



ING.ARCH.
FILIP KRAWIEC
ARCHITECT, DESIGNER,
PROGRAMMER

CONTACT



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www.krawart.com

My name is Filip. I like when things are reliable, work right and make a good aesthetic impression. I was always close with technology. Throughout my school years I trained myself in website making, learned to program, among other things I also taught as an externist on a Professional Media College and I was a lecturer of a PC literacy course. The Technical University of Ostrava, particularly studying architecture gave me a wider perspective on finding solutions of different problems. This advantage I would now like to use in the field, which I find very close to me - IT.

I love pizza and gladly travel to the USA

COMPLETED COURSES

THE WEB DEVELOPER BOOTCAMP

Colt Steele

HTML, CSS, Javascript, jQuery, Node JS, MongoDB...

COMPLETE PYTHON BOOTCAMP

Jose Portilla

Python 3, Jupiter, Github

EDUCATION

2018 - 2016 ● ING.ARCH. - ARCHITECTURE AND CIVIL ENGINEERING

The Technical University of Ostrava

The second degree studies were focused on the practical application of knowledge from the bachelor studies. In my diploma thesis I tried to solve the problem of dysfunctional city center of Czech Tesin. I needed to find a new concept for the city's traffic system. The final outcome of this thesis was the design of a new railway station - a multifunctional complex. The model was done in BIM - building information model. The subject of the theoretical part of my thesis were new technologies and approaches to the problem with a sustainable economical development of traffic infrastructure in a modern civilization.

2016 - 2012 ● BC. - ARCHITECTURE AND CIVIL ENGINEERING

The Technical University of Ostrava

The main part of the studies consisted of civil engineering subjects. The final outcome of the bachelor thesis was a documentation for the realisation of the building "Guitar's maker villa" which was based on the architecture study made in the subject Architecture studio I.

2012 - 2002 ● GRADUATE - CLASSIC PIANO, DRAWING

School of Art TRINEC

During the studies I successfully took part in multiple school, regional and international competitions in piano and band playing. The drawing was focused on coal, artist leads and pencil usage in the whole process with great attention to realism, composition and light.

PROFESSIONAL EXPERIENCE

~ - 2018 ● ARCHITECTONICAL CO-OPERATION

Trefil architects

External co-operation on the design of a residential complex in Roznov pod Radhostem, disposition, BIM model, 3D visualisation/animation.

2017 ● INTERNSHIP

Fiala architects p.L.c.

I did passports of buildings, architecture studies in BIM, visualisation and animation.

2017 ● PROGRAMMER, GRAPHIC DESIGNER

Hasik

Recoding a flash based educational application for children. Implementation of new functionalities. A part of the job was to further expand the application in the initial graphic style.

~ - 2016 ● WEB DESIGNER, GRAPHIC DESIGNER

Creative Soft

E-shop design, creation of print graphic.

~ - 2016 ● WEBMASTER

CB, M.Kulec, Avanso...

Creation of web presentations using Joomla/Wordpress RS, Ulkit/Bootstrap, HTML, CSS, Javascript.

~ - 2015 ● ARCHITECTURE DESIGNS

Delta Trinec p.L.c.

External co-operation with a design studio on representative projects for companies/municipalities.

2018 - 2016 ● LECTURER

VOS Jan Amos Komensky.

Teaching the basics of HTML, CSS, RS and the usage of web templates in practice. A part of the PC literacy course was to teach the clients the basics of working with a PC and passing on the basic knowledge of the MS Office software usage.

2017 - 2015 ● ARCHITECTURE CO-OPERATION

Ing.arch. Vaclav Kielar

External co-operation on house projects, industrial halls and building passports.

SKILLS

LANGUAGES

English on the B2 level
French on the A2 level
Polish on the B1 level

DRIVER'S LICENSE

Type B

LEADERSHIP

Leader of childrens' club AWANA
Organiser of sport and music event ONE WAY
Leader of a music band

TECHNOLOGICAL SKILLS

Programming

JS, ActionScript2, Python3.

Studio mixing

Rooting, setting up, usage, recording, streaming.

Audiovisual technology

Working with digital picture, sound and postprocessing.

Basics of electrotechnology

The basics of electronic circuits.

PC service

Software and hardware maintenance.

Web presentations

HTML, CSS, Javascript, jQuery, Node JS, MongoDB

ART

Piano, keyboard

Graduate of second degree School of Art Trinec studies.

Acoustic, electric and bass guitar

Playing in a band

Drawing and the basics of painting

Graduate of second degree School of Art Trinec studies.

Music making

Composition, audio-edit and soundmastering.

SOFTWARE

Sublime text 3

Affinity Photo, Designer

Adobe Photoshop, Illustrator, InDesign

Blender3D

Graphisoft ArchiCAD

Autodesk AutoCad, Revit

MS Office

PreSonus StudioOne

2014 ● LECTURER

Free time centre - Moravian Ostrava

The target group consisted of youth in the age up until 15 years old. The goal was to teach the basic skills of computer graphics, 3D modeling, UV texturing and animation rendering.

2012 ● CONSTRUCTION WORKS

2009 *Bronislav Heczko*

Help on the construction site.

WORKSHOPS & COMPETITIONS

2016 ● JANSKE KOUPELE

Petr Lex, Tomas Berdych

Elements and complex - theoretic definition of basic architectural elements and their abstraction for usability in the parametric design process.

2016 ● OPAVA

The City hall of Opava

Definition of city boulevard and their potential usage in urban structure of Opava.

2015 ● GAME IN 24H

Hackathon 3

The creation of a spaceship game in the Unity Engine designed for four players.

2015 ● ABSTRACTION

Jan Pernecky

The usage of the parametrical approach to architectural practice. The basics of working in Rhino3D and its add-on Grasshopper.

2014 ● SLEZAN

The City hall of Frydek-Mistek

The search for new usage of abandoned industrial areas and the search for the possibility to compose them into the city structure.

2013 ● THE RAILWAY STATION IS ALIVE

Dul architektury r.a.

Design of new functions for the old concept of Havirov's railway station with the purpose of forbidding its demolition.