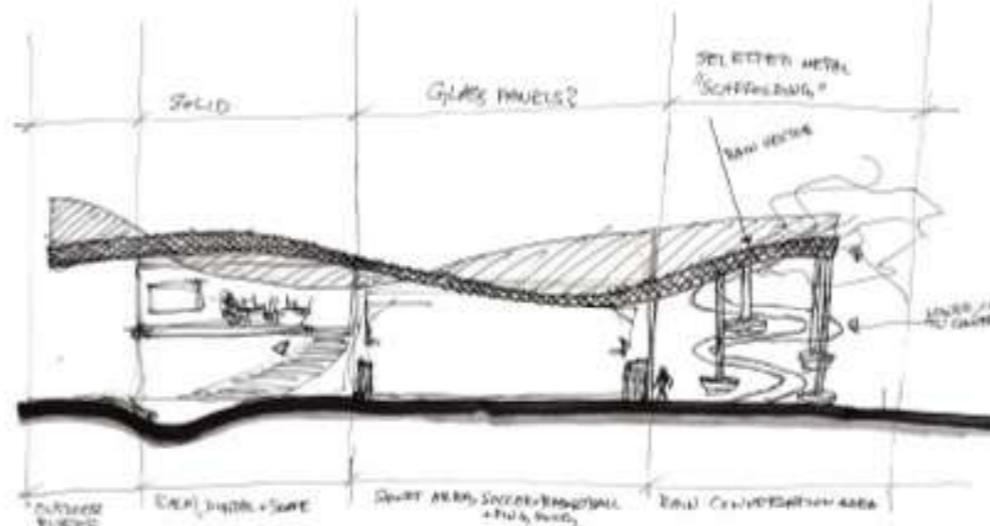
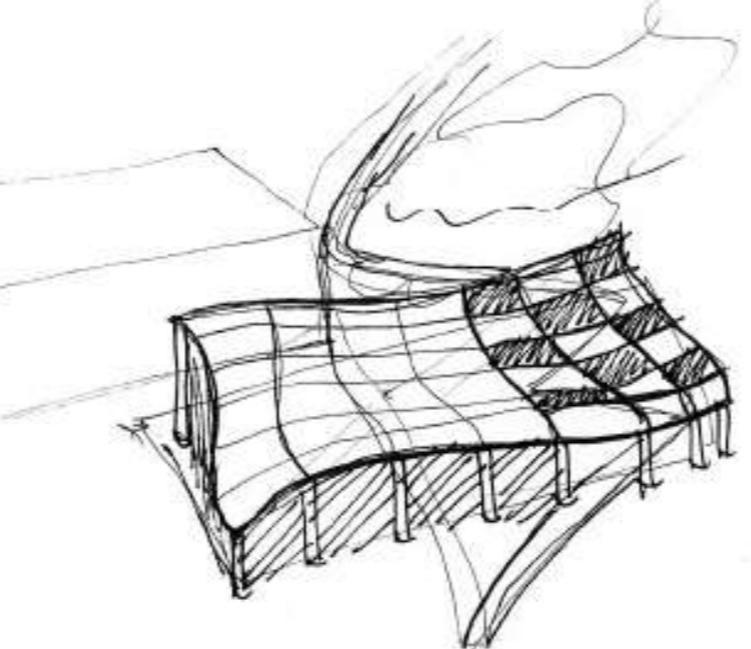


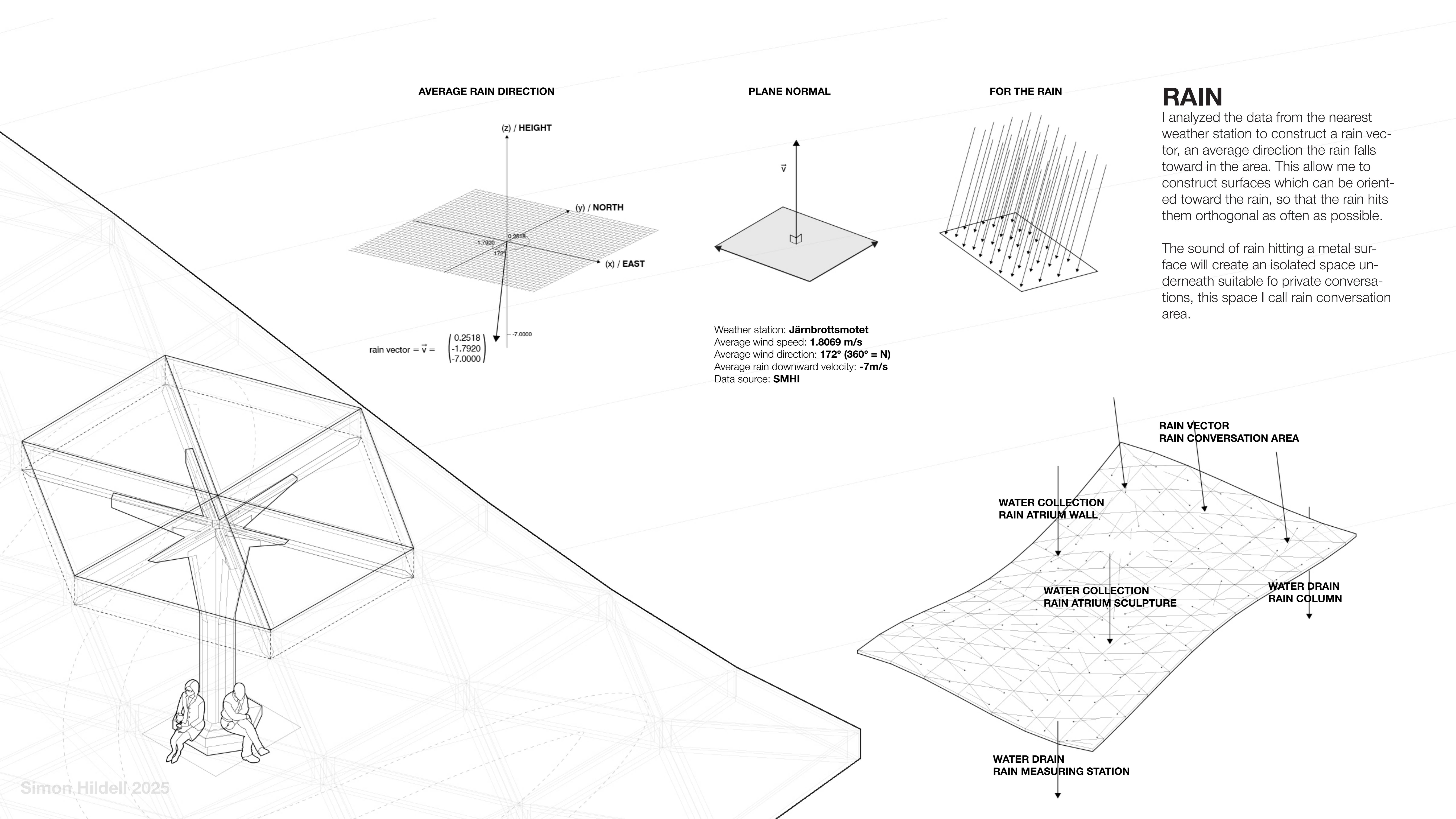
PROJECT

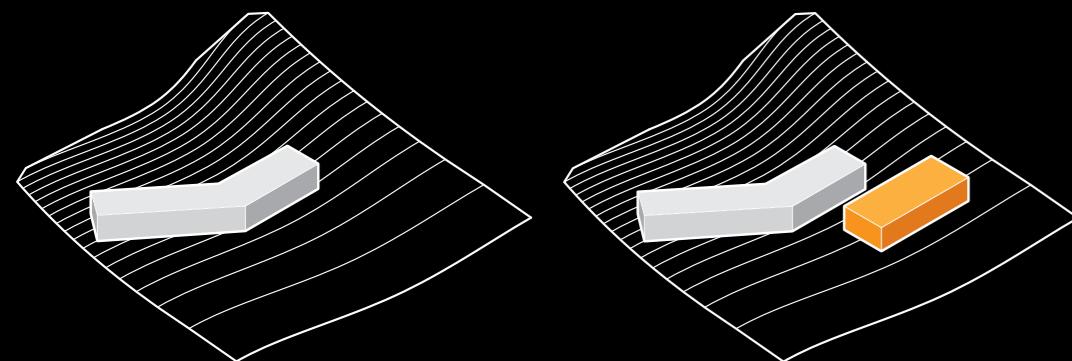
The design of the rain hub came from two principles working together.

The first being the cluster of activities which originates from activities which normally disappear in the rain. The second being the organic roof which has its roots in the site, leading the hill besides it down towards the city park and responding to the activities inside.

These collide in the final design where all elements from the activities are aligned with the geometry from the roof creating a visual and structural harmony.





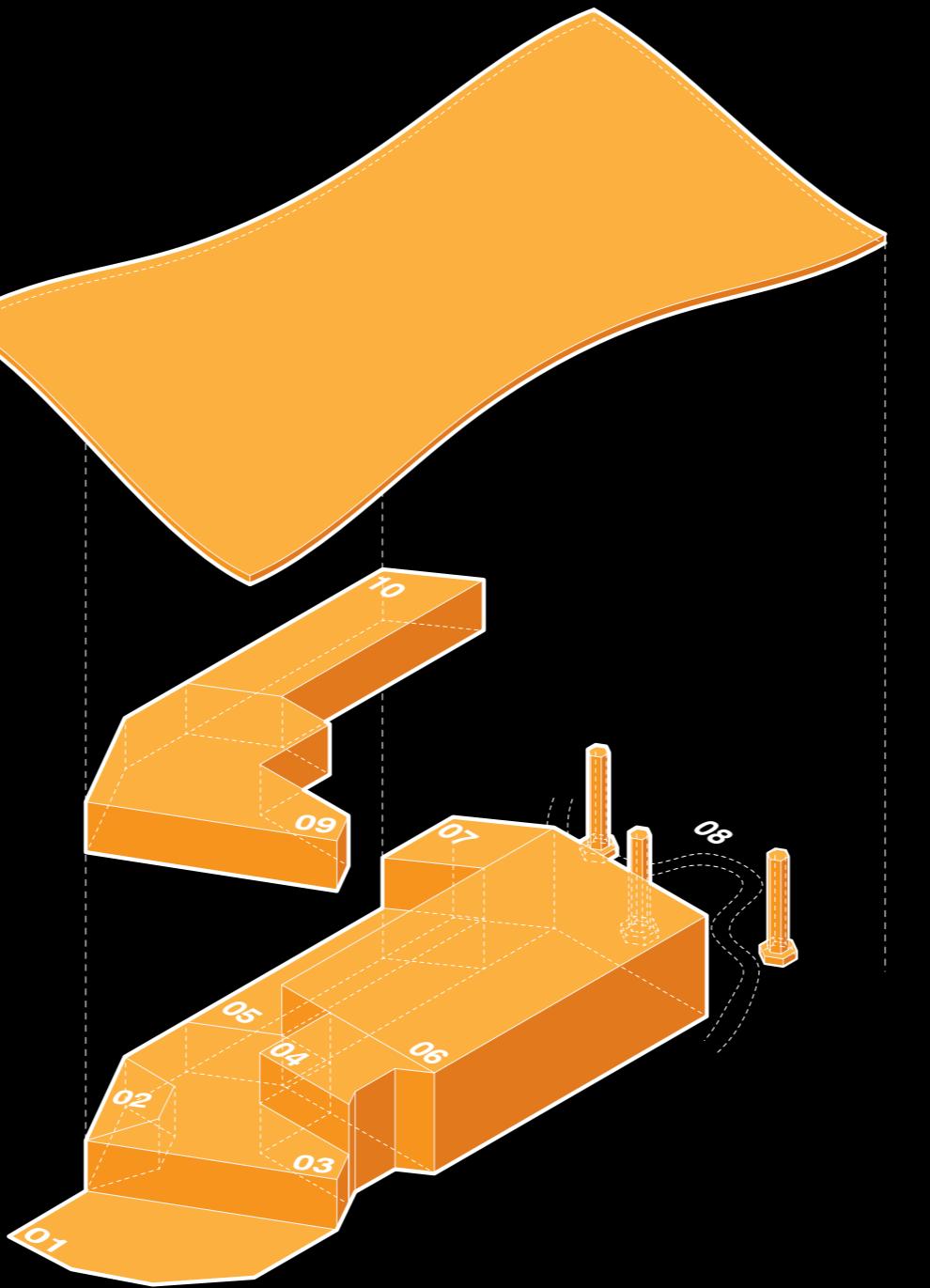


SITE

VOLUME

OPEN FACADE

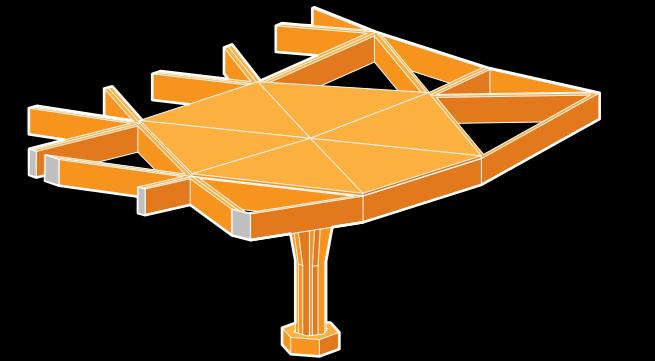
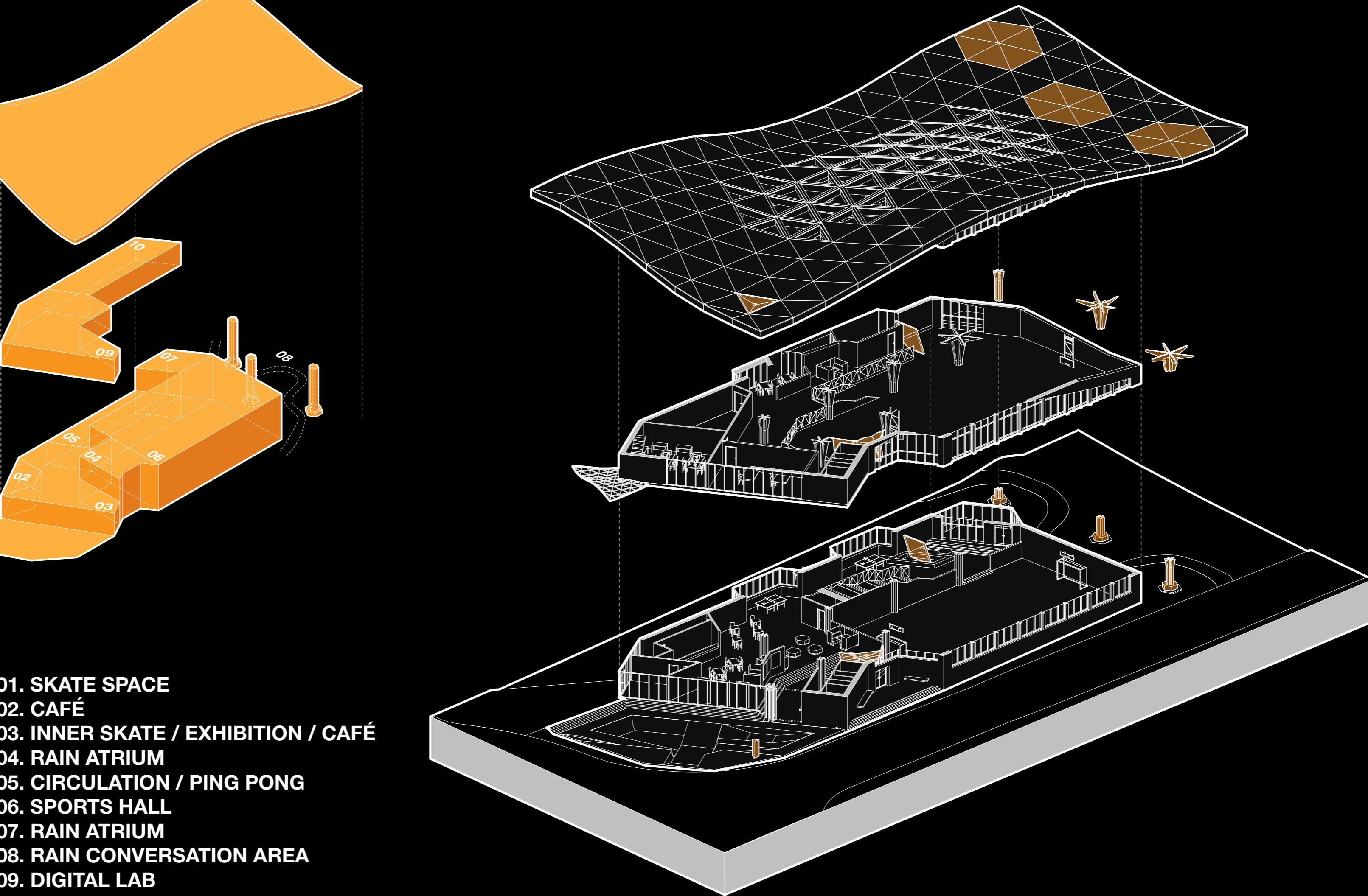
FOLLOWING TOPOGRAPHY



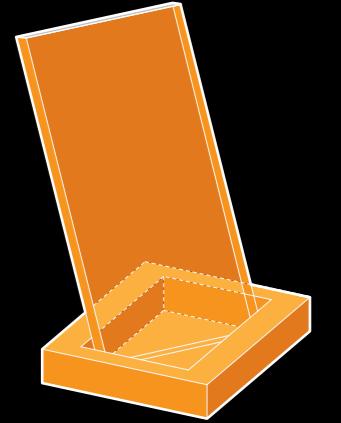
SCENARIOS

Throughout the project rain elements are spread out. They all work in different ways to celebrate the rain, by using it to generate sound adding to the atmosphere or using it as an asset.

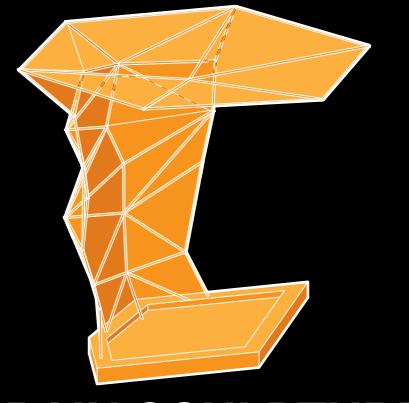
I visualise the project in different scenarios to tell the story. Below are four scenarios which illustrates how the project is used. By mixing activities which normally don't exist in each others proximity, fun and new scenarios arise.



