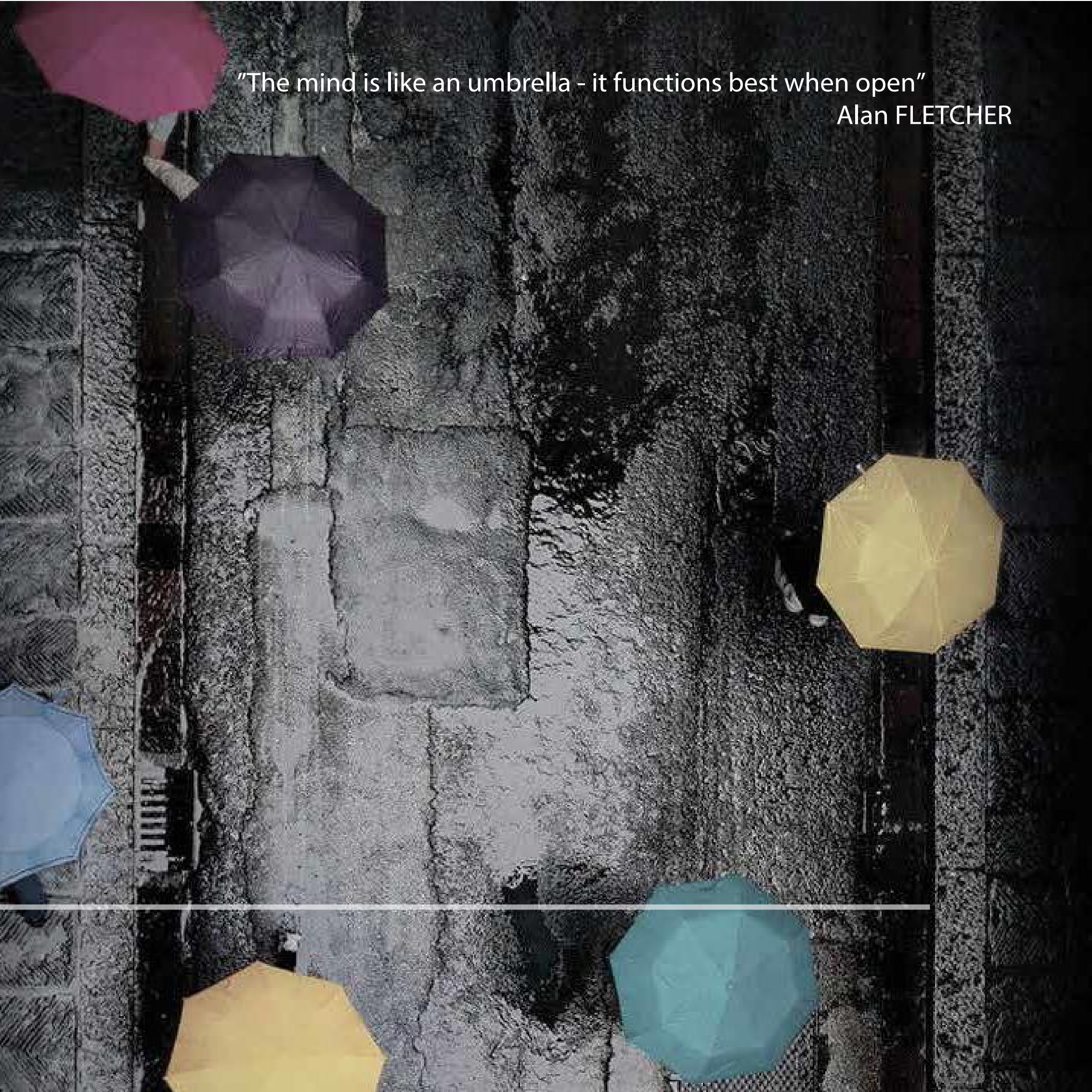


"The mind is like an umbrella - it functions best when open"  
Alan FLETCHER



## About Me

I was born in Istanbul and lived there until I moved to Milan for my university education. Arts have always been part of my life since young age. I'm interested in different kinds of arts like photography, painting and model making. During my childhood, I have also been impressed with architecture and how structures are built. I started drawing my dream houses and tried to change the location of furniture in my room to find the most suitable place during those times. I choose architecture as a profession because 'design' fascinates me. I think that architecture has revealed the potential of my personality, and also allows me to design in a creative and scientific way with the aesthetic and functional aspects of design.

I believe my education at Politecnico di Milano, helped me to become a creative, hard-working architect. And during my internships I was involved in the real projects and had the chance to express myself with my own opinions.

My aim for future is to become a professional architect who is able to design structures to improve the quality of buildings and develop cities.

Personal Information

Address:

Phone:

E-mail:

NATIONALITY:  
HOMETOWN:  
Date of Birth:

Education

2012-2015 Politecnico di Milano - School of Architecture and Society  
– Architecture Science  
2010-2012 Bahcesehir University Faculty of Architecture&Design  
– Architecture  
2006-2010 Koy Hizmetleri Anatolian High School  
2002-2006 Cevre Collage

Language Skills

Turkish: (Advance)  
English: (Advance)  
Italian: (Intermediate)  
German: (Beginner)

Certificates

KET ( Chambridge English Language Assesment)  
PET ( Chambridge English Language Assesment)  
IELTS (International English Language Testing System)

## Computer Skills

Autocad  
Rhino  
Sketchup  
Adobe Photoshop  
Lumion  
Microsoft Office  
Adobe Illustrator

## Work Experience

Internship – Karel Architecture Studio (2015)  
  
Internship – Motto Architects (2014)

## Workshops

Terraviva Workshop (2015)

## Personal Interests

Travelling  
Swimming (Professional)  
Fashion Design  
Model making  
Photography  
Sketching  
Drawing  
Reading

## **PORTO PROJECT**

*Construction of the Landscape – Business Center  
Massarelos, Porto, Portugal*

2014

## **PIAZZA DUOMO PROJECT**

*Open Air Public Market – Ubiquitous Market  
Piazza Duomo, Milano, Italy*

2015

## **LAKE VARESE PROJECT (BUILDING TECHNOLOGY STUDIO)**

*Lake Varese, Varese, Italy*

2013

## **PADULA PROJECT**

*Construction of the Landscape – Exhibition Center  
Piazza San Leonardo, Padula, Italy*

2013

## **MANTOVA PROJECT**

*Public – Private Settlement  
Mantova, Italy*

2012

## **DRAWINGS**

## **PHOTOS**



# **PORTO PROJECT**

*Year 2014*

*Place MASSARELOS, PORTUGAL*



# Master Plan

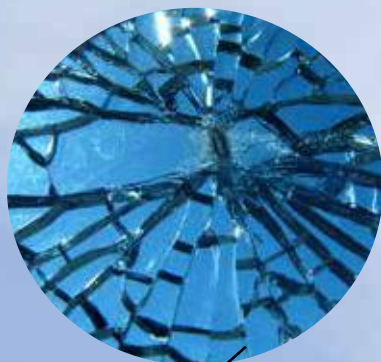


Massarelos / Porto

As a site to work, there was a beautiful valley, which, surrounded by several museums and located at the business district, gave no questions related to the determination of the new building as a business incubator oriented on the museums.

The general survey of the country's history strengthened my convictions, now it was not only impression but actual facts that supported my "close-to-nature" idea. I've found out Portugal to be agrarian-oriented for centuries, which gave the country and its' cities that special spirit that is unmistakable among others. Nevertheless I had to remember Porto to be an industrial city, where a new-built part of it must bring modernity and dynamics.





*Glass*



*Concrete*



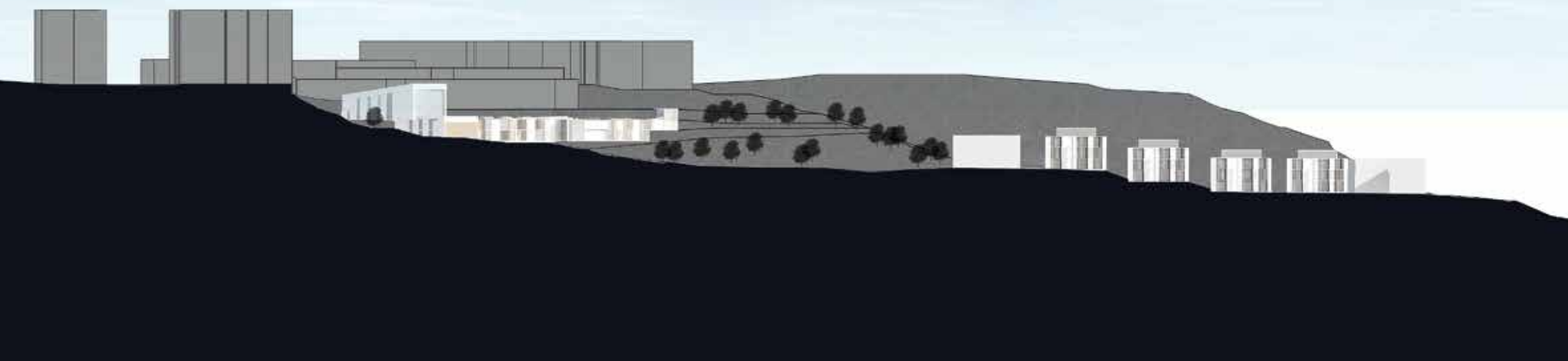
*Wooden Roof*



*Wooden*

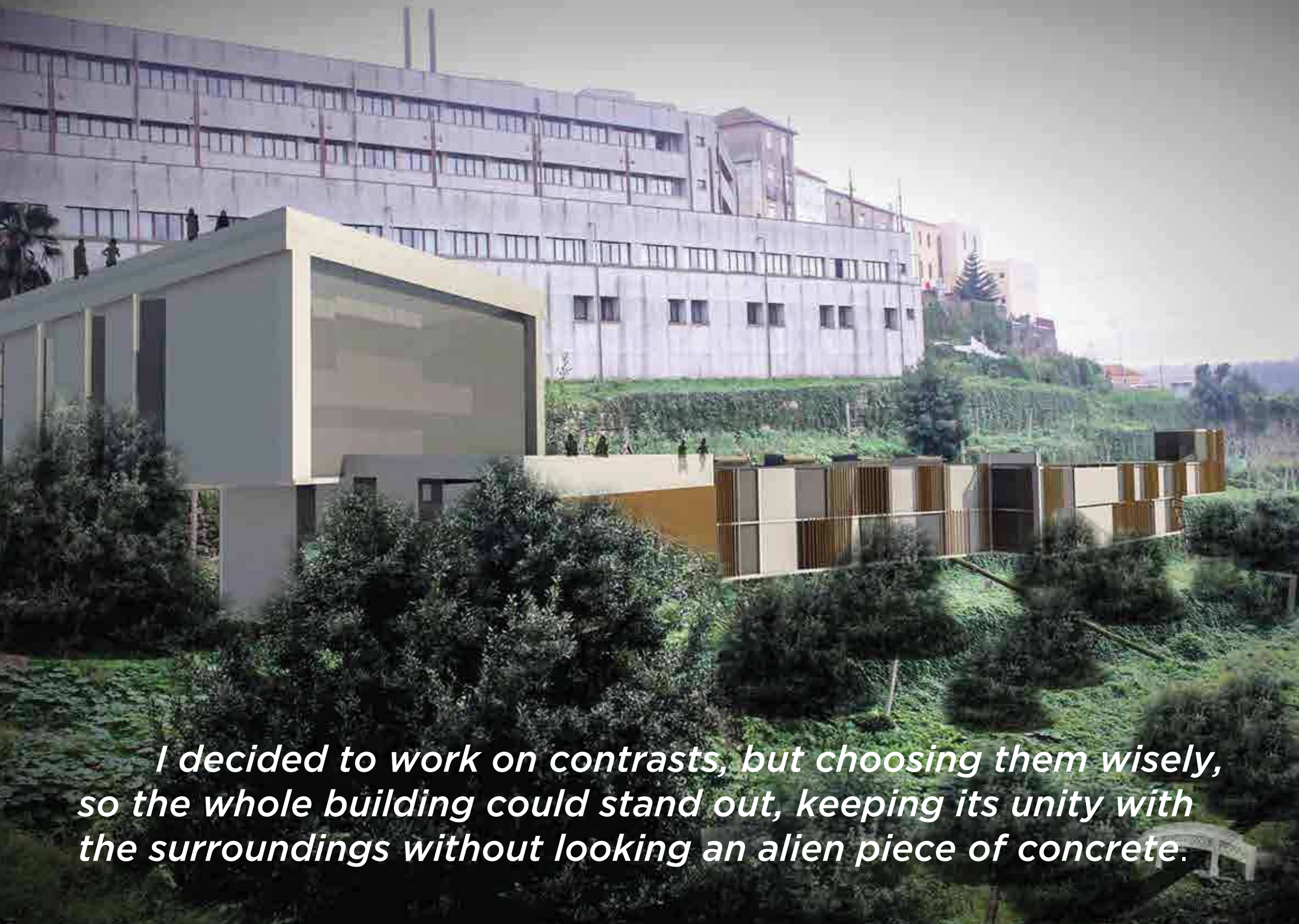
To show the project's unity with the landscape I made the upper-site structure to be the continuous part of the terraces, so people walking from the top might not even realise taking a walk on the actual building's roof. What gives it out is the irregular geometrical shape, which coming out of the terraces and being its' part still gives us a clear idea of the artificial construction existence. While the buildings at the lower part of the plot followed the surrounding constructions scale and dimensions, fitting the empty space and creating the continuous connection, as if they always were there.

Same purposes serves the garden, which coming with its' innate beauty framing the river from the top to the strict geometrical shapes following the surroundings at the lower part. Here river is used not only to bring life and freshness to the wild park laid upper the site, but also to irrigate the fruit trees of the lower garden. That way I got not only connection, but actual use of water connected with the site.





# Renders



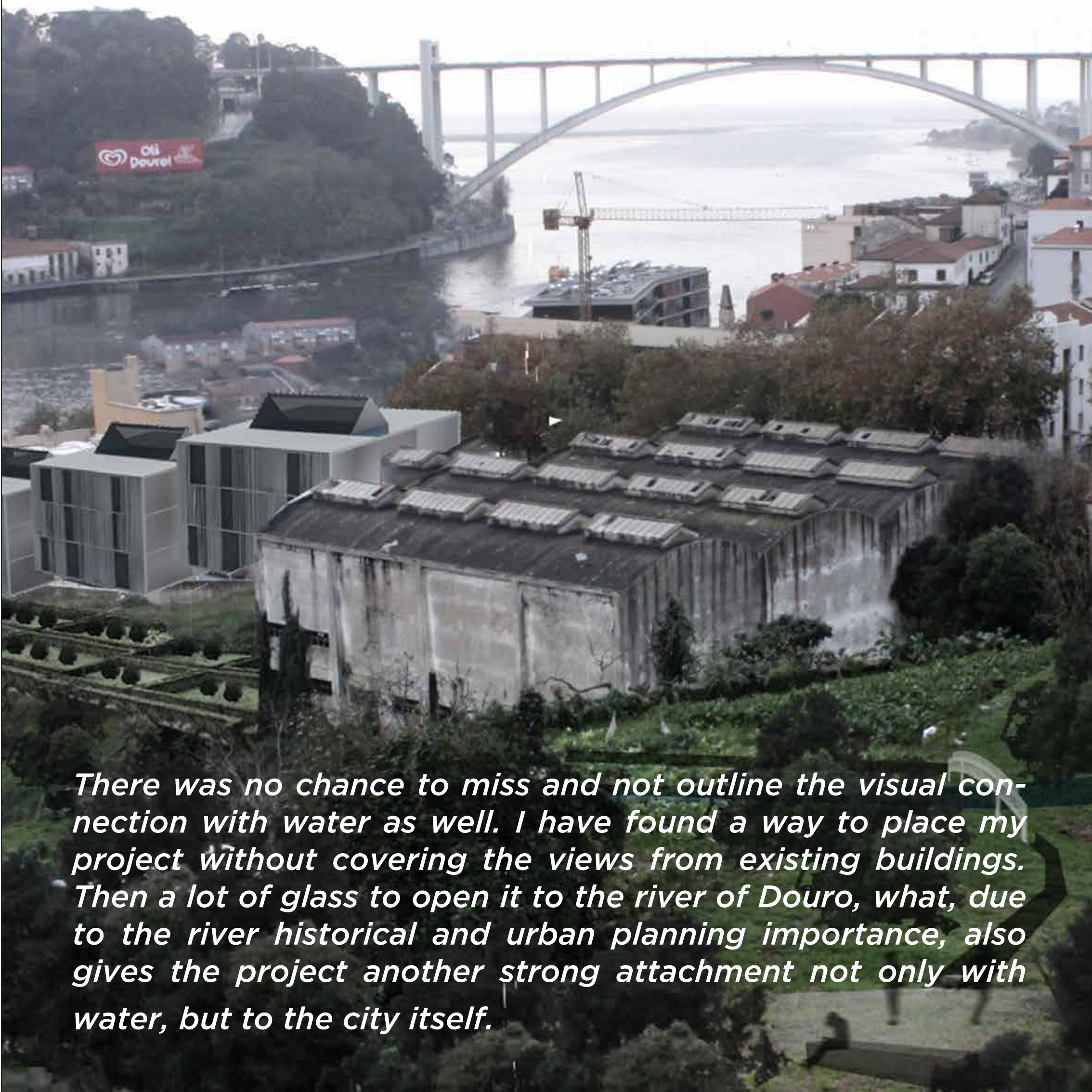
*I decided to work on contrasts, but choosing them wisely, so the whole building could stand out, keeping its unity with the surroundings without looking an alien piece of concrete.*





*The connecting with water was not only visual, talking about beautiful views of the river you get on the place, but also actual, as I got an unique opportunity to work with a small river stretched along my project area.*

