Raban Ohlhoff

Architectural Designer M.Sc.

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SUMMARY

As a master's graduate in architecture, I am passionate about creating **thoughtful designs** and developing **practical solutions** through detailed analysis of complex challenges.

I am especially interested in the intersection of design and computer science. Through various projects, I have explored fields such as **machine learning**, **data science**, **parametric design** and **automation**, aiming to integrate theoretical concepts into practical applications. These experiences have reinforced my belief in the transformative potential of technology in design, and I am eager to continue advancing my skills and contributing to this exciting and evolving field.

PROJECTS

Flatly Berlin 04/2024
Apartment Search Bot
Project Link

This project consists of a bot that instantly notifies users of new apartment listings in Berlin. It comprises two services: a **scraper** that monitors apartment websites, extracts listings, and stores them in an *SQL database*, and a **bot** that lets users set preferences like budget, size, and location to receive personalized updates. The modular design ensures *reliability*, *scalability*, and a seamless search experience.

SQL, Python, HTTPX, Telegram Bot API

Topological Graph ML 08/2023
Thesis
Project Link

Scope of this work was to apply **graph theory** and **machine learning** to architectural analysis, focusing on **energy efficiency**. A synthetic dataset, generated using automated space partitioning algorithms, integrates geometric, energetic and topological data. *Classification* and *regression* models are trained on the resulting **knowledge graphs** to assess predictive accuracy for energy efficiency.

Graph ML, PyTorch, DGL, Python

EXPERIENCE

TDB Landschaft 10/2023 - Today
Architectural Designer Berlin, DE

As an architectural designer and visualizer, I specialize in creating compelling visual narratives for project competitions, including the conceptual development of innovative designs. I focus on the design, layout, and rendering of landscape architecture projects, ensuring each visualization captures the essence of the envisioned space. My role requires a high level of collaboration, clear communication, and dependability, paired with the ability to work autonomously to meet project goals efficiently and creatively.

EDUCATION

Université libre de Bruxelles, Bruxelles, BE 09/2020 - 09/2023
Architecture Master
ECTS Grade A

Université libre de Bruxelles, Bruxelles, BE 09/2017 - 09/2020
Architecture Bachelor
ECTS Grade A

PROFILES

LinkedIn GitHub
Kaggle ResearchGate

TECHNICAL SKILLS

Python ●●●●●	Blender ●●●●●
Inkscape ●●●●○	Adobe Suite ●●●●○
Office Suite ●●●●○	SQL ●●●●○
NumPy ●●●○○	Git ●●●○○
Pandas ●●●○○	HTML/CSS ●●●○○
PyTorch ●●○○○	FastAPI ●●○○○

INTERESTS

Open Source
Graphic Design
Machine Learning
Parametric Design
Automation
Programming
3D Modeling
Linux

LANGUAGES

German
Native

English
Very Fluent

French
Very Fluent

REFERENCES

Eva-Maria Boemans
Founder of TDB Landschaft

Luka Gilic
Head of Competition Department

Gian Marco Paldino
Thesis Supervisor

Iris Oelschläger
Internship Supervisor