**Wanted:** Generative Design Developer.

Our team is looking for a developer that helps us to take Generative Urban Design to the next stage.

The generative design framework is developed in cooperation with Autodesk and is based on the Autodesk products Dynamo, Refinery and Revit.

Within these products we use custom code. And this is where we need your help. As a developer/programmer you will be responsible for testing, validating, developing and improving the technical contents under the hood.

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We are looking for someone with:

- Python skills
- Proficiency in the English language

Not required, but beneficial:

- Experience with visual scripting (Dynamo, Grasshopper)
- Experience with Revit

The function is full time (40 hours a week). Graduation research (part time) is also possible. Therefore we also encourage students to react. Within the team there is a lot of room for personal development. We can offer training in software or coding if needed. A background in IT is desired but personal motivation is decisive.

**Where?**
Heerenveen area, the Netherlands.

**Team**
The Generative Urban Design team is powered by Van Wijnen and currently consists out of Jelmer Frank Wijnia (lead) and Elze Reitsema (R&D). Outside of this team you will work together with developers from Autodesk Research. Within Van Wijnen you will work together with the departments who work on virtual reality, augmented reality, 3D-modeling and project development.

We value a cooperative attitude and humor and offer a pleasant work climate in which there is room for your own contribution.

**Contact details**
If you have questions, please send an email.
You can contact Jelmer Frank Wijnia at jf.wijnia@vanwijnen.nl.

Apply for this job offer by sending a CV with motivation before 01-04-2019.