tameraslan

Electronics Engineer | Interaction Designer | New Media Artist

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Work Experience

| 2015 - | Creative Technologist, Vienna, Austria |
| February - | Physical Computing, Prototyping, Design Research, Product Design |

| 2015 - | New Media Artist, Vienna, Austria (Neue-Selbständiger) |
| February - | Public Art, Interactive Art, Digital Art, Electronic Art |

| 2012 - 2014 | Ars Electronica Futurelab, Linz, Austria |
| May - July | Creative Engineer / Researcher |

| 2011 - 2012 | Jiabin, Milan, Italy |
| May - May | Interaction Designer |

Education

2010-2011	MA in Interactive Design
	Domus Academy, Milan, Italy; accredited by University of Wales
	Milan International Network for Design Scholarship, Pass Commended

2006-2010	BSc. in Electronics Engineering
	Sabancı University, Faculty of Engineering and Natural Sciences, Istanbul, Turkey
	GPA: 3.5/4.0

| 2001-2006 | Istanbul American Robert College, Istanbul, Turkey |
| | High School Diploma in Science |

Skills and Abilities

Languages:	Turkish (Native Speaker), English (C2), German (B1-B2), Italian (A2), Spanish (A2)
Art:	New Media Art, Interactive Installations, Urban Art, Photography, Drawing & Painting
Design:	Design Research, Conceptual Design, Strategic Design, UX	IX Design
Technology:	Physical Computing, C++, microprocessors, sensors, Arduino, Processing, openFrameworks, RaspberyPi, Unity3D, Wordpress, Python, RStudio
Educational:	LittleBits, Makey Makey, Scratch, Arduino, Processing, MineCraft, Robotics

Artworks

2015 -	HOPE
2015 -	a Tree in a Room
2015	FLAME, in collaboration with Onur Sönmez	Ars Electronica Festival - Post City
2013	NOX, in collaboration with Onur Sönmez	Ars Electronica Festival, Total Recall

Creative Technology Projects

2016 - 2017	City Games, aws Impulse XS
2015 - 2016	CUOR, aws Creative Industry Voucher

Exhibitions

2016	CUOR	Maker Faire Vienna
2011	Giovi Lamp Redesign	Make It Your Own, Studio Castiglioni, Milan Design Week

Talks

2017	City Games	Uni Andes, Bogota, Colombia
2016	Rite of Color	Sonar Barcelona
2016	City Games	Maker Faire Vienna
2015	Post City Kit	Ars Electronica Festival: Post City
2015	Connecting Cities Artist Panel	Transmediale Berlin
2015	Artist Talk	Red Bull Creative Salzburg
2015	Hope at E-Textiles Petcha Kutcha	Schmiede, Hallein
2014	PIXXERS Gamification 2.0	Tech Talk, Cannes Lions

Workshops

2015	Dark Steps	IN/VISIBLE CITIES: PROTOTYPING LAB
2015	Post City Kit	Ars Electronica Festival: Post City

Courses

2015 - 2016	Electronic Creativity	Kunst VHS Wien - Vienna Community College for Art
2016	Creative Robotics	T-Systems Austria Daughters Day

Awards

2016	City Games	Nomination in Upcoming Category in Content Award
2017	City Games	Nomination in Content Award

Papers

2016	Design Principles for Architectural Media Façades, together with Veronika Pauser and Peter Freudling. Ars Electronica Futurelab.