



OZGUN KILIC AFSAR

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Date/Place of Birth: 20.04.1989, Istanbul

Address: Linnégatan 56, 114 54

Nationality: Turkish

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Gender: Female

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Areas of Interest

- Interaction & Experience Design
- Material-Driven Design (Human-Material Interaction)
- Tangible UI & Wearable Computing & Soft Robotics
- Affective Psychology & Neuroscience
- Mechanics & Electronics & Sensors (Human-Machine Interaction)
- Computational Design
- Manufacturing & Fabrication & Craftsmanship

Educational Background

<i>Fall 2013 - Summer 2015</i>	Royal College of Art, London, UK School of Communication MA Information Experience Design (2-years)
<i>Fall 2012 - Fall 2013</i>	Royal College of Art, London, UK School of Communication MA Animation (1-year)
<i>Fall 2007 - Spring 2011</i>	Sabanci University, Istanbul, TURKEY Faculty of Arts and Social Sciences BA in Visual Arts and Visual Communication Design with Honor Minor Degree in Art Theory and Criticism
<i>Summer 2010</i>	Central Saint Martins, London, UK Short Courses(Summer) - Photography, Art & Architecture - 3D Modelling & Visualisation
<i>Fall 2003 - Spring 2007</i>	Robert College, Istanbul, TURKEY Highschool Education

Exhibitions & Press

Exhibitions

<i>Fall 2018</i>	"Harlequin", Screening at Visual Art Week 2018, Mexico City, November 29- Dec.3, Mexico City, Mexico
<i>Spring 2017</i>	"Lux-Motives", Milan Design Week 2017, Ventura Lambrate Spazio XV, In-Motion Group Exhibition, April 4-9, Milan, Italy
<i>Spring 2016</i>	Pneumatic Nomadic, Mamut Art Project 2016, Kucuk Ciftlik Park, Istanbul, Turkey
<i>Fall 2015</i>	"Floe: A Kinetic Glass Sculpture", Nov. 2015, Arts+Bits Festival, Katowice, Poland
<i>Summer 2015</i>	Pneumatic Nomadic, Royal College of Art Grad Show'15, June 2015, London, United Kingdom
<i>Fall 2015</i>	Wissmuth (White Mass), Royal College of Art WIP Show'15, Feb. 2-8, London, United Kingdom
<i>Fall 2014</i>	Traditional Puppet Exhibition at Light Festival at National Institute of Design, Oct. 17-20, Ahmedabad, India
<i>Summer 2013</i>	Floe: A Kinetic Glass Sculpture, ArtFutura 2013 Publication & Screening, 12 countries across the world

<i>Spring 2013</i>	Floe: A Kinetic Glass Sculpture, QEPrize (Queen Elizabeth Prize Honorary Exhibition) June 25, Tate Modern, London, United Kingdom
<i>Fall 2012</i>	"Delete", TodaysArt Festival: Commons Tense, New Media Arts from Turkey by AmberPlatform, Sep. 13-20, Elektriciteitsfabriek, Den Haag, Netherlands
<i>Fall 2011</i>	"MICROFIELDS", AmberFest'11 Art and Technology Festival, Next Ecology, Tutun Deposu, Istanbul, Turkey, Nov. 4-13
<i>Spring 2011</i>	"SPARKS" Digital Media Student Exhibition, Sabanci University, FASSART Gallery, Istanbul, Turkey, March 14 – April 1 "SPARKS" Digital Media/Art Exhibition, Praxis Space Institute of Contemporary Arts Singapore, April 8 – 18 (mixed media artwork of mine given as a present to Head of Art & Design Department)
<i>Fall 2010</i>	Moons and Stars Young Photographers Award Ceremony & Exhibition Fotografevi, Istanbul, Turkey, November 27 – December 3 VACD Student Works Exhibiton: flow/DEBİ, Kasa Gallery, Minervahan, Istanbul, Turkey, October 21 – December 20 Photokina Art Fair 2010, Academy Meets Photokina Cologne, Germany, October 21 – 26
<i>Summer 2010</i>	Annual Student Exhibition/Show at Central Saint Martins, Holborn Building, London, United Kingdom, August 6 – 7
<i>Fall 2009</i>	VACD Student Works Exhibiton: 19th TUYAP Exhibition, TUYAP, Istanbul, Turkey, October 31 – November 9 VACD Student Works Exhibiton: Digital and Photographic Imaging, Sabanci Uni., FASSART Gallery, Istanbul, Turkey, February 15 – 27

