Oskar Gram Nielsen

Architectural engineer focused on software development, automation, and data analytics. Passionate about streamlining workflows through digital tools.

⊕ Copenhagen, Denmark, CET

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About

Architectural engineer with a strong focus on automation and cloud-based workflows. Experienced in C#, REST API, Python, and full-stack development with a drive for innovation in tech and design.

Work Experience

CN3 C# Python Automation Power Platform PostgreSQL Revit API	2023 - Present
Automation Engineer	
Developing automation solutions and web application for complex infrastructure projects.Engineered custom C# plugins for BIM workflowsBuilt full-stack apps using React and PostgreSQLAutomated tasks using Power Automate	
Self-Employed (Andelskortet) Web Scraping Google API HTML LLMS	2023 - Present
Founder & Developer	
Built a housing map for Copenhagen using web scraping and html.	
Gehl Architects Rhino Grasshopper Python	2021 - 2023
Student Assistant	
Supported urban design with simulations and scripting.	
• Simulated air quality with ENVI-met	
 Built Grasshopper tools for early-stage design 	
Rudersdal Municipality Revit Excel	2020 - 2021
Student Assistant	
Analyzed and documented technical building installations.	
Education	
Technical University of Denmark (DTU)	2017 - 2023
Master of Science in Architectural Engineering	
GPA: 11.1 / 10.0 (incl. courses outside of Arch. Eng.)	
Polytechnic University of Hong Kong (PolyU)	2019 - 2019
Exchange in Architectural Engineering	
Skills	
C# Python PostgreSQL REST API Rhino Grasshopper Power Platform LLMs	



Side projects

Andelskortet

A web-based tool for locating cooperative housing in Copenhagen.

TypeScript Mapbox Web Scraping React

Cloud-Based LCA & BIM Solution

Master's thesis on integrating LCA calculations with BIM data using web tools with Rambøll.

Revit API LCAbyg API C#

Solar Decathlon China

Optimized a roof with solar panels in China; awarded DTU's Blue Dot Diploma for my contribution.

Computational Design Object Based Programming Renewable Energy

Rainwater Particle Simulation Tool

Bachelor thesis simulating urban rainwater flow with Bjarke Ingels Group.

Blender