










# Zvonko Vugreshek

## Architect & Computational Designer

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-  Croatian, Macedonian



Sculpting imagination through code and digital design

### Experience

2017-09 - present

#### Intern Architect

*3XN A/S, Copenhagen, Denmark*

Providing computational design, automation and optimisation services. Making scripts for enhancing global office productivity.

2017-07

#### Computational design team member

*DesignMorphine*

Member of a team of 5 building a 1:1 pavilion exploring kinetic motion on FabFest 2017 in London, UK.

2017-01

#### Organiser & Assistant tutor

*DesignMorphine*

Intensive course "Parametric Furniture design with Rhino & Grasshopper v1.0" in Skopje, Macedonia.

2016-12

#### Assistant tutor

*University ss. "Cyril & Methodius" Skopje, Faculty of Architecture*

Parametric design & Digital Fabrication workshop "(Re)nest". 1:1 whose outcomes were Waffle structure nests with motion sensor lights.

2016-09

#### Computational design team member

*University of Applied Arts, Vienna, Austria*

Spatial installation "Robotic Contouring" in the university atrium

2016-07

#### Computational design team member

*DesignMorphine*

Proposal exhibition stand for ETEM & Elval Colour for the BAU 2017 in Munich. Won second place.

### Education

2012 - 2017

Ss. Cyril and Methodius University Skopje - Master of Architecture

### Languages

Macedonian & Ex-Yugoslav Languages

●●●●●  
Native

English

●●●●●  
Fluent

German

●●●●●  
Very good



## Skills

- Architectural & Urban Design using CAD & BIM
- 3D modelling and Visualisation
- Computational / Parametric Design and optimisation
- 3D printing / Digital Fabrication / Prototyping



## Software

- AutoCAD
- Revit (+ Dynamo)
- Rhino (+ Grasshopper)
- Adobe Suite (Ps + Ai + ID)
- 3DS Max (+ Vray)
- Archicad
- Python scripting



Enhancing the Gh/Dynamo workflow



## Publications

2017

- The use of Parametric/Computational design in creating a sustainable city, master thesis, UKIM, Skopje
- "Kurier" Newspaper, Austria: "Angewandte Architecture Challenge 2016" - Robotic Contouring - <https://goo.gl/PDWHva>
- "Angewandte Architecture Challenge 2016" - Robotic Contouring official poster - <https://goo.gl/vIVwWB>



## Workshops/Project Participations

2015-07

Parametric & Generative Workshop - Generative Morphologies v.2 - Sofia, Bulgaria

2016-02

Computation & Digital Fabrication Workshop - Computation Matters v.1 - Sofia, Bulgaria

2016-07

Computation & Digital Fabrication Workshop - Intelligent Tectonics v.1 - Sofia, Bulgaria

2016-09

Die Angewandte Architecture Challenge - Robotic Contouring - Vienna, Austria

2017-02

Parametric Detailing Workshop - Correlated intricacies v.1 - Sofia, Bulgaria

2017-07

Parametric BIM Workshop - Informative Archetypes v.1 - Sofia, Bulgaria



## Computational Skills

- Grasshopper 3D:
  - Looping and swarming (anemone, boids library)
  - Generative design (Fox, wasp)
  - Physics simulation (Kangaroo)
  - Optimisation (Single/Multi Objective, Structural)
  - Environmental design/analysis (Ladybug/honeybee, gismo, CFD)
  - Behaviour Analysis/Simulation
  - Basic python/c# and machine learning workflows for GH
- Dynamo:
  - Revit automation and Rhino/Revit interoperability