Press

- Press Release, *Lux-Motive*, Milan Designweek Report, 2017
- Artist Profile & Interview, Bloomberg Businessweek Turkey, August 2016
- Design Indaba, interview & full article on *Pneumatic Nomadic*, "Audio Sculptures that modify your perception of the world", July 13, 2015
- ArtFutura, 2013 Catalogue, *Floe*: A Kinetic Glass Sculpture featured in "Feeding The Web" issue, Summer 2013
- Artist Profile & Interview, Klokmag, Winter Issue, 2014

Workshops

Conductor

<i>Spring 2019</i>	Robotic Wireless Materials & Soma Workshop, Royal Institute of Technology, February 14, SE
<i>Fall 2018</i>	Soma Design & Sensing Workshop, University of Nottingham/Mixed Reality Lab, Dec. 3-5, UK
<i>Fall 2018</i>	Soma Design Workshop, Amsterdam University of Applied Sciences, Nov. 13-15, NL
<i>Fall 2015</i>	Making of Floe Workshop conductor, Ockendon Academy, April 8-9, London, UK
<i>Fall 2013</i>	Across RCA, "Levitate" motion tracking workshop conductor, Oct. 13-17, London, UK
<i>Fall 2013</i>	Puppet Making Workshop Conductor & Light Festival, National Institute of Art India, Sep.24 - Oct.10, Ahmedabad, India

Participant

<i>Spring 2019</i>	E-Textiles Workshop, TUDelft Research Through Design Conference, Mar. 19-22, NL
<i>Spring 2012</i>	"Cabinet of Curiosities" Workshop by MIT Media Lab, Bahcesehir University, Istanbul, Turkey
<i>Fall 2010</i>	Video Mapping Workshop with Nota Bene & VVV Workshop with Andrej Boleslavsky AmberFest'10, Datacity, Sanat Limani, Istanbul, Turkey, Nov. 11-12
<i>Summer 2009</i>	SEEDS Iceland, Renovation Camp Bildudalur, Iceland, July 10 – Aug. 6

Work Experience

Oct. 2018 - ...	Researcher at Mediated IxD, Royal Institute of Technology, Stockholm/Sweden
Oct. 2017 - Oct. 2018	IX & UX Designer at Cell-Free Tech Ltd. & Open Cell, London/UK
Summer 2017	Art Director at ISTANBUL74, Istanbul/TURKEY
Fall 2016	BMW Live & Tate Modern, Augmented Reality Book visual graphics & illustration London/UK
Fall 2015 – 2016	Yamaha Design Studio London & RCA, Design Research, London/UK
Feb. 2015 – Mar. 2015	Commissioned by Ideal Standard, Research Data Visualisation, London/UK
Spring 2014	Studio-X Istanbul, Curation & Exhibition Design, Istanbul/Turkey
Fall 2014 – 2016	Co-founder & Designer at BittiGitti Arts & Crafts Studio, Istanbul/TURKEY

Teaching Experience

Spring 2019 - ...	Teaching Assistant, Interaction Design As a Reflective Practice (Masters), Royal Institute of Technology, SE
Spring 2019 - ...	Teaching Assistant, Design Methods (Masters), Royal Institute of Technology, SE
Fall 2018 - ...	Teaching Assistant, Introduction to Human Computer Interaction (BSc), Royal Institute of Technology, SE

Achievements & Awards

- Best Paper Award, DIS'18, Towards Materials for Computational Heirlooms. Concept Design
- Honorary Mention, Queen Elizabeth Prize for Engineering, Tate Modern, June 2013
- 15th place in Maths&Sciences, 91st place in the overall out of 1.6 million people at the nation-wide University Entrance Exams (OSYM), Turkey, 2007
- Recipient of Sabanci University Excellence Merit Metin Sabancı Scholarship (Fall 2007 – Spring 2011)

Skills

Languages	Turkish (native) English (fluent) German (intermediate) Swedish (basic)
Software Experience	MS Office Suite Adobe Master Suite Final Cut Pro X Webflow
3D Modelling & Animation	3D Studio Max Autodesk Maya Cinema 4D Rhino/Grasshopper Houdini RealFlow Arnold, Octane
Sound Design & Composition	Ableton Live, Sound Forge Pro, Sony Acid Pro
Coding Skills	Processing, Arduino, Max/MSP Xcode, openFrameworks, Python

Other Activities & Interests

- Neuroscience, neuroaesthetics, sound therapy, acoustic ecology studies
- Mindfulness, Zen Meditation, Wabi-Sabi
- Travelling & Collecting
- Board games, strategy games
- Professional classical guitar player (16 years), Digital Sound Production
- Lindy Hop, Yoga, Kite-surfing, Hiking, Wandering & Mind-wandering