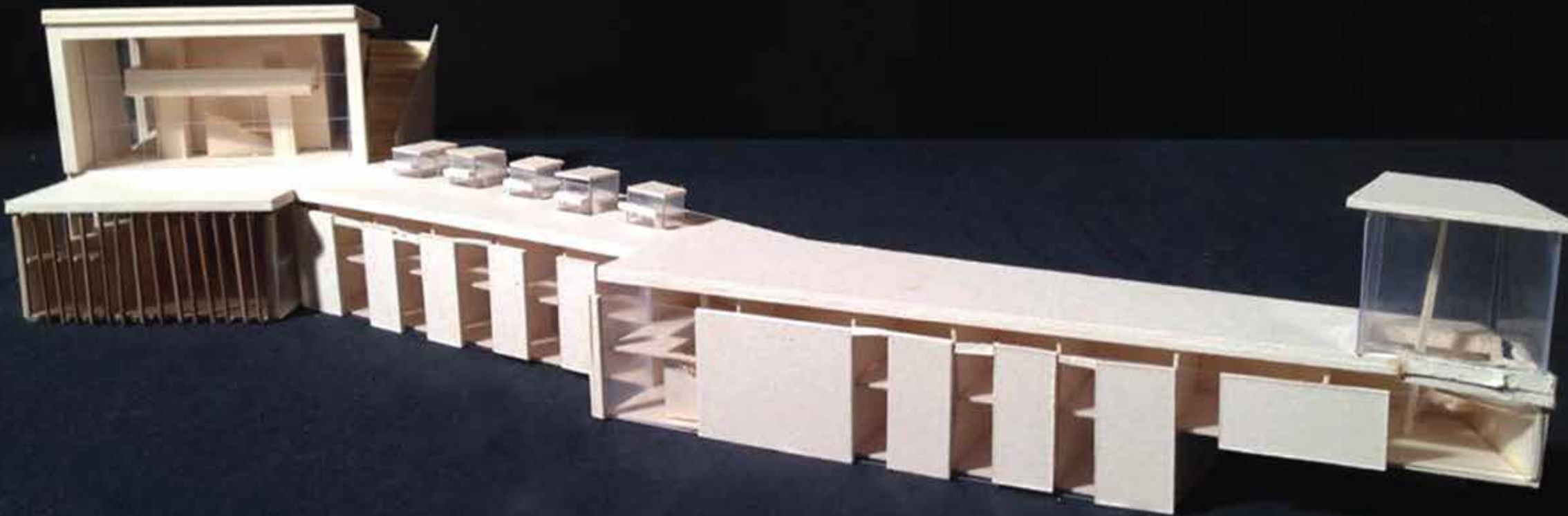




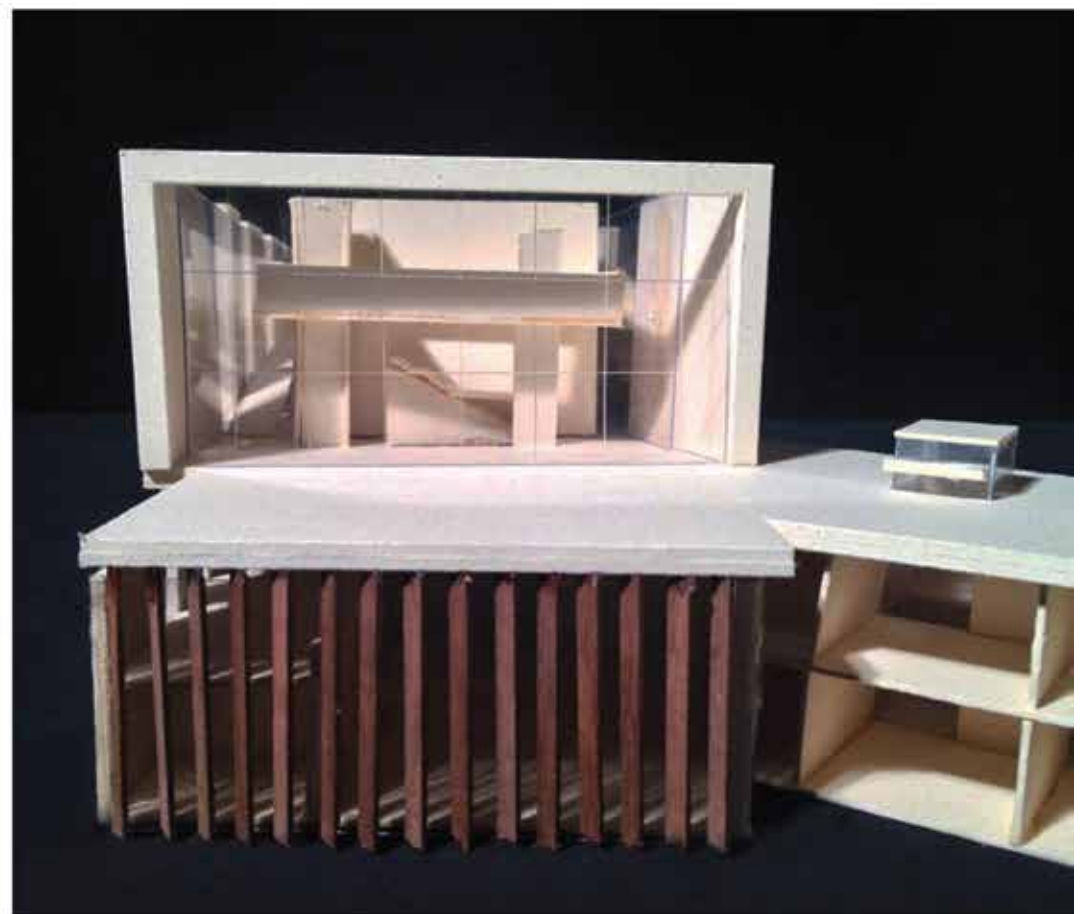
*There was no chance to miss and not outline the visual connection with water as well. I have found a way to place my project without covering the views from existing buildings. Then a lot of glass to open it to the river of Douro, what, due to the river historical and urban planning importance, also gives the project another strong attachment not only with water, but to the city itself.*



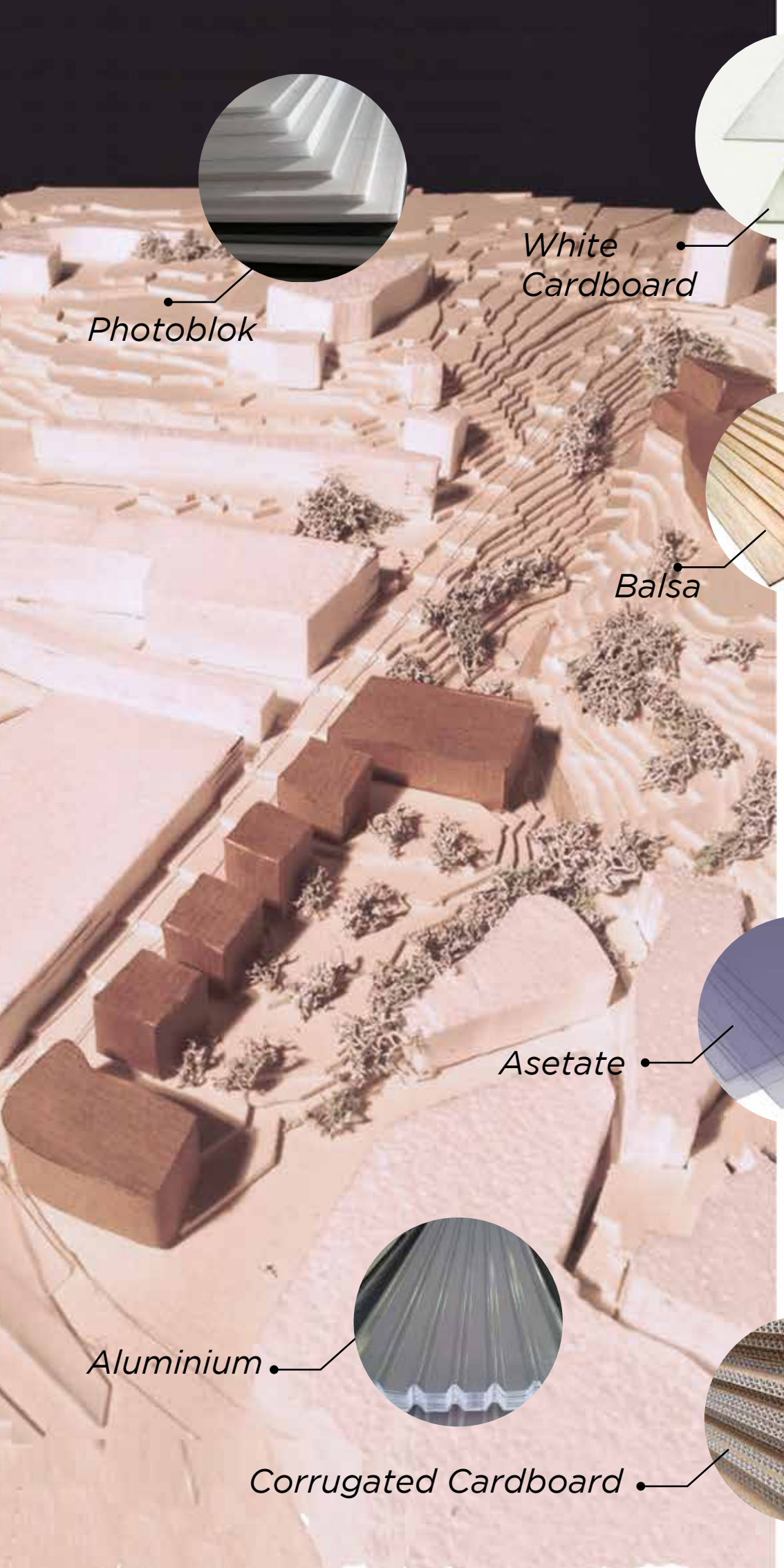
# Models



*Decision was partly found in the indigenous materials:  
I came up with idea of the wooden rails, which became not only decorative construction, but  
also got a function, working as shutters to keep the building of overheating at summertime.*



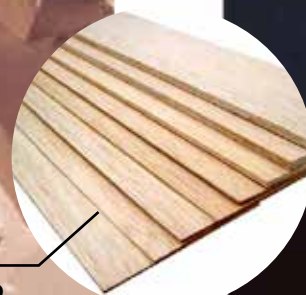




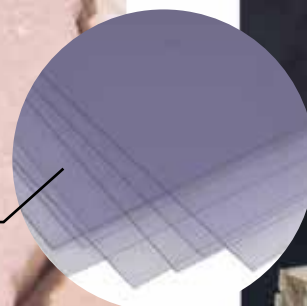
Photoblok



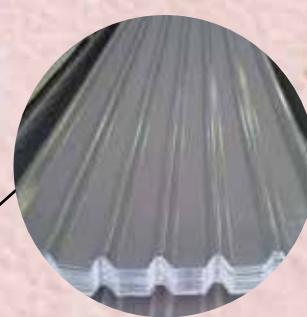
White Cardboard



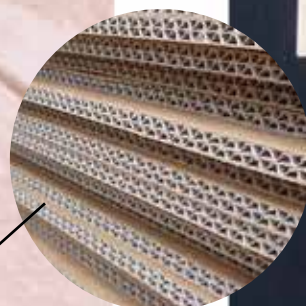
Balsa



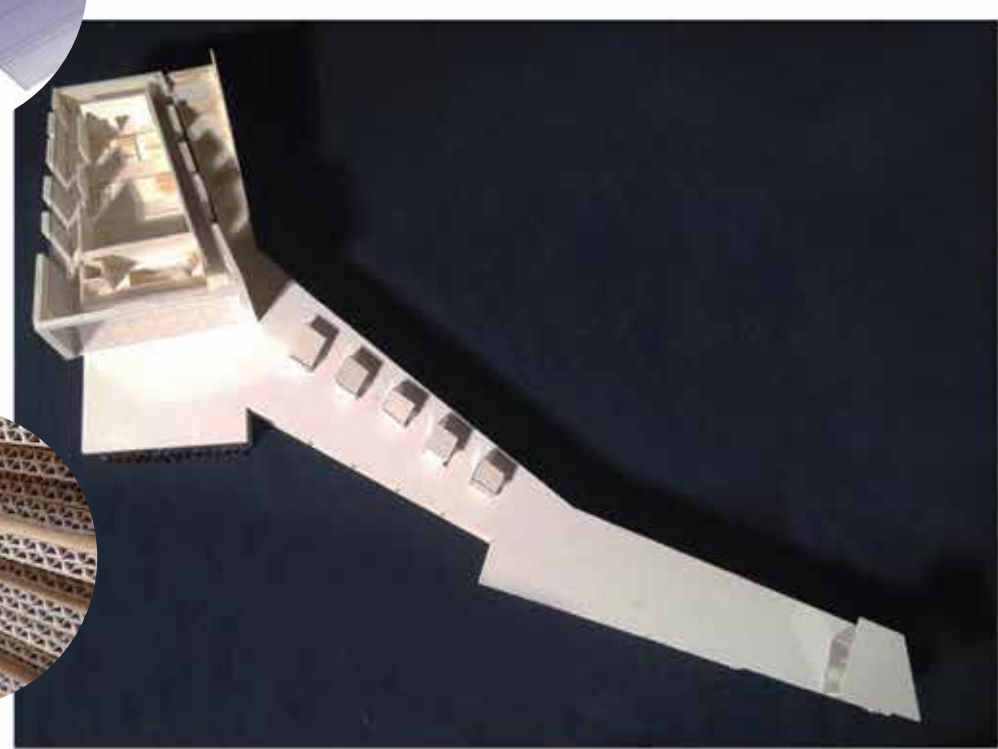
Asetate



Aluminium



Corrugated Cardboard





# **PIAZZA DUOMO PROJECT**

*Year 2012*

*Place PIAZZA DUOMO, MILANO*



# General



Piazza Duomo, Milano / Italy

Pre-existing structures that are notable for their function or their historical value; in other words, buildings that are capable to attract an audience and activate the surrounding space. Rinascente, Piazza Mercanti, Museo del 900 are at the limit between private function and public buildings. They are enjoyed as much as used. Their special character makes them an ideal starting point for any additional venue hosted in Piazza Duomo. The Market in Duomo is propelled by these buildings.

