



ONUR OLGAÇ

Linz, Austria

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EXPERIENCE

May 2012 – Present Linz, Austria / Istanbul, Turkey

Co-Founder, Interaction Designer at HAYTA (hayta.co)

A collective focused on interaction design & education, offering workshops and installations in various festivals and events.

Feb 2016 – Present Linz, Austria

Technical Student Assistant at Interface Culture

Taking care of video recordings of guest lectures, symposiums, department events; archiving video material.

Lending and keeping track of technical equipment in the department, working directly under faculty supervision.

Aug – Sep 2016/2017 Linz, Austria

Technical Production for the IC Exhibition at Ars Electronica Festival

Organizing technical equipment to be used during the festival, helping students solve equipment based problems.

Transportation of equipment and works, installation, assembly/disassembly and troubleshooting.

Sep 2015 Linz, Austria

Guided Tours at Ars Electronica Festival 2016

Guided tours for visitors at the "Radical Atoms" main exhibition area in Post City, held both in English and Turkish.

Dec 2014 – Jun 2015 Istanbul, Turkey

Augmented Reality Developer at BlippAR

Developing augmented reality applications for mobile platforms, including games and other interactive experiences. Creative involvement in R&D for the internal engine and prototyping for potential clients.

Sep 2012 – Jun 2013 Istanbul, Turkey

Teaching Assistant at Sabanci University

Office hours held every week for the introductory course on object oriented programming.

Jun 2012 – Sep 2012 Västerås, Sweden

Research Assistant at Mälardalen University

Speech Recognition system development with CMUSphinx in an on-going PhD thesis project.

EDUCATION

Oct 2015 – Present Linz, Austria

MA. in Interface Culture, Kunstuniversität Linz

Linz University of Arts, Department for Media Studies

Sep 2009 – Jun 2013 Istanbul, Turkey

BSc. in Computer Science, Sabanci University

Merit Scholarship, GPA: 3.10 with Dean's List: Honor List, 3 terms out of 8

WORKSHOPS & EXHIBITIONS

Sep 2017 Post City, Linz, September 7-12

Come, Build with Us! at Ars Electronica Festival (u19 Create Your World)

Booth for visitors to learn about the sensor technology in the Microsoft Kinect and the process of building interaction.

Sep 2017 Post City, Linz, September 7-12

Make-A-Pick, Ars Electronica Festival 2017 (IC @ Ars Electronica)

High-risk high-reward streaking game designed around the gambler's fallacy idea.

Jun 2017 Mousonturm, Frankfurt, June 28

3D Basics & Building Interaction at NODE Festival (Designing Hope)

Beginner to intermediate level workshop for users who know the basics of vvvv and want to learn how to build interaction.

Nov 2016 Interface Culture Department, Linz, November 1 - January 25

vvvworkshop Series at Interface Culture (Kunstuniversität Linz)

A beginners workshop series for the multi-purpose toolkit vvvv to colleagues, with a closing guest lecture.

Oct 2016 bb15, Linz, October 25-29

TAPE-O-GRAPH, bb15 Media Archaeology Exhibition (Back to the Future)

Media-archeology experiment that uses a reel to reel tape deck player and a pencil for drawing.

Sep 2016 Post City, Linz, September 11

Guided Tours for AIs at Ars Electronica Festival 2016 (Radical Atoms)

An experimental guided tour for non-humans and AIs. The tour was held in spoken syntax of C#, Java alongside English.

Jan 2016 Darbast Platform, Tehran, January 1-8

Amorphonic, Tehran Annual Digital Art Exhibition (Generative Algorithms: Methods of Making)

Interactive installation based on generative algorithms and a multi-framework architecture as an alluring experience.

Dec 2015 Domgasse Audimax, Linz, December 9

Lazy Clicker, Sankt Interface Day (Fastest Clicking Mouse Contest)

Click-bot script that utilizes the sounds its opponents are making to race for the fastest clicking mouse contest (2nd place).

Nov 2013 Design Atelier Kadikoy, Istanbul, November 1-10

Amorphonic, Amber 13 Art and Technology Festival (Did You Plug In)

Interactive installation based on generative algorithms and a multi-framework architecture as an alluring experience.

SKILLS & TOOLS

Frameworks Processing, Cinder, openFrameworks, vvvv, Pure Data, Unity, Unreal Engine

Programming Node.js, Vue, JavaScript, CSS, HTML, PHP, Java, C++, C#,
Git, Sublime Text, Xcode, Visual Studio, Eclipse, MATLAB, AHK

Production Adobe Illustrator, Photoshop, InDesign, Premiere; Blender

OS Windows, macOS, Linux

Languages Turkish (Native), English (Native), German (Beginner)