



Yaroslav Dubeniuk

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Experience

Architect Internship BODES Studio

Warsaw, remote position
2025 (3 months)

3D Designer Geneva Gem SA

Geneva, Switzerland
2024 - ongoing

Interior Architect Intern Dôme Interiors Sàrl

Geneva, Switzerland
2022 (3 months)

Architect Intern Goldakovskiy Group Architects

Kyiv, Ukraine (Remote)
2024 (2 months)

During my remote internship at BODES Studio, I worked on the architectural engineering development of a reinforced concrete building projects, focusing on the coordination between architectural design and construction systems. My responsibilities included preparing execution-level drawings in Revit, coordinating column grids, slabs, foundations, and other elements, producing necessary calculations in SCAD.

Working with a top-talented executives in jewellery sector I was responsible for providing visually / aesthetically appealing graphics such as: - 3D jewellery Animation, CAD Items Designs, Sketches, AI Development (Stable Diffusion / Pytorch) for generating hyperrealistic imagery and combining with 3D Items into VFX

During my interior design internship in Geneva, I focused on 3D visualizations using 3Ds Max and interior design plans and details in AutoCAD/Revit. I worked on space planning, material selection, and project coordination, gaining practical experience in creating detailed designs and realistic renderings for clients.

During my remote architecture internship in Kyiv, as part of an educational program, I worked on the design of a hotel in the mountains. I focused on developing the conceptual design, creating 3D models, and producing detailed architectural drawings using ArchiCAD and Rhino. This project helped me understand the unique challenges of designing in a mountainous terrain, including site analysis, environmental considerations, and integrating the structure with the natural landscape.

Education

BA in Architecture KNUCA

Kyiv, Ukraine
2020-2024

During my Bachelor's in Architecture and Urban Development, I focused on architectural design, urban planning, and sustainable development, while also studying engineering and building technologies. I gained proficiency in BIM tools like ArchiCAD and Revit, 3D modeling with Rhino and 3Ds Max, and developed a strong understanding of construction methods, materials, and structural systems.

Architecte d'intérieur (Exchange program) HEAD | HES-SO

Geneva, Switzerland
2022 - 2023

Exchange student in Interior Architecture degree. A one-year exchange program gave me opportunity to study in Switzerland which allows to practice with different design tasks using professional software and improve my design skills, knowledge about usage of VR/AR in Construction and interior design specialty.

Hard Skills

Photoshop, Illustrator, InDesign
Blender, KeyShot, Cinema 4D
Autodesk Revit, 3Ds Max
ArchiCAD, AutoCAD
Front End Dev. (HTML, CSS, JS)

Real Time rendering presentations - Unreal Engine, Data Smith
3D Animation and Visualization
Excellent artistic skills: Drawing & Sketching
Web Design, Product Design
Sketch / drawing skills (ability to present solutions quickly)