# General



## (RE)INFORMING PIAZZA DUOMO

Fast face corssing paths



city users

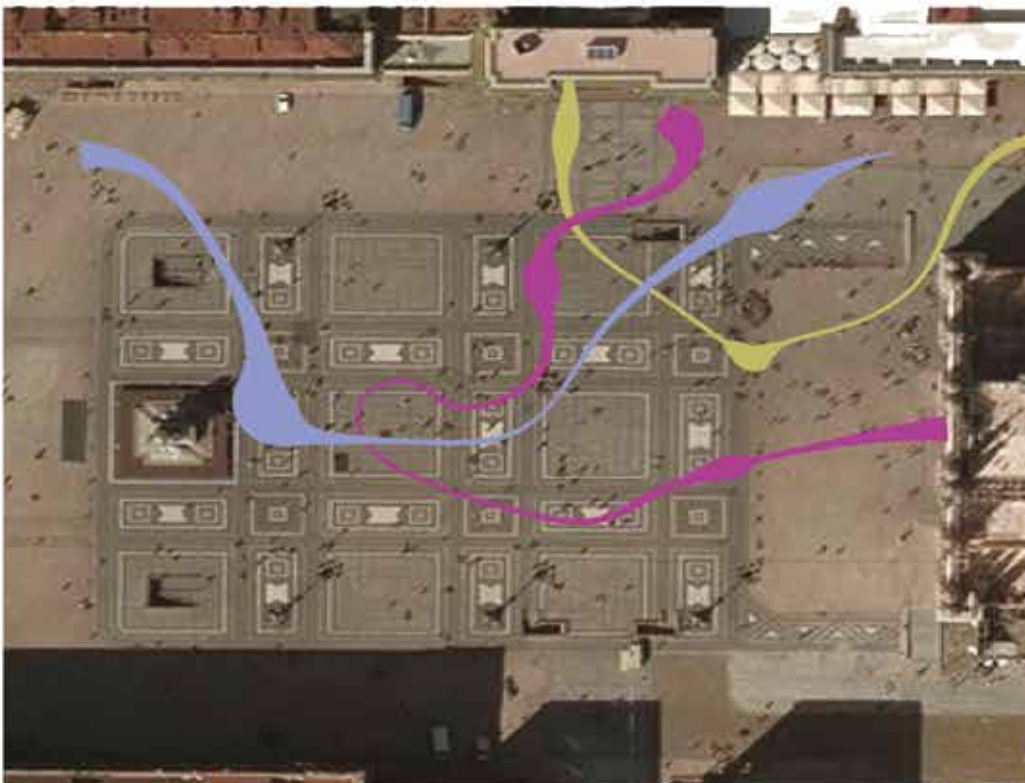


tourists

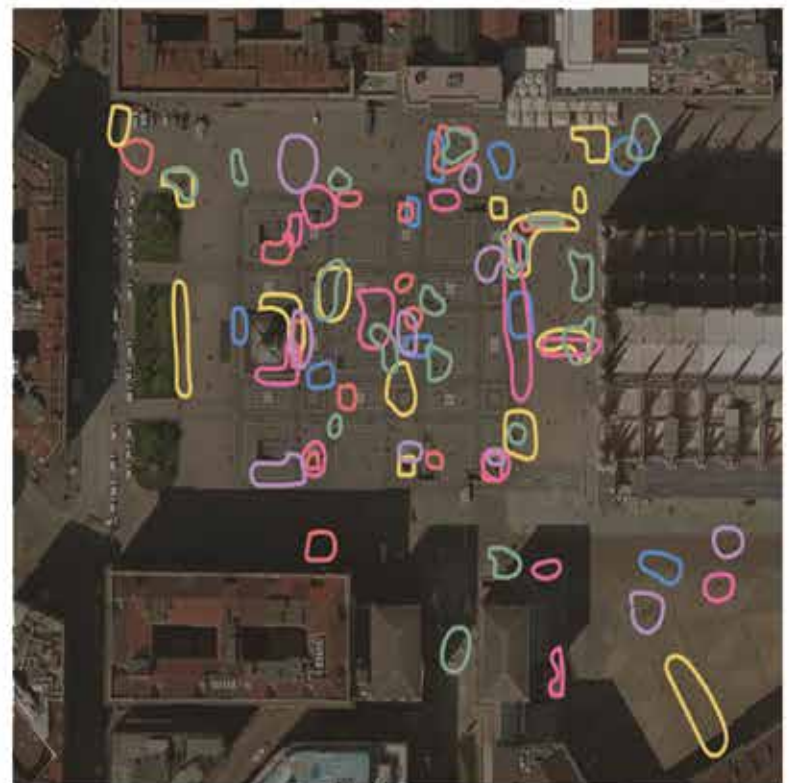


citizens

Consistently cluttered spots



Slow promenade paths

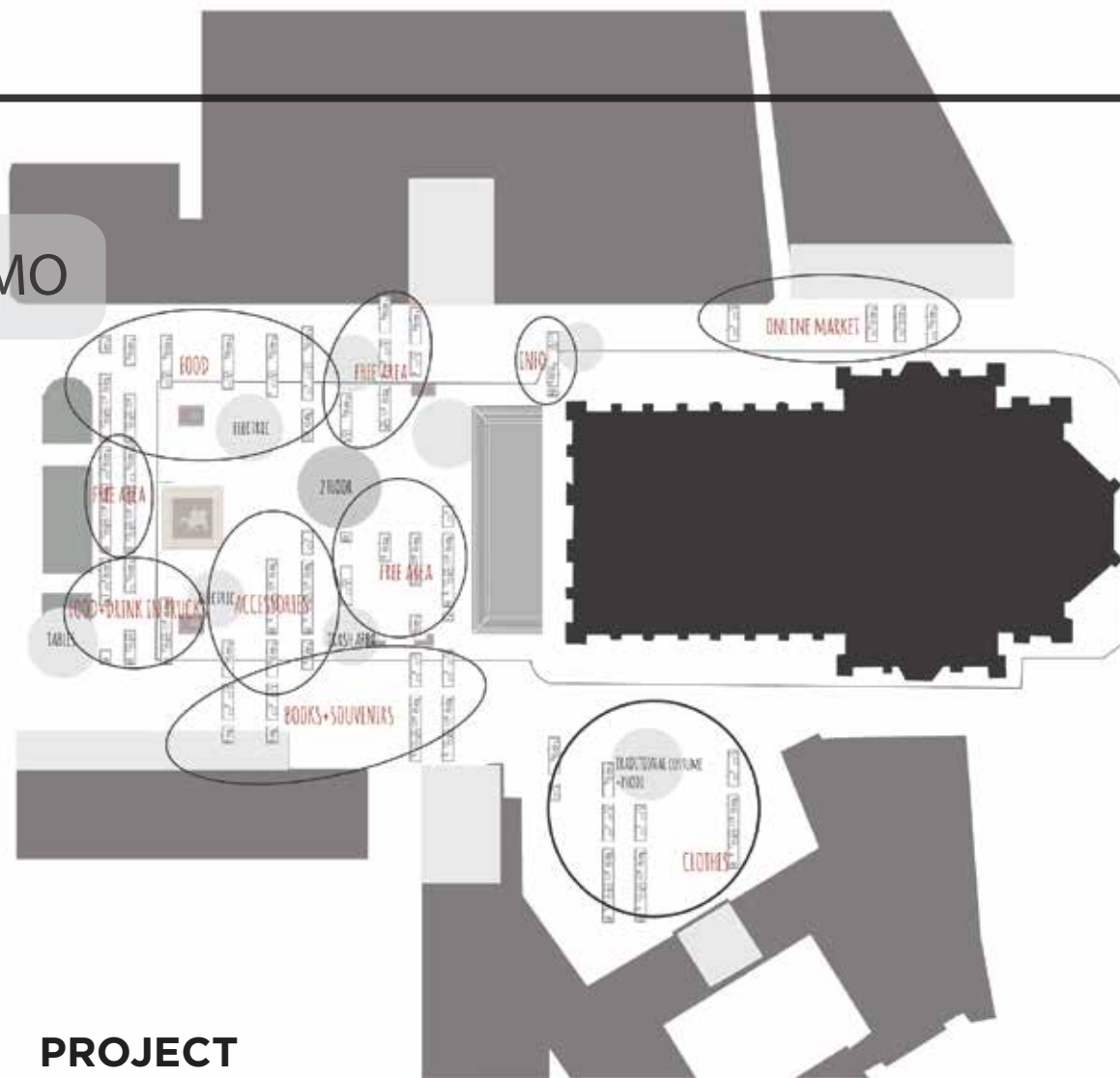
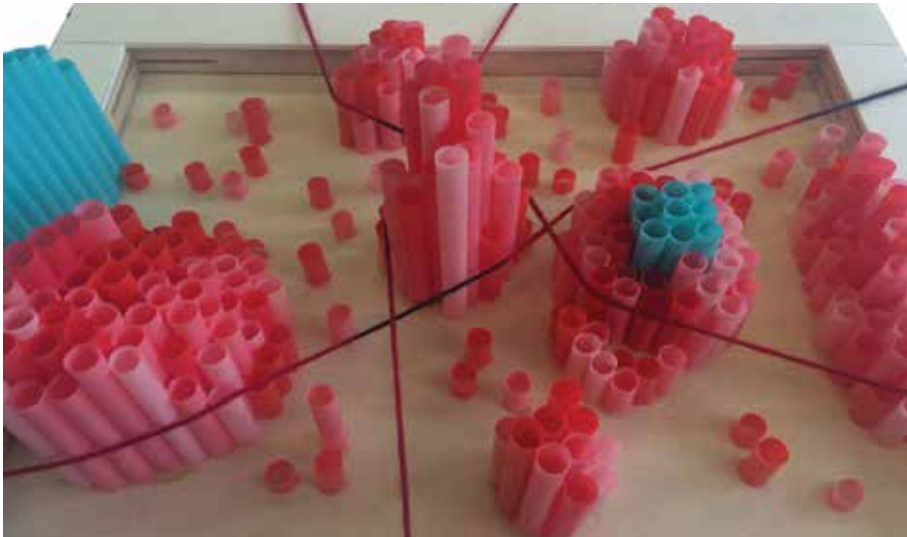


Clusters of people sitting/standing



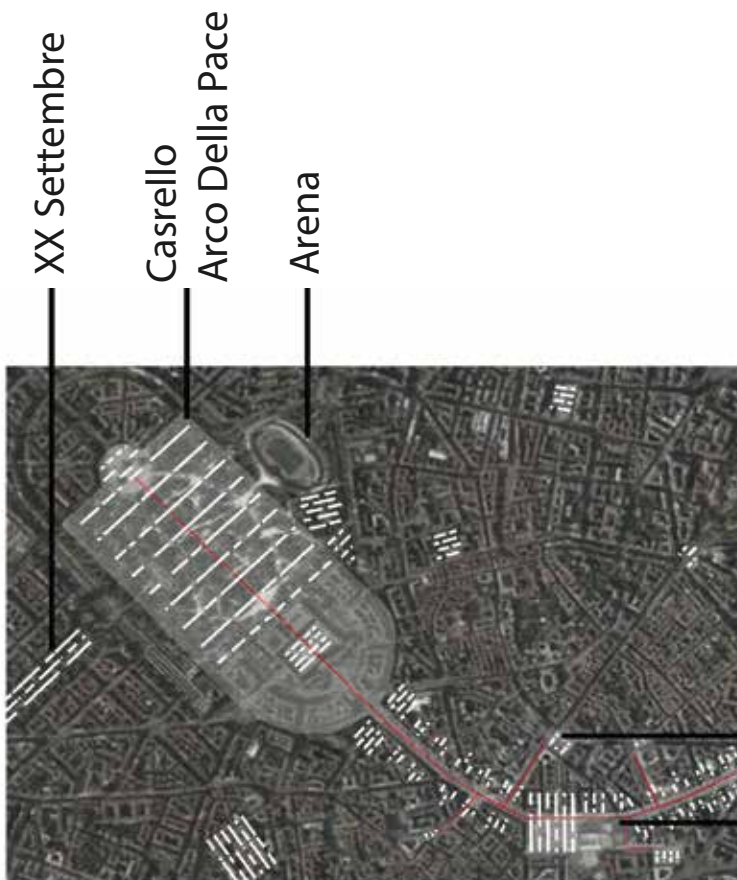
# General

## (RE)INFORMING PIAZZA DUOMO



## PROJECT

Infrastructure as a powerful controller of the colonization mechanism. Electricity: through an incremental smart grid we are able to shape the shape of the market and its layout at any given moment. The stalls closer to power outlets are numbered "1" and must be occupied first, for the rest of the market to be powered. Shading: by characterizing the market through shaded and unshaded areas we can naturally differentiate the different areas according to the good that are sold. User Experience: few, yet crucial, services help us relate to the audience of the market and the merchants at once. An augmented experience benefits both and leaves the infrastructure as the silent hero.



La Scala

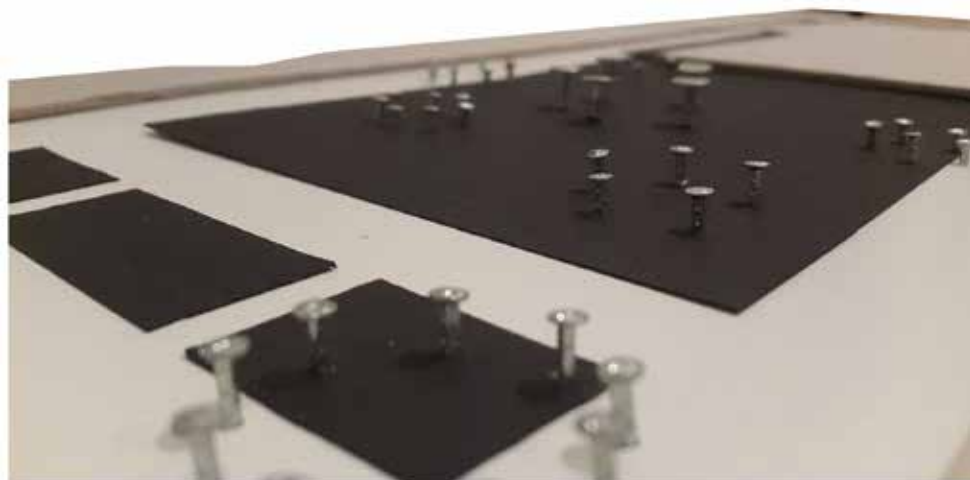
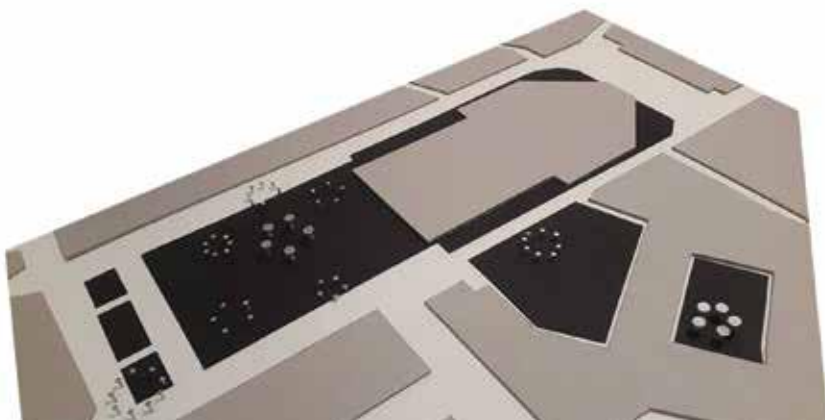
Piazza Duomo



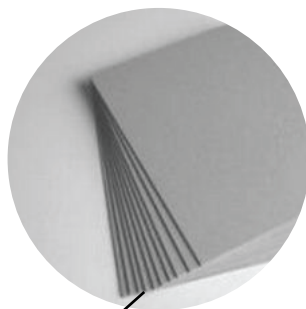
# Model



THEATRICAL CAPRICCIO / DUOMO



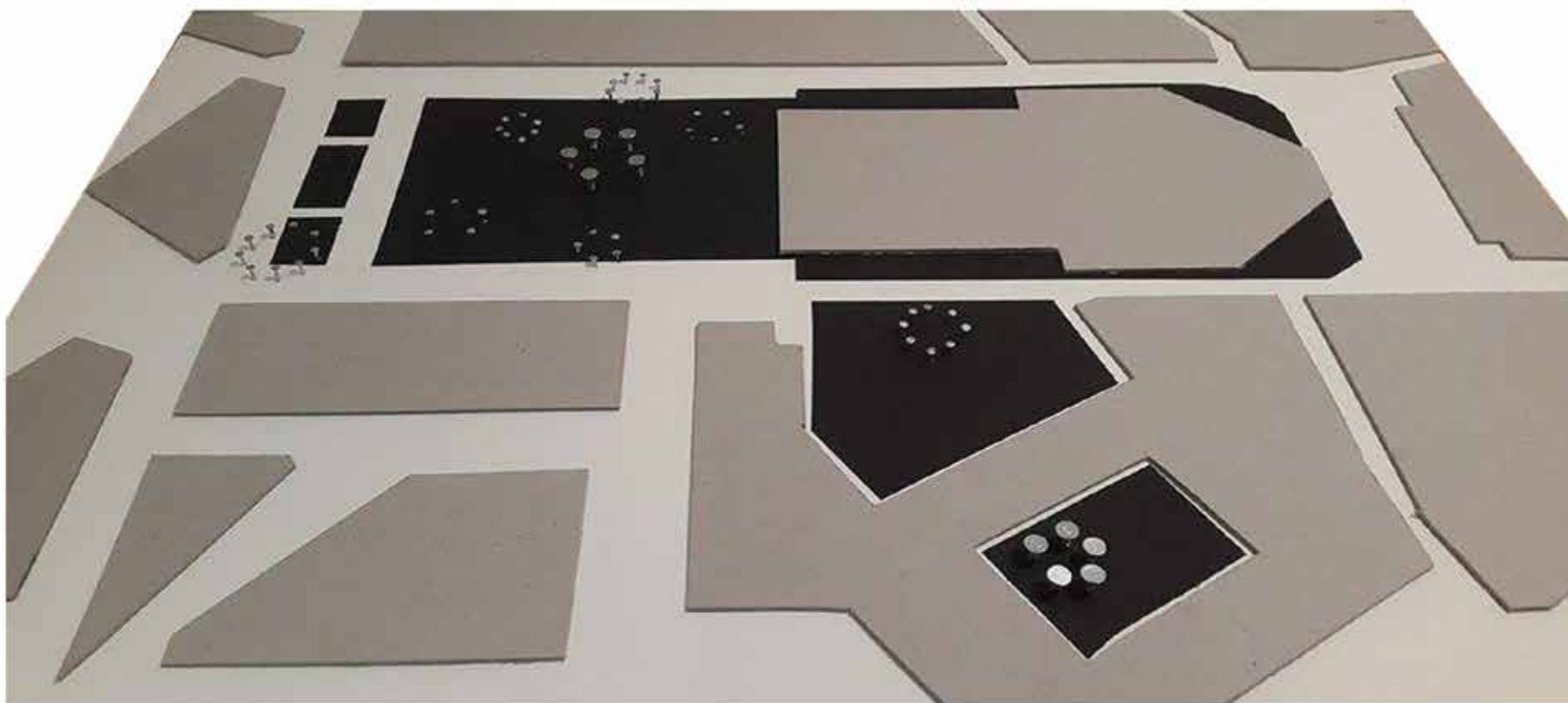
*Gib*



*Grey cardboard*



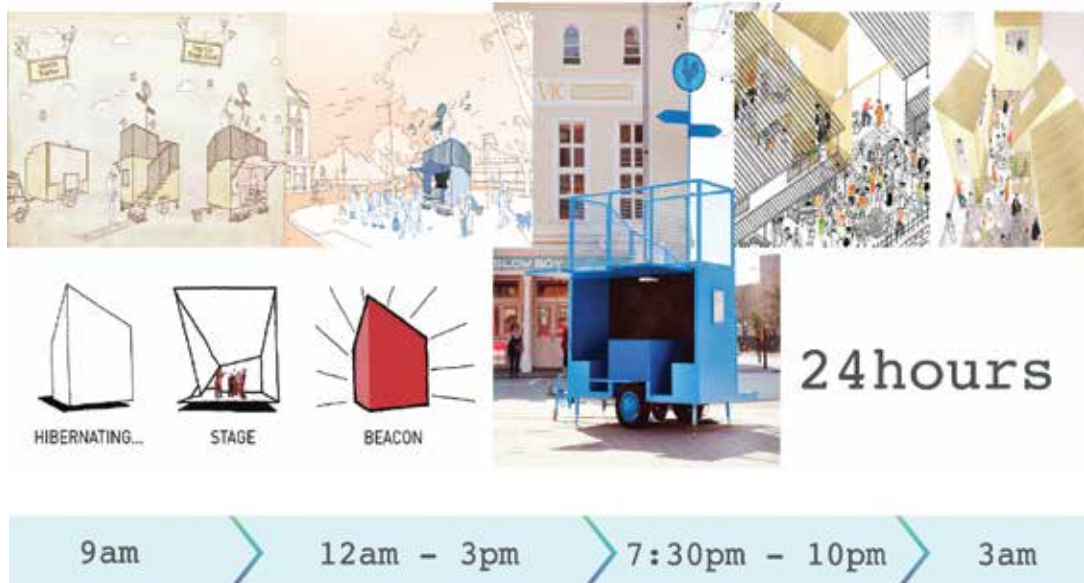
*Black cardboard*





# Renders

## Duomo 24 Hour Market



### Explanation of the project

The virtual dimension of the market, social and commercial alike, expands the reach of the market. On the side of the merchants, they are able to participate regardless of status, financing capabilities and previous experience. Additionally, the market scene opens up to new trader audiences which can reach potential customers outside of the traditional way of selling. On the side of the customers, the market's online presence lets them keep track of their favorite traders and of their products.