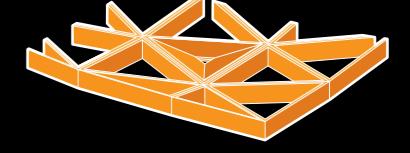
RAIN CONVERSATION AREA



RAIN WALL



RAIN SCULPTURE



RAIN MEASURE

DIGITAL LAB PRESENTING



LAN ON COURT

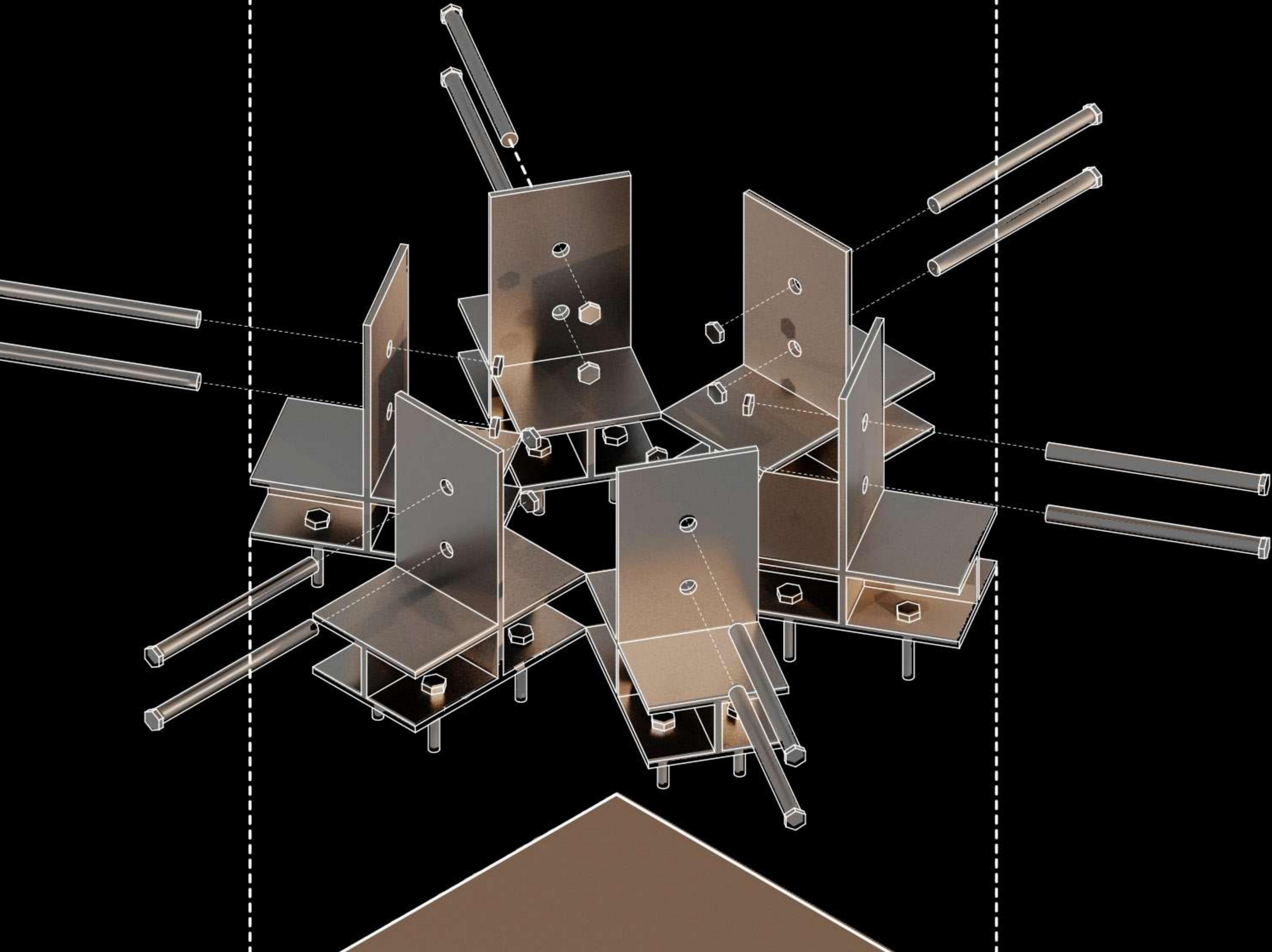
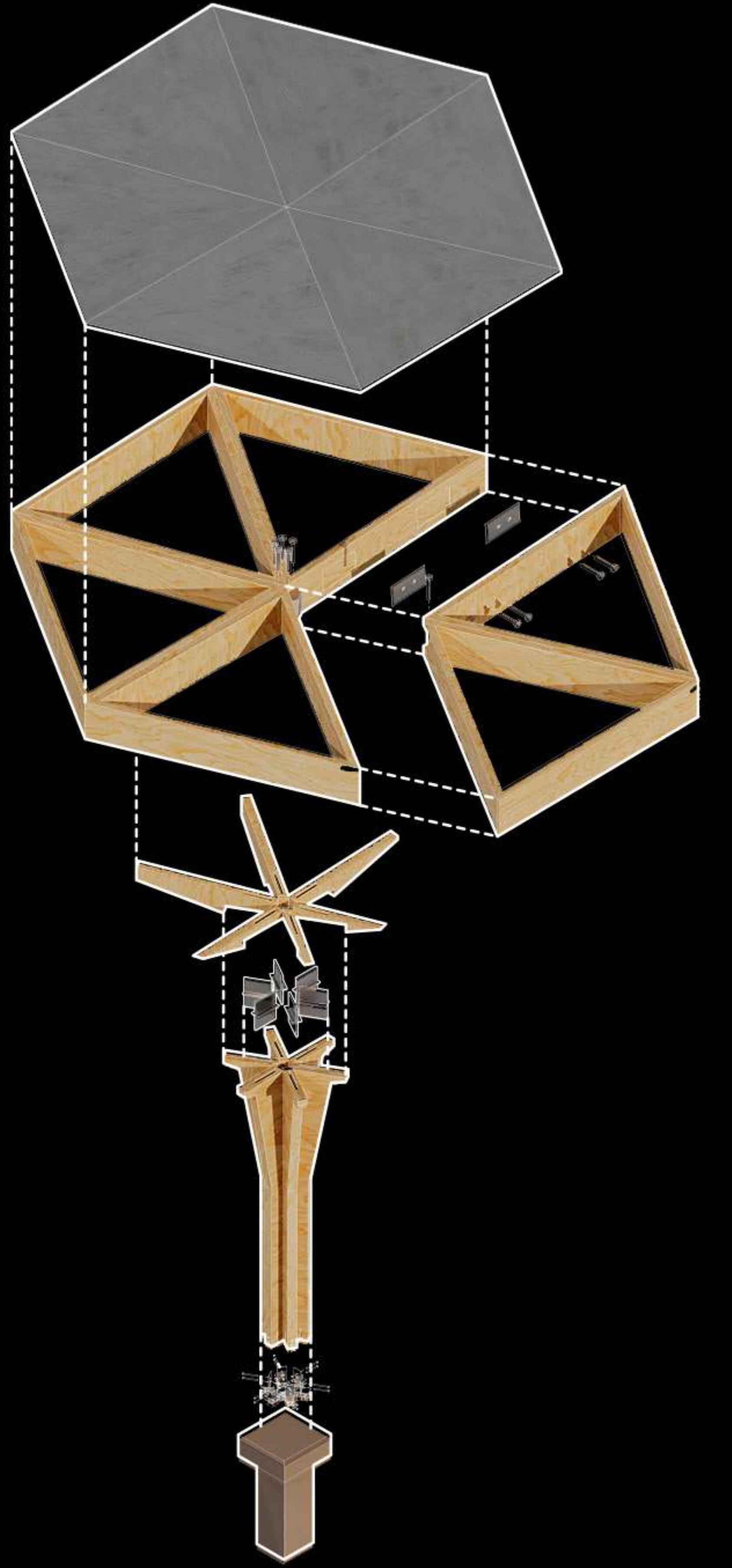


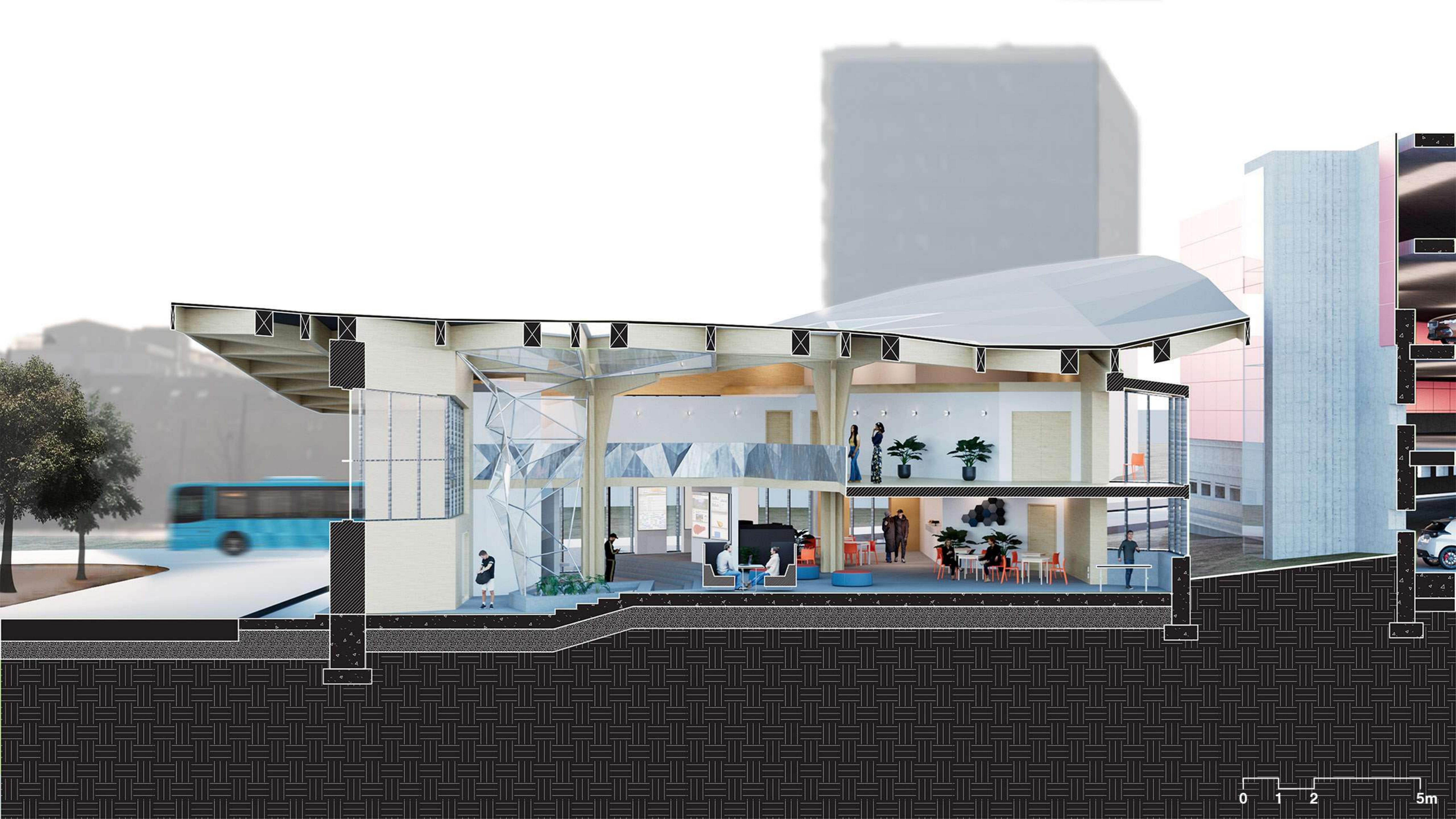
MIDNIGHT FOOTBALL



RAIN WALL







0 1 2
5m

02 | Artist studios.

This project was about mixing one public and one private programme.

We were divided three students one site and made one project each and collaborating on the inbetween space.

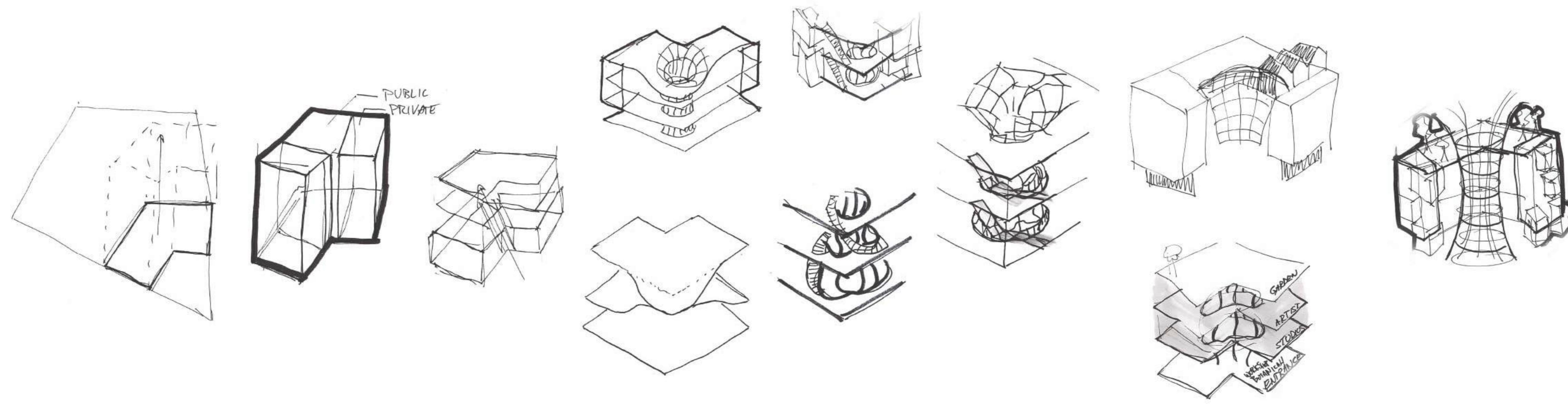
The activities in my project are private artist studios for digitally working artists and a public small botanical garden.



NEUKÖLLN, BERLIN
52°28'34.9"N 13°26'31.6"E

Fall 2024 - 3 weeks
Individual work



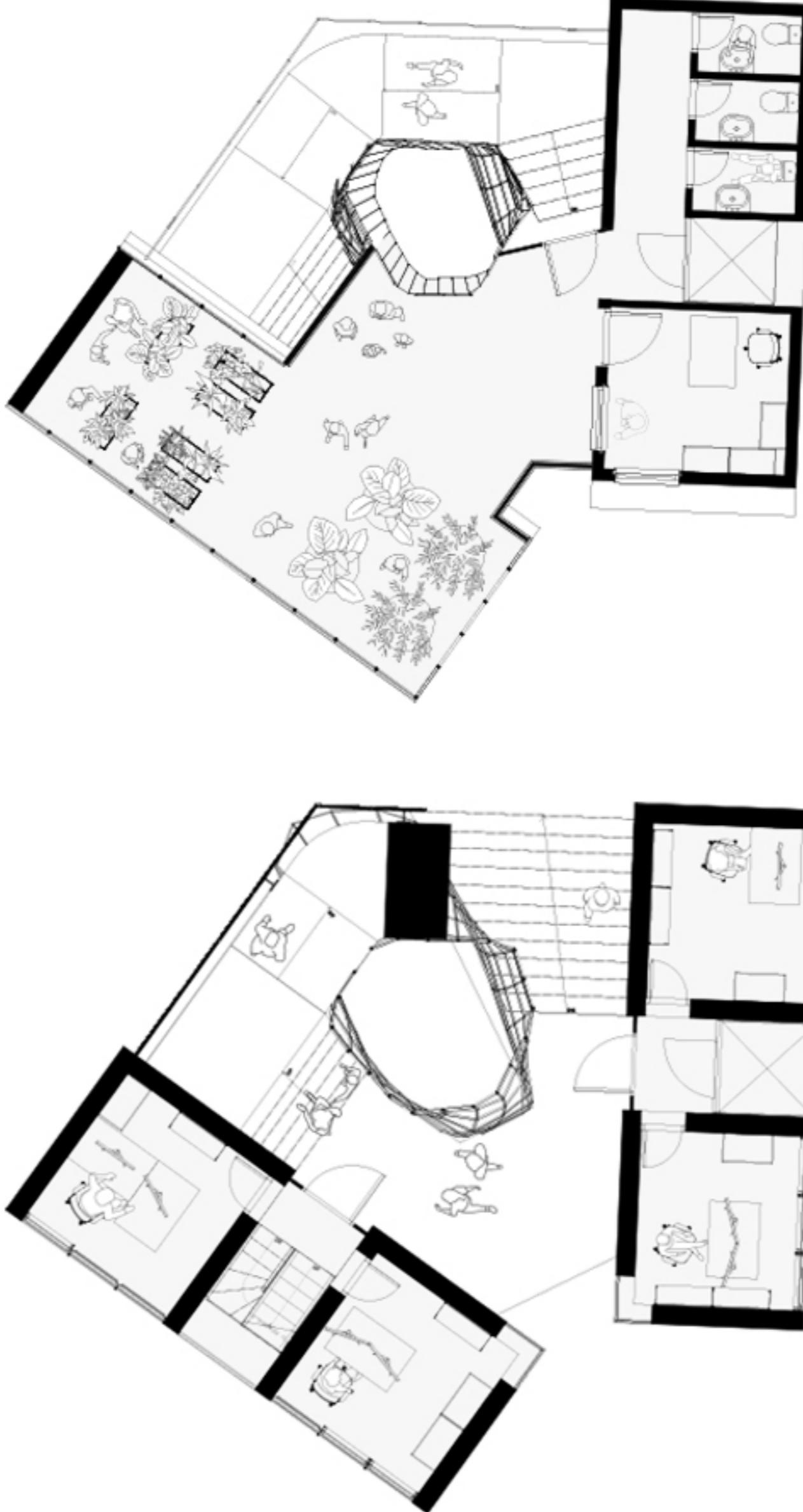
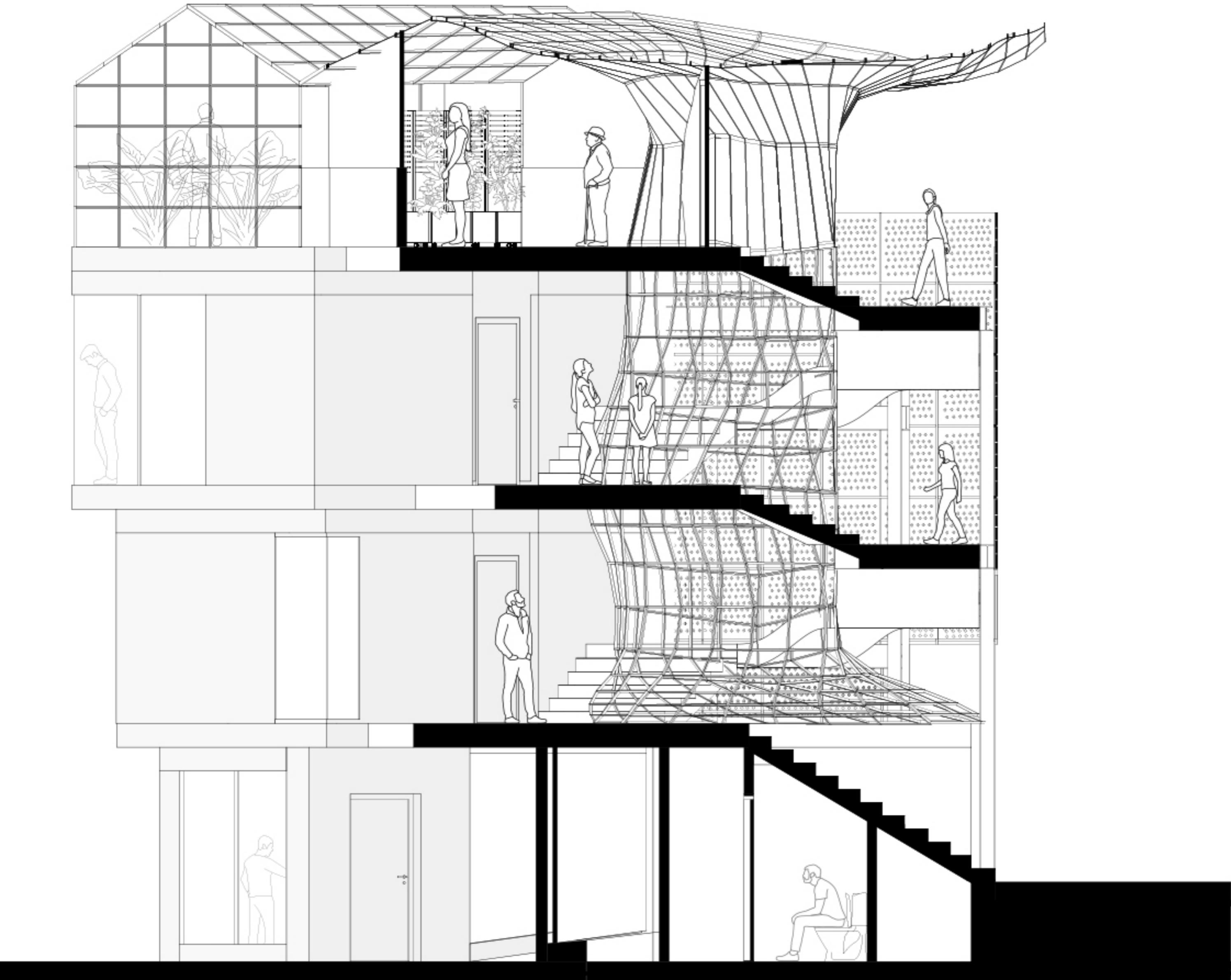


PROJECT

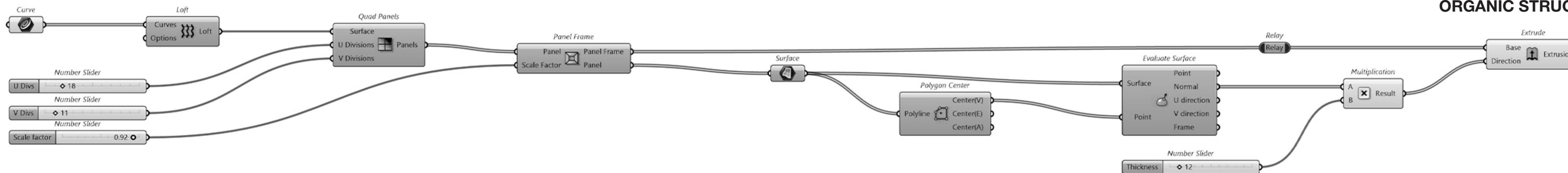
The organic structure running vertically through the public circulation acts as a constant reminder of the garden on top. The garden is a node of attraction in the neighbourhood which attracts people.

