

# Ioan Chiurciu

Architecture student working across digital fabrication, construction, restoration, 3D modelling, rendering, 3D printing, photography, and hands-on making.

Location            Bucharest, Romania

Website            chiurciu.com

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## Profile

- Architecture student at the Ion Mincu University of Architecture and Urbanism in Bucharest, with expected graduation in 2028.
- Interested in projects combining spatial thinking, visual representation, material understanding, and practical construction processes.
- Experience across architectural modelling, woodworking, restoration, photography, construction, and digital fabrication.

## Experience

- Architecture and heritage - Volunteer work with Tășuleasa Social and Ambulanța pentru Monumente involving 3D models, timber structures, roofing, and site coordination.
- Construction and woodworking - Practical work involving timber construction, assemblies, finishing, renovation, and small-scale hand-built structures.
- 3D modelling and visualisation - Architectural modelling, rendering, and presentation imagery using Rhinoceros 3D, Lumion, and Twinmotion.
- Competitions and activities - Participation award in the architectural ideas competition for the Ion Țiriac exhibition complex.

## Education

- Ion Mincu University of Architecture and Urbanism - Integrated Bachelor + Master programme in Architecture (2021-present).
- Avram Iancu High School, Brad - High school diploma (2018-2021).
- Music School No. 5 - Violin, piano, orchestra, choir, and music theory.

## Software and technical skills

- 3D / CAD / parametric design: AutoCAD, Revit, Rhinoceros 3D, Grasshopper, SketchUp.
  - Rendering / image: Lumion, Twinmotion, Adobe Photoshop, Illustrator, InDesign.
  - Fabrication and construction: 3D printing, Bambu Lab H2D, slicing, prototyping, and small-scale construction.
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Selected work and projects available at [chiurciu.com](http://chiurciu.com).