# Renders







# **LAKE VARESE PROJECT**

*Year 2013*

*Place LAKE VARESE, ITALY*

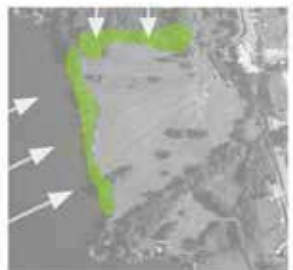


# Master Plan

Italy / Lake Varese



grassed area  
wooded zone



BUILDING SITE  
bicycle path  
car road



Building site



Lake side



lack of maintenance

## PROJECT AIM

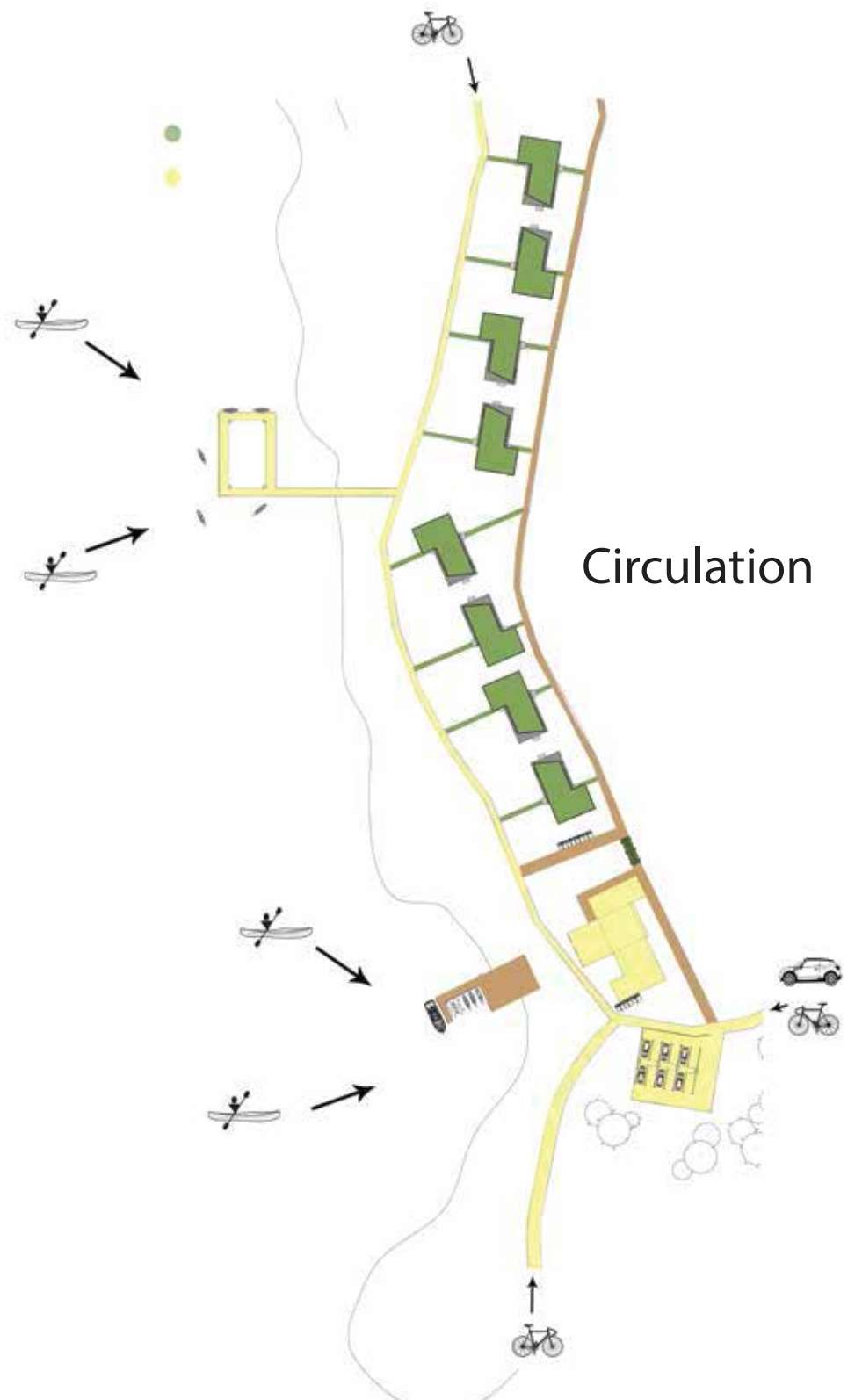
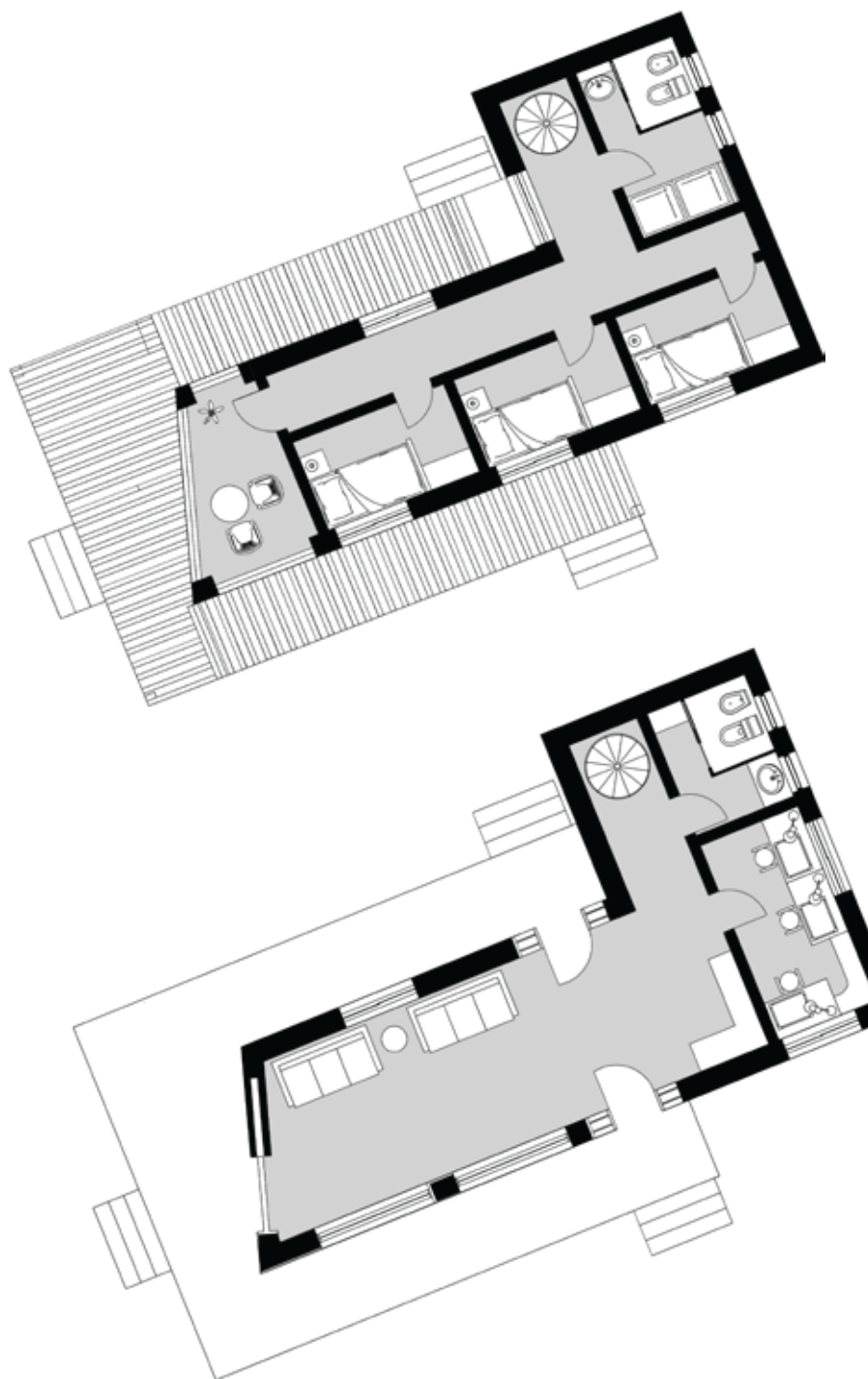
In Lake Varese, on the West side the site has connection to Lake Varese, a bicycle path, and a pedestrian walk along it, both without real maintenance, or support system. South and East side the bicycle path continues, with Access of cars, which leads to the main road going along the North side of Lake Varese. Near the edge of the lake marsh plants, reeds, and small trees live. These provide natural space on inhabitation for many frogs, toads, and birds. The area is elevated 238 meters above sea level.

Along the lake-side the maintained, elevated pedestrian / bike path acts as a promenade. And functions as a connection spine of the main elements.

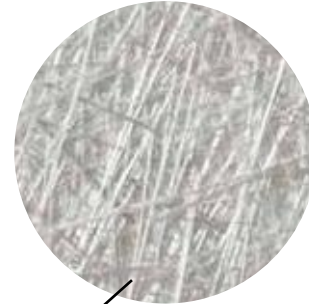




# Section



# Plan



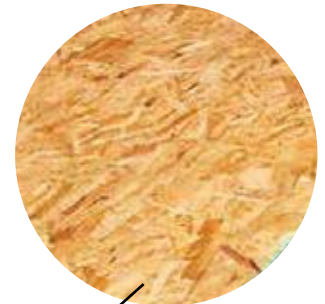
*Fibreglass*



*Pavatherm*



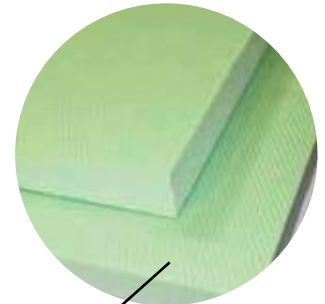
*Pavatherm*



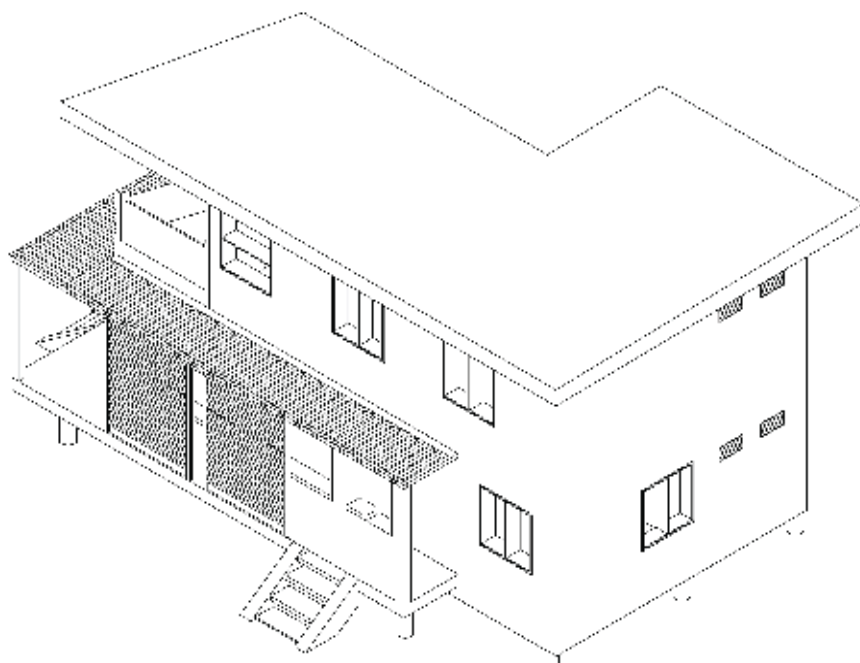
*Osb*



*Light Straw Clay*



*Styrodur*



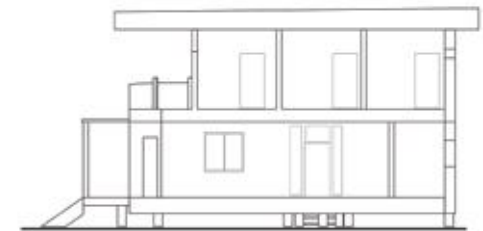
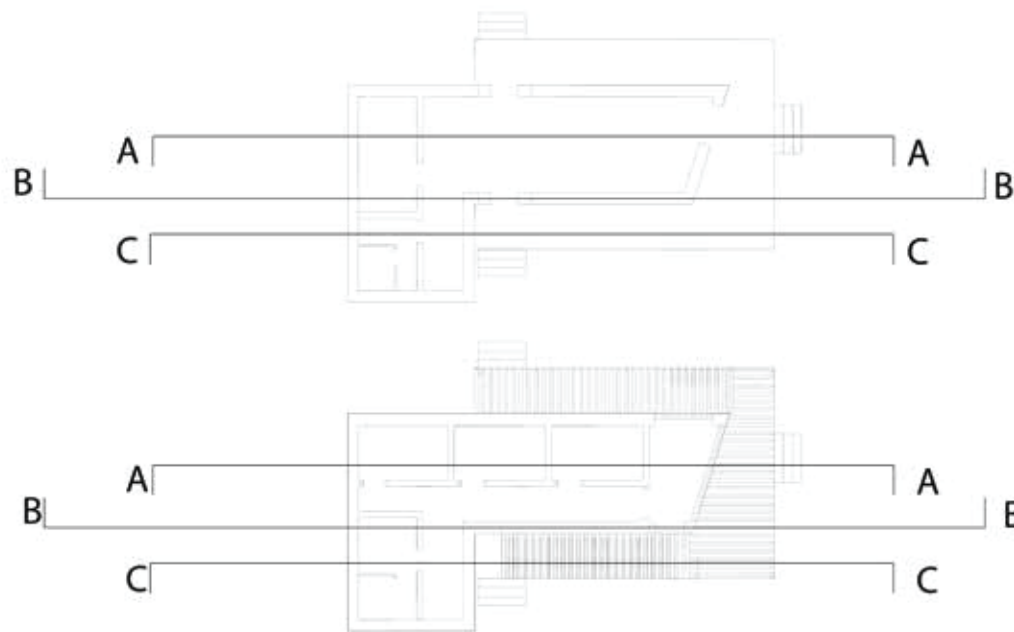
## PROJECT

The pre-existing situation did not allow accessibility from the lake, although it is highly popular among rowers. By creating a public deck the connection is possible.

As a compound for rowers, an additional semi-public deck was also installed, allowing also small motoric jets. This was important, so the rowers could get back to their camp site / housing easily after practise. Since their main complex is on the North side of the lake, quite far from the site, now they can easily reach it by bike along the bicycle path or even by kayak / canoe.



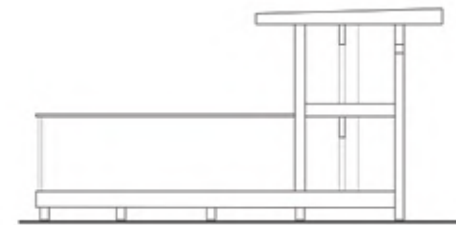
# Section - Elevation



SECTION A - A



SECTION B - B



SECTION C - C



Elevation



WEST ELEVATION



SOUTH ELEVATION



EAST ELEVATION



NORTH ELEVATION

# Section



## Sustainability



SUMMER DAY



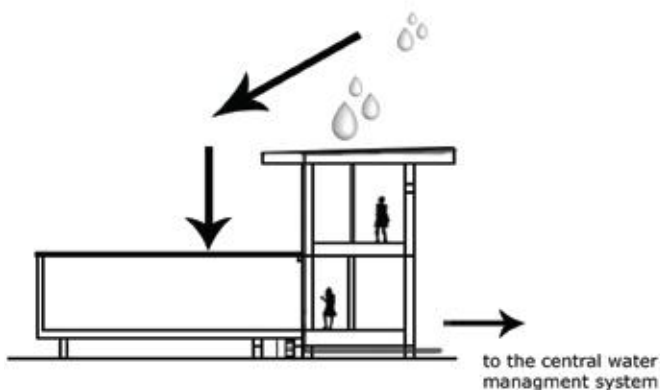
WINTER DAY



SUMMER NIGHT / VENTILATION



WINTER NIGHT / HEAT TRANSFER

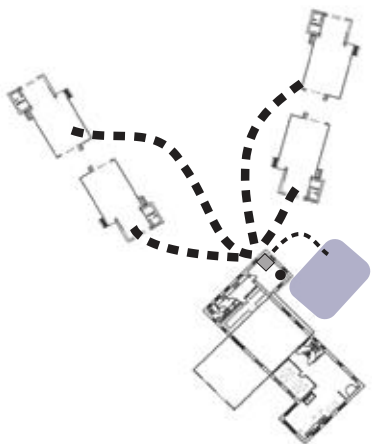


## ORIENTATION

Building are placed along the pre-existing geographical, and circulation patterns. The housing units are placed in two different orientations. At both cases the largest openings - in living room - face West, and are shaded with an additional wooden structure. The panels of the structure are sliding ones. So they allow manual operations, maximum shading in summer days, and no shading at all, when sun is necessary, in winter days. Windows are heat resistant, double-glazed.

## SYSTEMS

In each module, and service building, there is an off-grid system with integrated energy, water and waste systems. The roofs of the units collect rain water, then transmit it to the central tank, that can be found under the pavement of common space building, near the service room. This water is later re-distributed to the modules. By centralizing the process it is easier to maintain, monitor, and ensure maximum efficiency.

