



CHRISTIAN SCHMIDT GUNDERSEN

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Through my creativity, knowledge, and a strong passion for the preparation of visualization, sketching and modeling both in 2D and 3D, as well as a graphic design sense, I am ready for a job in your company. I am looking for the job that provides space to immerse, discover, and create the architecture of the future.

PROFIL

You will find that I am constantly curious, innovative, and solution-oriented, strong in teamwork, and motivated to keep pushing into creating something better. I am a creative person and I understand to take responsibility, work in a structured workflow, and creating realistic solutions with an engineering mindset.

WORK EXPERIENCE

- 2020** Gundersen Holding: Sketch proposal, Løgstør Bus Terminal and houses.
Jorton A/S, Aalborg: Visualization of an apartment block.
Utzon Unbuilt, Jeita Grotto Theater, Lebanon, architectural Competition.
House in forest, Australia, architect competition.
Drawing material for a garage extension and conservatory.
- 2019** Sketch project and visualization of a modern house.
ARKxSITE, Site Cloister, Portugal, architecture Competition.
- 2018** C. F. Møller Architects, Aalborg, Internship.
Projects: Skagen Resort, Gistrup wetland, St. Restrup Fælled, Brolandingen in Nørresundby, Sønder Tranders Forsamlingshus, Retten in Aalborg and Eco Village in Vejle. I was responsible for designing the ECO-LocaXion data center in Sæby for a total of 7,300 m² and worked closely with the project developer. The data center was presented to Frederikshavn Municipality and was approved.

- 2017** Krogh Madsen Architects, Aars, Internship.
I worked with renderings for the vocational schools and colleges in Aars for their new sports and event hall, and worked on a renovation of a home in Hvalpsund, where the building was drawn in Revit and visualizations created in Enscape.

EDUCATION

- 2017-2019** Aalborg University, Architecture, Master of Science in Engineering, Cand. Polyt in Architecture. The education was international and through other cultures, I was introduced to new and different architecture. I graduated cand. polyt. arch., which describes my knowledge in the creative and technical aspects of architecture.

- 2014-2017** Aalborg University, Bachelor of Architecture and Design.
Through the education, I was focused on architecture, where I gained knowledge and expanded skills in architectural programs and graphic tools, as well as a better understanding of talking about architecture and design.

OTHER EXPERIENCE

- Gameson I/S, Self-employed, Distribution of game servers, 2015 / 2018.
- Gamehotel.dk, Volunteer work, Online tech supporter, 2011 / 2012.
- Gundersen Murer Beton & Kloak ApS, Leisure work, Cleaning, 2005 / 2009.

SPARE TIME

In my spare time I work creatively with different ideas and designs, where I have created bird houses and feeding boards for wild birds. In addition, I spend my time on self-learning, where I have learned to fly DJI drones, repair Apple products, quality printing with an HP plotter, book printing and binding of my own portfolio.

PROGRAMS

Autocad	● ● ● ● ●	Lumion	● ● ● ● ●
Revit	● ● ● ● ●	Enscape	● ● ● ● ●
Robot	● ● ○ ○ ○	Twinmotion	● ● ● ○ ○
Illustrator	● ● ● ● ●	Vray	● ● ● ○ ○
Indesign	● ● ● ● ●	3ds Max	● ● ○ ○ ○
Photoshop	● ● ● ● ●	Corona	● ● ○ ○ ○
Rhinoceros	● ● ● ● ●	Blender	● ● ○ ○ ○
Sketchup	● ● ● ● ○	WordPress	● ● ● ● ○
MS Office	● ● ● ● ●	Grasshopper	● ● ○ ○ ○