The artist studios are one level up from the floor allowing them to work in private. On the ground floor is the exhibition space and machines such as CNC, 3d printers etc. This setup will turn the machines into the protagonist of the building.

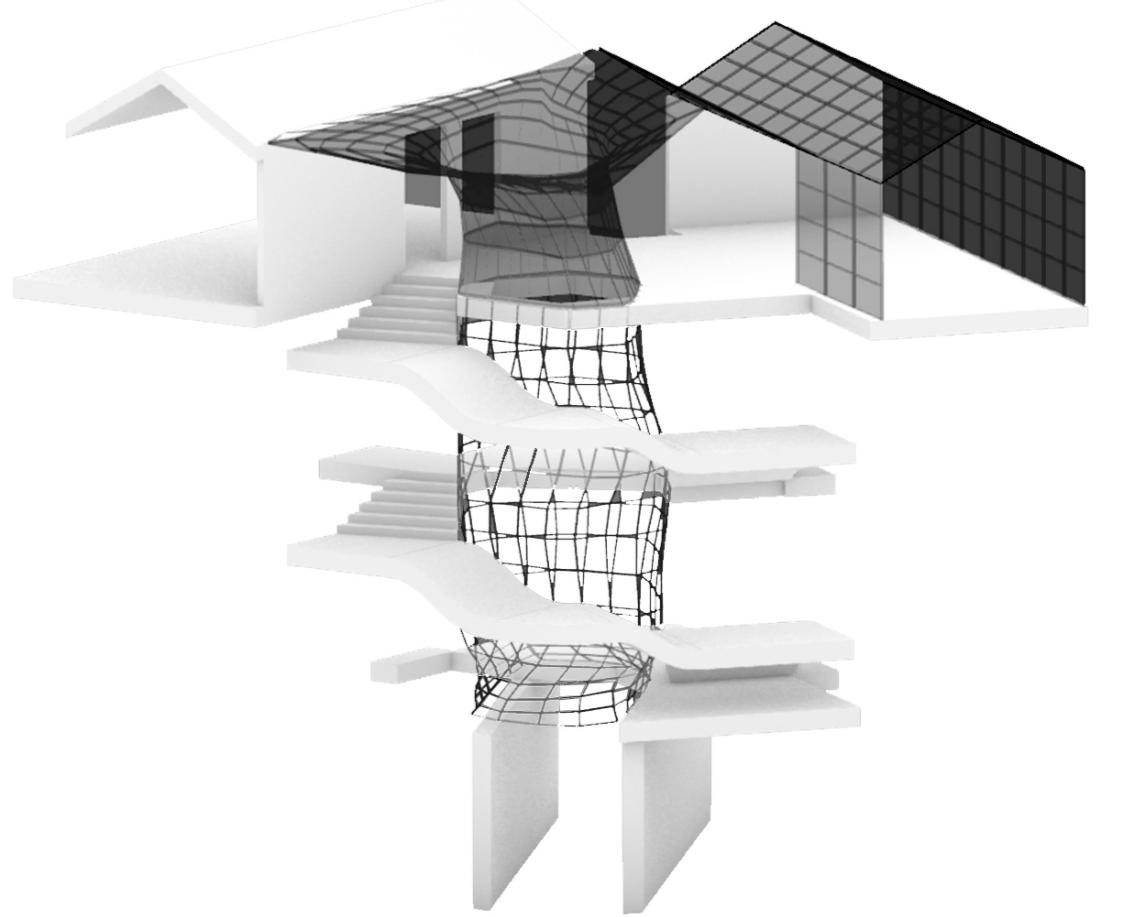
The script on the bottom of the page is a simplified version of the one used but shows the thought process of how the geometry is defined.



BOUNDARY CURVES



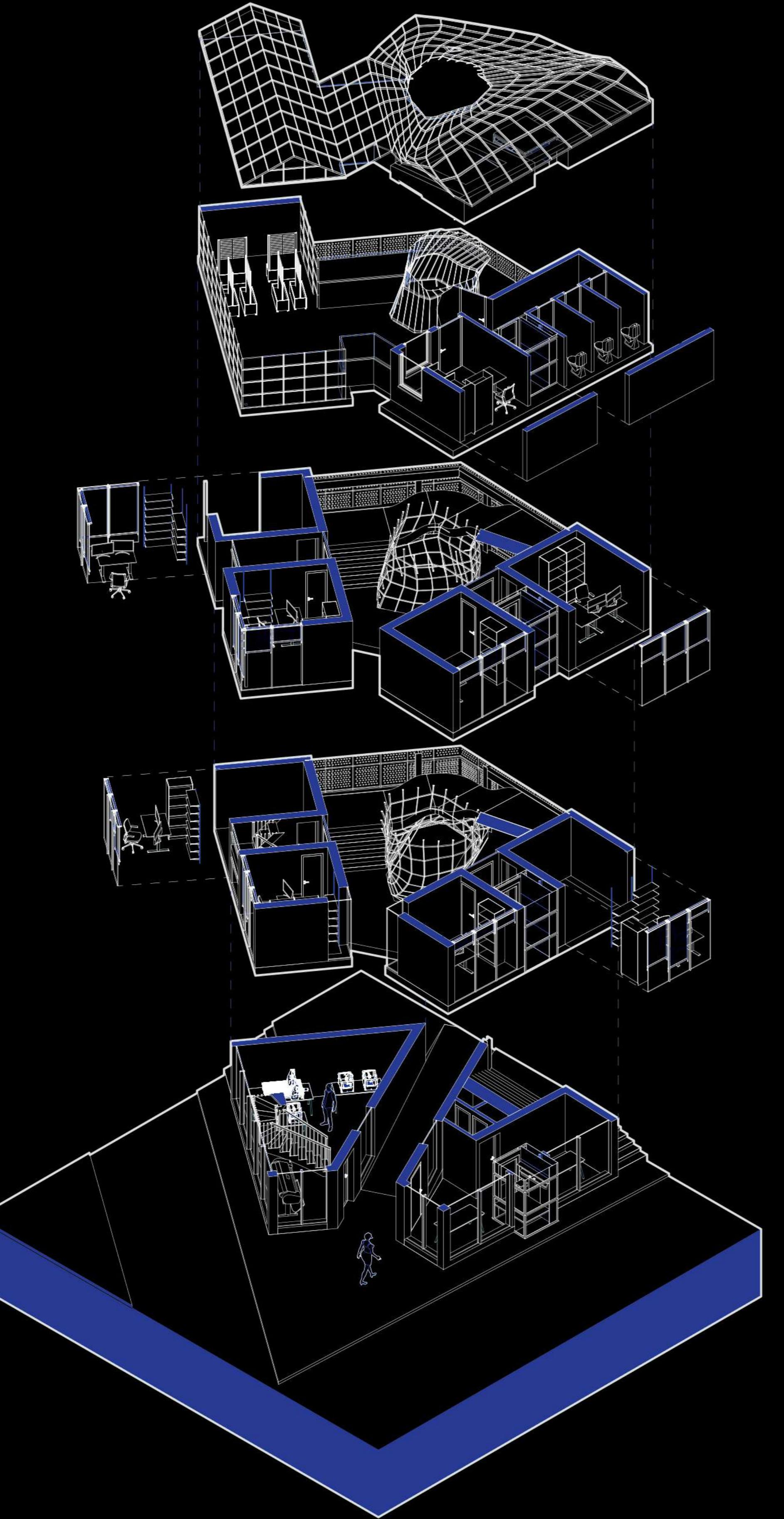
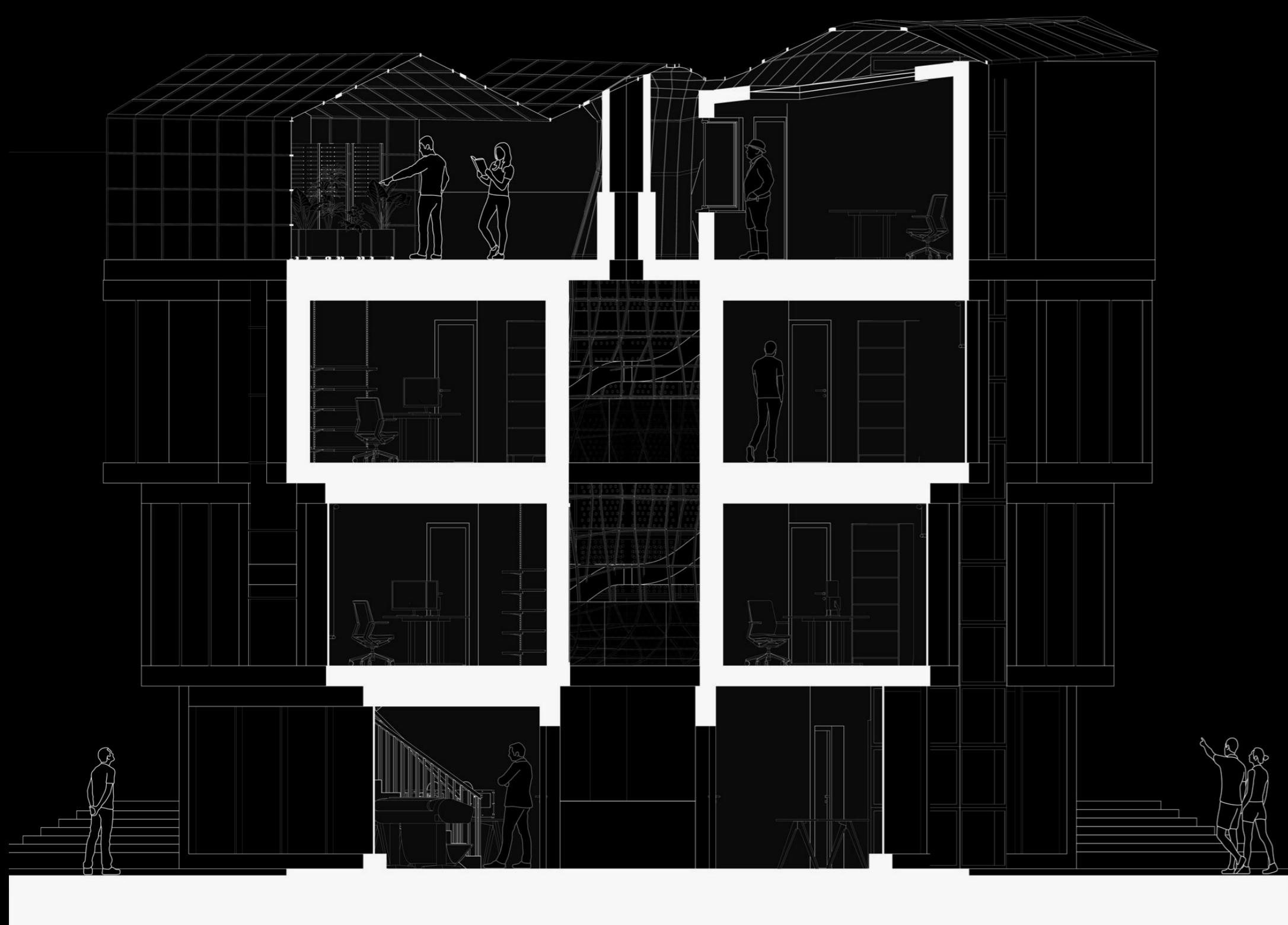
ORGANIC STRUCTURE



SCENARIOS

The machines are visible from the street allowing bypassers to stop and watch what is being produced. In the public circulation a translucent wall hints of if the artists are currently working.

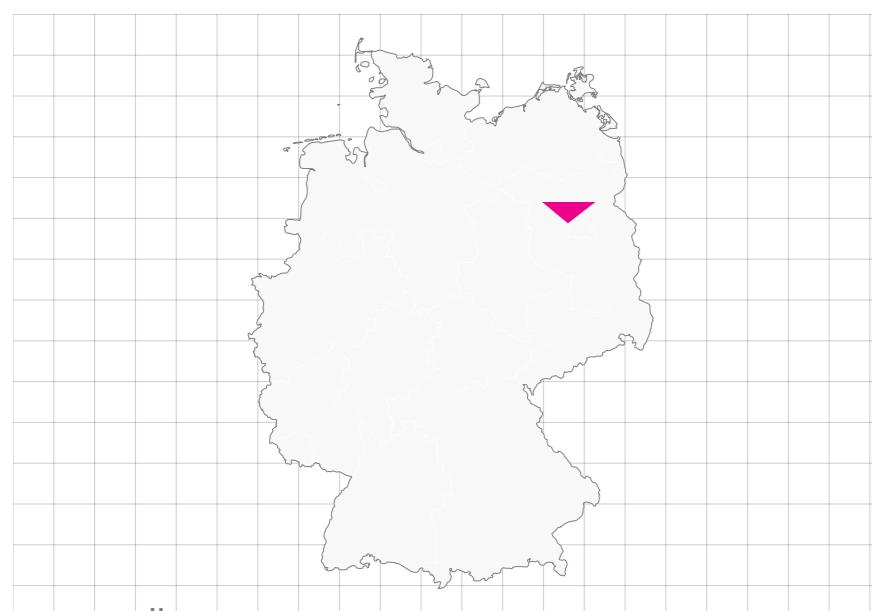
The public circulation is a mix of stairs and ramps, creating an urban landscape which together with the organic structure leads the street up to the garden.



03 | Sport center.

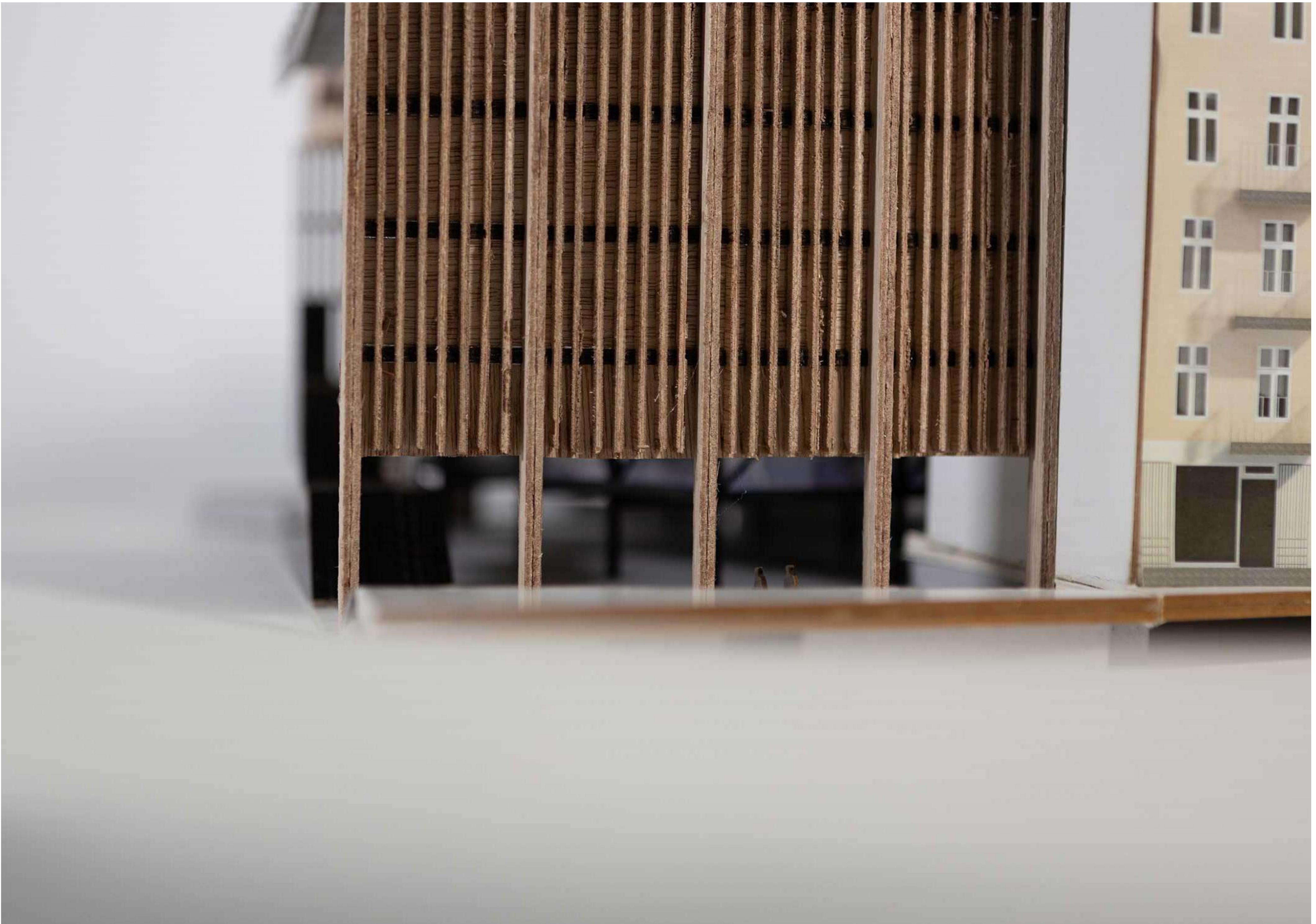
This project grew from a very abstract approach from a study which resulted in a spatial concept of an organized and ordered outside and then breaking that order on the inside.

In the project, this turned into a sport center aligned to two main axes blending together in an urban passage.



