CURICULUM
VITAE   ALEKSANDAR DANIEL

Architect | UX Designer | Researcher

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Experience

UX Research & Design | Masaryk University | Czechia | 2022–Present

- Led participatory design workshops for public space development.

- Conducted UX research integrating AI and VR for co-design methods.

- Developed interactive prototypes and conducted user testing in VR.

Architecture Intern | APPARATUS Architects | Portugal + Brazil | 2021–2022

- Engaged in all stages of the design process, from concept development to final implementation.

- Designed physical spaces with a focus on usability and environmental adaptation.

- Collaborated on public space research to optimize engagement and accessibility.

Architecture & Design Intern | PLANET Architects | Austria | 2023–2023

- Designed physical spaces with a focus on usability and environmental adaptation.

- AI tools integration for early-stage conceptualization and user-driven design.

Students)

Panels, Awards & Specialized Training

- **G20 Youth Dialogue Panelist, Beijing – 2024**
  Spoke on innovation, education, and climate resilience in a global forum.
- **Training at BIG – Bjarke Ingels Group – 2022, 2024**
  Participated in an intensive design and research program focusing on sustainability, urbanism, innovation.
- **Award for Sustainability & Technology Integration – STU FAD, 2020**
  Recognized for innovative approaches in merging digital tools with sustainable architectural solutions.

Education

Slovak University of Technology in Bratislava (2017–2024)
Bachelor's & Master's in Architecture and Urbanism | Bratislava, SK
Skills: Architectural Drawings · Concept Development · BIM · CAD

Masaryk University, Brno (2022–2025)
Bachelor's in Information Services Design | Brno, CZ
Skills: UX Research · Design Thinking · Workshop Facilitation · Design Management and Leadership · Service Design · Learning Design

Exchanges : Shanghai, China · Izmir, Turkiye · Brno, Czechia

Skills

Design & Research
- UX Research & Human-Centered Design
- Participatory & Co-Design Methods
- Spatial & Interaction Design
- AI & VR in Design

Soft Skills
- Cross-Cultural Collaboration
- Workshop Facilitation
- Project Leading
- Public Speaking & Panel Discussions

Technical
- 3D Modeling (Archicad, Rhino)
- UX/UI (Figma, Adobe)
- VR & Immersive Tech (Unity, Meta, Pico)
- AI for Ideation & Generative Design