

JAKUB PIETRYSZYN

space architect | junior software developer

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www.artstation.com/mr_yakub
www.github.com/yakub808

Architectural engineer specializing in space architecture, habitat design, and related software workflows. With 10+ years of professional architectural practice, I integrate concept development, technical documentation, and systems thinking with design and code. Recently I have expanded into programming, combining Python scripting to create dynamic 3D workflows.

EXPERIENCE

National Geographic [2025] Space Architect and Artist

Specializing in concept creation for Moon colonization, including ideation, detailed 3D models, technical specifications for mission planning and visualization.
Published in September issue „Moonrush”.

www.nationalgeographic.com

3D Estate [2023 – present] 3D Generalist

Specializing in architectural 3D visualization, including detailed building models, cities and surrounding-context models.
OSM-based (OpenStreetMap) environment integration.

www.3destate.pl

Chmielewski + Partners [2020 – 2022] Lead Architect

Delivered the lead design work for the JFG Composites production hall in Świdnik, Poland, working in a BIM environment across concept design, technical documentation, and multi-discipline coordination.

www.chmielewskipartners.com

Studium Architektury [2018 – 2020] Lead Architect

Led the design work for the Chojnice Railway Station in Poland, covering concept design, technical documentation, and multi-discipline coordination.

www.studium.waw.pl

KAPS Architekci [2017 – 2018] Architect

Contributed to the Aroma Park project in Warsaw, Poland, working in a BIM environment across concept design and technical documentation.

www.kaps-architekci.com

MAZM [2014 – 2016] Assistant Architect

Supported the delivery of the Sławińska project in Warsaw, Poland, contributing to concept design and technical documentation.

www.mazm.pl

EDUCATION

CS50x, CS50 Python [2024 – 2025] HarvardX

Piscine Coding Bootcamp [2024] 42 Warsaw

Space Architecture Workshop [2023] SIDI x LIQUIFER Systems Group

Space Architecture and Design [2022] Swiss Institute for Disruptive Innovation

Architecture and Urban Planning [2009 – 2014] Rzeszow University of Technology

SKILLSET

Rhinoceros + Grasshopper
Blender
Adobe
Archicad
Autocad

Python
C
SQL

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RECOGNITION

BLOMPOD [2022-2024] Inflatable Lunar Module

Modular, inflatable lunar module.
Presentation: Harbin Institute of Technology
Honorable Mention: Moon Village Competition
Press: ArchDaily, Designboom

LUNAE ABYSSI [2023] Lava Tube Habitat Exploration

Inflatable cave habitation system.
Co-op: LunAres + Maciej Rebisz
Gold Mention: YAC Competitions
Press: Architektura & Biznes, Poland Weekly,
National Geographic, Polskie Radio

SWARMIR [2023] Space Mining Exploration

Space Whale for Asteroids Resources
Mining and Refining.
Presentation: Space Architecture Workshop
First Prize

EMCS [2023] Mars Transportation System

Earth Mars Cycler System.
Co-op: Maciej Rebisz
Honorable Mention: Jacques Rougerie Foundation

CORAL POD [2023] Mars Habitation System

Inflatable mars habitation system exploration
with combination of fungi layers.
First Prize: the Charette

MINOS [2022] Europa habitat exploration

Exploration of origami type habitation modules.
Co-op: Maciej Rebisz
Honorable Mention: Jacques Rougerie Foundation

NOMAD [2016] Mars Habitation System

Mars habitation system exploration.
co-op: Maciej Rebisz
honorable mention: if-ideasforawrd
press: Mars book

LUNAR HABITAT [2015] Lunar habitat exploration

Moon habitation system exploration.
co-op: Maciej Rebisz
honorable mention: if-ideasforawrd
press: Moon book

ENGAGEMENTS

Fondation Jacques Rougerie [2025-] Junior Ambassador, Space Architect

Fondation Jacques Rougerie [2024] Space Architect, Lecturer Space Architecture Workshop, Agadir, Morocco

CHASM x LunAres [2022] Space Architect, Participant Analog Space Missions Workshop