NEUKÖLLN, BERLIN
52°29'43.0"N 13°25'19.2"E

Spring 2024 - 4 weeks
Individual work

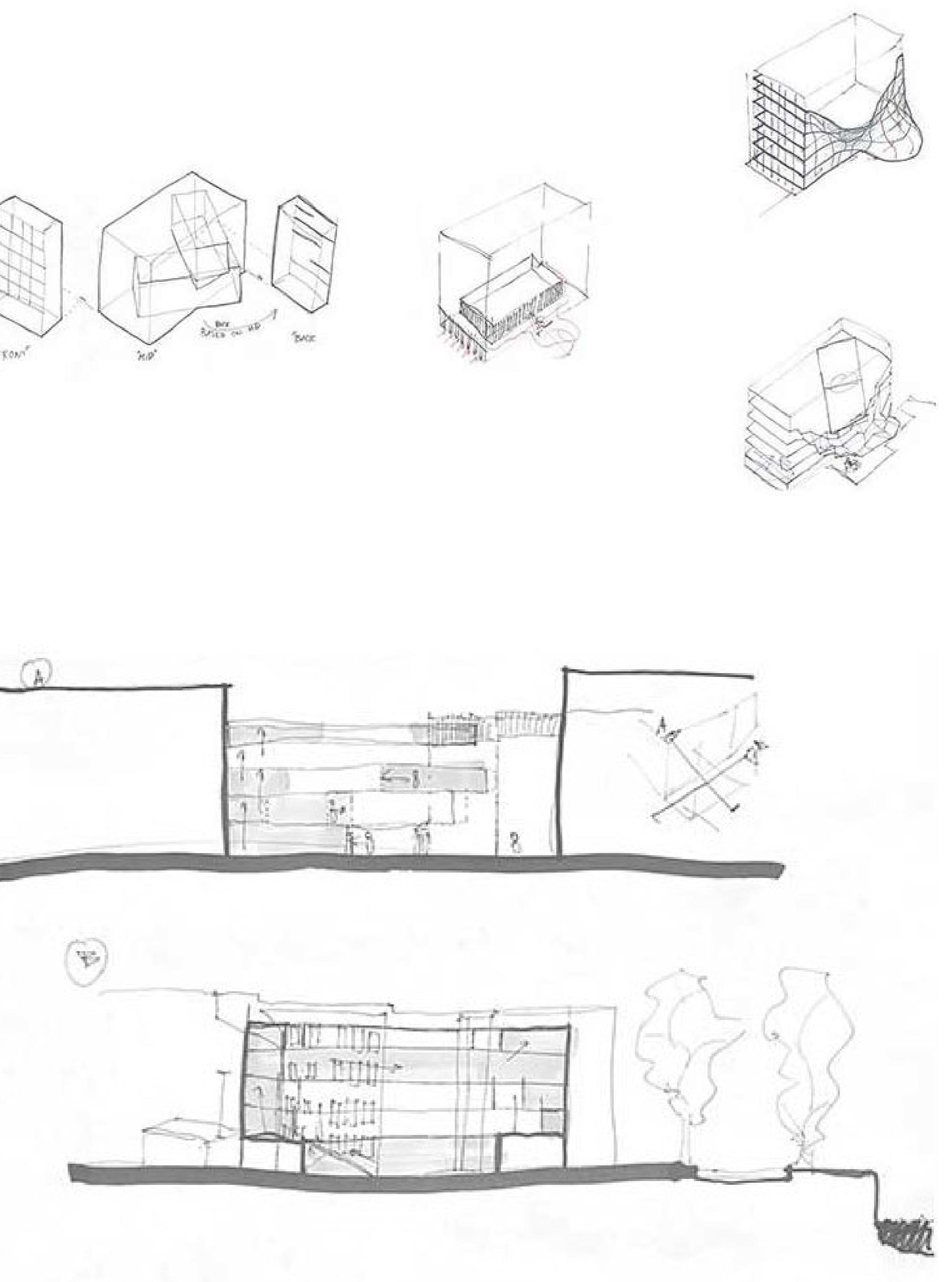
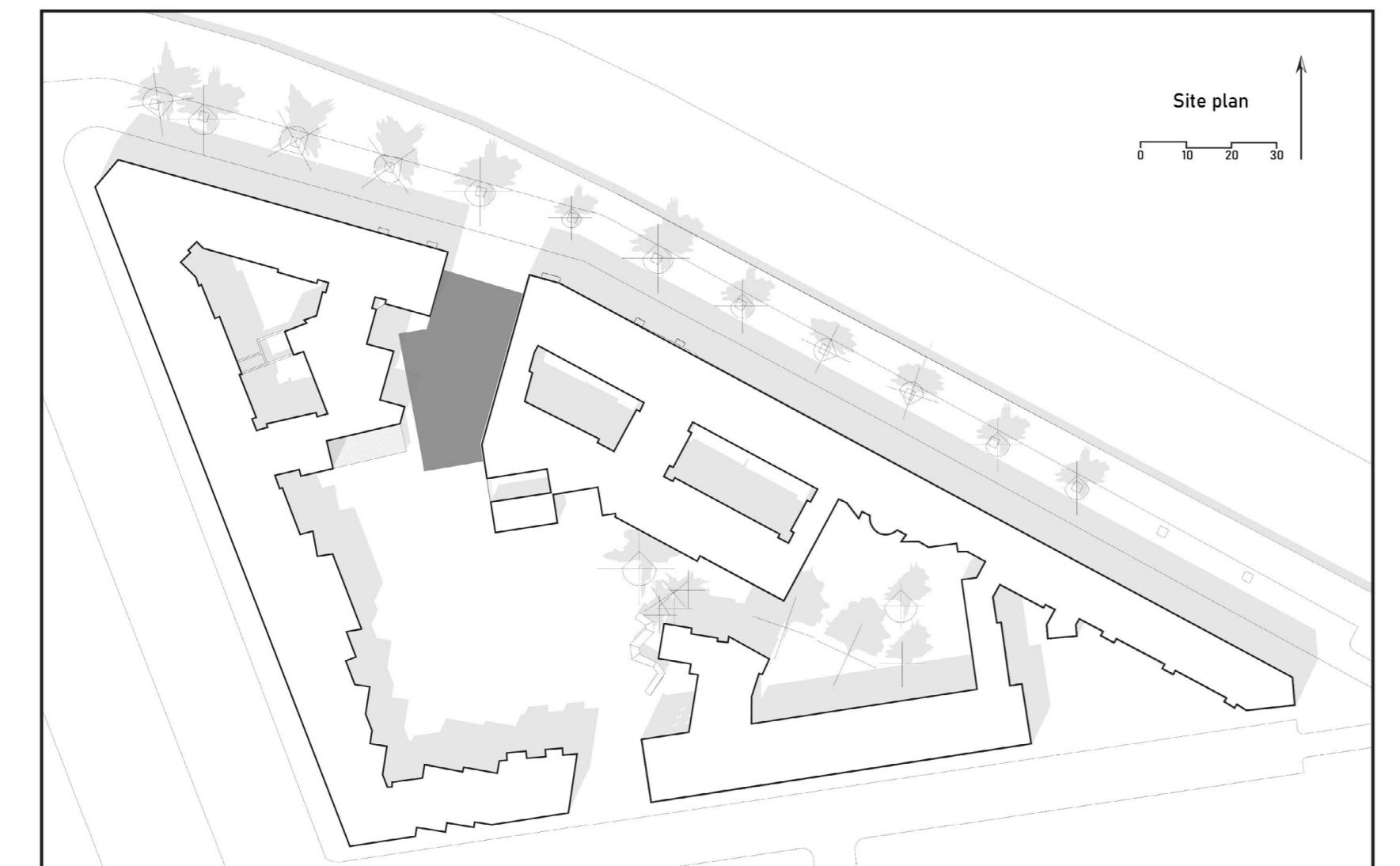


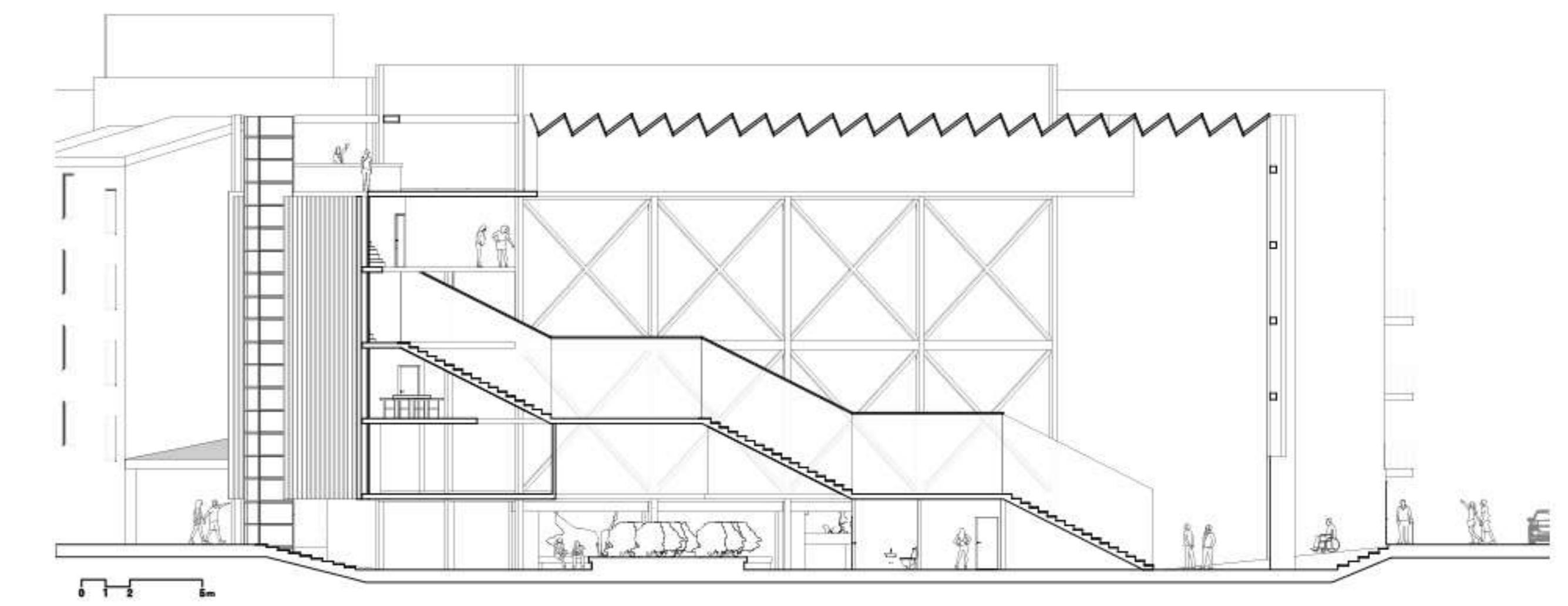
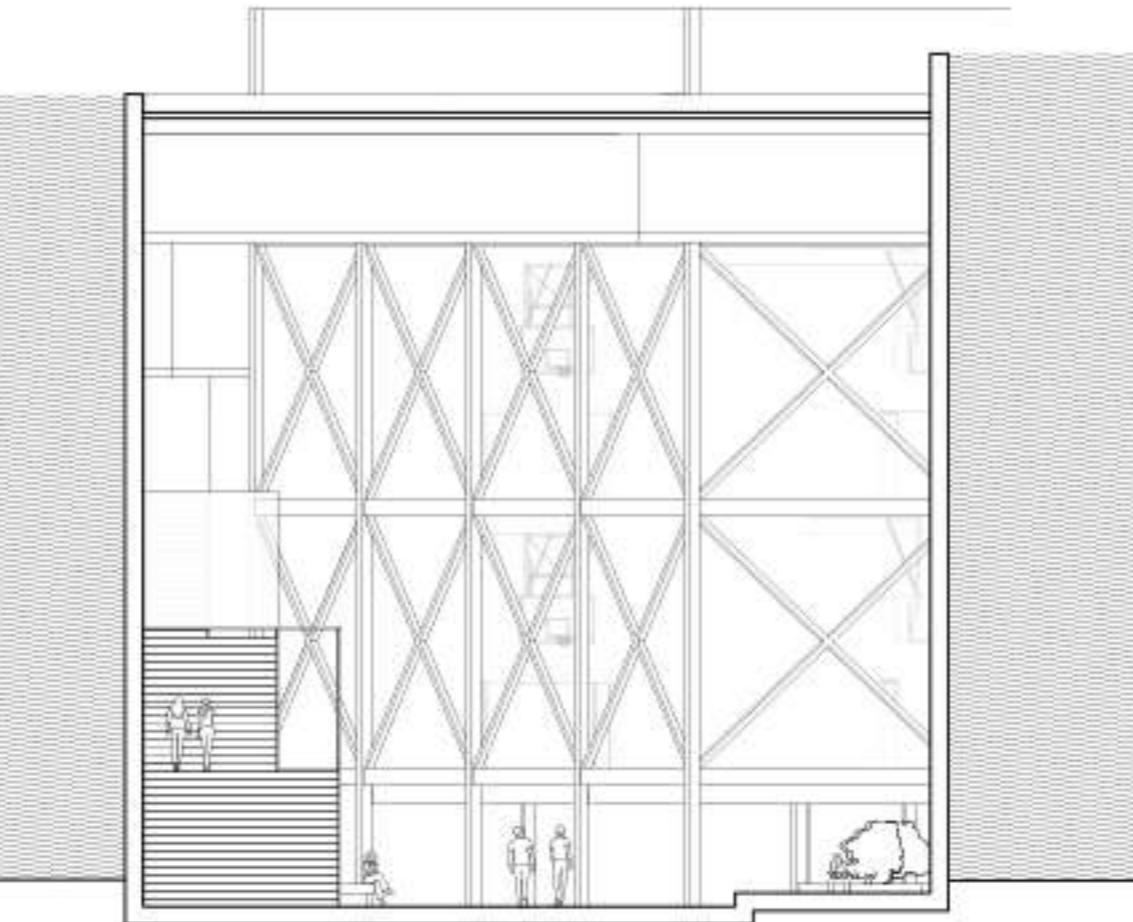
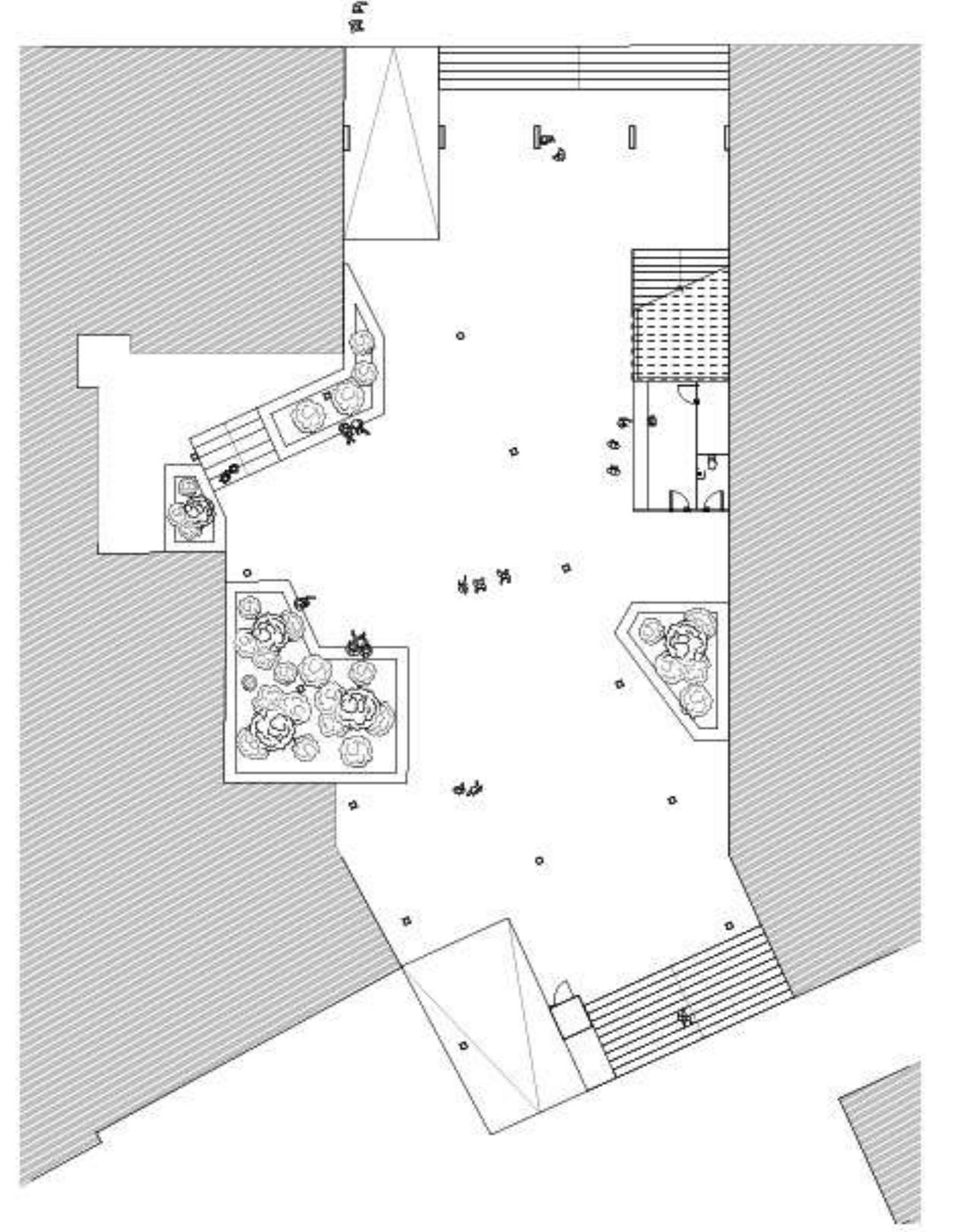
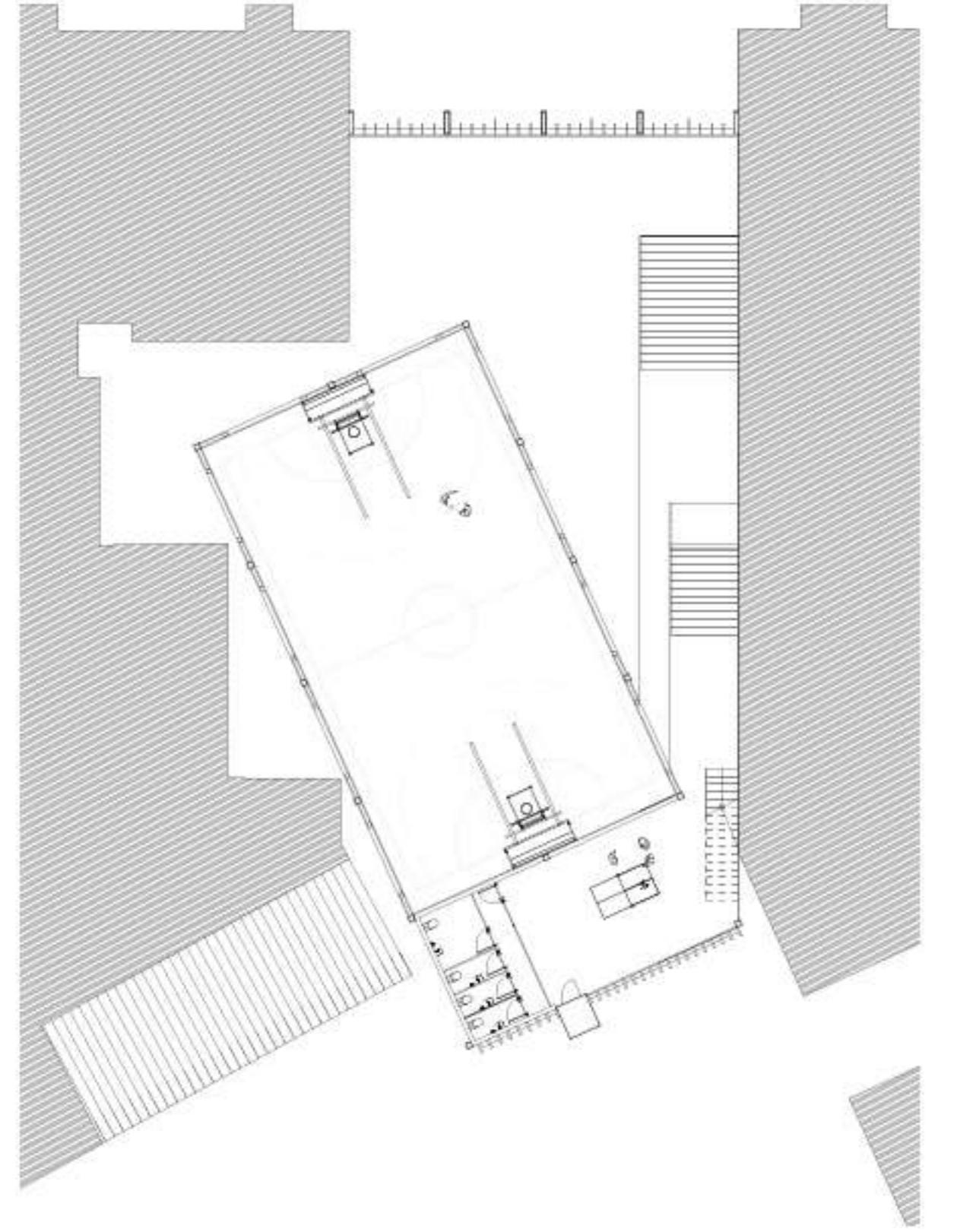
PROJECT

The outside towards the main street mimics the rhythm of the adjacent facades and acts like a blockade for the rest of the project.