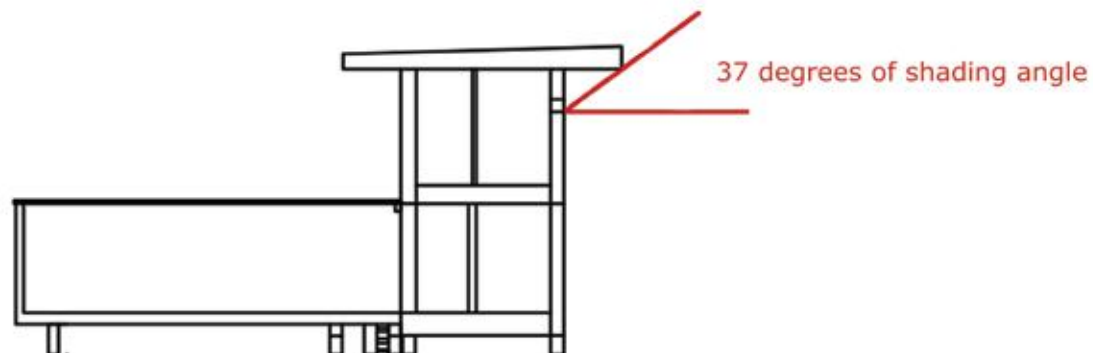
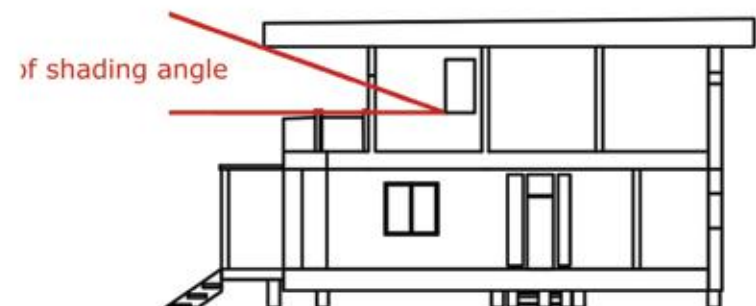
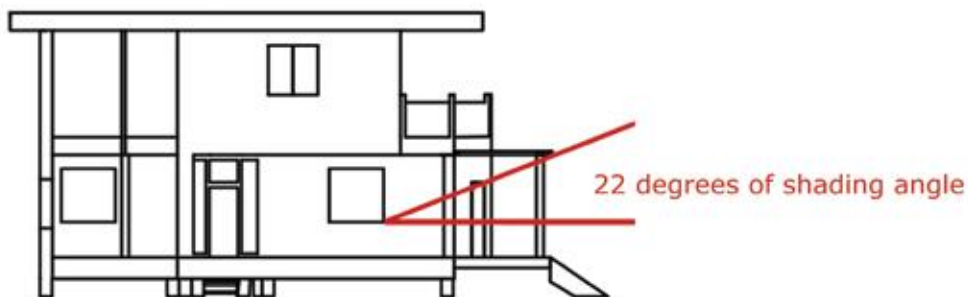
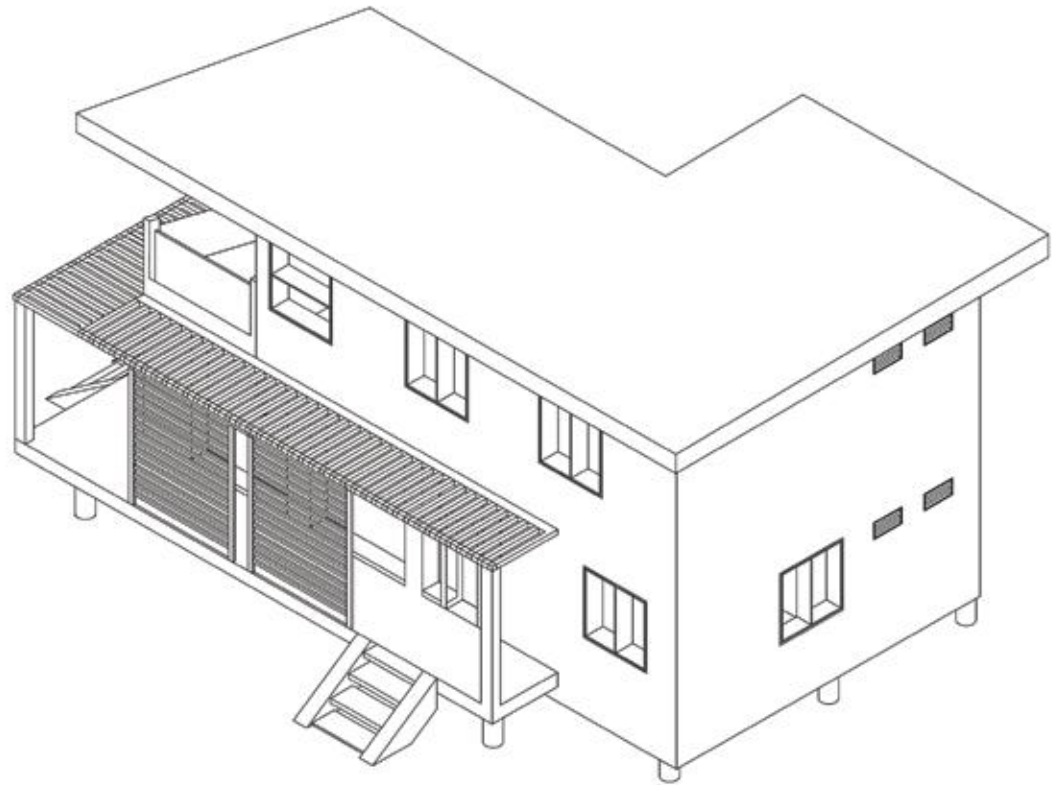




# Section

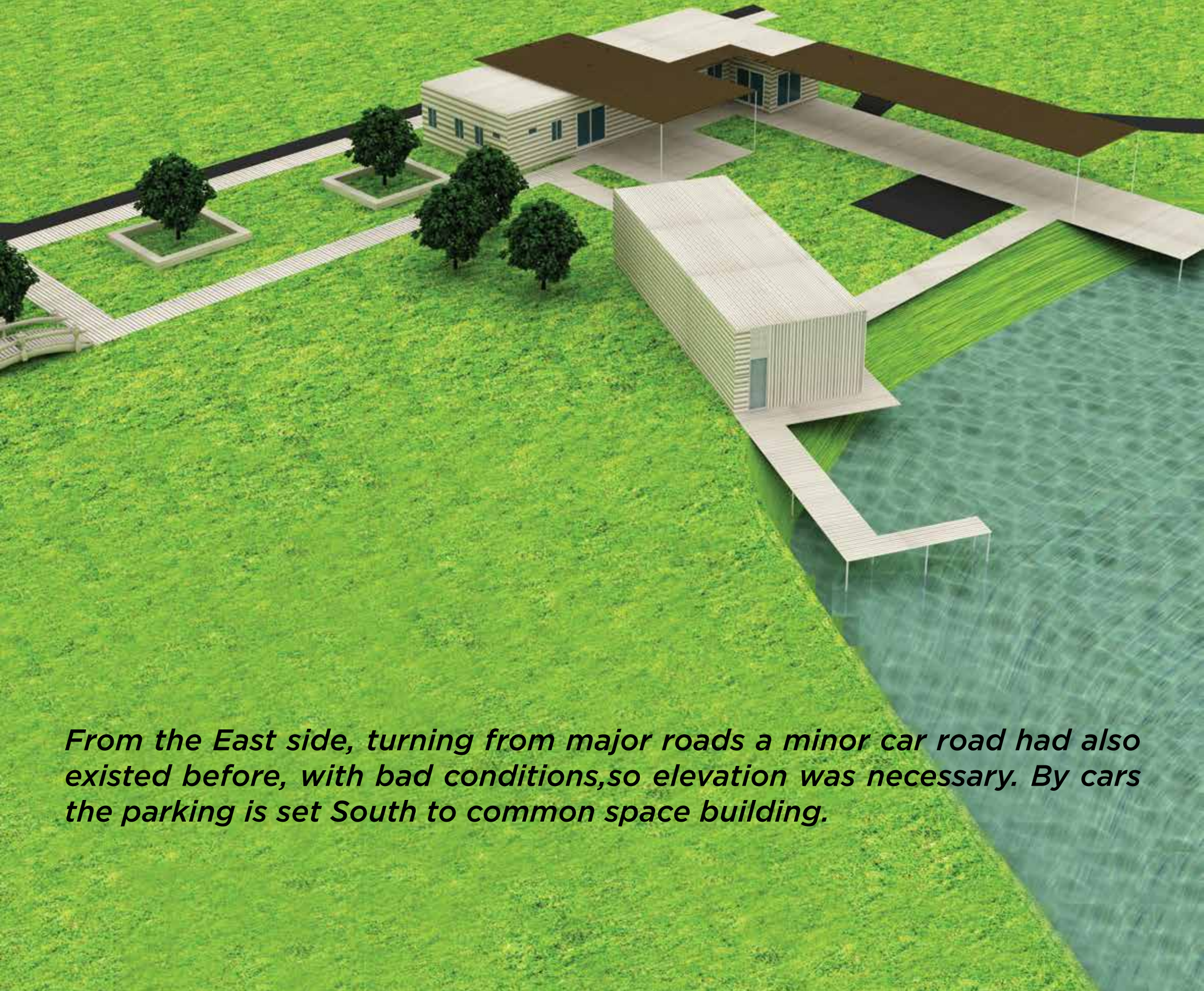
## MATERIALS

Materials that are recycled and/or recyclable will be used where it is possible, or available as timber, straw-clay insulation, etc. The housing unit is elevated, allowing air to circulate underneath. For holding the load of the house metal strips were necessary.





# Renders



*From the East side, turning from major roads a minor car road had also existed before, with bad conditions, so elevation was necessary. By cars the parking is set South to common space building.*



# Renders

Starting from this public building a semi-public path creates connection with residential units. These units are private, connected to other circulation paths by a private minor walk way.

The main aim was to regenerate the connection of the site with the surroundings, as lake, car roads, and the bicycle path, that continues around the whole lake.





# Models



*Balsa*



*Corrugated Cardboard*



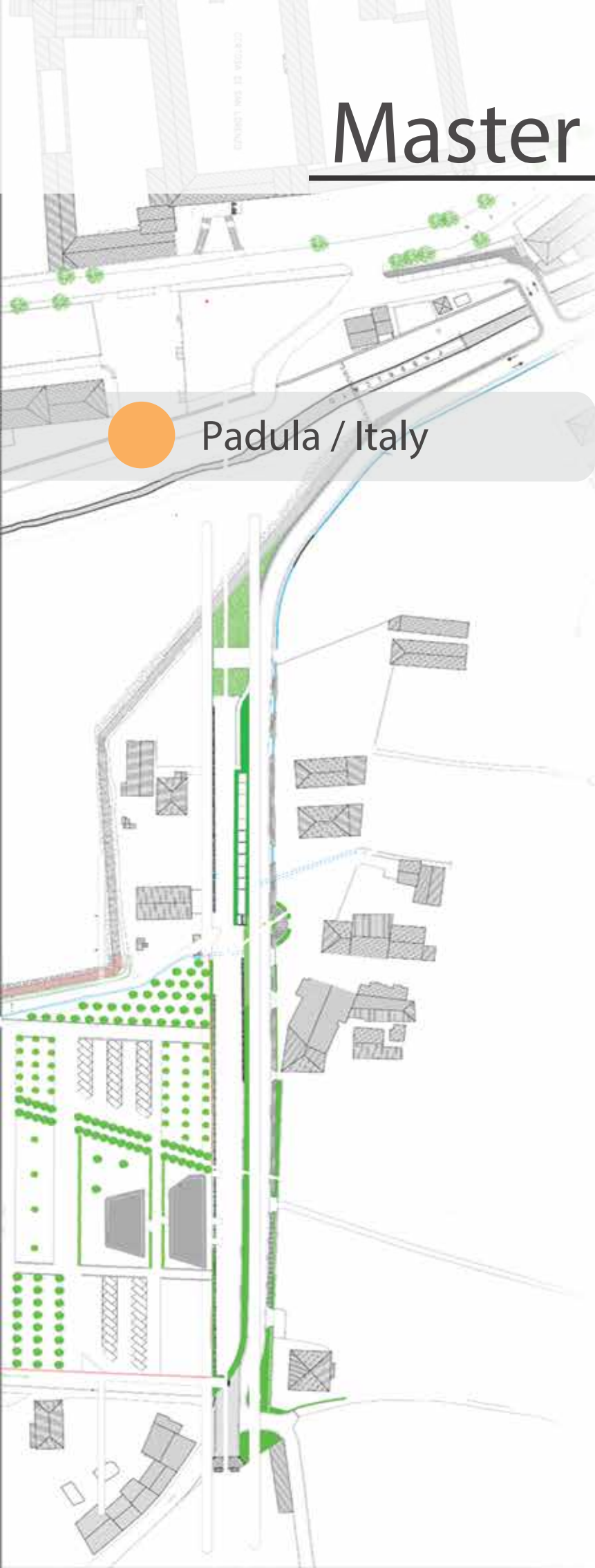


# **PADULA PROJECT**

*Year 2013*

*Place PADULA, ITALY*

# Master Plan



Padula / Italy



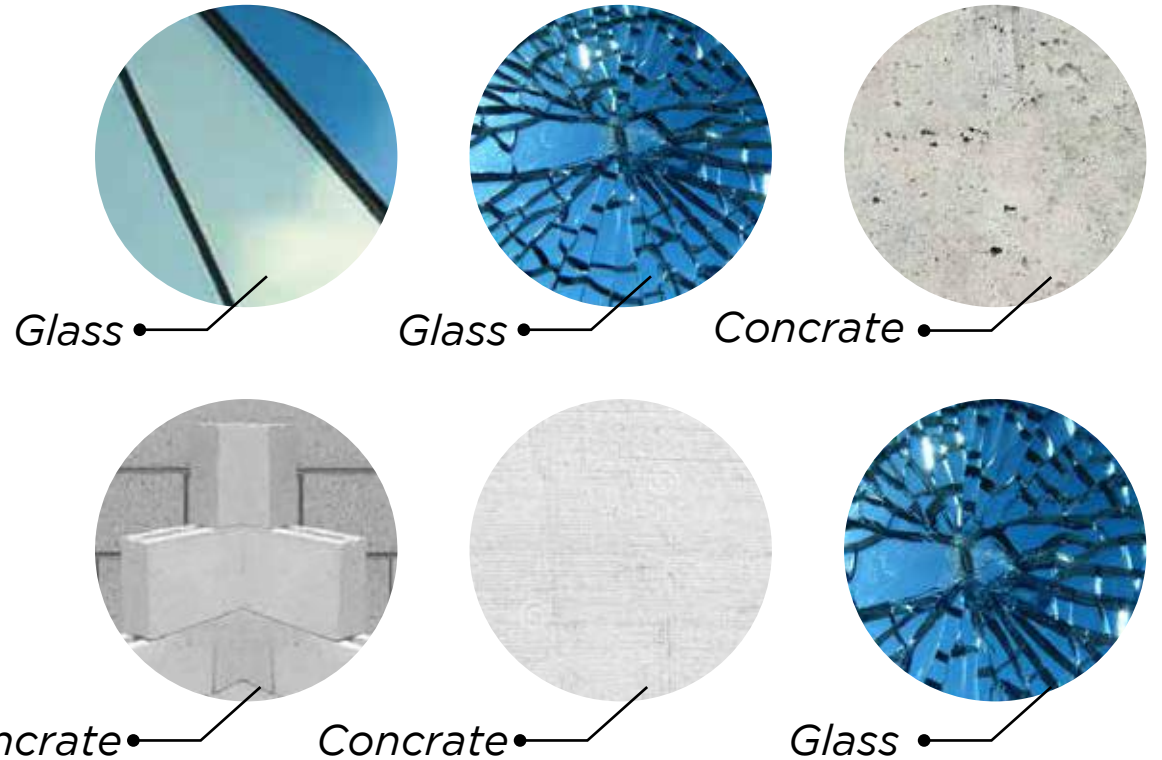
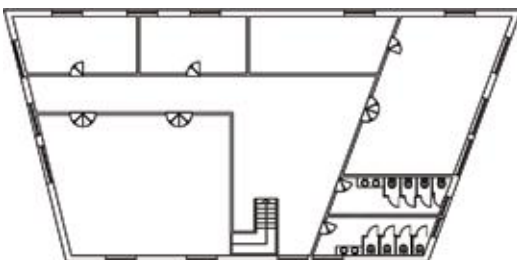
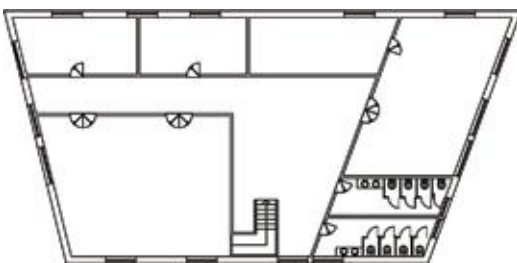
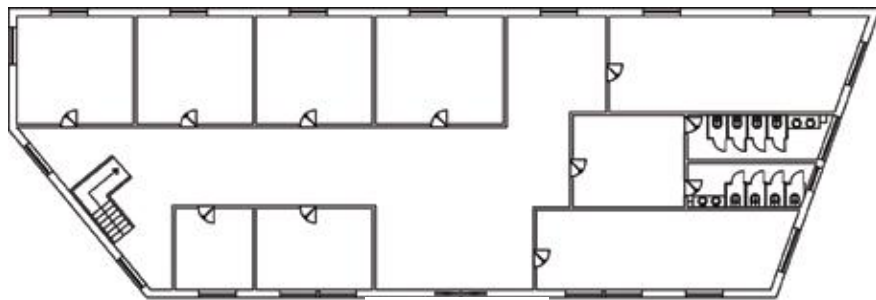
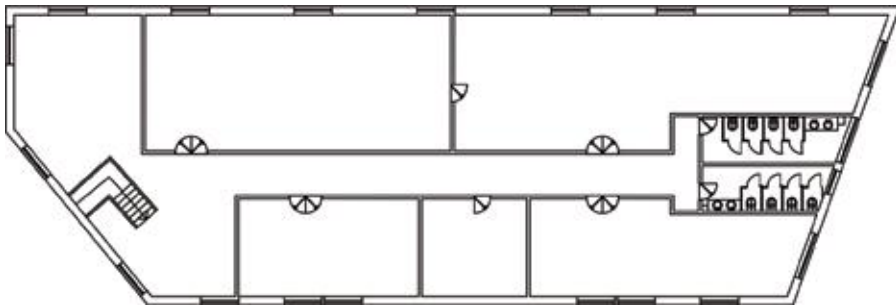
## PROJECT AIM

The main idea of the project was to use the landscape and the axes that already existed in the area and gather the monuments in the surrounding area. The main axes which one of that connects the "Certosa di Padula" and the other important monumental places along the "horizontal" road and other one is on the right side of the area; another way to access surrounding. By the existed landscapes ; the river on the left, the road on the right, the path continues along the area as a continuous of the other path, a straight, horizontal road in front of the area and the same at the back.



