



Franco Van Niekerk

Professional Architect

Contact

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Stellenbosch Western Cape

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SKILLS

- Creative and passionate
- Architectural design
- Communication and organizing
- Presentation techniques
- Computer Model building - Revit
- 3D Cinematography (Lumion, Blender)
- Producing quality Renders and Presentations

I am a 30-year-old architect from Stellenbosch, a place whose landscape, heritage, and community shaped my appreciation for the built environment.

Architecture is more than a profession for me — it allows me to transform ideas into functional spaces, from small interventions to complex developments. I am driven by the challenges projects present, seeing constraints as opportunities for innovative solutions.

Alongside design, I am passionate about the business side of architecture, including client relationships, financial management, and process optimisation, believing that strong business foundations enable stronger design.

I would describe myself as confident, creative, and adaptable, thriving in challenging environments and committed to continuous growth. My combination of design sensitivity, technical skill, and business awareness positions me to add meaningful value to any team while advancing my professional development.

PROFESSIONAL WORK EXPERIENCE

2020 - 2020	Draughtsman <i>Lights by Linea</i>
2020 - 2021	Candidate architect <i>Moffett & Moffett Architects</i>
2021 - 2022	Candidate Architect <i>Slee & Co Architects</i>
2022 - Current	Professional Architect <i>MBK Architects, Stellenbosch</i>

Education

2019	M.Arch.Prof <i>University of The Free State</i>
2018	B.Arch.Hons <i>University of The Free State</i>
2017	B.Arch.Stud <i>University of The Free State</i>
2013	National Senior Certificate <i>Paul Roos Gymnasium High School</i>

References

- Stuart Hermansen - 083 658 2640

INTEREST

Artwork, Traveling, Animation, Trail run, Music, Game development, Tennis

OTHER EDUCATION

- **Blender** - 3D software for rendering, model building and animation/Cinematography
- **Zbrush/Blender** - 3D Sculpting software
- **Twinmotion** - A real-time 3D rendering software for fast, high-quality client presentations, immersive visualizations, and cinematic video walkthroughs.
- **Photoshop** - Digital illustration, painting and drawing
- **3D Printing** - Using software to 3D print designs and shapes for rapid prototyping and presentation