

JIM VAN DONGEN

Architectural Designer

Nieuwkoop, Netherlands | Email: jimvandongen2002@hotmail.com | Phone: +31 6 47464205

Website: www.jimvandongen.nl | LinkedIn: linkedin.com/in/jim-van-dongen

PROFILE

I have wanted to be an architect since I was ten, and I got there the long way round, through four years of HBO and a pre-master before graduating in public building design at TU Delft. How I work has stayed the same throughout. I like figuring things out myself, whether that's a design problem, a piece of software or a business idea, and I'm at my best when I can turn something complicated into a simple explanation. My work is user-driven, because the people who will use a building deserve a real say in it rather than an architect assuming he knows better, and what I design is meant to keep changing long after it's finished. Alongside my studies I build my own AI tools and agents to automate research and daily work, and I bring that same hands-on approach into a project, from first concept through to the details that make it buildable.

EDUCATION

MSc Architecture, Urbanism and Building Sciences, TU Delft | Sep 2024 to Jul 2026

Studios in Public Building (my graduation project, a hybrid public building at Ter Apel's future railway station), High-Rise Culture (a mixed-use tower in Rotterdam's Rijnhaven), Urban Architecture (a neighbourhood library in Gouda) and Healthy Environments and Communities (an AI tool for reporting unsafe places). Electives in Artificial Intelligence in Architectural Design, covering Python and applied AI, and in facade design.

Pre-master Architecture, TU Delft | Feb 2024 to Jul 2024

An intensive half year of projects in quick succession, retraining myself to TU Delft level. Final project: The Symphony Hill, a music venue in Delft, calculated and climate-designed as well as drawn.

BSc Architecture, Hogeschool van Amsterdam | Sep 2019 to Jul 2023

Followed the architecture track, from concept design through to construction details, alongside urban-scale analysis and design. Also completed a minor in Entrepreneurship (2022 to 2023), during which I started Toerie.

WORK EXPERIENCE

Founder and Owner, TOERIE | Sep 2022 to Present

Founded and grew a self-guided city tour concept during my entrepreneurship minor and have kept developing it since, doing the product design, the content and everything around it myself.

Assistant Designer, Marc Prosman Architecten | Jul 2022 to Aug 2022

Worked on several live projects in SketchUp, ArchiCAD and Lumion, from early concept through to working out the construction details.

Intern, Marc Prosman Architecten | Feb 2022 to Jul 2022

Followed projects through concept development into their first technical detailing, alongside drawing and presentation work.

Fitness and Kickboxing Instructor, Robey's Gym | Mar 2021 to Present

Teaching kickboxing to children aged 9 to 15 every week since March 2021, and general fitness instruction since August 2025.

Assistant Cook, Strand Zomer, Nieuwkoop | Jul 2018 to Apr 2022

Packing Assistant, Omefa, Nieuwkoop | Oct 2019 to Apr 2020

Support Crew, Balvert Betonstaal B.V., Nieuwkoop | Nov 2017 to Jul 2019

Shelf Stocker, Jumbo Supermarkten, Nieuwkoop | Mar 2015 to Oct 2017

SKILLS

- Participatory and community-driven research: designing and running workshops that turn resident input into a concrete programme of requirements.
- Visualisation: ability to quickly create realistic visualisations and handle final post-production.
- AI proficiency: experience creating visualisations and animations with AI, as well as optimising daily workflows.
- Data-driven design: building custom data pipelines and 3D visualisations to turn research into design decisions.
- Technical detailing and structural systems: developing structural and construction logic from concept through to buildable detail.
- Physical and parametric modelling: from hand-built models to parametric systems in Grasshopper.
- Business development: from product design to cold outreach and business planning, built through running Toerie.
- Custom digital tools: websites and interactive tools (Shopify, Elementor, AI-assisted development) for data visualisation, surveys and 3D configurators.

SOFTWARE

Design and BIM: Rhino, Grasshopper, ArchiCAD, SketchUp, Revit

Visualisation: D5 Render, Lumion, Blender

Graphics and video: Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe Premiere Pro, Adobe After Effects, CapCut

AI and automation: Claude Code, Claude Cowork, ChatGPT Codex, ChatGPT Work, Weavy.ai, n8n, Hermes AI Agent, Openlaw AI Agent, Claude, ChatGPT

RECOGNITION

Rijnpark redevelopment, 2025. Invited by the Gemeente Arnhem to present my design work (The Vital Mound) for the Rijnpark redevelopment.

Ricoh AI Workshop, 2026. Invited by Ricoh Netherlands to speak on applying AI in practice.

LANGUAGES

Dutch: Native. English: C1 (Cambridge English Advanced, CAE, Dec 2023).