Once you walk underneath the front wall you enter the passage and can either pass through or walk up the stairs and enter the sport center.

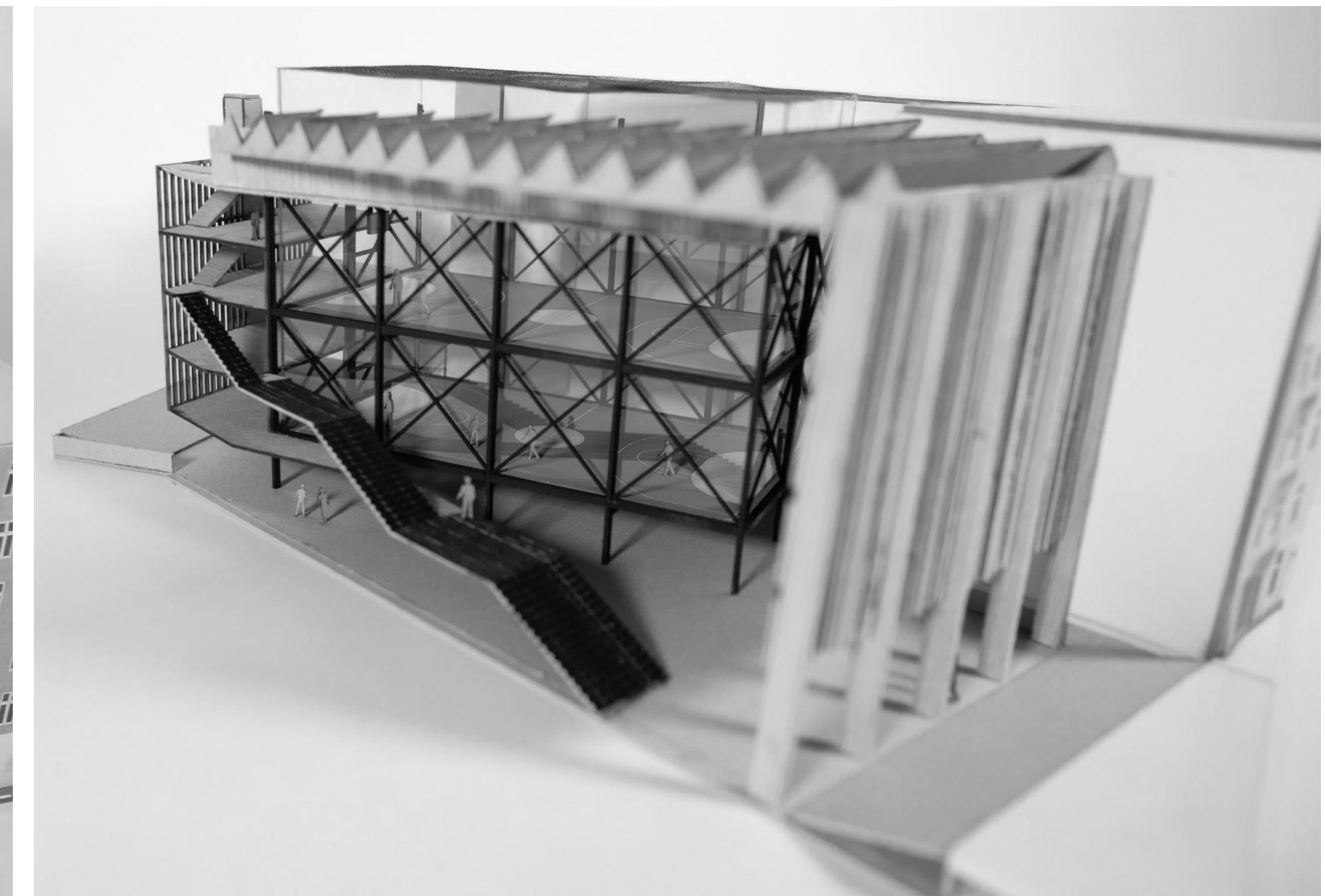
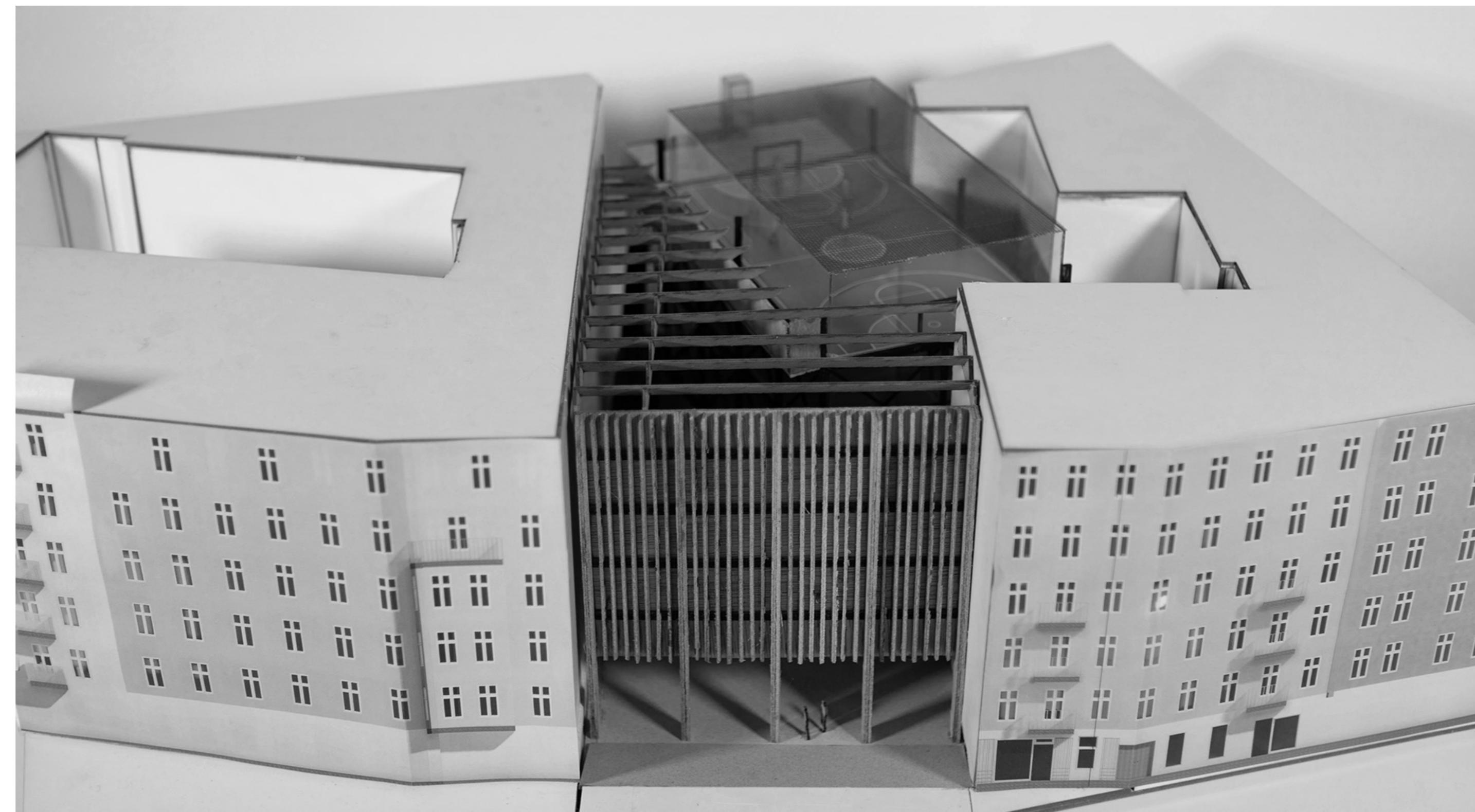
The courts allow for a variety of sports and activity making the sport center into the perfect activity node.





MODEL

The project sits between residential buildings and the nearby public spaces are mainly activated during daytime. The sport center will extend the time the site is active during a day.



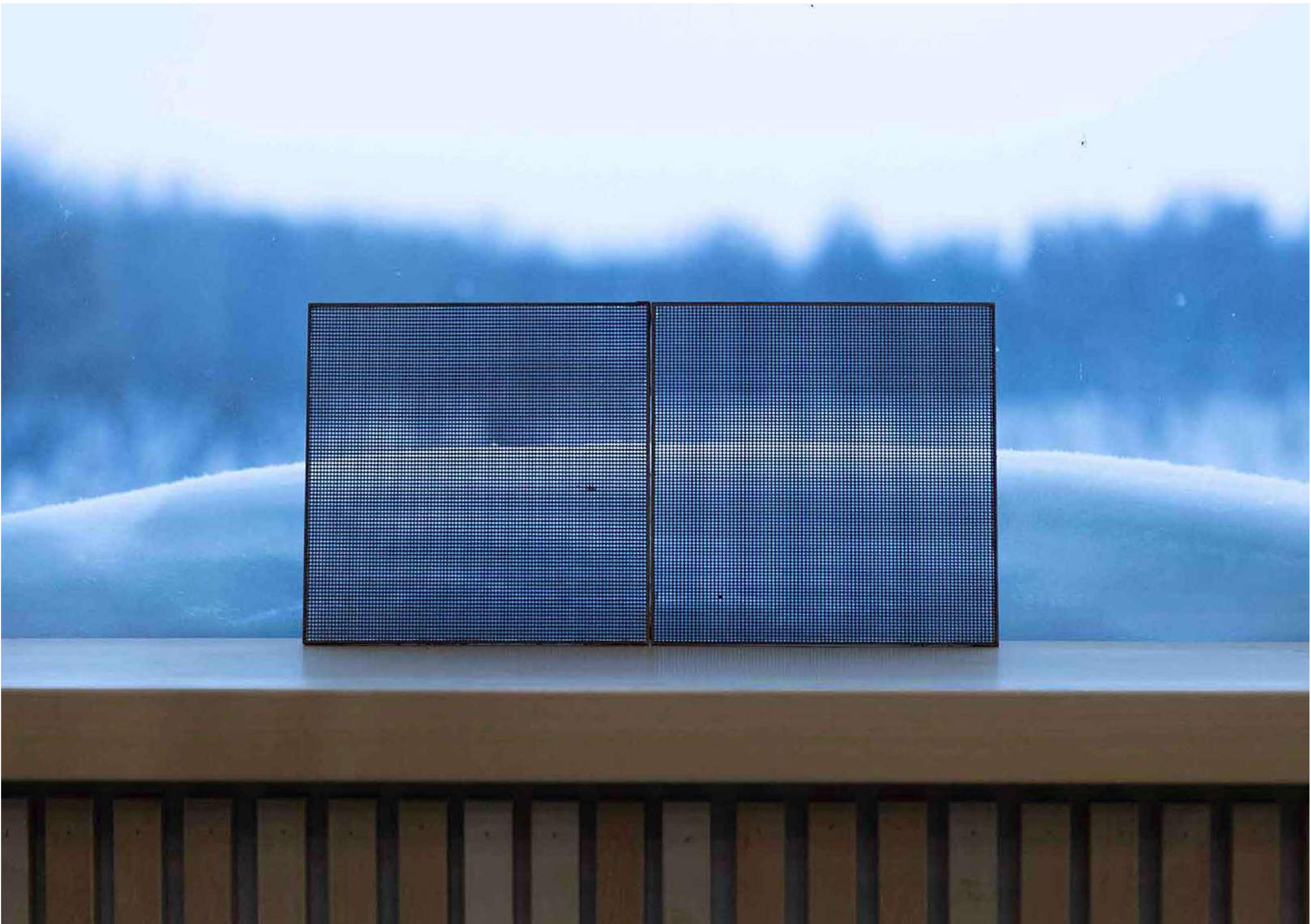
04 | Housing.

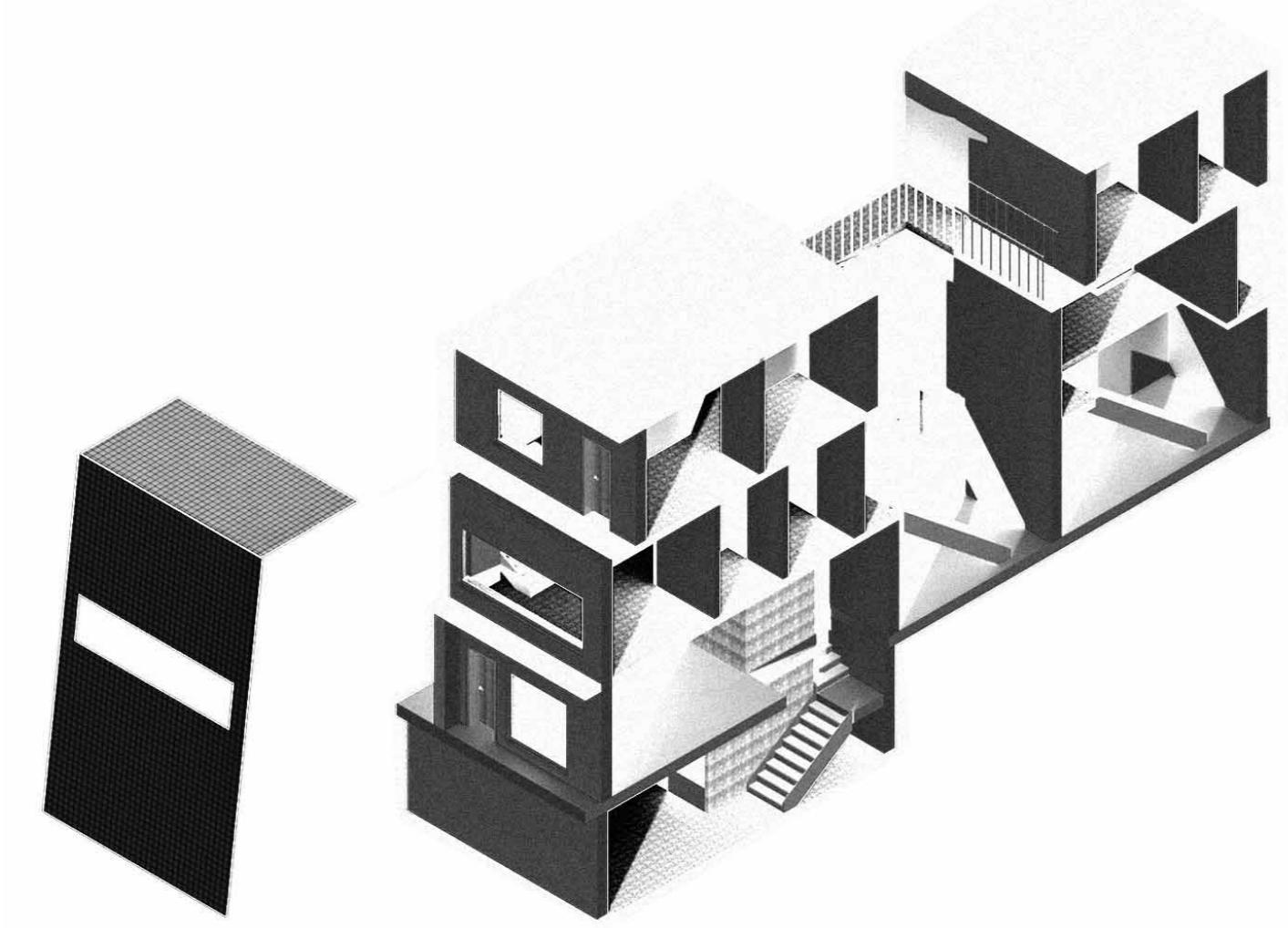
A housing project on a narrow plot in Berlin. Apart from two apartments we were drawn an extra public activity, mine was a drag theater.



