Joost Helfers

Creative Technologist

Joost Helfers is a Creative Technologist working at the intersection of 3D, AI, and emerging technology. Driven by a spatial design approach, he creates high-impact visuals and advanced technical workflows that help brands and designers communicate complex ideas. With a background in architecture and computational design, combined with startup and academic experience, he develops innovative solutions that balance creativity and technical feasibility.

🔗 Website

Joost Helfers

Creative Technologist
Born: 02 April 1999 in Oldenburg (Oldb.)
Living in: Berlin, Germany

Core Competencies

Creative Technology
Computational & Parametric Design
3D Visualization
Motion Design
Rapid Prototyping
AI Integration
Interdisciplinary Collaboration
Digital Design
Research & Development

Skills

3D & Computational Design
Blender
Houdini
Rhino & Grasshopper
Plasticity

Real-Time & Web Development
Unreal Engine
Digital Twin Development
Python
React / Next.js
Three.js

AI & Creative Automation
ComfyUI
Image/ Video Diffusion
Generative Workflows

Protoyping and Fabrication
Rapid Prototyping
3D Printing
Digital Fabrication

Plattform & Tools
Windows & Linux
Git/GiHub
Docker
AWS

Languages

German (Native)
English (Fluent)

Joost Helfers
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Education

Bachelor of Science Architecture, Brandenburg Technical University Cottbus - Senftenberg, Cottbus — Germany

Master of Science Computational and Advanced Design, DesignMorphine & University of Architecture, Civil Engineering and Geodesy Sofia - Bulgaria, Online

Professional Experience

04/2023 — Present: Freelance 3D Artist and Creative Technologist, Freelance, Berlin (Hybrid)

- Developed visualization systems and automated workflows for mobility and clean energy sectors.
- Created explainer content for hydrogen fuel cell technology and motion graphics for enterprise simulation software.
- Built modular visualization systems that translated engineering concepts (e.g., hydrogen fuel cells, autonomous mobility) into accessible visual and interactive narratives.
- Partnered with interdisciplinary teams to expand technical and creative possibilities, bridging design, engineering, and communication.

01/2024 — 08/2025: 3D Generalist and Design Engineer, INYO Mobility GmbH, Grafing bei München

- Designed & implemented complete infotainment system (hardware & software) and full-stack digital twin with live vehicle data streaming.
- Developed 3D printing workflows and fabricated custom parts for vehicle performance optimization.
- Created visual communications, web presence, and design standards influencing engineering decisions.
- Balanced engineering feasibility with design vision, ensuring technical decisions supported aesthetic cohesion.

01/2022 — 04/2023: Technical Research Assistant, Brandenburg Technical University, Cottbus (Remote)

- Contributed to interdisciplinary research on turbocharged hydrogen fuel cells.
- Designed underground technical installation spaces and exterior enclosures.
- Produced visualizations and design solutions to communicate research findings.
- Developed corporate identity and maintained project websites to enhance research visibility.

02/2020 — 09/2021: Undergraduate Research Assistant, Brandenburg Technical University, Cottbus

- Investigated computational design methodologies and digital representation tools.
- Advanced 3D modeling techniques and documentation workflows.
- Produced graphics and video content to disseminate research on architectural visualization.

Community

08/2025 — Present: SoiréeXD Collective – Berlin, Member & Organizer

- Co-organizing monthly artist showcases and networking events to build community within Berlin's digital art and design scene
- Designing and producing promotional content (graphics, motion) to drive event engagement and showcase featured artists.
- Contributing to the strategic development of the collective to foster creative collaboration.