# Plan

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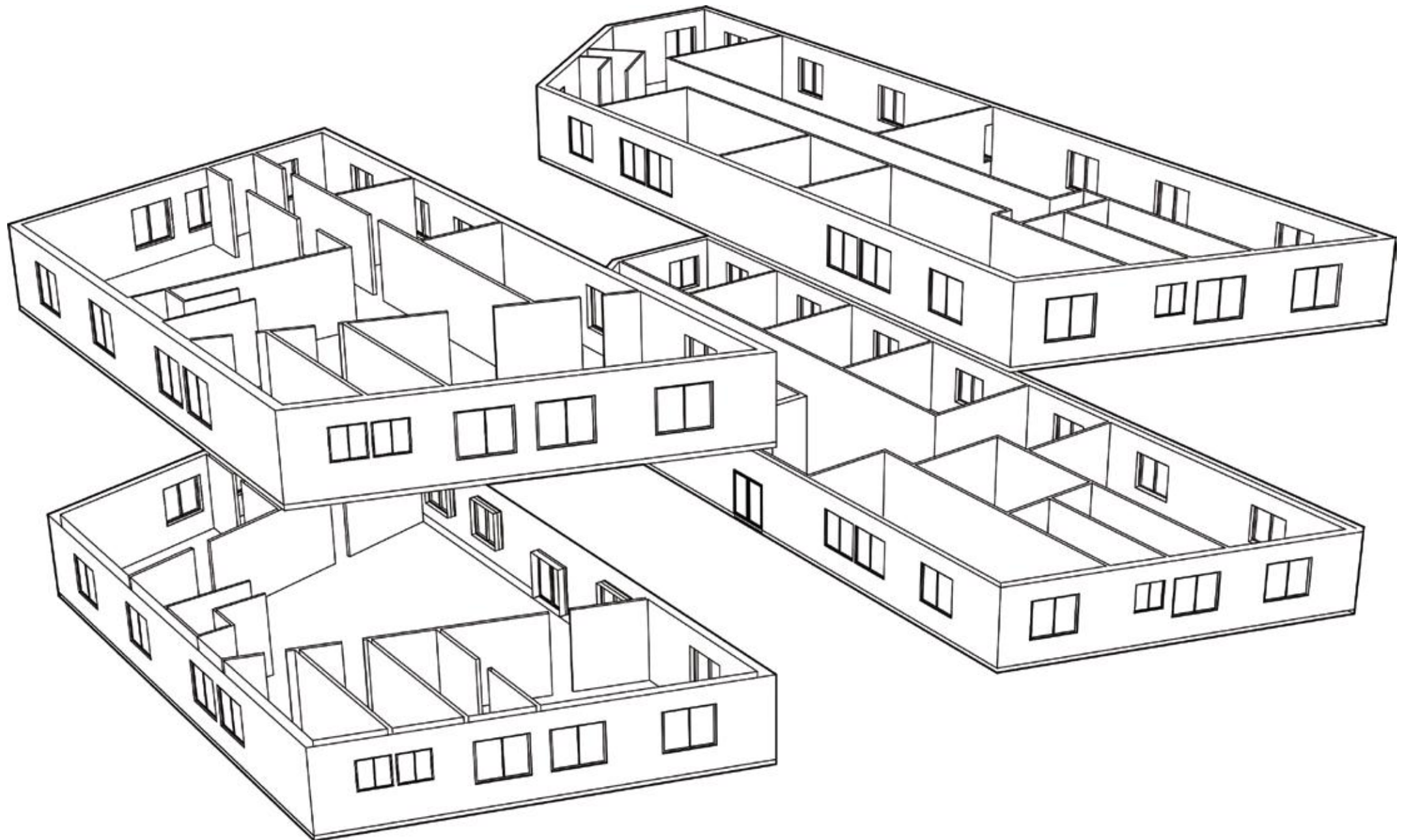
## PROJECT

---

After analysing surroundings, open spaces, monumental areas, specially "Certosa di Padula" and its' importance for the environment I decided to use two-both roads which are next to the given area. Also decided to use the already existed "path" accross the street and continue that in the area to create harmony between the area and the surrounding. Landspace was so important as I realised. First step was to deciding where to put buildings. Two buildings should be the best to underline the functions of the different buildings. Also as one building on the higher terrain counter lines; the other one on the back should not be seen. So the view would be just "linear". So I seperated them and gave them different functions. Not to be affected from the slop also to use high parts as open spaces should create better harmony and fresh. I copied the existed axes around the area and I used them to creat new ways and the shapes of the buildings.

# Section

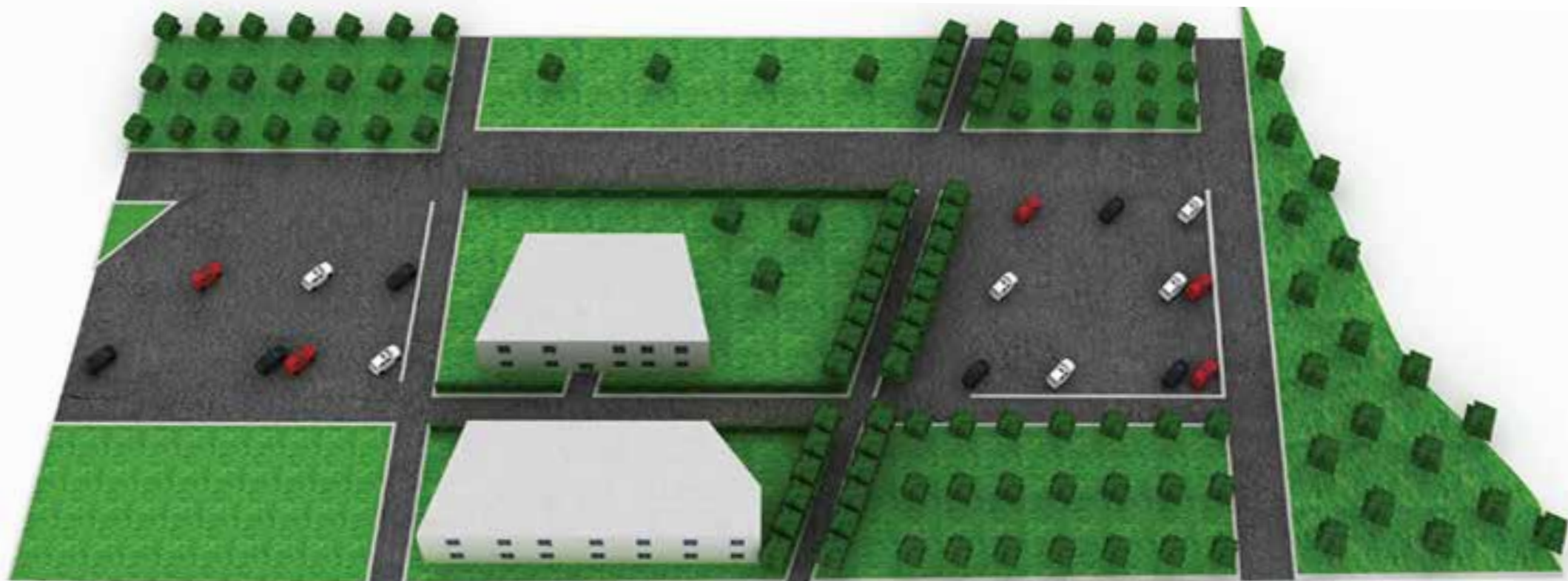
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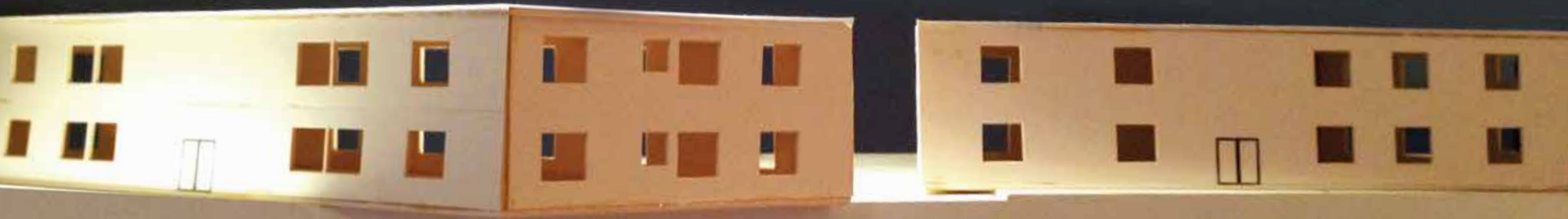
# Render

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# Models

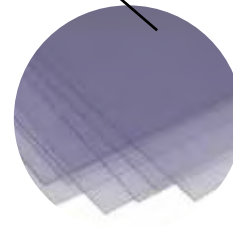
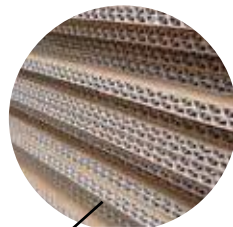


*As a creation of the harmony I decided to create the ways by using the same next to the area and decided to have 2 new ways which are one near the buildings to reach easily, one on the other side of the buildings, to access autoparks and the buildings easier.*



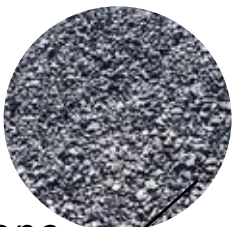
Asetad

Fotoblok



Corrugated Cardboard

Plaster Board



Concrate

Balsa

Small Stone



An aerial, high-angle photograph of a brick manufacturing facility. The image shows a vast yard filled with hundreds of stacks of bricks. Each stack is neatly arranged in a grid pattern on wooden pallets. The perspective is from directly above, looking down at the stacks, which recede into the distance, creating a strong sense of depth and repetition. The bricks are a uniform reddish-brown color, and the overall scene is one of industrial scale and organized production.

# **MANTOVA PROJECT**

*Year 2012*


*Place MANTOVA, ITALY*



# Mantova Plan



Mantova / ITALY

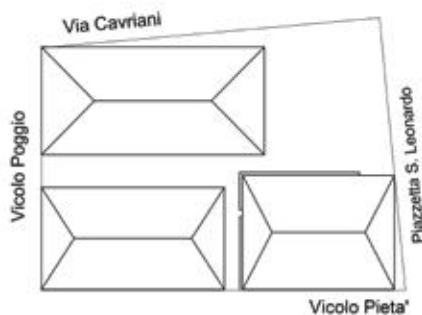
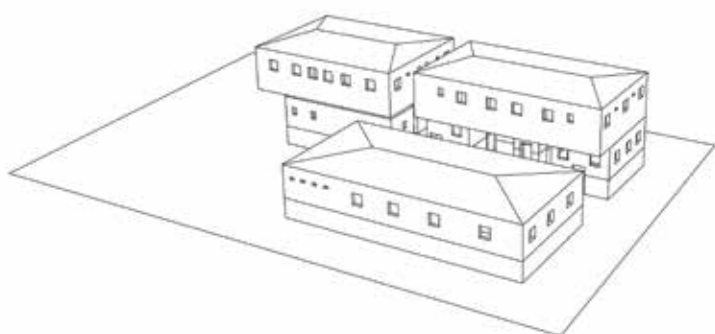


In San Leonardo, Mantova ; the buildings and the streets don't have particular "geometrical shapes". There is no piazzale, they are all next to each other and it procreates needs for some open spaces in front of the buildings. There are mostly no direct connections, there are so many corners in the streets and it helps to realise the main entrances and main axes. There are some properties of the city which need to continue by the residential; the city is not flat, it's rough and that's why mostly height of the buildings are not the same. In Mantova, due to the construction of the building at different times, there are no harmony between the buildings. They are mostly different from each other and separated. They also have different properties as structure. There are no geometrical piazzas in front of the buildings and because of this there are all narrow and closer streets. The height of the city is not flat; it causes different levels of buildings.

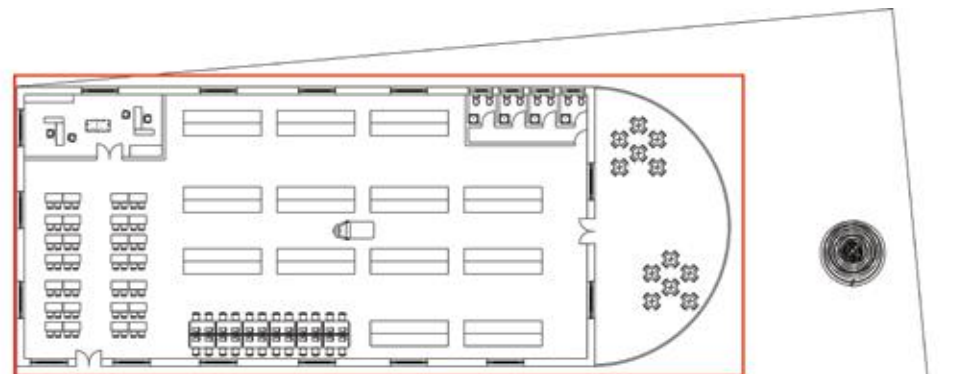


# Plan

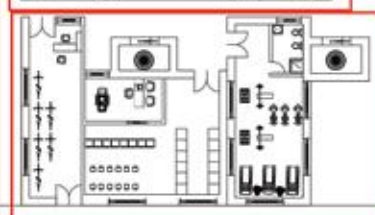
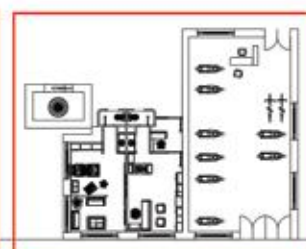
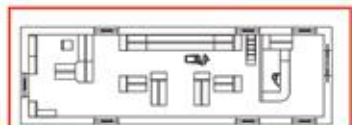
## Main Plan / Build Area