NEUKÖLLN, BERLIN
52°28'35.7"N 13°26'33.6"E

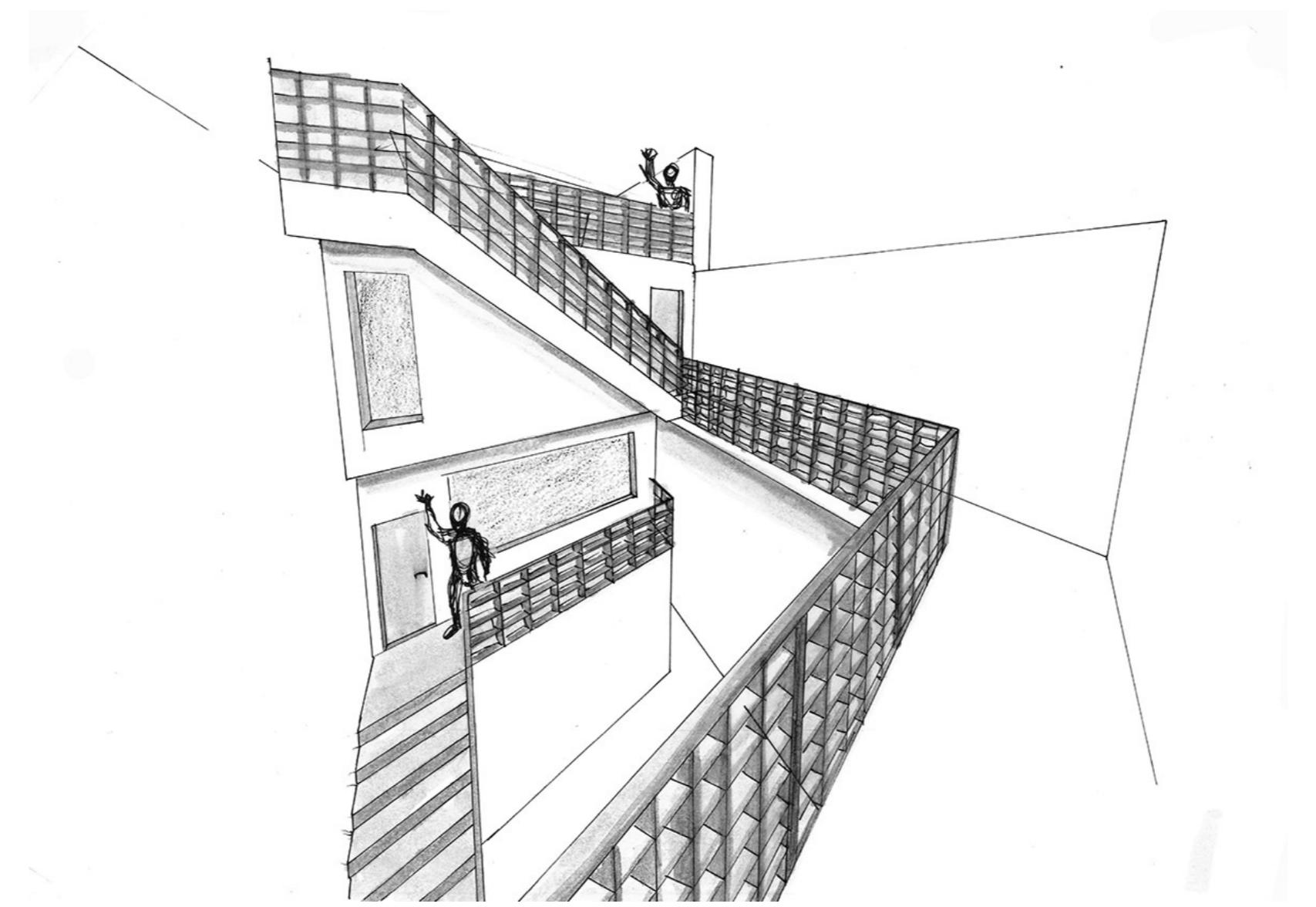
Fall 2023 - 4 weeks
Individual work





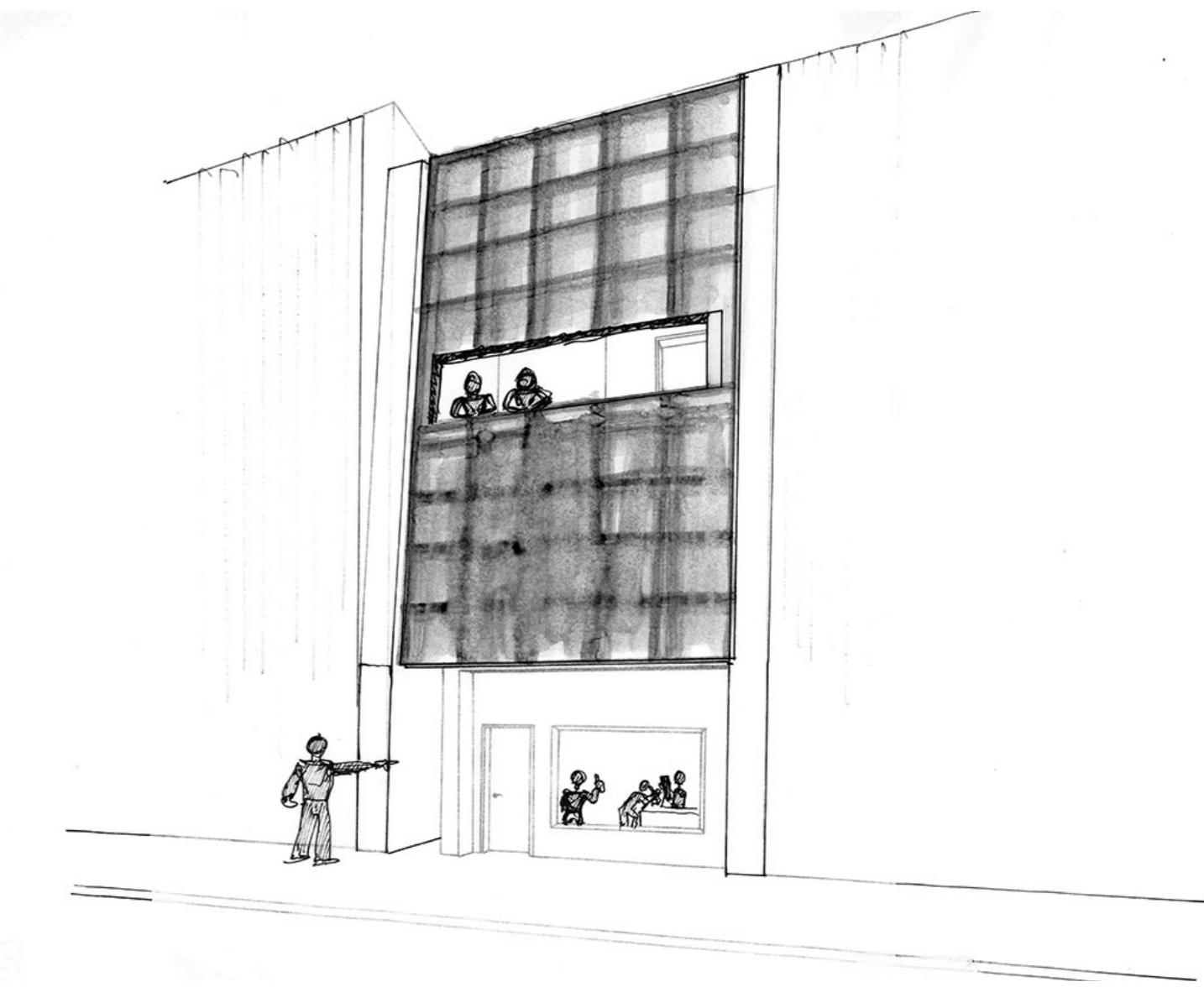
BASEMENT

The drag theater is divided into two floors, a waiting room and bar and the actual theater.



COURTYARD

The entrances to the apartments are from the common courtyard which also lets light in.

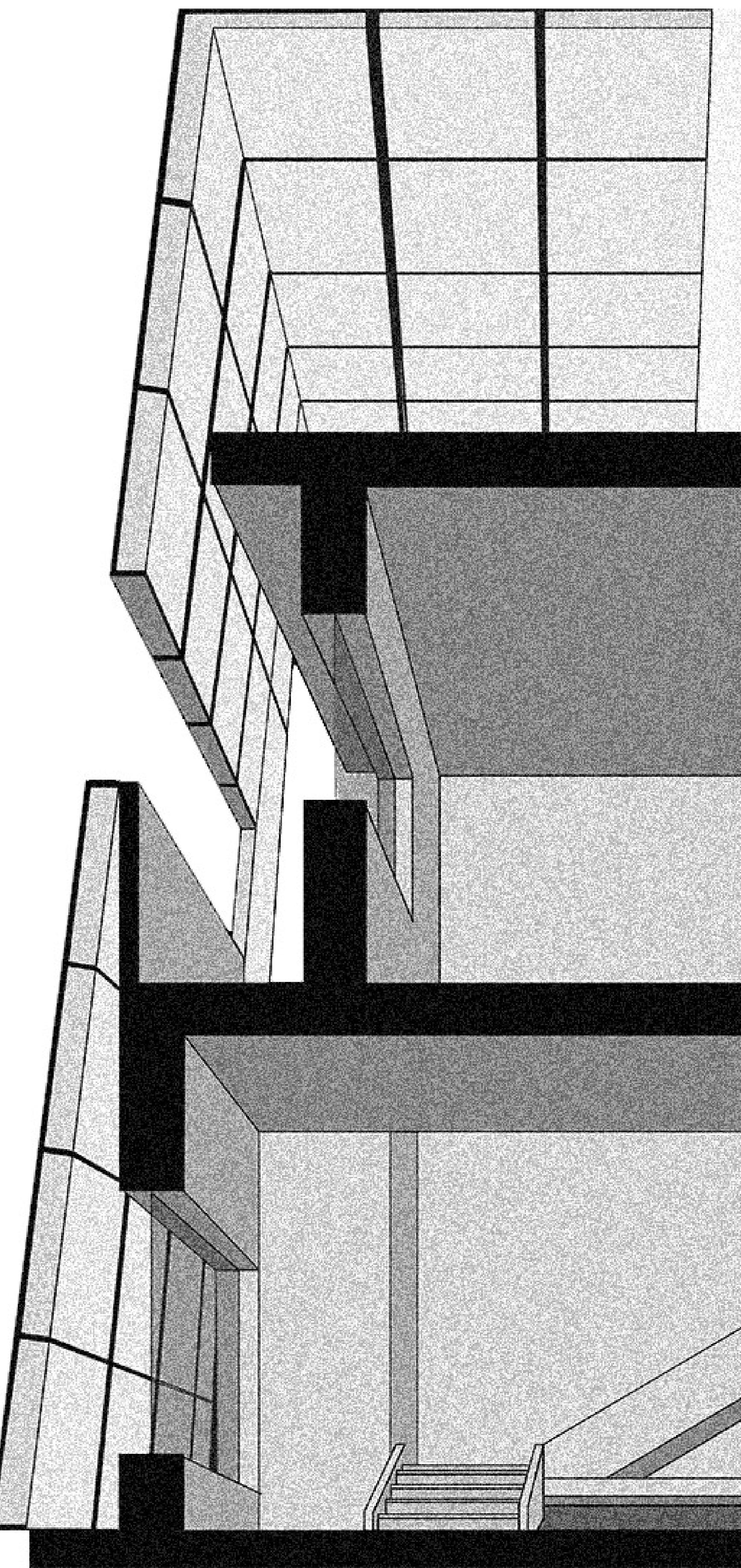
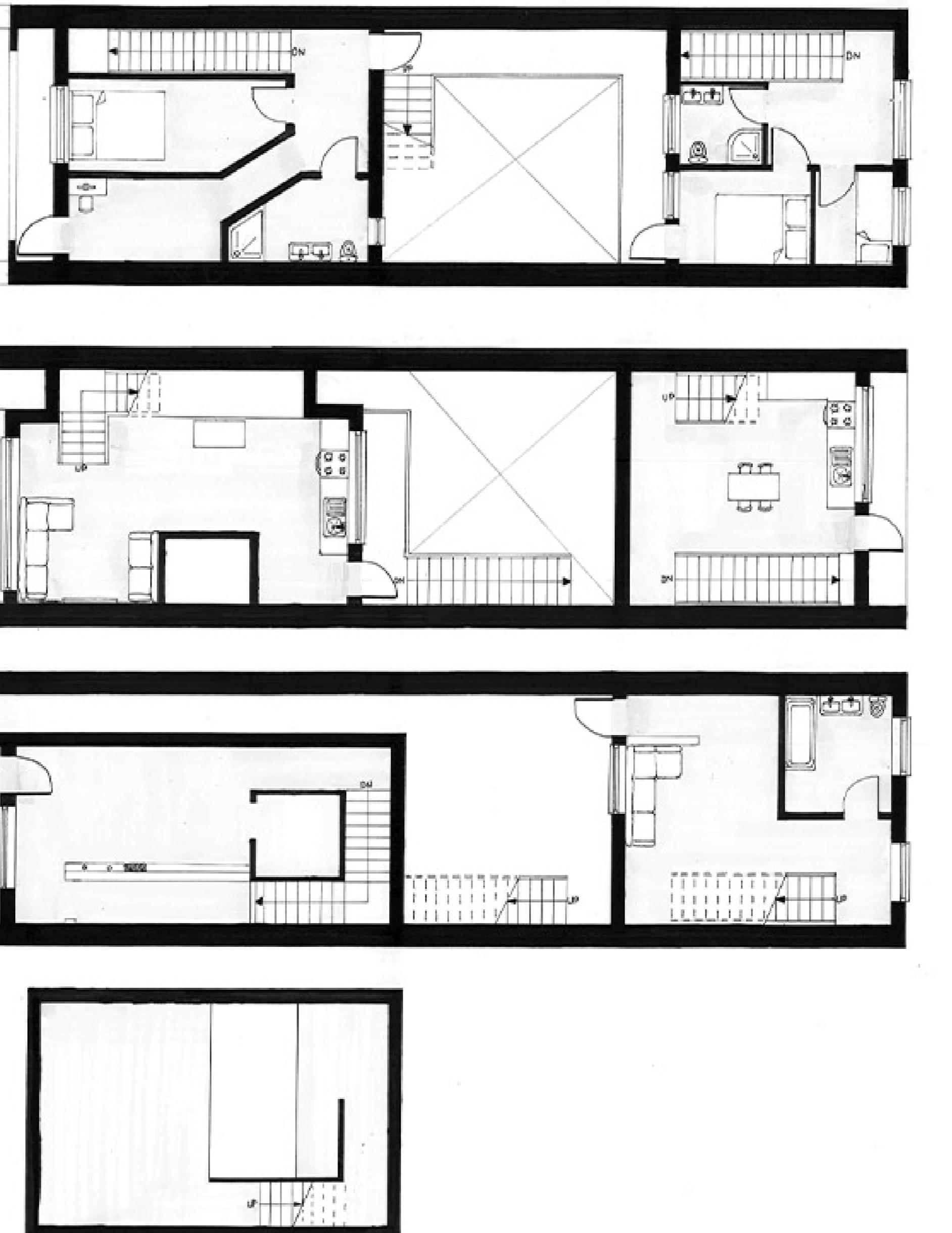
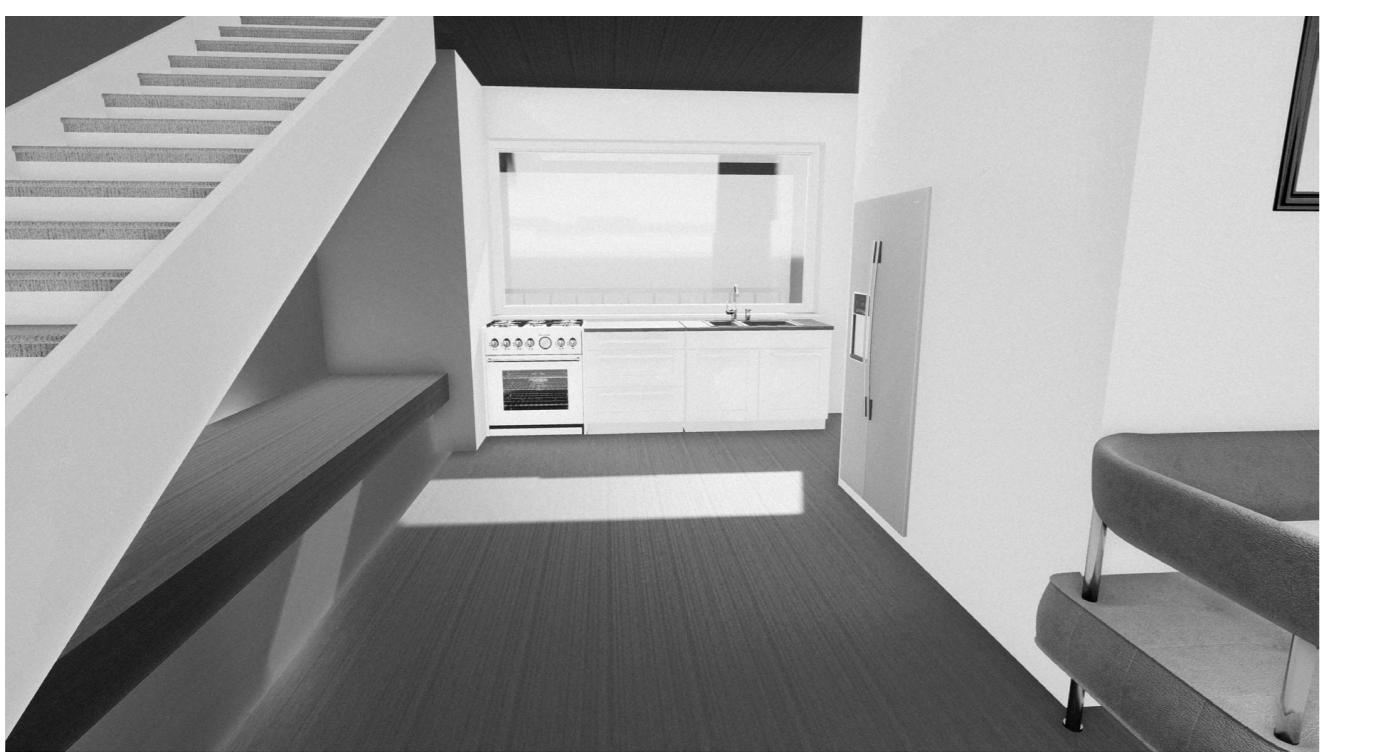


FACADE

The facade towards the busy road is clad with a perforated metal facade.

TOWERS

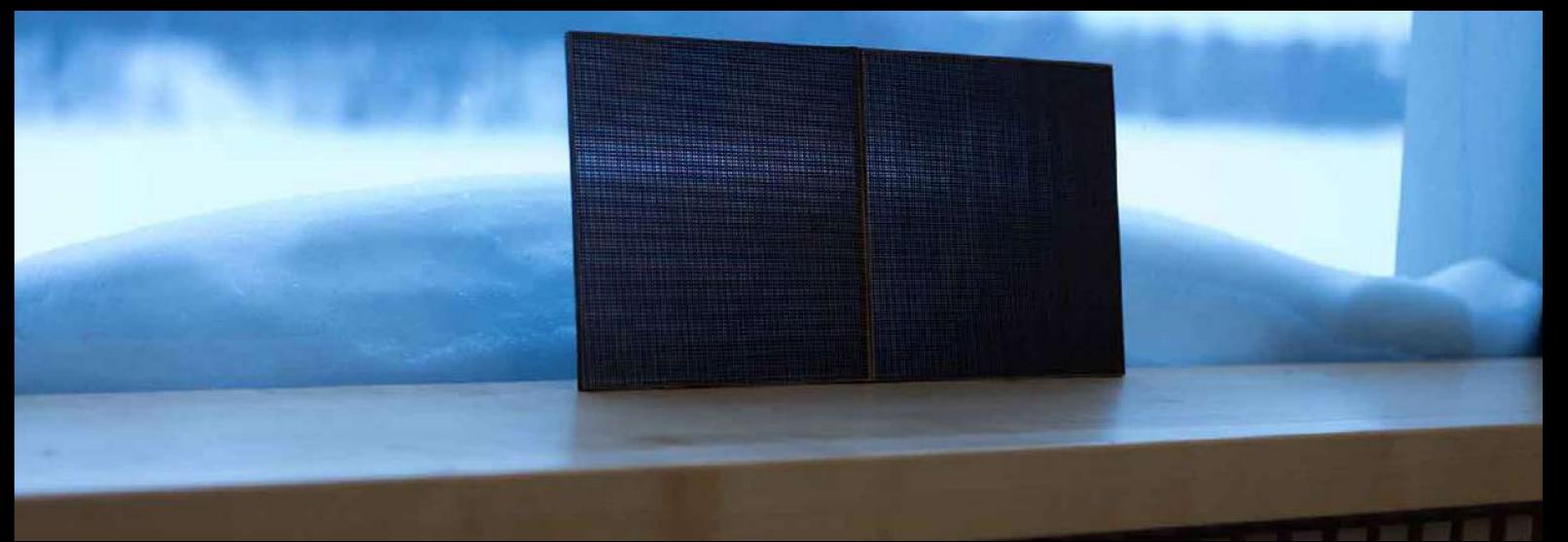
The concept for the apartments is to place each in a tower with alternating windows to prevent direct views into the other.





FACADE

The perforated metal facade will let light into the apartments and since it is slanted it will block the direct sight allowing for large windows towards the busy street.

