

I design for digital fabrication, make interactive learning objects, and teach 3D Printing & Robotics to kids. I believe PLAY is an important part of the creative 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

computer skills

Rhino
Google Sketch-Up
Meshmixer
Alias Maya
Arduino
Max MSP
Processing
Scratch
Adobe Photoshop
Adobe Illustrator
Alias Sketchbook Pro
Adobe After Effects
Final Cut Pro
Lego Mindstorm Robotics
HTML / CSS / php

projects/interests

Lego Art
Animation
Jewelry Design (+3D printed)
Paper Circuits
Muscle Wire
Video Sculpture
Exhibition Design
Technology Activities
Illustration

experience

- The Makery, New York, NY** **June 2014 - Present**
Partner + Head Facilitator
Develop and instruct workshops in 3D design & printing, creative coding, physical computing. I am a partner/team member with diverse product design and education background in technology. I also design visual marketing elements & produce videos finding new ways to promote the playful side of The Makery through social platforms.
- DreamYard Project, New York, NY** **September 2014 - May 2015**
Lead Maker Teaching Artist
Developed and taught maker program for middle schoolers in Bronx. Trained maker teaching artist team members in emerging technologies.
- HTINK, New York, NY** **January 2014 - November 2015**
Maker Instructor + Program Mentor
Taught elementary school kids 3D printing and Programming. Led Newark Museum, NJ, Makerspace program working with high school students in technology and design. Ran after school maker clubs for HTINK. Developed new creative technology content.
- NYU, Tisch School of Arts, ITP , New York, NY** **June 2014 - July 2014**
ITP Make Education Camp Coordinator
Co-organized and ran the first Make Education Camp for Educators @ITP.
- NYU, Tisch School of Arts, ITP , New York, NY** **September 2011 - August 2013**
Floor Staff (Shop, SoftLab, Equipment Room)
Responsible for helping and guiding ITP students 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, etc.. Creating tutorials and showing techniques for fabrication.
- Adler Planetarium, Chicago, IL** **June 2008 - August 2011**
Technology Educator / Robotics Gal / Artbotics Program Leader
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 (stills, animations, presentations). 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.
- Smartkids Learning Center, Istanbul, Turkey** **March 2006 - August 2007**
Senior Visual Designer / Brand Developer / Technology Mentor
Responsible for the creation and print ready design of the entire corporate identity. Creating interactive curriculum for after school programs, summer programs and workshops on Lego and Lego Mindstorm Robotics. Bilingual (English and French) instruction and mentoring for the kids. Making the building and programming aspects fun to engage students.
- Educating Modern Learners** **January 2015**
Interview for the online EdTech article " *The Benefits of Coding on The Whole Learner* "
- IAC Big Screens, New York, NY** **March 2013**
Exhibited " *Terra Nova* ", Interactive Game at IAC's 120 Feet long Video Wall.
- Maker Faire, New York, NY** **September 2012**
Member of " *Nerdy Derby* " Team as the educational force and designing 3d car pieces.
- Sony Wonder Technology Lab, New York, NY** **July 2012**
Exhibited " *Van Gogh Palette* " a digital painter, in their HD Theater.
- FIAT OSA Project, Torino, ITALY** **November 2005**
Project presentation speaker at FIAT Torino. Collaboration with Domus AcademyItaly
- VOLVO Baby Carriage Design Competition, Istanbul, Turkey** **June 2004**
First Place Winner . Competition during the Swedish Design Week