BUILDING 1



BUILDING 5

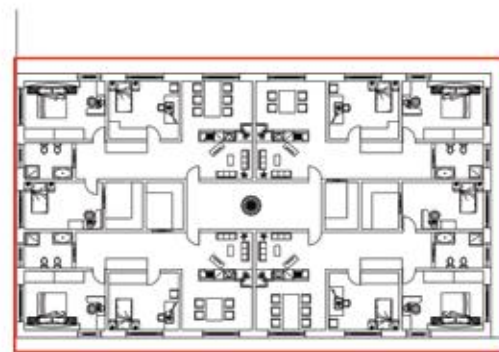


BUILDING 2

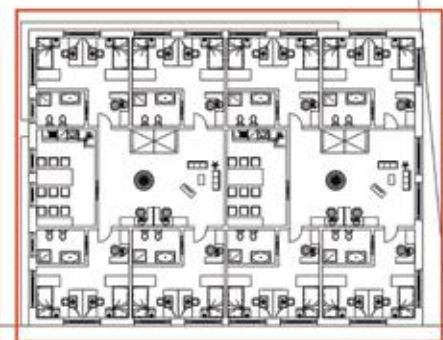
BUILDING 3

BUILDING 4

BUILDING 6

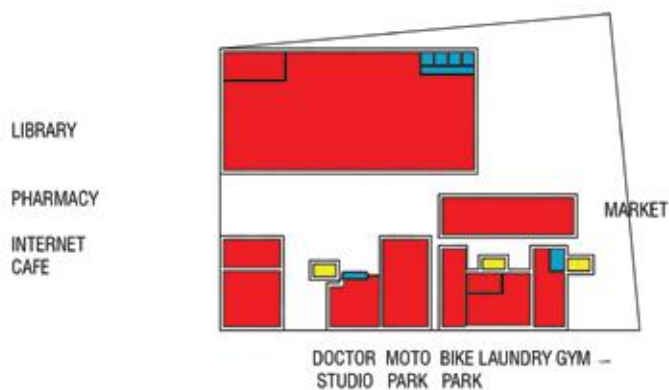


BUILDING 7

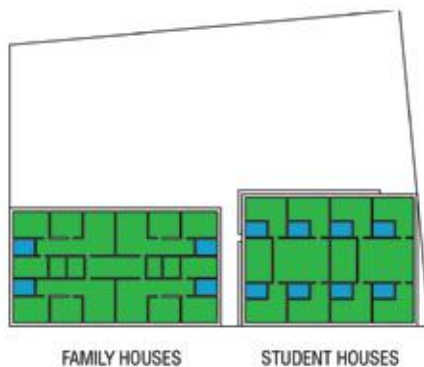


## Private and Public Spaces

GROUND FLOOR PLAN

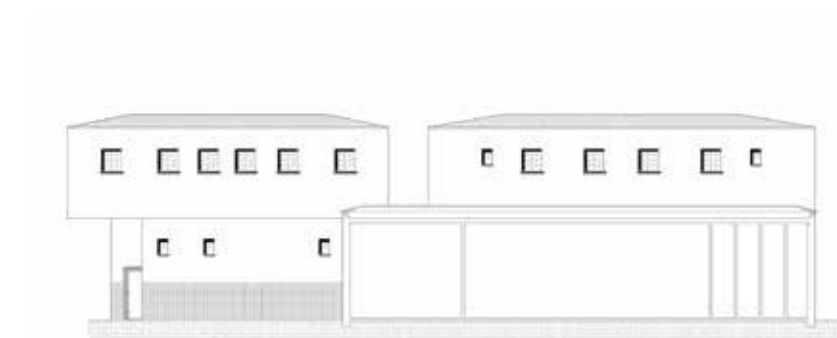


FIRST FLOOR PLAN

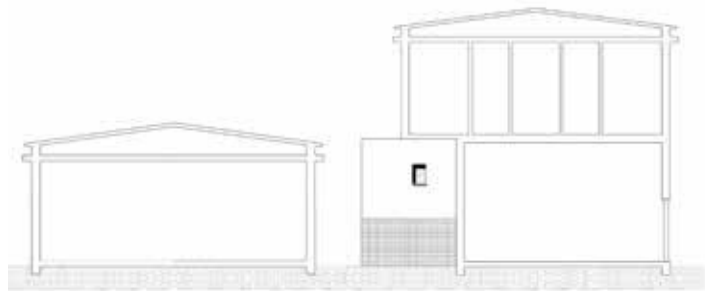


- PUBLIC SERVICES
- RESTROOMS
- STAIRS
- RESIDENTIAL AREA

# Section



Section A-A



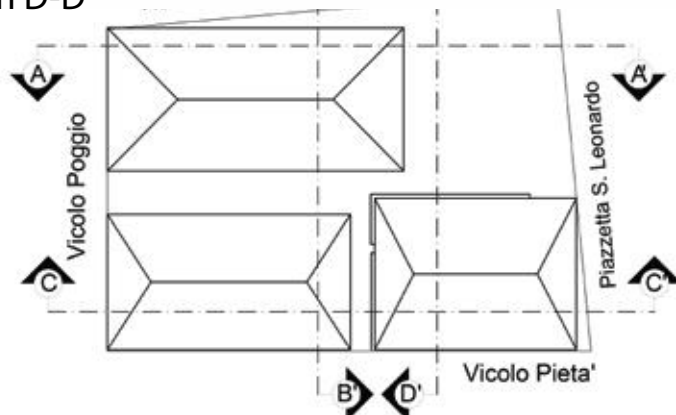
Section B-B



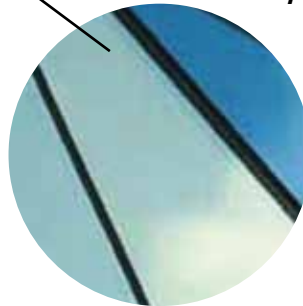
Section C-C



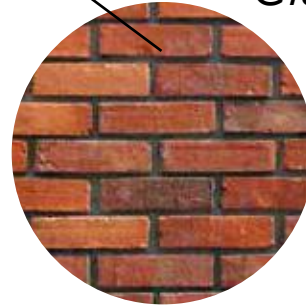
Section D-D



Glass



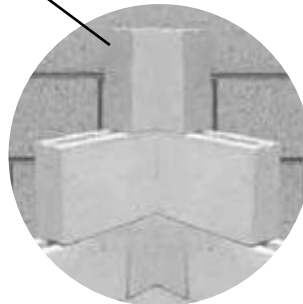
Tile



Glass



Concrete



Wooden



Wooden Roof



## PROJECT AIM

The main aim of the Project was to use the shape of the surrounding area which is "not geometrical" and to continue this irregular shape as a concept by using the rules and properties of the city.

In San Leonardo zone, there is a church which is close to the given area and important for that location. The area, which is in front of the church does not have a particular "geometrical shape". I tried to continue this property and created a new piazza which is again irregular as shape. Through the modern sculpture; new piazza is underlined and new-old monuments (sculpture and church) came together and created a new harmony.

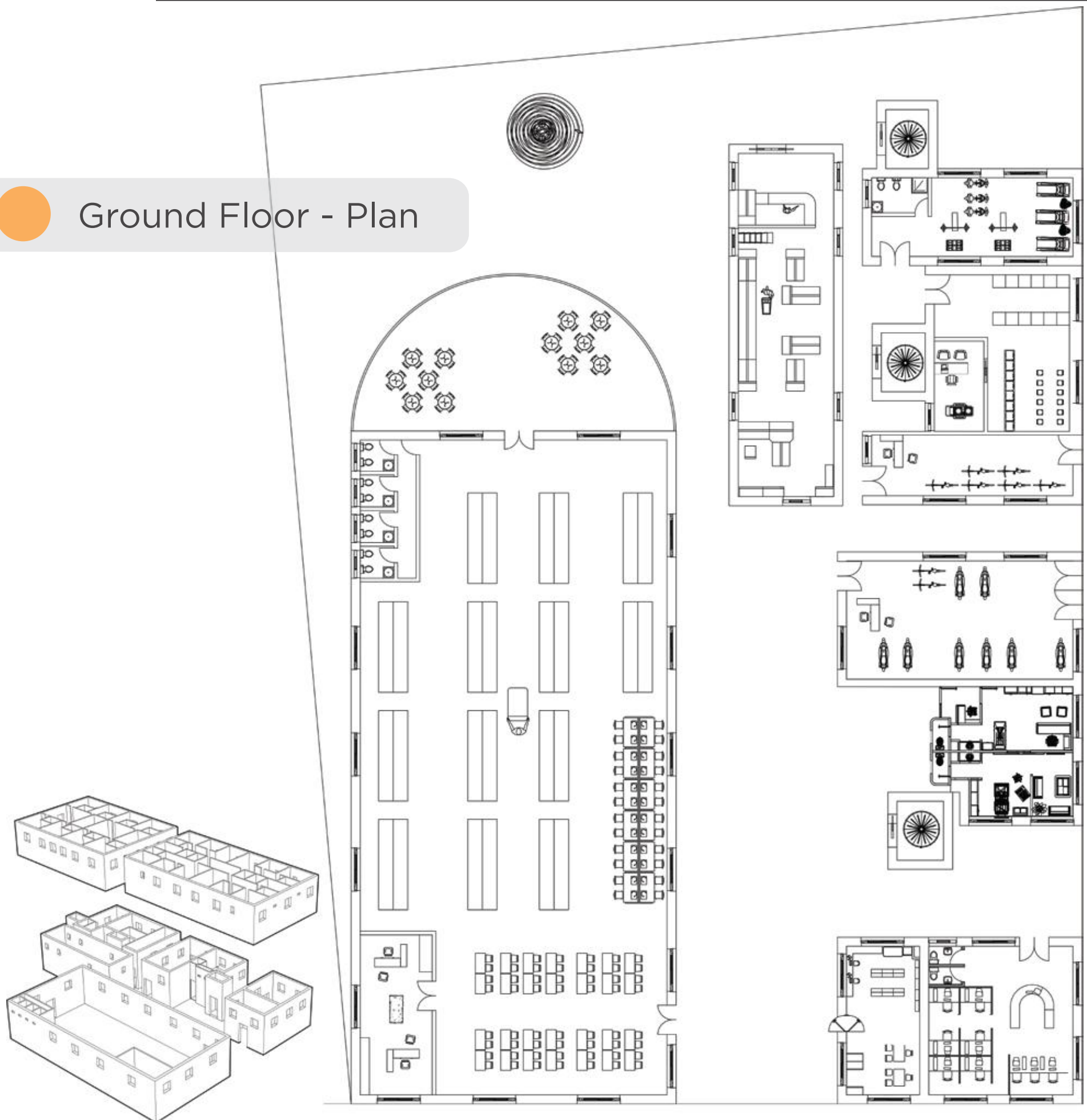
In the project the height of the buildings are not the same. While the library has just one flat, others have two but also they're separated from each other as inside. The open spaces creates a connection between church and the given area and the 'modern' sculpture makes a new harmony between 'old city which is already existed and new'.



# Plan



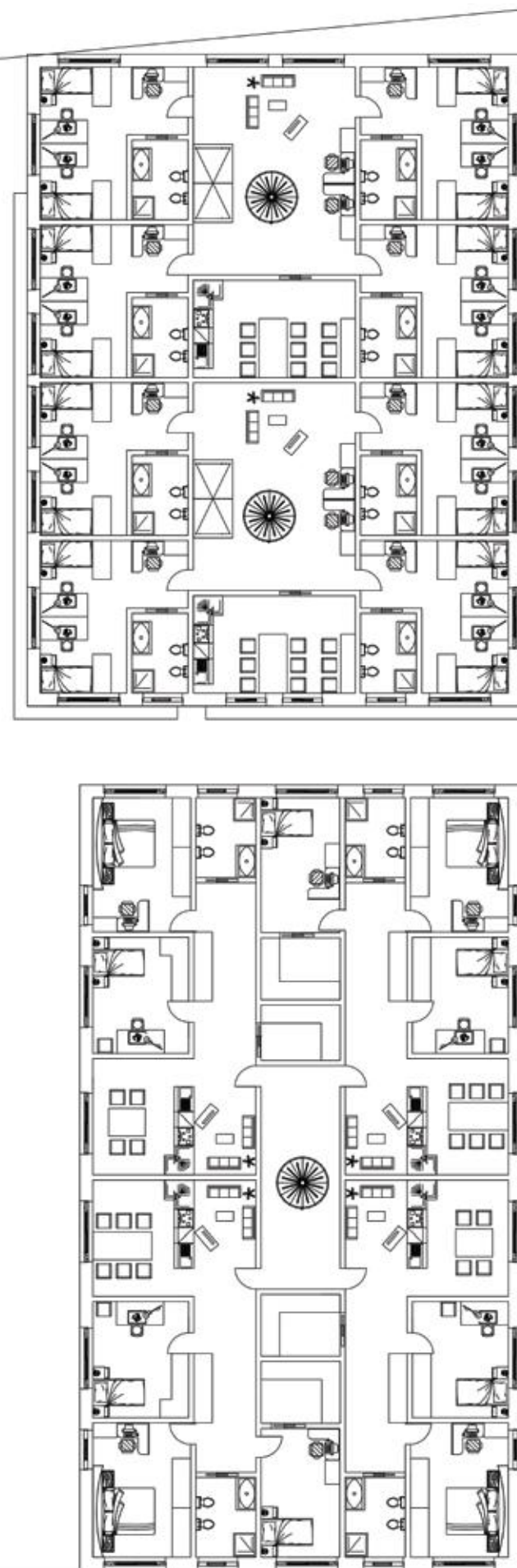
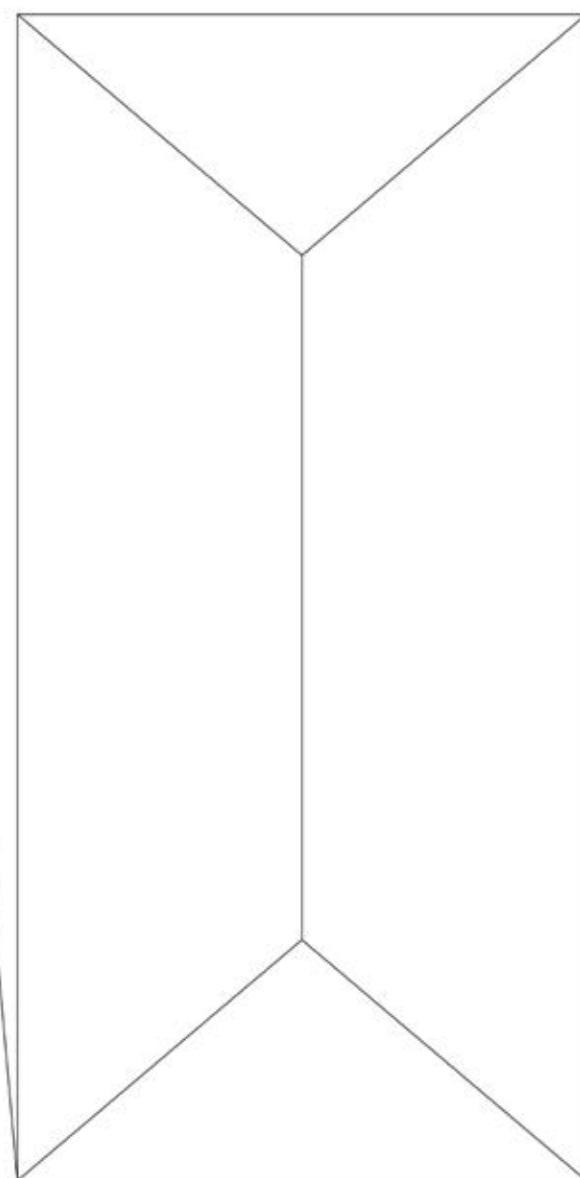
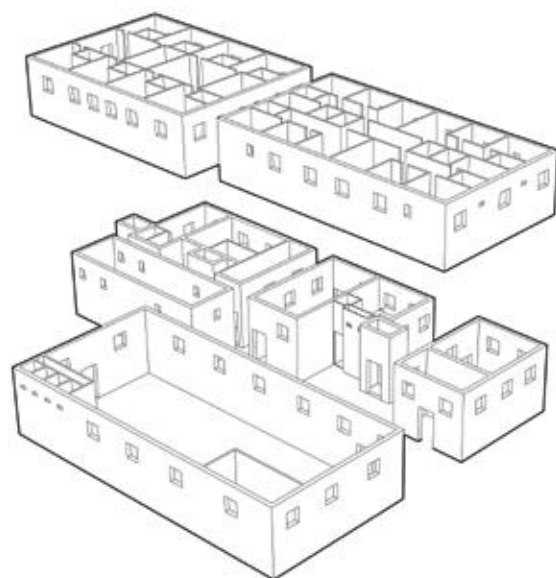
Ground Floor - Plan



# Plan

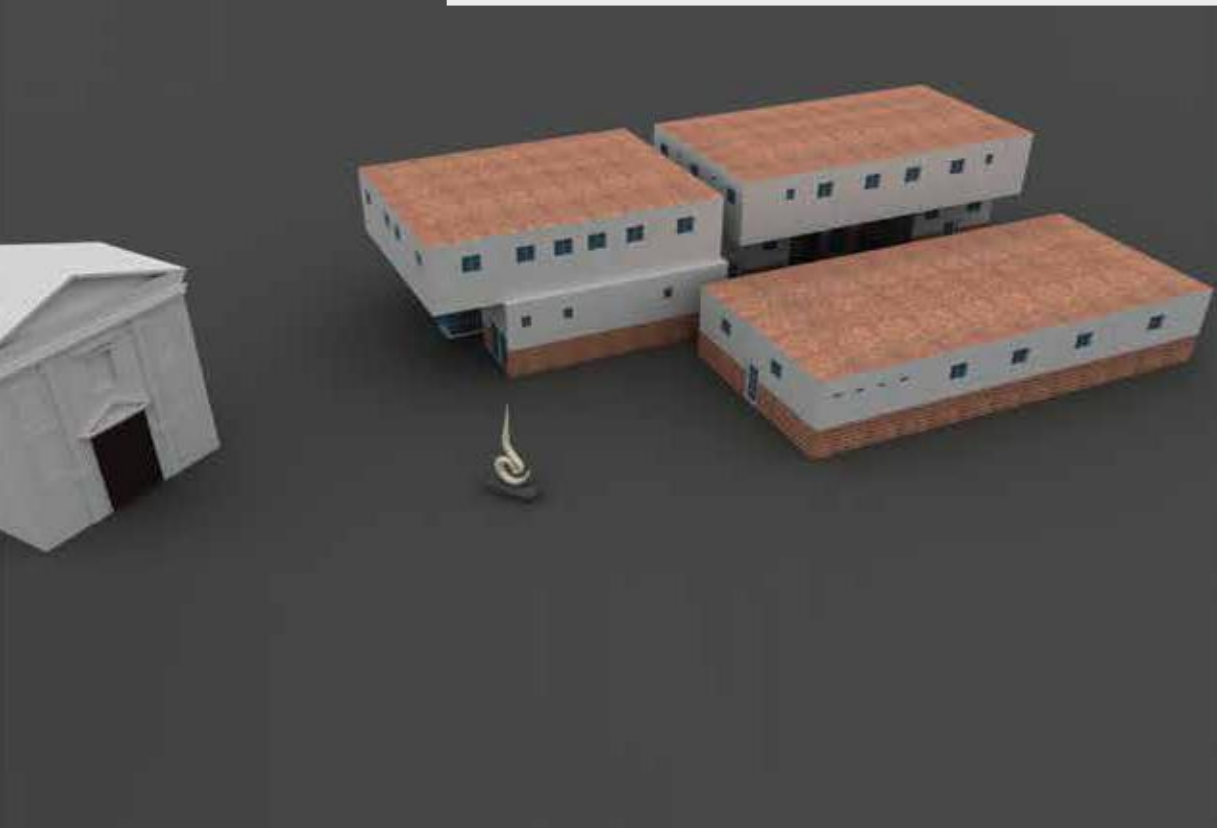


First Floor - Plan





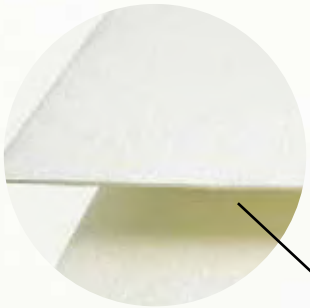
# Renders



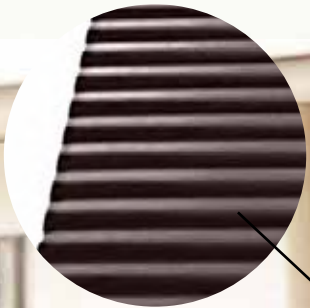
## RENDER

Inside the buildings, they're all separated due to their roles. The public places are on the ground floor to be able to be accessed and residential areas are on the first floor and separated- not to disturb each other. As we can see that there are no markets, internet cafes, laundries and libraries close to the area. These are all needs for the environment. That's why I preferred these public services and also these are most common and important ones for the needs.

