



I am an Amsterdam-based multidisciplinary designer who specializes in designing narrative spaces and exhibition design.

Throughout my education and profession, I have existed and experienced different parts of creative sectors. I kickstarted my career path in stage design and later moved to set design. I worked as a freelance art director and spatial designer for several years for established productions in Istanbul.

In 2016, I co-founded Studio NokNok where we produced elements for the set and stage such as props, decors, masks, and puppets. This line of work has led me to develop a dramaturgical point of view and allowed me to have a broad knowledge of all steps of production.

Later on, in 2019, I took part in the organizational part of impact projects revolving around gathering creatives together for collaborations and co-creations. I also have participated in several programs revolving around such topics. Since then, I have continued to take part in such projects as a freelancer to widen the scope of my skills, as well as my network of creatives.

In 2020, to elaborate on my knowledge of the systems that construct our lives through the lens of architecture and spatial practices, I pursued a master's study in Master Interior Architecture: Research + Design at Piet Zwart Institute. I graduated in July 2022 with a thesis that points out how certain objects are instrumentalized as borders for people who migrate.

Since my graduation, I have been acting on my fascination for spatial design as well as exhibition design, working with Netherlands-based design agencies such as NorthernLight and Designwolf. Nowadays, I am very enthusiastic about working on my own projects and collaborating with fellow designers and design studios on projects that spark my creativity.

## Education

<a href="#">Piet Zwart Institute - Master Interior Architecture   Research+Design (Master Major)</a>	2020 - 2022
Mimar Sinan Fine Arts University - Scenography Design (Bachelor Major)	2011 - 2018
Mimar Sinan Fine Arts University - Interior Architecture (Sub-Major)	2013 - 2018
Accademia Belle Arte di Bari- Scenography Design (Erasmus)	2012 - 2013

## Certificate Programs & Workshops

<a href="#">Independent School For The City</a> - Living in the Super Diverce City	2022
<a href="#">Stipo</a> - City At Eye Level Spring Training	2020
Acumen Academy - Human Centered Design	2020
Cross Change & Stimuleringsfonds - Tradition as a Making Tool	2019
<a href="#">Cross Change</a> - Public Space Workshop	2018

## Participations

<a href="#">6th Tallinn Architecture Biennale - Edible; Or, The Architecture of Metabolism</a> -Participated with group project from Master's studies: Hands In Deep Grounds	2022
Global Design Graduate Show 2022 in collaboration with Gucci -Participated with graduation project from Master's studies: Ambivalent Mass	2022
Bee Breeders: Sansusi Food Court Competition - Special Mansion	2023

## Written Works

<a href="#">Affordance Theory as a Trigger for Placemaking</a> - Article	2020
<a href="#">An archive of Bordering Practices</a> - Master Thesis	2022

## Skills

Spatial Thinking & Designing  
Placemaking  
Storytelling  
Critical Thinking & Writing  
Strong Communication  
Bridging Between Groups & Communities  
Organisation & Coordination & Production  
Craftsmanship/Making  
Enthusiastic Approach  
Fast Learning

## Programs

Adobe Photoshop	██████████
Adobe Indesign	██████████
Adobe Illustrator	██████████
Adobe Premiere	██████████
Adobe Aftereffects	██████████
Sketch-Up	██████████
Blender	██████████
Rhino	██████████
VectorWorks	██████████

## Personal Interests & Hobbies



## Languages

English - Advanced  
Italian - Beginner  
Dutch - In progress  
Turkish - Native

# Experiences

## Spatial Design

### Designwolf

Spatial Designer / Exhibition Designer | 2023-2024

Designwolf is an Amsterdam-based dynamic exhibition design company on the rise. Specializing in spatial storytelling, and experiences that immerse the visitors in playful exhibition experiences, Designwolf sets the stage for unforgettable encounters.

Each project I took part in at Designwolf has provided valuable opportunities for growth and creativity, and extensive experience for every step of exhibition design, from ideation to preliminary design, from detailed design to production, contributing to the company's mission of delivering transformative experiences for clients and audiences alike. Together, we've woven narratives into spaces, creating dynamic and playful experiences that captivate audiences and elevate the art of exhibition design.

Skills that were engaged: spatial design, exhibition design, sketching, 3D modeling, SketchUp, VectorWorks, rendering, content development, and ideation.

### NorthernLight

Spatial Designer | 2022-2023

Internship | 2021

NorthernLight is an established creative design agency based in Amsterdam. They create transformative and purposeful experiences for brands, museums, and public spaces. During my time with NorthernLight, I have gained comprehensive insight and experience on science museum projects. With every step of the projects, I had the opportunity to be given space to demonstrate and improve my skills.

Skills that were engaged in the project are: design research, content development, spatial design, and exhibit design, sketching, and 3D modeling.

## Project Coordination

Independent School For The City - Alumni Community Coordinator | 2023 -2024

The Independent School for the City is a non accredited educational institution that organizes various public events, addressing topics that responds to current relevant issues. The events are accessible to all 'urban' professionals in Rotterdam and beyond.

I participated in 'Living in the Super Diverse City' program in February 2022 and now actively leading the alumni community building process of the school.

Skills that were engaged in the project are: community building, project coordination, facilitation.

ADCN - Festival Project Manager | 2023

Founded in 1966, the Dutch Club for Creativity ADCN works on the development of a more creative Netherlands based on the vision that creativity contributes to the progression of people and society.

I am taking part as the freelance Festival Project Manager for the Dutch Creativity Festival in 2023. The festival was planned to take place in November, but is postponed to March. This is still an ongoing project.

Skills that were engaged during the project are: spatial design, project coordination.

Cross Change - Project Coordinator | 2018-2019

Cross Change is a cross-disciplinary collaboration lab that designs and facilitates radical collaborations to create stories, projects, and tools that provoke and inspire to engage with the rapidly changing world. The work I have done with Cross Change is quite remarkable for my career because it allowed me to widen my scope of skills, mostly focused on working with people from different groups and backgrounds, bridging between teams, facilitating events and workshops, and project coordination.

Skills that were engaged in the project are: project coordination, facilitation, and spatial design.

## Scenography Design & Set Design

Freelance Stage Designer & Art Director | 2015-2019

Boyalı da Sacların - Music Video Clip | 2019

Sukut-u Hayal - Music Video Clip | 2019

Pinocchio - Puppet Design | 2018

The Bird That Is Unfearful Of Cold - Stage & Puppet Design | 2018

Sekerci - Music Video Clip | 2018

Tam Da Su An (assistantship) - Music Video Clip | 2017

Kamera (assistantship) - Music Video Clip | 2017

Kenter Theater : 39 Steps - Stage Design (assistantship) | 2016

Istanbul state Opea & Bale : Faust - Stage Design (assistantship) | 2016

Istanbul state Opea & Bale : Medea - Stage Design (assistantship) | 2015

The elements of the space have a lot to say when they are observed carefully. For that reason, when designing a space for a performance, I always consider the space also as an actor, an actor that speaks loudly without any words. Throughout the projects that I took part in as an art director and stage designer, I had the opportunity to dwell on the skills I have gained throughtout my bachelor's education and improve my skill for creating narrative spaces.

Skills that were engaged in these projects are: stage design, set to design, prosecution of production at the workshops, bridging between groups, and project coordination, making & crafting.