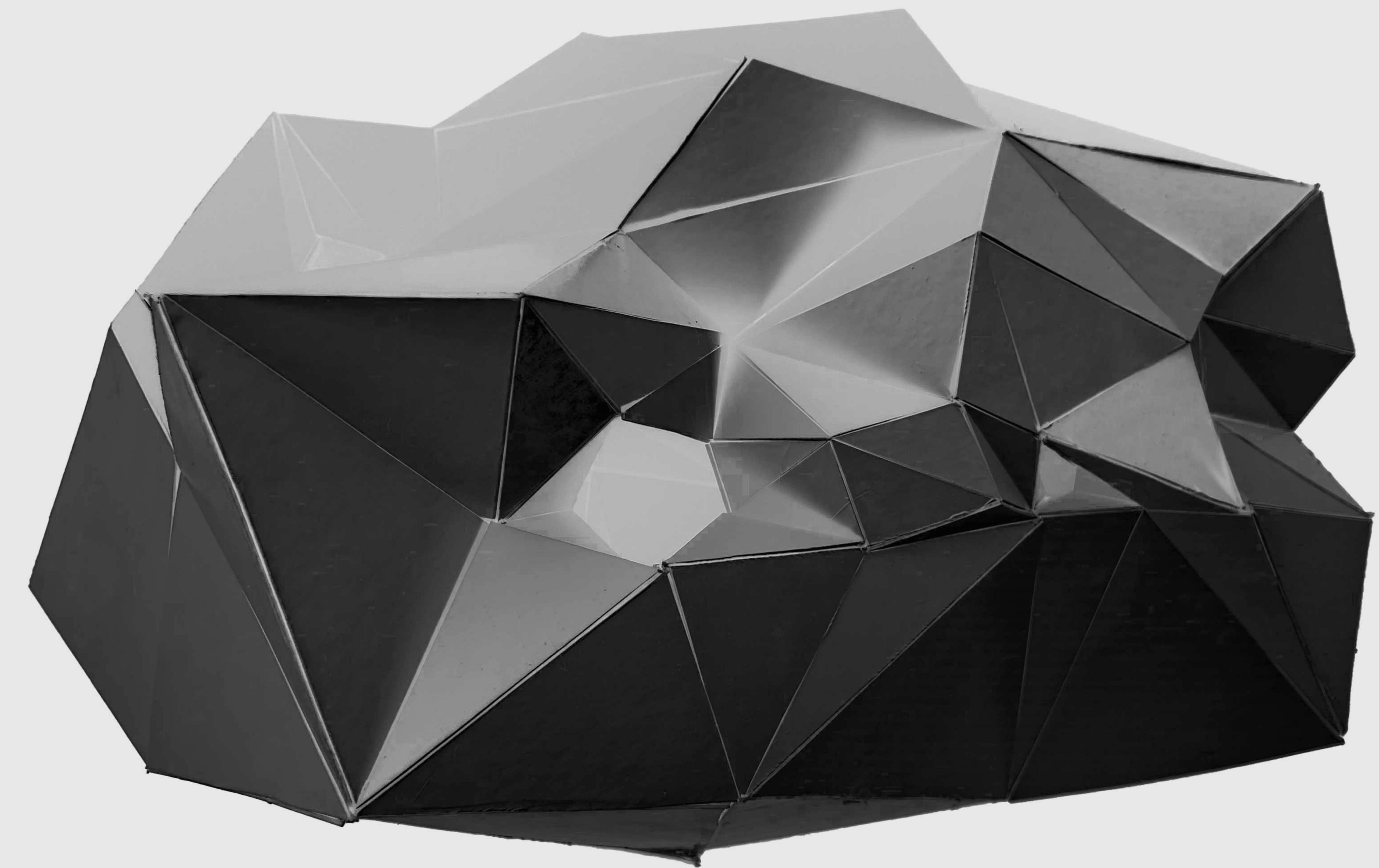


06 | UMA 1.

I have chosen to include some work from the first year from Umeå School of Architecture, UMA 1 but together as one project.

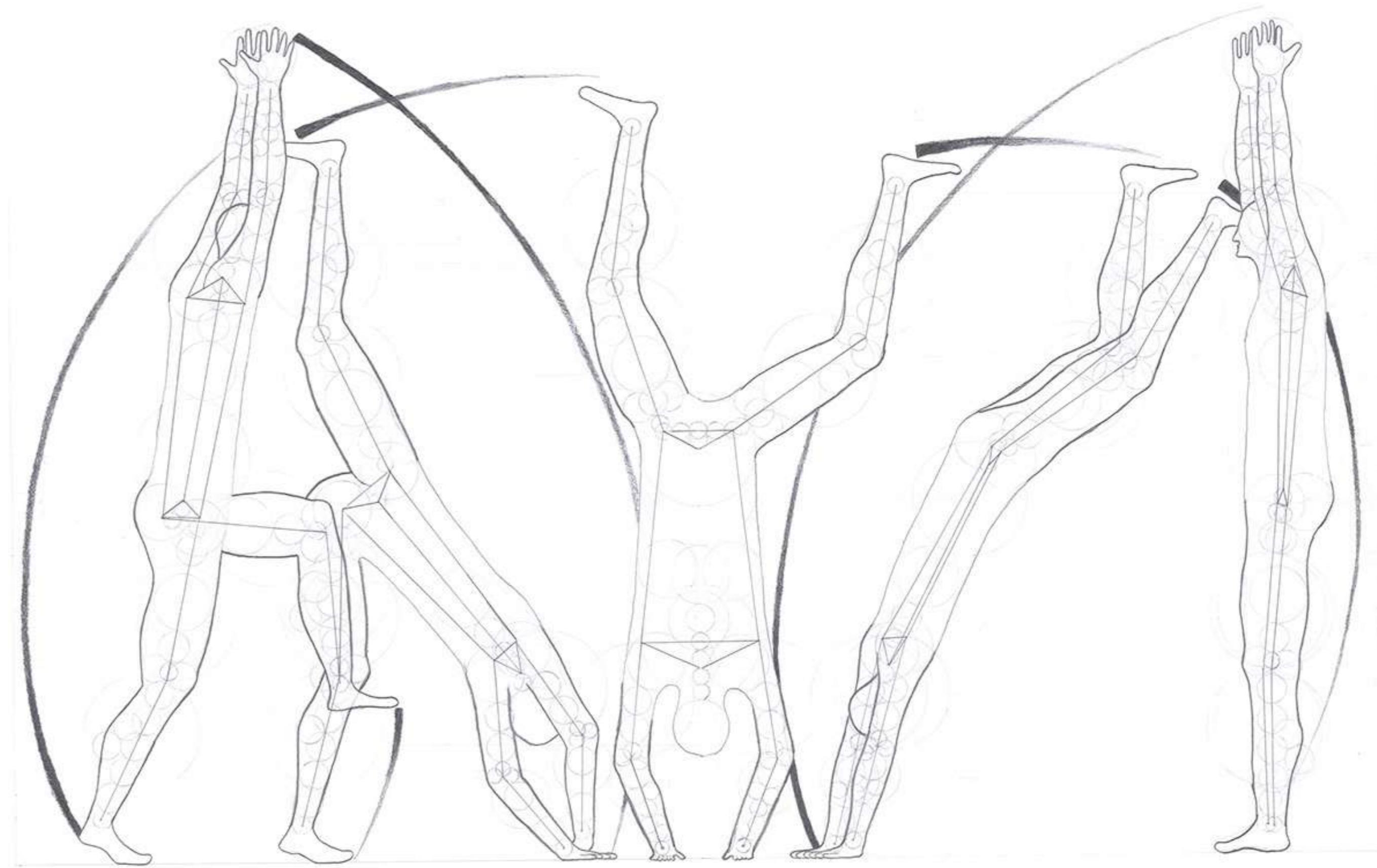
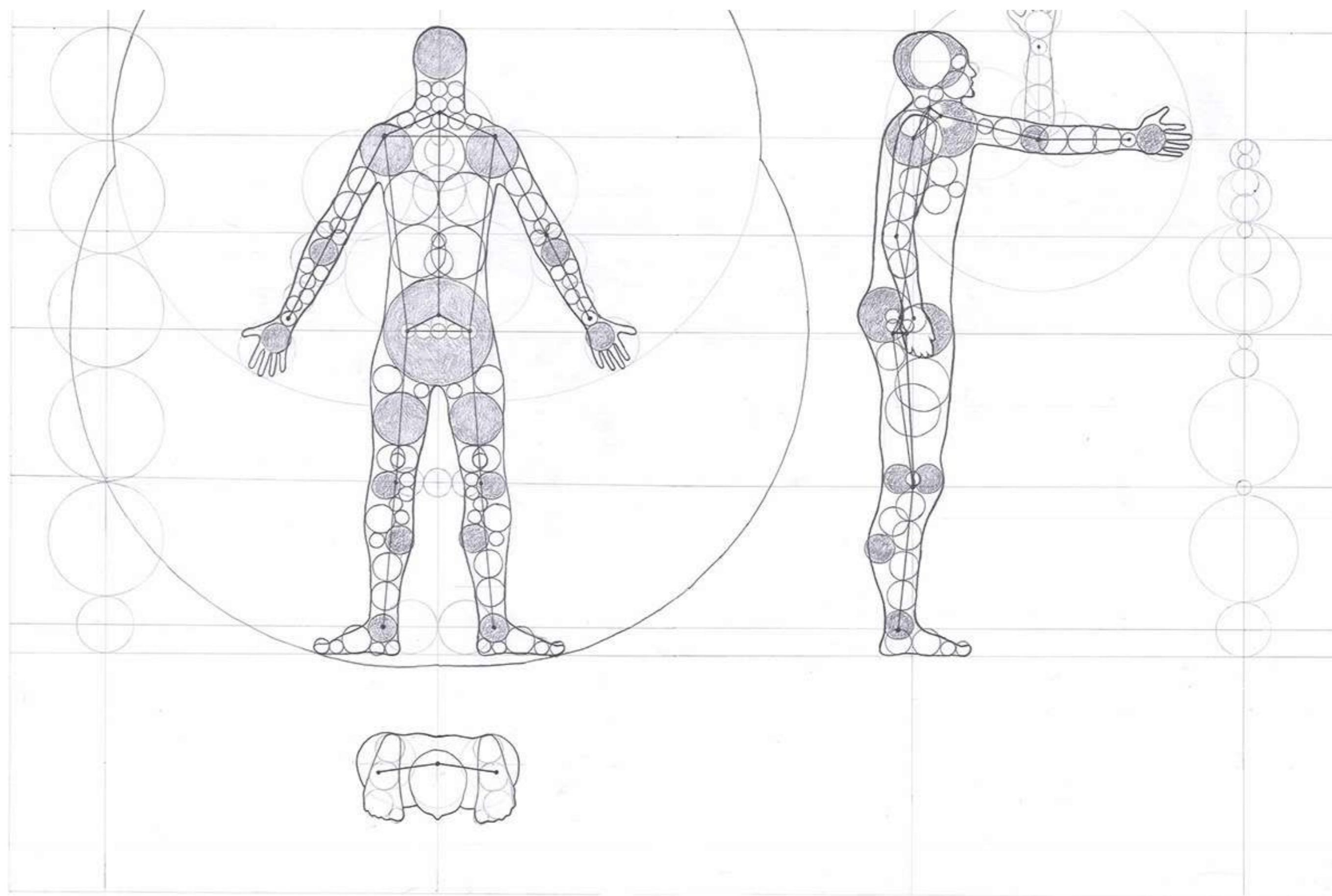
UMA 1 is a series of spatial experiments where nearly all work was made analogue and the emphasis was on understanding spatial relations and the fundamental

Various 2023
Individual work



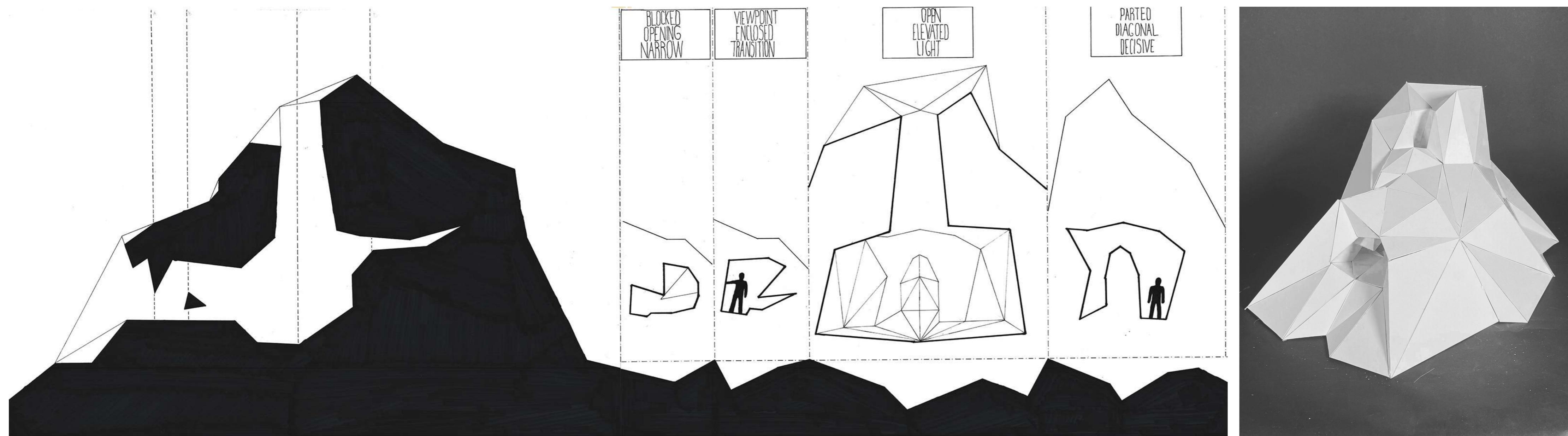
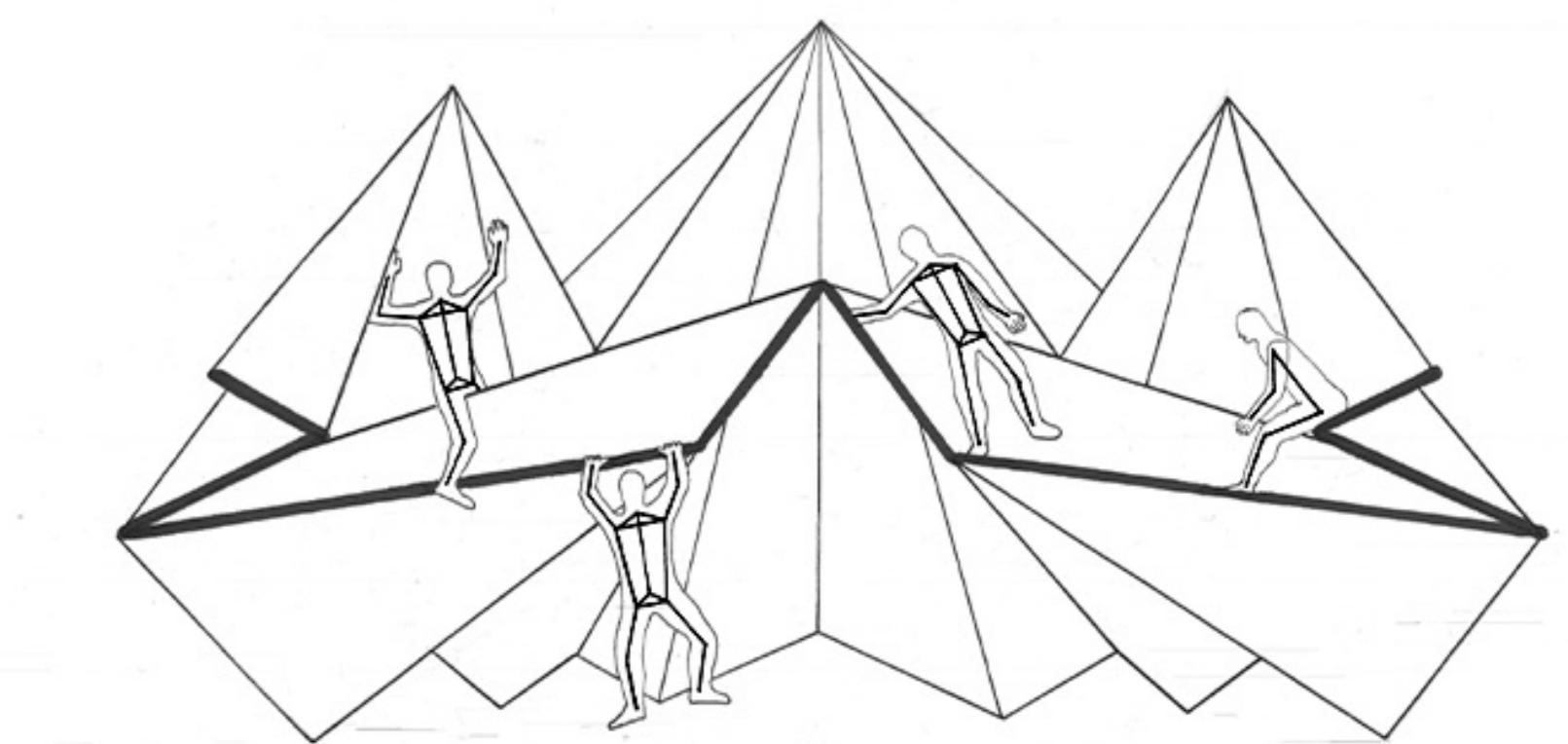
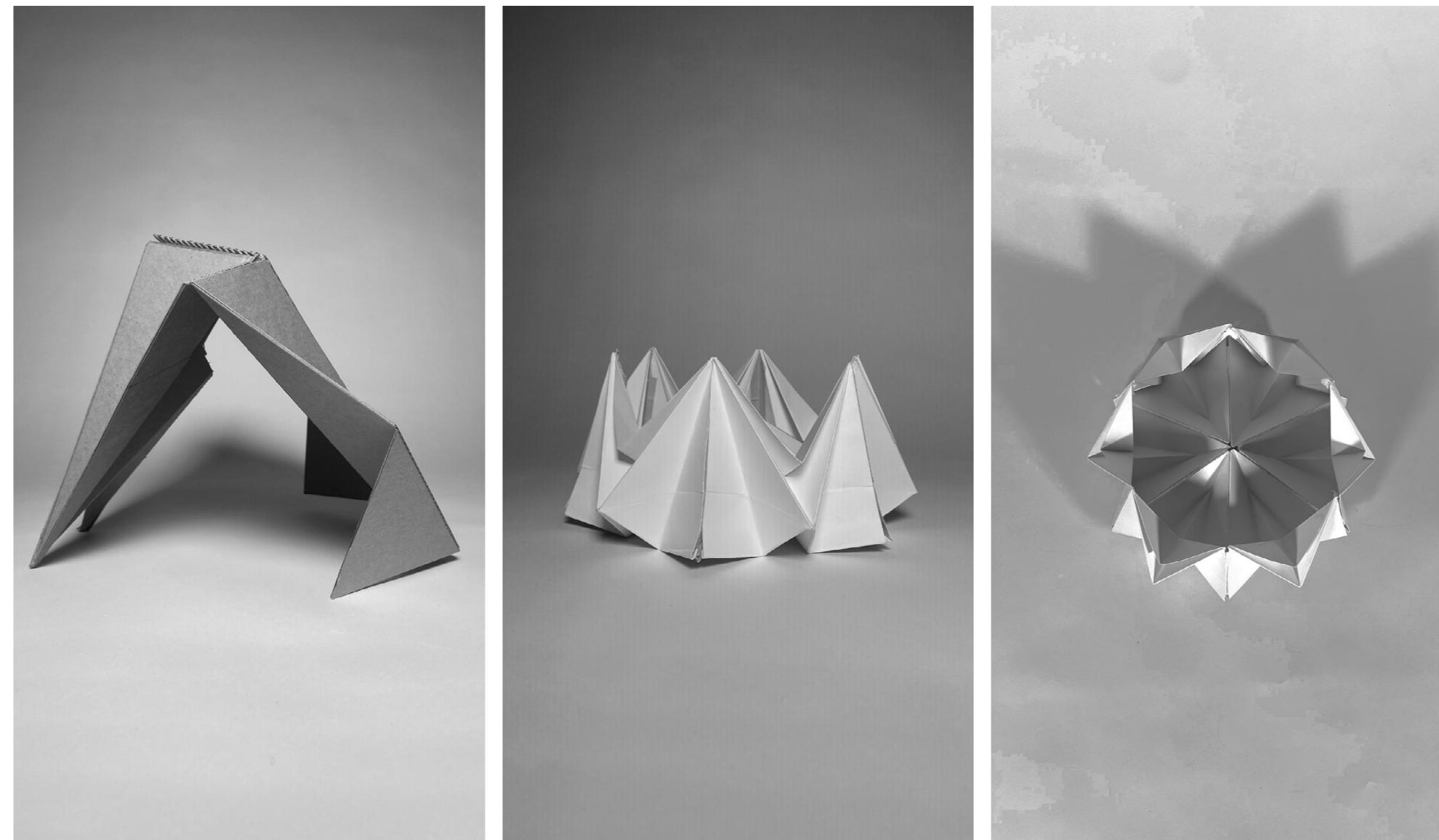
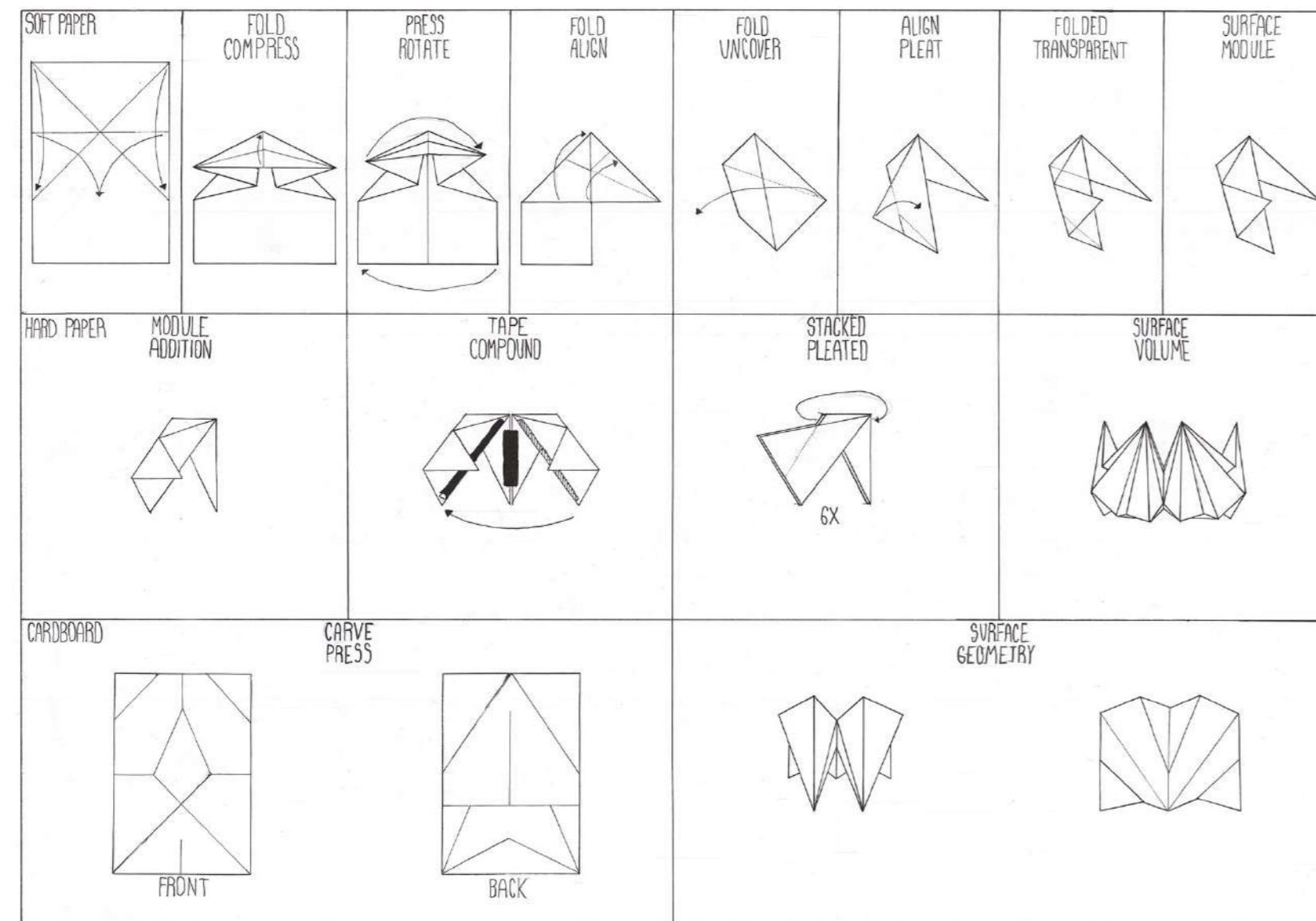
FUNDAMENTALS

