

Design for Digital Fabrication,
Interactive Learning Objects, and Using
Technology as a Creative Medium.
PLAY is an important part of
my process.

education

NYU, Tisch School of Arts
New York, NY / May 2013
Master of Professional Studies in
Interactive Telecommunication Program
(ITP)

School of Art Institute of Chicago
Chicago, IL / Spring 2010
Creativity and Innovation Certificate
obtained

Mimar Sinan Fine Arts University,
Istanbul, Turkey / Spring 2006
Bachelor of Architecture in
Industrial Product Design

skills

Professional

Creative Problem Solving +
Experience Design + Technical
Research & Development

3D Design / 3D Scanning

Rhino + Meshmixer + Autodesk
Alias + Autodesk Maya +
Artec Studio

Graphic Design / Illustration

Adobe Creative Suite: Illustrator +
Photoshop + Lightroom +
Autodesk Sketchbook Pro

Motion Design / Animation

Adobe After Effects + Final Cut Pro

Interaction Design

Arduino + Processing +
Wearable Tech + Paper Circuits +
Max MSP + Scratch +
Lego Mindstorm Robotics +
HTML/CSS / php

Fabrication

Woodshop Tools + Shopbot CNC +
Formech Vacuum Former +
Metal Finishing + PCB Etching +
Digital Embroidery + Vinyl & UV
Printers

Art / Craft

Pop Up Book / Paper Engineering +
Printmaking: Etching + Silkscreen +
Lost Wax Casting Jewelry +
Sewing + Flamework

Fluent in Turkish + French

experience

School of Visual Arts, Visible Futures Lab, New York, NY

Lab Manager + CE Faculty | October 2016 - Present

Maintain state of the art rapid prototyping and fabrication facility serving 800 Graduate students.
Technically train and manage part time staff, student staff, provide project guidance to students and faculty.
Provide technical troubleshooting for hardware and software issues as well as implementing new procedures for usage & maintenance of all equipment.
Research and Development of fabrication techniques, learning tools, and events to establish a supportive atmosphere. Promote a safe environment while cultivating creative experimentation.

School of Visual Arts, BFA Design Department, New York, NY

Consultant /Advisor for Fabrication Lab | February 2019 - Present

Consulting the BFAD Director of Operation & Chair on equipment, budgets, systems, and technology to build a lean space for making within the undergraduate design department.

The NYCMakery, New York, NY

Partner + Head Facilitator | June 2014 - Present

Develop and instruct workshops in 3D design & 3D printing, Creative Coding, Physical Computing.
Leadership role with diverse product design and education background in technology.
Design visual marketing elements & produce videos to promote the playful side of The Makery

DreamYard Project, New York, NY

Lead Maker Teaching Artist | September 2014 - May 2015

Developed and taught maker programs for middle schoolers in Bronx.
Trained maker teaching artist team members in emerging technologies.

NYU, Tisch School of Arts, ITP, New York, NY

ITP Make Education Camp Coordinator | May 2014 - August 2014

Co-organized and ran the first "Make Education Camp" for Educators @ITP.

NYU, Tisch School of Arts, ITP, New York, NY

Floor Staff (Shop, SoftLab, Equipment Room) | September 2011 - August 2013

Responsible for helping and guiding ITP students on how to use the shop and soft lab machinery/tools.
Responsible for the maintenance of soft lab equipment including Makerbot + Vinyl Cutter + PCB Etching + Embroidery Machine. Creating tutorials and showing techniques for fabrication.

Adler Planetarium, Chicago, IL

Technology Educator + Robotics Gal + Artbotics Program Leader | June 2008 - August 2011

Implemented and instructed Technology Camp where kids can work with Lego Mindstorm Robotics, learn Computer Aided Design and edit Movies. Created visuals to enhance the learning experience.
Created technology modules including robotic activities for the field trip programs of the museum. Wrote Curriculum for 4 weeks of fulltime Artbotics Camp (for high schoolers) including Programming Language for Crickets, Art, Model Making, Robotics Hardware and Scratch. Mentored High school students on an exhibit piece through the course of research, problem solving and design process.

selected honors/exhibits

America's Greatest Makers | March 2016

Ran a 3D design + electronics project on a segment for their web series.

IAC Big Screens, New York, NY | March 2013

Exhibited "Terra Nova", Interactive Game at IAC's 120 Feet long Video Wall.

FIAT OSA Project, Torino, ITALY | Nov. 2005

Project presentation speaker at FIAT Torino.
Collaboration with Domus Academy, Italy.

Educating Modern Learners | January 2015

Interview for the online EdTech article "The Benefits of Coding on The Whole Learner".

Sony Wonder Technology Lab | July 2012

New York, NY
Exhibited "Van Gogh Palette" a digital painter.

VOLVO Baby Carriage Design | June 2004

Design Competition First Place Winner during Swedish Design Week, Istanbul, Turkey