

Klemens Sitzmann

about profile

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Nationality: Italy
22 November 1986

Architect with international design experience in medium to large developments. Holistic concept and design is at the center of every project. Emphasis on a clear & consistent design language throughout the project and building scales. Experience in team leading and design communication. Expert in geometry engineering on various platforms including parametric design.

education

30.01.2015	“Master of Architecture” MArch - Graduation with distinction at Studio Hani Rashid University of Applied Arts Vienna
2013	Semester at Southern California Institute of Architecture, Los Angeles
since 2011	Master of Architecture at the University of Applied Arts in Vienna – Studio Hani Rashid
2010-2011	Master of Architecture at the Technical University of Vienna
November 2010	Conferral of the academic degree “Bachelor of Science” BSc at TU Vienna
2006-2010	Bachelor of Architecture at the Technical University of Vienna
2005-2007	Political Sciences at the University of Vienna

work experience

since 2017 June	GRAFT Gesellschaft für Architekten Design & Competition Team Team Lead for design projects and competitions	Berlin, DE
2016-2017 November-May	HENN GmbH Design Studio Architectural Design, 3D Modelling, Illustration	Berlin, DE
2015-2016 April-April	Asymptote Architecture Senior Designer Architectural Design, 3D Modelling, Fabrication, Visualization	New York, US
2014 June-September	AECOM Architecture Architectural designer Design and Visualization	Los Angeles, US
2013-2014 February	the Next Enterprise Part time architectural assistang various competitions	Vienna, A
2013 April	Asymptote Architecture Architecture Competitions Gold Coas Design and visualization	Vienna, A
2012 Summer	Comfort_Architecten Architecture Office Internship as Design Architect	Vienna, A
2008-2011	ISOCHROM Architecture visualization office Freelancer 3D-Modelling, Rendering, Post-Production	Bruneck, I
2006/07 Summer	Wolfsgruber GmbH Stainless steel and wrought iron products Draftsman and project assistant	Vienna, A
2005 Summer	Kosta Erich Construction site Worker on construction site	Bruneck, I
2004 Summer	Studio Ligno Art SRL Planning Office Draftsman	St. Lorenzen, I

exhibitions & publications

2018 27. July - 25. August	Logium the absolute library - solo exhibition Raum 3000	Bruneck, I
2015 26. June - 12. July	The Essence 15 annual exhibition of the university of applied arts Künstlerhaus Wien	Vienna, A
2014 26. June - 13. July	The Essence 14 annual exhibition of the university of applied arts Künstlerhaus Wien	Vienna, A
2013 22. Oktober	Environmental Ballet architectural performance MAK NITE Lab MAK Säulenhalle	Vienna, A
2013 26. June - 14. July	The Essence 13 annual exhibition of the university of applied arts Künstlerhaus Wien	Vienna, A
2013 25. April - 26. May	Experimental Architecture Biennale Jaroslav Fragner Gallery	Prague, CZ
2012 October	David Rutten Acadia Award Speech project was featured in video of David Ruttens Acadia Award speech ACADIA 2012	San Francisco, USA

Publications

2018 March	Rhino 6 - Grasshopper Promo part of the Grasshopper for Rhino 6 promotional video
2017 04. October	Grasshopper User Meeting Berlin presentation of robot house project from SCI-Arc
2017 12. June	Re: Futures: Studio Hani Rashid. University of Applied Arts Vienna Book - collection of student work from Studio Rashid at dieAnge- wandte
2016 25. December	Behance - Thesis project featured in the Behance Architecture selection
2013 26. September	Suckerpunch - Re-reading City http://www.suckerpunchdaily.com/2013/09/26/re-reading-city/
2012 04. July	Suckerpunch - Hydroflux City

languages

German	very good
English	very good
Italian	good

technical skills and competences

3d modelling	Rhino Grasshopper Autodesk 3ds Max Autodesk Maya ZBrush AutoCAD	excellent knowledge excellent knowledge excellent knowledge modelling & animation forming & texturing drafting
modelmaking	RhinoCam 3D Print Arduino 6-axis robot (Stäubli)	multiple side milling powder, extruder and resin prints programming, controlling, motion controlling via grasshopper, Maya
rendering	Vray Nuke Adobe Photoshop Adobe Illustrator	excellent knowledge camera-tracking, virtual reality, compositing, animation excellent knowledge excellent knowledge
editing	Adobe Premiere Pro Adobe After Effects	