First year was about designing through the body. To do so we invented modular systems to understand the relations of the body and could later incorporate them into design.



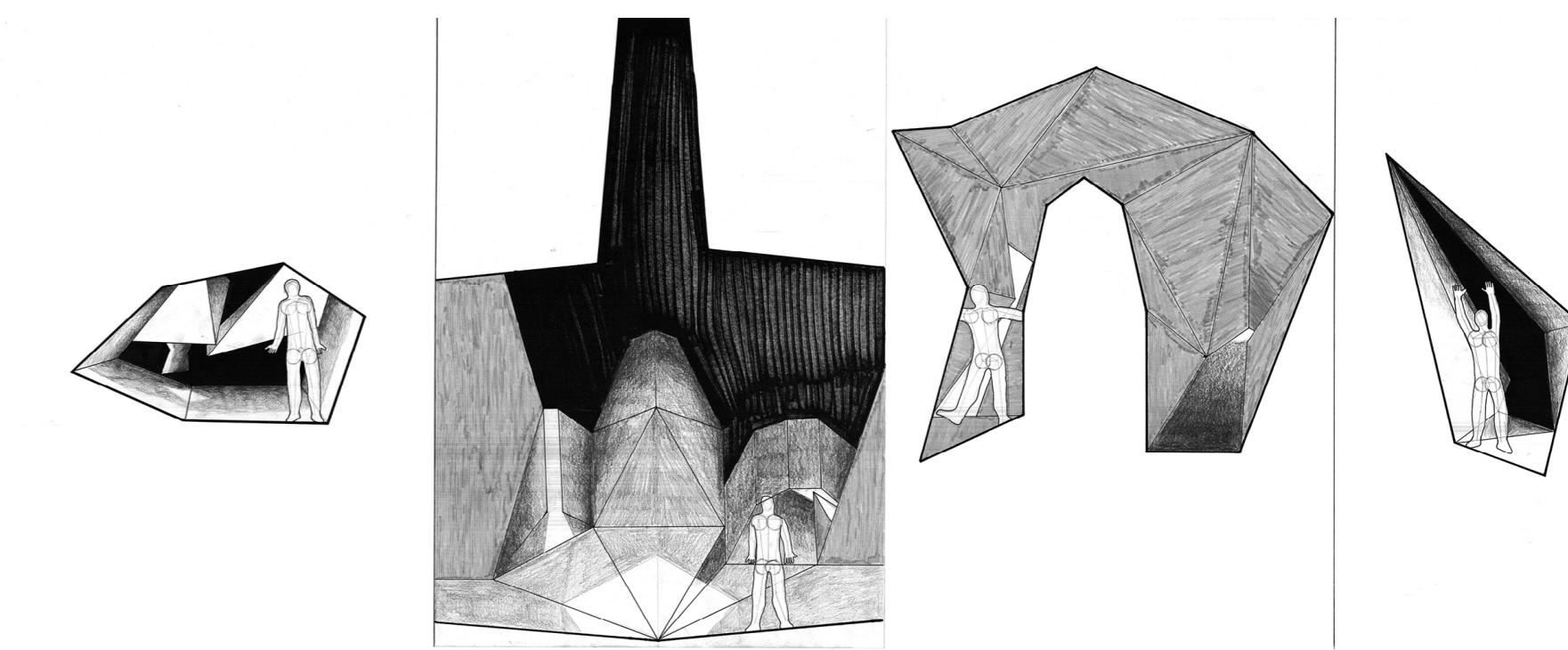
FUNDAMENTALS

One of my earliest obsessions is origami and topology. Here I investigated how different actions altered different surfaces and how the space then could be inhabited.



FUNDAMENTALS

Spatial and atmospheric explorations



07 | Extras.

Here I want to include some projects that did not make it into the portfolio as complete projects but that I'm still fond of.

Since what I do is both a hobby and school, the border between work and work and free time is often blurred. What I include here vary from school projects to hobby/"fantasy" projects and real projects.

The document to the right is a recreation of a moment I had on a study trip to Neukölln, Berlin. We went there to do mapping and later base our design project on that mapping. When eating at a meat shop, I was watched by many residents who were under the impression you could only buy meat to go there. I wanted to recreate the moment so based on photos and memory, I modelled the place, rendered it and stitched myself in.

Various 2023 - 2025
Individual work





POLESTAR 1

A mix of hobbies of mine, All textures and surroundings are done by me and the car is downloaded.



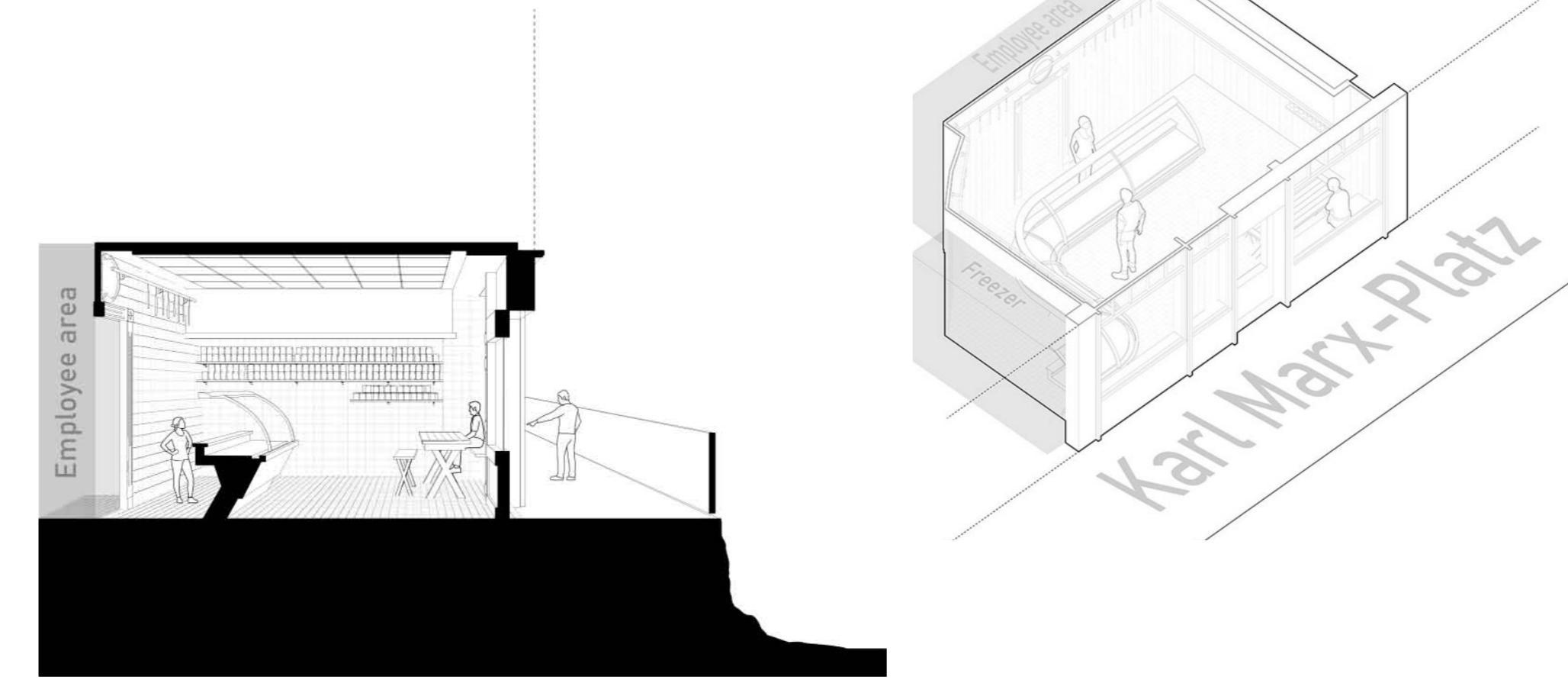
SPIRAL STAIRCASE

As a part of my grasshopper learning curve I have followed along various tutorials and similar, this time a spiral staircase which I thought would be fun to also render.



POLESTAR 1 x COBE

I modeled the module of "Ultra-Fast Charging Stations for Electric Cars" by Cobe architects for a case study in school and later thought it would be fun to combine with the Polestar 1 in an urban setting.



MAPPING

The meat shop from the first page of this section in other views.

DRIVEWAY

A project I helped my family with. Originally the driveway was of pebbles, we switched it for stones.

STORAGE

Also a home project, where a wall for a storage was incorrectly insulated and had been for years. This had resulted in rotten panels. We swapped panels and correctly insulated the wall.

BYGGCAD

One assignment from an extra course where I modelled a residential building and presented it on sheets as permit drawings.

All line drawings are made completely in revit and the renderings in 3ds max with corona.



PAVILLION

I have only one group work I want to include in this portfolio and it's this one. At the end of UMA 1 we build a series of small pavillions - follies, in group. Ours was placed at the corner of the grid they were placed in and to emphasize the corner the side outwards is sharp, marking the border while the inside is organic, inviting the public to lean towards it.

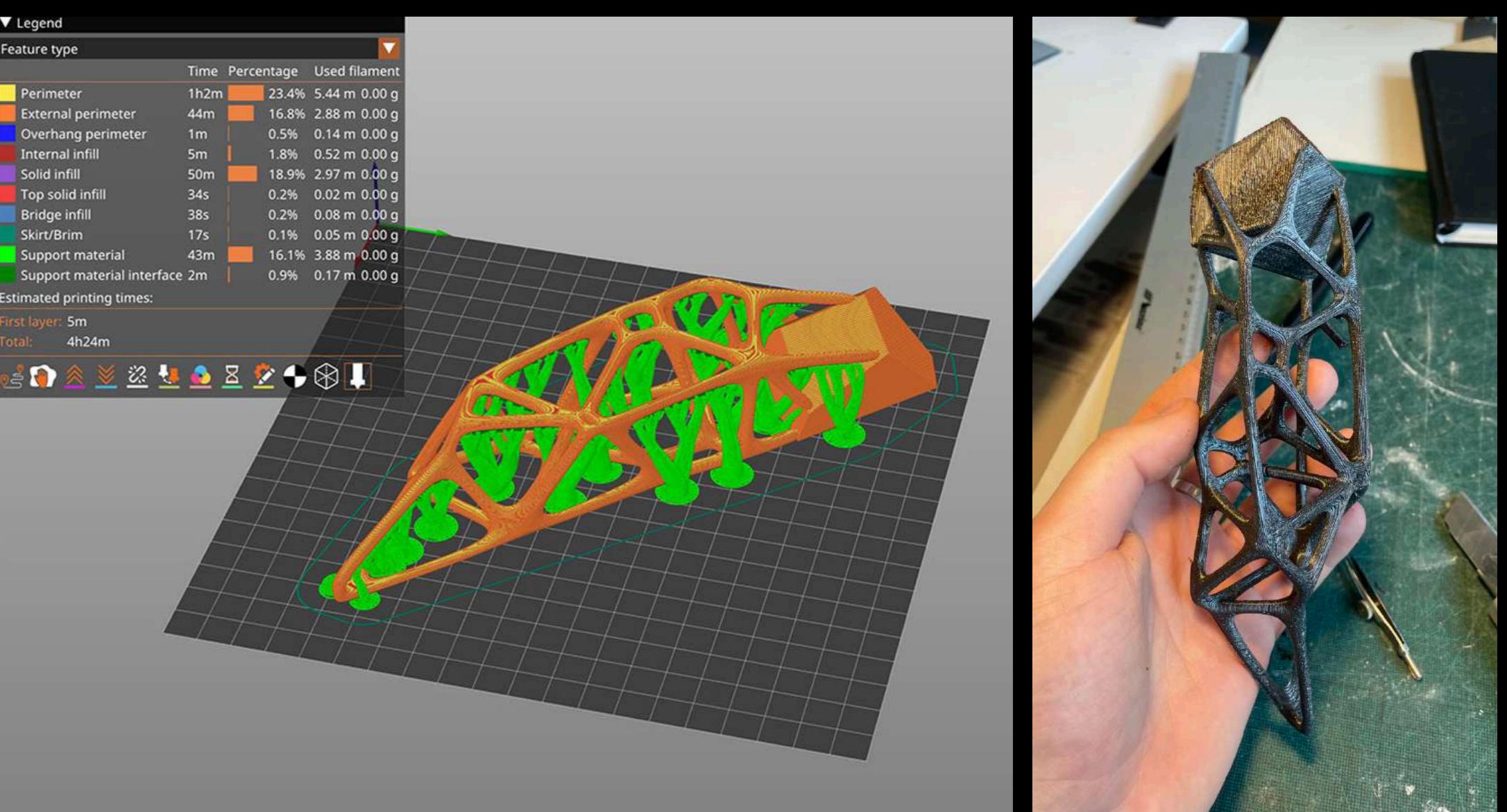
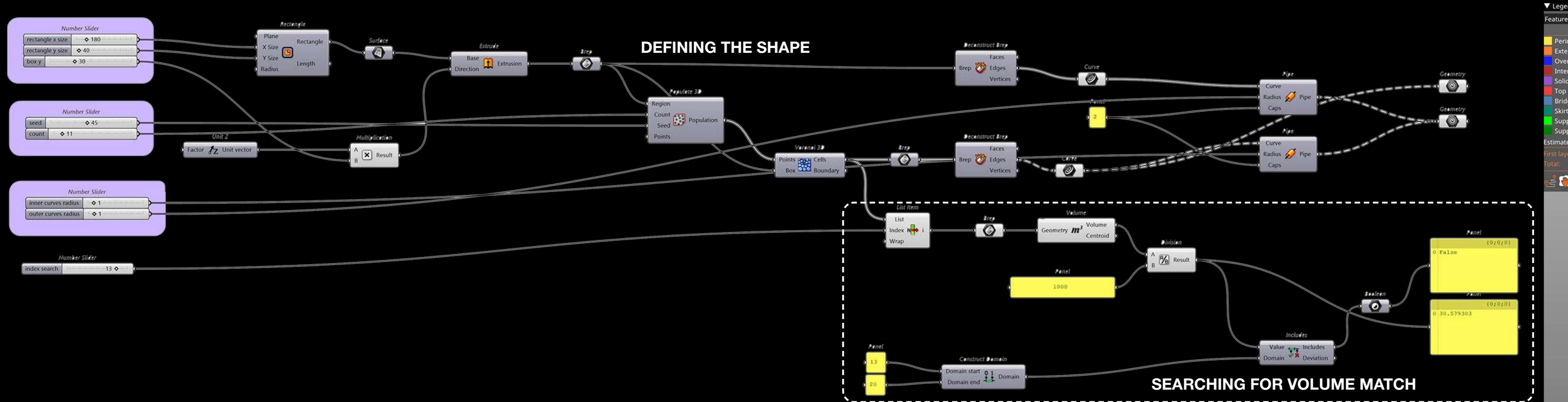
Together with:

Alexander Söderholm, Linus Langer, Marcus Celinder, Oskar Wisting and Petter Olsson



"KAFFEMÅTT"

The thing that keep us architecture students on track - coffee. In our studio we had a coffemaker but kept guessing the amount of coffee to put into it. I put together a script that would generate geometry and then find a scoop that fit our needs. The coffee scoop was then 3d printed and has served us since.



Thank you for watching, let's connect!

Simon Hildell
2025

