

James Heusser

M.Arch.

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Professional Summary

Architecture-focused contributor helping teams structure how design directions are developed, compared, and carried forward. Uses computational and simulation-based methods to support typology-informed transformation, clarify tradeoffs, and strengthen judgment through evaluation and development.

Core Skills

Typology & Workflow:	Rhino / Grasshopper; option-development workflow design; geometry-to-analysis handoff; architecture-to-computation translation
Evaluation & Judgment:	Simulation-informed design workflows; human-in-the-loop comparison; constraint and threshold framing; traceable decisions
Systems & Interfaces:	Design-intent translation; interface boundary definition; schema-driven design logic; conditions for comparison and development

Selected Projects

SOMA 2025–Present
Private real-time interaction systems project

- Designed the systems architecture for a real-time interactive media platform, coordinating authored behaviors, runtime logic, media realization, and device output across layers.
- Developed a reusable authoring framework for spatial patterns, controller stages, physiological phase events, and bounded media behaviors, translating experiential goals into governable system logic.
- Established interface definitions, validation boundaries, and audit-ready specifications that preserve design intent across implementation layers.

Architectural Evaluation Framework 2026–Present
Workflow for option development, comparison, and handoff

- Designed a workflow for generating options, comparing architectural directions, and carrying selected schemes into downstream development.
- Built an evaluation framework using variables, proxy analyses, and weighted criteria to support comparison, refinement, and selection while preserving traceability, qualitative intent, and judgment.
- Prototyped portable Rhino / Grasshopper geometry handoffs using explicit recipes and grouped outputs, with future Revit interoperability in mind.

Teaching

STEM / Robotics Teacher 2018–2025
Nelson Mandela School, Berlin

- Taught STEM in an international K–12 setting across mathematics, science, and problem-solving, developing robotics- and programming-based tools that made concepts concrete and adaptable.
- Designed and led an extra-credit architectural design course for advanced students, using drawing, physical and digital modelling, and critique to develop spatial intuition and judgment through iteration.

Education

Master of Architecture, Architectural Typology 2021
Technische Universität Berlin (TU Berlin)

Bachelor of Architectural Science, Project Management 2015
Toronto Metropolitan University (TMU)