

**EARLY EXPERIENCE / INTERNSHIPS**

After a period of studying and working in the construction sector, my conceptual experience began at architecture bureaus such as Architecten aan de Maas and Mathieu Bruls Architect, where I worked on the IBA-Parkstad Ikgroenhet project, transforming an industrial zone into green spaces, and the SphinxTuin project. At Refunc (Denis Oudendijk and Jan Körbes, among others) in The Hague, I focused on design using repurposed materials, aligning with the company's ideology of spontaneous, intuitive, hands-on, and collective space-making. This experience complemented my architectural practice, where I critically examine architecture's role in socio-political contexts. Refunc's ideology of reconnecting people and materials is something I incorporate into my practice as well.

**PROFESSIONAL DEVELOPMENT**

During my master's study at the Piet Zwart Institute in Rotterdam, I was introduced (in the form of teaching, meetings, workshops, and lectures) to various architects, artists, designers, and writers, including Beatriz Colomina, Cookies studio, Ephraim Joris, Studio Ossidiana, Sameneh Moafi (Forensic Architecture), Golnar Abassi, Kris Dittel, Bastiaan de Nennie, and Mark Wigley.

**FREELANCE PROJECTS**

After graduation in 2023, I did the spatial design and scenography of the *Frozen Music* and *In Vitro* exhibitions at the architecture and design platform Bureau Europa in Maastricht. During this time, I worked with curator Remco Beckers, graphic designer Pierre Geurts (NNstudio), sound artist Paul Devens, and director of Bureau Europa Floor van Spaendonck, among others. I also participated as a jury member at the Victor de Stuers Architecture Prize 2019 in Maastricht together with Marieke Kums and Misak Terzibasijyan. In 2023 and 2024 I did project-based art handling jobs at Marres, House for Contemporary Culture. In which I worked together with artists Charbel-joseph H. Boutros (for the installation of: *The Booth, the Gallerist, and the Mausoleum*), James Webb, Hyesoo Park, and Arturo Kameya.

**DIPLOMAS**

2023 - MA, Interior Architecture - Willem de Kooning Academy (Piet Zwart Institute) Rotterdam  
 2020 - BA, Architectural Design - Maastricht Academy of Architecture (ZUYD)  
 2016 - MBO, Construction Engineering - Leeuwenborgh Maastricht

**GROUP EXHIBITIONS**

2023 - Anything that is alive cannot be in the gallery space (project 'Shifting Safeguards') - Nieuwe Instituut, Rotterdam  
 2022 - LandArt Flevoland 22 (project 'Terraria Subterraneus') - Observatory by Robbert Morris, Lelystad  
 2021 - Plateau Kunst 21 (project 'De Ossekop') - Sibberhuis, Sibbe  
 2021 - Artware Event #2 (project 'De Ossekop') - HX Hoogcruts  
 2020 - Rethinking Heritage (project 'De Ossekop') - Bureau Europa Maastricht  
 2016 - Le Bonheur de Liège - group research project, Maastricht Academy of Architecture

**PUBLICATIONS**

2023 - Metropolis M - Eindexamens 2023  
 2023 - Koozarch - Conversations MIARD Archive v2.0  
 2023 - E-flux architecture - Anything that is alive cannot be in the gallery space  
 2022 - Hetzelfde Anders Zien - Artware.pbk publication  
 2021 - Onkruid - Poetry by LDH  
 2020 - Henriette Hustinxprize (nomination and honorable mention)

**PRACTICAL INFORMATION**

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Daniël de Jong (studio name: Spatial Enterprise)  
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**-softwares:**

AutoCad	(skilled)	Adobe Suite	(skilled)
Vectorworks	(skilled)	Twinmotion	(skilled)
Revit	(basics)	Unreal Engine	(basics)
SketchUp &Layout	(very skilled)	Photogrammetry	(skilled)
Cinema 4D	(basics)	Touchdesigner	(basics)
Blender	(average)	Microsoft Office	(skilled)

