Raban Ohlhoff

Architectural Designer M.Sc.

📍 Berlin, Germany 📞 +49 176 8155 6920
@ r.ohlhoff@gmail.com 🔗 https://raban-ohlhoff.com/

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

Beethoven-Gymnasium, Berlin, DE — 07/2009 - 07/2015
2.1 German GPA — Abitur

PROFILES

- LinkedIn
- GitHub
- Kaggle
- ResearchGate

TECHNICAL SKILLS

Skill	Level	Skill	Level
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