



ARCHITECT × AI PRODUCT BUILDER

# Mateusz Bochyński

My background in architecture taught me to think in terms of functionality: listening closely to clients, understanding real needs, and turning them into clear, well-crafted solutions.

## ABOUT

I started in architecture, where I learned how to design around people, constraints, and real-world decisions. Today I build digital tools and AI products that organize knowledge, improve workflows, and respond to real business needs. I understand both the possibilities and the limits of AI technology, but what matters even more to me is where it can genuinely help people and companies. I am most interested in building solutions that are not just a showcase of technology, but actually improve the way people work.

## EXPERIENCE

- AI Product Builder — Freelance** 2025 – present
  - I design and deliver AI assistants, automations, and internal tools built around real business needs
  - I built Atlas Hotel Assistant for a hotel team and iterated on it based on real usage
  - I rapidly prototype AI products, turning vague ideas into working tools and demos
- Software Tester — Designbiotic** 2025 – 2026
  - Tested Revit plugin storefronts and looked closely at how users moved through the product
  - Reported UI issues and edge cases in a way that made fixes easier to implement
  - Created technical walkthrough videos explaining how the tools worked in practice
- Architect — ROARK Studio** 2024 – 2026
  - Worked on architectural documentation while exploring how AI tools could support the design process
  - I built AI Image Studio from scratch, from idea to a working product shaped around real architectural problems
  - I ran AI workshops for architects and automated repetitive drafting tasks with AutoCAD LISP
- BIM Modeler — TMRW** 2022 – 2023
  - Built large-scale urban models for a team of 3D artists, balancing quality, speed, and production constraints
  - Helped maintain model libraries and standards so work could stay consistent across projects
- Junior Architect — Jota Architekci** 2019 – 2022
  - Worked on residential and heritage projects from concept to execution details
  - Translated client needs into drawings, visualizations, and design decisions that had to work in practice

## PROJECTS

- Atlas Hotel Assistant** — AI assistant built for a hotel team around real front-desk workflows and operational needs. · 304 procedures · 1 client · prod
- AI Image Studio** — A tool for architects designed to make rendering faster, clearer, and less frustrating. · 11,700 LOC · 37 REST endpoints · 5 AI models
- Personal AI Agent** — My own AI system for knowledge, routines, and daily work across multiple channels. · 3,800+ nodes · 3 channels · systemd
- Mixed-Use Building** — A master’s thesis designed as a catalyst for local development through function, program, and public value. · 6,267 m2 · MSc thesis

## STACK

- AI & Agents** Claude Code · OpenCode · Anthropic API · OpenAI API · OpenRouter · Gemini · Pi · OpenClaw
- Prototyping & Frontend** React · Next.js · TypeScript · Tailwind · Convex · Supabase
- Design, Architecture & 3D** Affinity · Adobe Suite · Figma · Revit · Rhino + Grasshopper · 3ds Max · D5 · Unreal Engine 5

## EDUCATION

- MSc Architecture** 2022 – 2024  
Sopot Academy of Applied Sciences
- BEng Architecture** 2018 – 2022  
Sopot Academy of Applied Sciences

## CERTIFICATIONS

- AI\_devs 4 Builders**  
AI\_devs · 2026
- AI\_devs 3 Agents Reloaded**  
AI\_devs · 2025

## LANGUAGES

- English · C1 / Advanced
- Polish · Native
- German · B1 / Mid