

Görkem Bozkurt

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| EDUCATION | Master of Arts (M.A.) – Interaction Design <i>Estonian Academy of Arts – Tallinn, ESTONIA</i> • GPA: 3.4 /4 | Sep 2021 – Jun 2023 |
| | Bachelor of Science (B.S.) – Physics <i>Bilkent University – Ankara, TURKEY</i> • GPA: 2.56 /4 | Sep 2014 – Jun 2020 |
| WORK EXPERIENCE | Production Specialist <i>Swappie International</i> • Part of a refurbished electronics team that detects and repairs faulty iPhones. | May 2022 – Aug 2022 |
| | Design Consultant <i>Türkiye Teknoloji Geliştirme Vakfı (TTGV)</i> • Was part of a team that developed and managed a year-long Human-centered design curricula for high schools in Turkey called "Hayalini Tasarlayanlar(Dream Designers)" • Designed tools to assist students and teachers to understand the prototyping and testing stages of the design process. • Gave lectures on prototyping to high school teachers. | Dec 2019 – Mar 2020 |
| RESEARCH EXPERIENCE | Senior Project, Supervisor: Prof. M. Ö. Oktel <i>Bilkent University – Ankara, TURKEY</i> • Project: Construction of a wiering roof and penrose tiling. | 2018 – 2019 |
| | Research Intern, Supervisor: Prof. Özgür Basturk <i>Ankara University Kreiken Observatory</i> • Worked with CCD data from the T35 commercial telescope to create FITS headers based on NOAO guidelines. | Jul 2017 – Sep 2017 |
| | Undergraduate Research. Supervisor: Prof. M. Navascues <i>Bilkent University – Ankara, TURKEY</i> • Project: Relativistic Effects of Faster-Than-Light Particles in Experimental Situations | Jan 2015 – Jun 2015 |
| TEACHING | Guest Lecturer <i>Estonian Academy of Arts – Tallinn, ESTONIA</i> • Gave a 3 ECTS course titled: "Hands-On Introduction to Physical Computing with Arduino": The aim of the course was to teach beginners the fundamentals of both hardware and software aspects of creating interactive projects. Participants learned how to set up and program Arduino boards, interface various sensors and motors, and gain a foundational understanding of basic electronic circuits. Through hands-on projects and exercises, students developed the skills to create devices that can sense their environment and respond. | Dec 2023 |
| | Teaching Assistant <i>Estonian Academy of Arts – Tallinn, ESTONIA</i> • Did mentoring for the ID7122: Tangible Design Interaction course, which included digital fabrication techniques and prototyping. | Feb 2023 |
| | Teaching Assistant <i>Bilkent University – Ankara, TURKEY</i> • Worked as a lab assistant in the computer science department for the introduction to Python (CS 115), Java (CS 114) and Matlab (CS 113) computer labs. | Feb 2016 – Jul 2016 |
| EXHIBITED WORK | Trinteract <i>TASE 23 – Freedom Square, Tallinn</i> • A DIY 3 dimensional input device where participants interacted to move in digital space. | Jun 2023 |
| | Inhale, Exhale <i>Tangible Design Expo – Gallery Cafe, Tallinn</i> • Interactive kinetic art piece where participants could experience the air pollution levels of different cities around the world. | May 2022 |

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| SCHOLARSHIPS | Performance Scholarship, Estonian Academy of Arts 1200€ | 2022 |
| | Entry Scholarship, Bilkent University Full Tuition | 2014 |
| VOLUNTEER EXPERIENCE | Community Manager, Event Organizer <i>Makers Ankara</i> | 2015 – 2019 |
| | <ul style="list-style-type: none"> • Formed a volunteer team and held weekly meetings to discuss future events. • Organized exhibitions and contests: Mini Makerfaire Ankara, Ankara Ureten Festivali, Makeathon Ankara • Gave workshops on open source hardware such as Arduino and Raspberry Pi. • Was a mentor at weekly maker meetings. | |
| | Vice-president <i>Information Security Society Bilkent (Exploit Studio)</i> | 2017 – 2018 |
| | <ul style="list-style-type: none"> • Held weekly information security events • Gave arduino hardware hacking workshops | |
| | Vice-president <i>Bilkent University Astronomy Society</i> | 2017 – 2020 |
| | <ul style="list-style-type: none"> • Was part of a team who organized observation events and lectures. • Gave a lecture on astrophotography. • Designed and developed the club website http://bilkent.space along with the logo. • Designed posters for the events. | |
| LANGUAGES | Turkish: Native English: Fluent IELTS: 7.5 German: Intermediate (reading); basic (speaking, writing). | |
| SKILLS | Programming L ^A T _E X, Python, C, Java, MySQL, PHP, HTML/CSS, JavaScript, MATLAB | |
| | Software Fusion360, KiCad, Adobe Suite, SuperCollider | |
| | Fabrication Laser cutting, 3D printing, Wood working, SMD soldering, PCB Design | |
| PRESS | This 3D Printed Clock Runs on Marbles and Watching it Is Soothing Me <i>VICE News</i> https://www.vice.com/en/article/9kvwmd/this-3d-printed-clock-runs-on-marbles-and-watching-it-is-soothing-me | |
| | Portable retro CRT game console: the one-thumb entertainment system <i>Raspberry Pi News</i> https://www.raspberrypi.com/news/portable-retro-ctr-game-console-the-one-thumb-entertainment-system/ | |
| | Haunted TV Does Mirror Scares <i>Hackaday</i> https://hackaday.com/2020/11/13/haunted-tv-does-mirror-scares-with-raspberry-pi/ | |

[CV compiled on 2024-01-26]