

MELIH G. KUTSAL

<Media> Architect

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Education//

Bauhaus Universitat - Weimar | 2023-2026

Master Media Architecture | Germany, Weimar

Tongji CAUP | 2024

Summer School | China, Shanghai

University at Buffalo | 2023-2026

M.S. Architecture | United States, Buffalo

YAŞAR UNIVERSITY | 2018-2021

Faculty Of Architecture | Turkey, Izmir

Proficiency//

Language

Turkish
Native

English
IELTS Score: 7/9

German
TELC: B1

Skills

Rhino
AutoCad
Grasshopper
Revit
Touchdesigner

Lumion
Photoshop
Indesign
Illustrator
Premier

3D Printing
Woodworking
Arduino
ComfyUI
HAL Robotics

Publications | Exhibitions//

Future[Tectonics] | Parametric Architecture

I authored a research article titled "Media, Illusions, Architecture" for the book Future[Tectonics], published by Parametric Architecture. This digital book has been distributed to renowned architecture firms, including Zaha Hadid Architects.

"Thank You" France | Digi-Art Exhibition

An experimental attempt to visualize a poem using AI. The AI was given lines from the poem and a reference image of a particle simulation reacting to music. Each movement was determined by the music's rhythm, beat, and key data.

MARUF'22 Digital Installation "STILL THERE"

MARUF'22 (Marmara Urban Forum) is a project on mapping Marmara, partnered with AURA Istanbul and the Union of Municipalities of Marmara. The installation highlights what we've lost, polluted, and the remaining riches around Marmara.

AURA Fall'21 Semester Research Paper

"Two Worlds Through Game: Getting to Know the Community and the City with Interactive Play" Research Instructors: Zuhail Kol & Carlos Zarco Sanz
[AURA Istanbul](#) [Research Paper Information](#)

Aura Mapping Installation "Memory Mapping"

Referencing "Re-mapping Archaeology" by Gillings, Hacıgüzeller, and Lock, we created a digital map of cognitive consciousness in Istanbul, focusing on subway stations where one is disconnected from the city's stimuli.

Competitions//

AURACrea "Memory Silhouette".....02/2022

IzmirSMD Graduation Project.....09/2021

120Hour Student Competition.....03/2021

KairaLooro Women House.....06/2021

MIMED Student Competition.....10/2020

WAwards 35th Cycle.....09/2020

120Hour Student Competition.....08/2020

Experience//

Parametric Architecture

Writer | October 2022

P. A. is a media company that conducts thorough research on art, architecture, and design, with a particular focus on the utilization of computational, parametric, and digital design tools. As a writer, my area of expertise involves producing written content on the topics of architecture, games and relation between them.

[Parametric Architecture](#)

Maruf'22 Marmara Mapping

Researcher | September 2022 | Istanbul

MARUF'22 is a collaborative project in partnership with AURA Istanbul and the Union of Municipalities of Marmara aimed at mapping pollution in the Marmara region. The project was showcased in the Fall of 2023.

D&D Gaziantep

Co-Founder | September 2022 | Gaziantep

My sibling and I endeavored to create a Dungeons & Dragons club in our local community. I took on the responsibility of overseeing various aspects of the club's establishment, including marketing, graphic design, social media management, scheduling, organization, and planning.

Aura Istanbul

Researcher | Fall 2021 | Istanbul

In my capacity as a researcher, I endeavored to design a game that would leverage the elements of Dungeons & Dragons, while being centered around the art of storytelling and audio. The game, which was urban in nature, showcased the stories of individuals and events. To achieve this goal, I was fortunate enough to receive the assistance of volunteers who contributed their time and effort to the project.

Gaziantep Municipality

Intern | Summer 2020 | Gaziantep

As an Intern Architect at Gaziantep Municipality, my responsibilities were technical drawings, 3D modeling, detailed modeling, renderings, Photoshop post-production, and visualization for various projects.

Voluntary//

Project "Abi-Abla Kardeş"

Volunteer | Spring 2019 | Izmir

The primary objective of this project is to assist children who reside in an unfavorable neighborhood and are affected by it. We aim to become a sibling figure to these children and set a positive example for them so that they are not influenced by harmful individuals. This project requires a commitment of 4 hours per week for one semester. The project takes 4 hours each week for 1 semester.

English Theatre

Instructor | Spring 2015 | Gaziantep

During our time in high school, we were enrolled in the IB (International Baccalaureate) education program which helped advance our English language skills. As a result, we offered our assistance to middle school students by teaching English Theatre. We served as their English instructors and helped them with their pronunciation and accent.

Efficient Reading Course

Instructor | Fall 2015 | Gaziantep

During our IB education, we helped middle schoolers improve their reading skills through efficient questioning and criticism of the story and its author. Our aim was to encourage them to develop a new way of thinking.

LÖSEV

Volunteer | Winter 2014 | Gaziantep

We raised money for LÖSEV foundation which saves children with cancer. We sold homemade baked goods and donated items at school. I found out I'm a good baker and contributed my skills.

Workshops//

Tongji CAUP University, Summer School

Participant | July 2024 | China, Shanghai

Two week program, themed "Yangpu Fuxing Island: Planning Healthy & Resilient Cities", consists of three components: lectures, workshops and site visits.

Aesthetic and Urban Design Workshop

Participant | December 2019 | Izmir

During our workshop, our objective was to enhance a popular park in Izmir by utilizing game-based methodologies. As a guide, we referred to the book "Homoludens". We aimed to make small changes that would improve the park. The outcome of our efforts has been compiled in a booklet and presented to Izmir Municipality.

Paper-Tube Shell Structure

Participant | April 2019 | Izmir

Together with two professors from TUDelft and Wroclaw Universities, we collaborated on designing and building a shell structure that can be used as a shelter after a disaster. The project took us 5 days to complete, and each member of our team had different responsibilities. My role was to focus on the system details and find a solution on how to connect the crucial parts together.