# Models



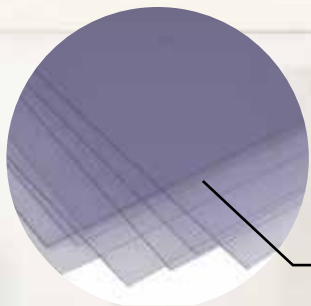
• *White Cardboard*



• *Plastic Cardboard*

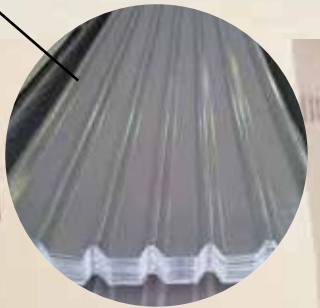


• *Balsa*

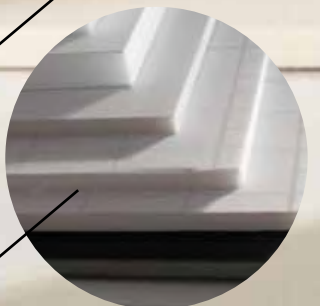


• *Acetate*

*Aluminium*



*Wooden Round Ball*



*Photoblok*



# Photos



SPAIN / Barcelona



GERMANY / Köln



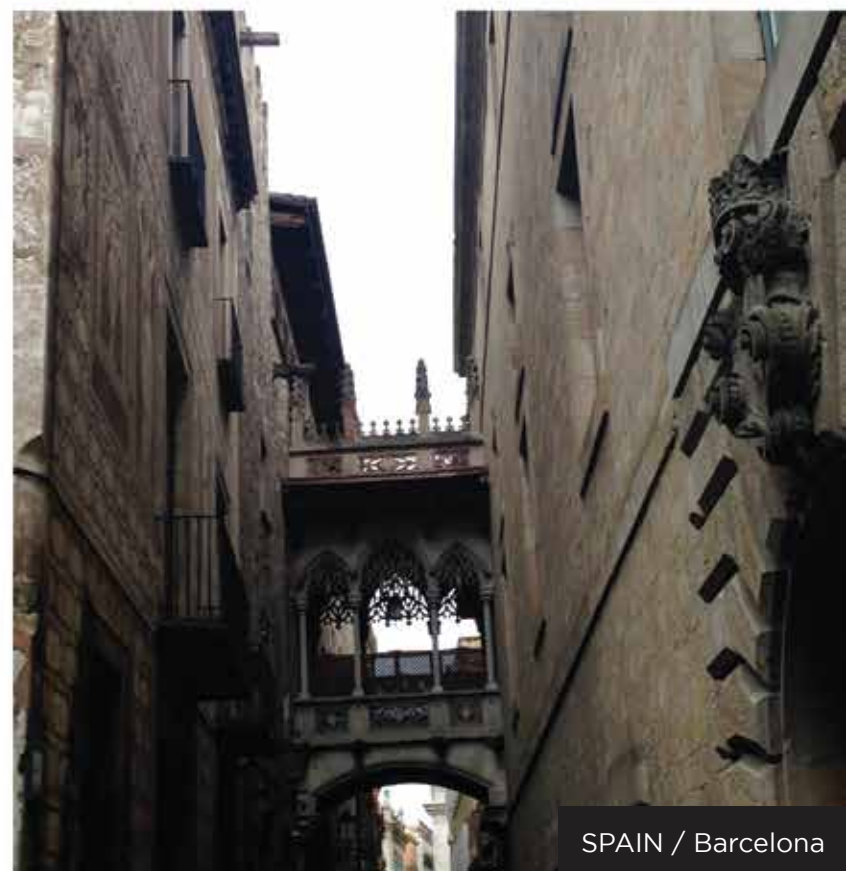
SPAIN / Barcelona



SPAIN / Barcelona

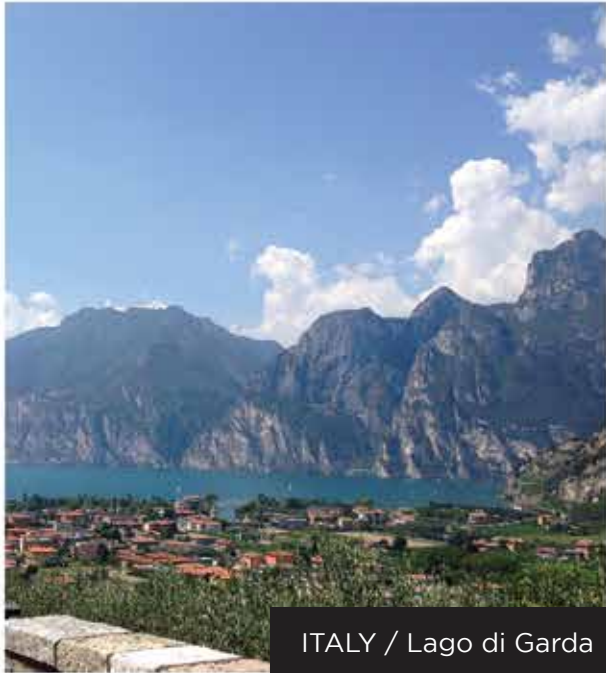


SPAIN / Barcelona

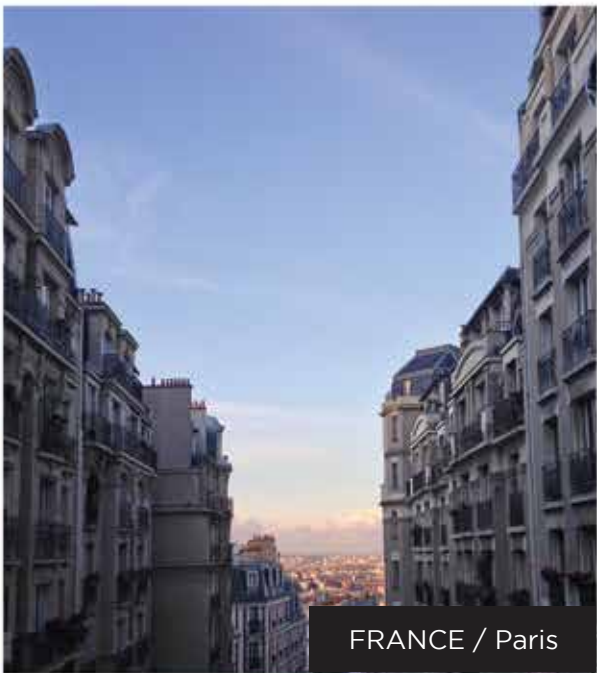


SPAIN / Barcelona





ITALY / Lago di Garda



FRANCE / Paris



HOLLAND / Amsterdam



FRANCE / Paris



ITALY / Florence



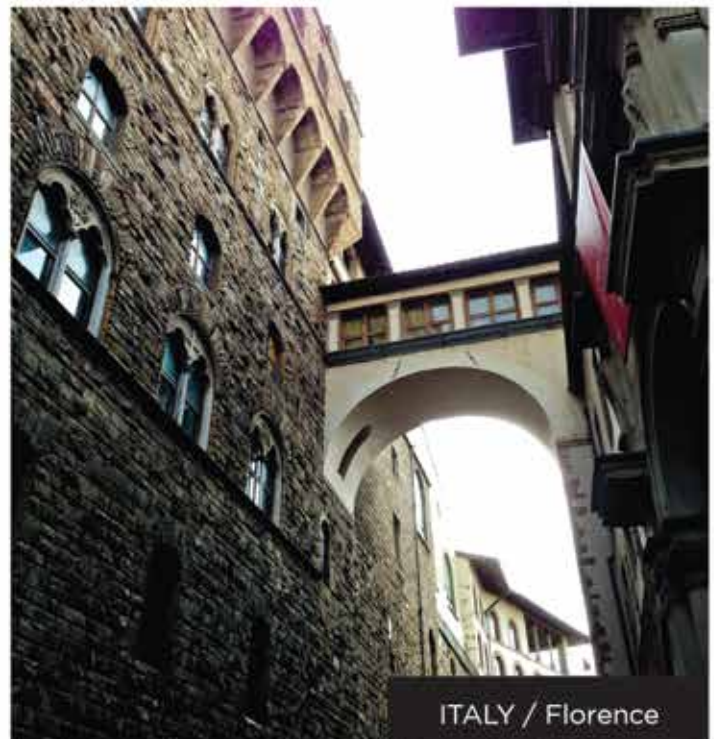
TURKEY / Pierloti



TURKEY / Pierloti



UNITED ARAB EMIRATES / Dubai



ITALY / Florence





TURKEY / Istanbul exhibition



ITALY / Rome



ITALY / Verona



ITALY / Rome



ITALY / Rome



PORTUGAL / Porto



SPAIN / Barcelona



AMERICA / San Francisco





HOLLAND / Amsterdam



AMERICA / Las Vegas



UNITED ARAB EMIRATES / Dubai



TURKEY / Ist.exhibition



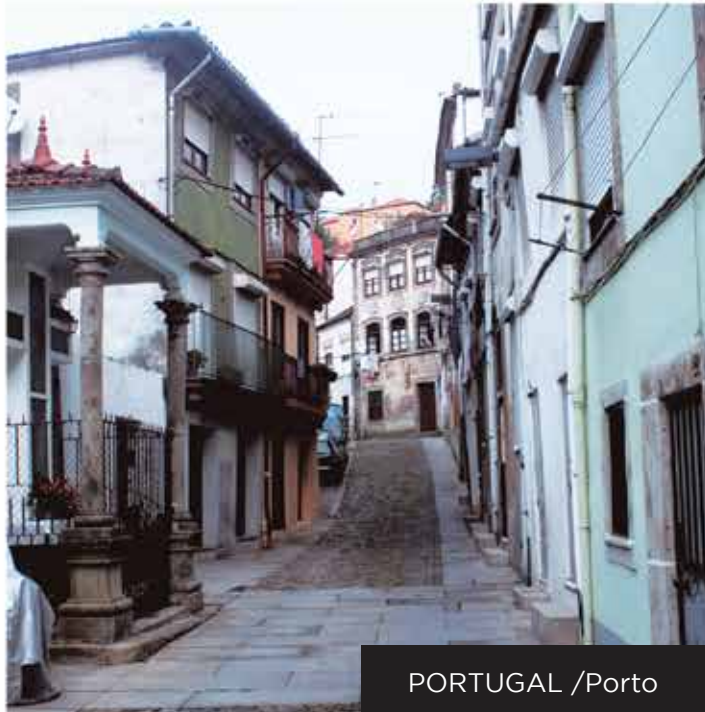
HOLLAND / Amsterdam



HOLLAND / Amsterdam



ITALY / Venice

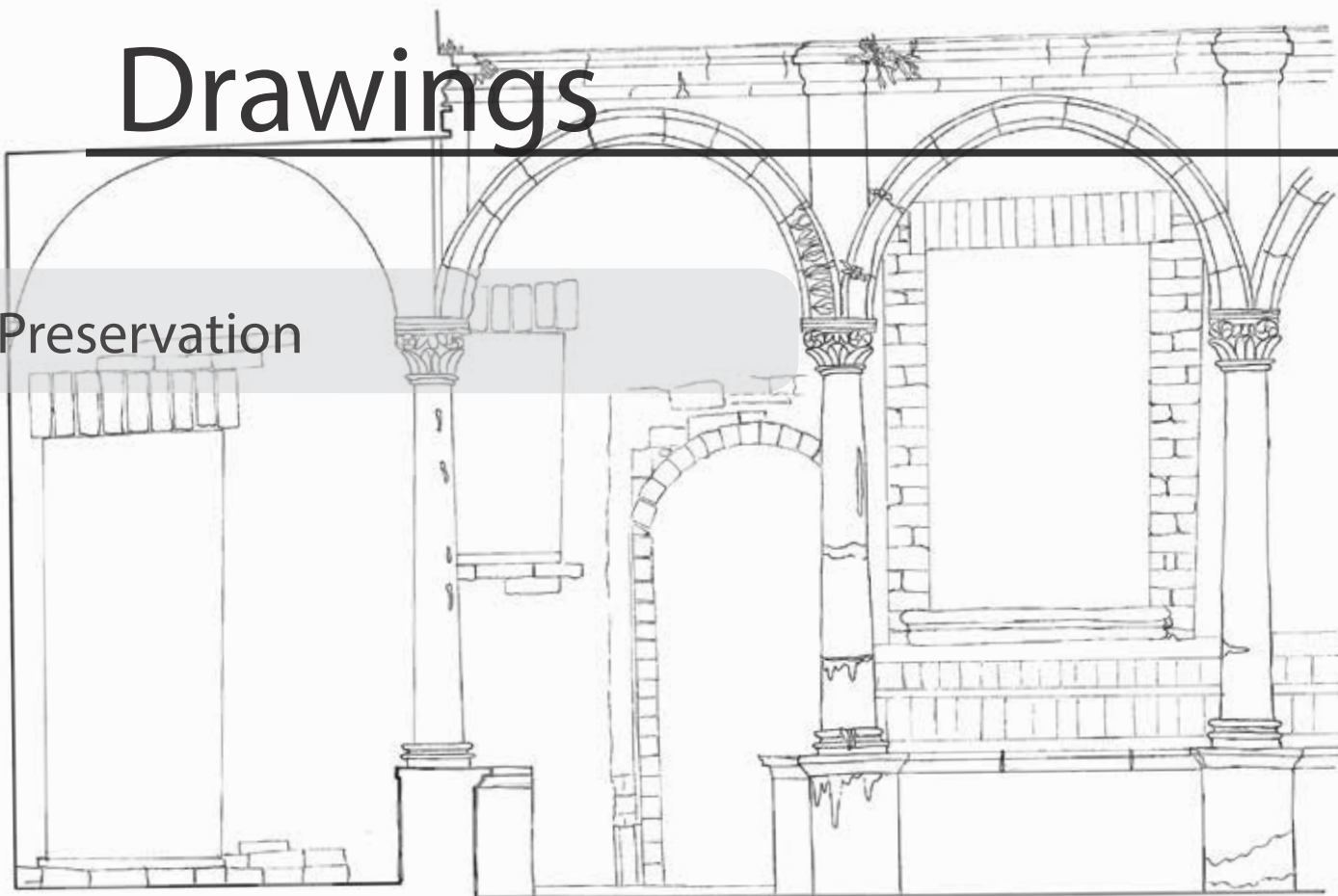


PORTUGAL / Porto



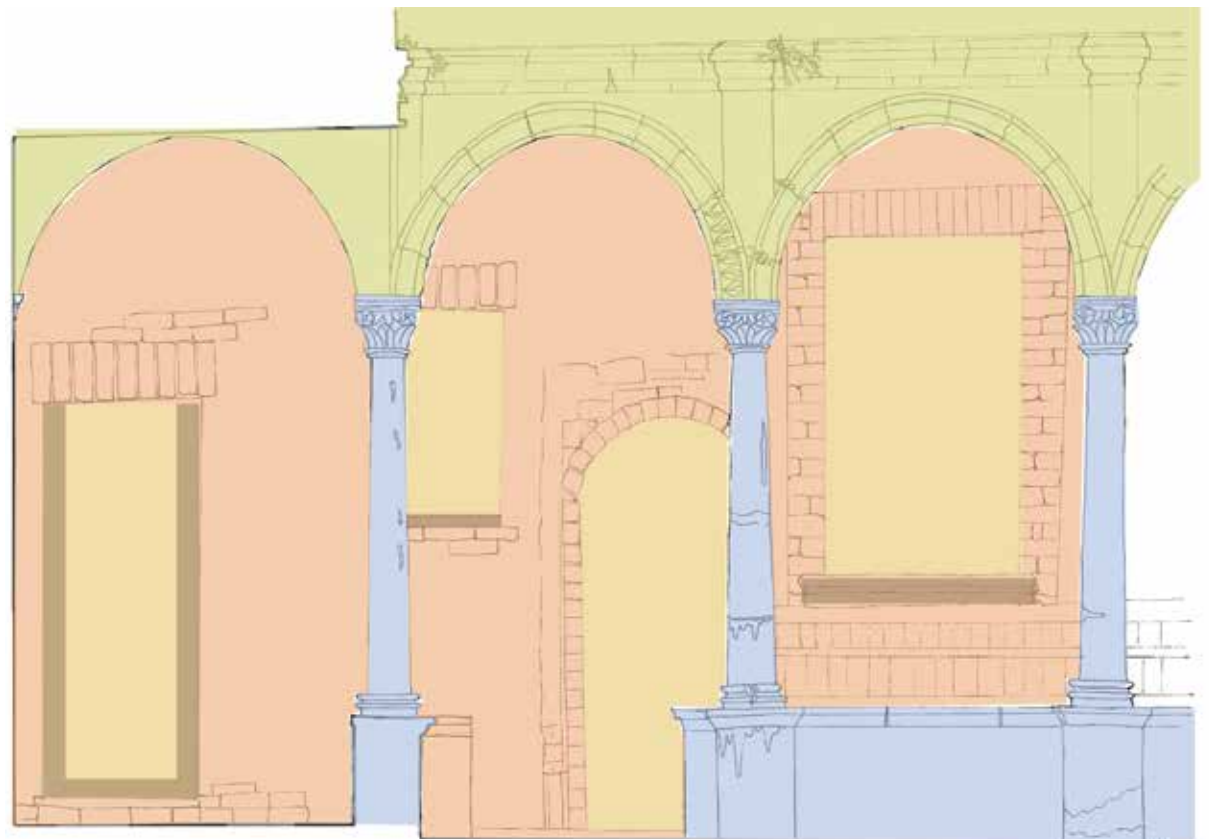
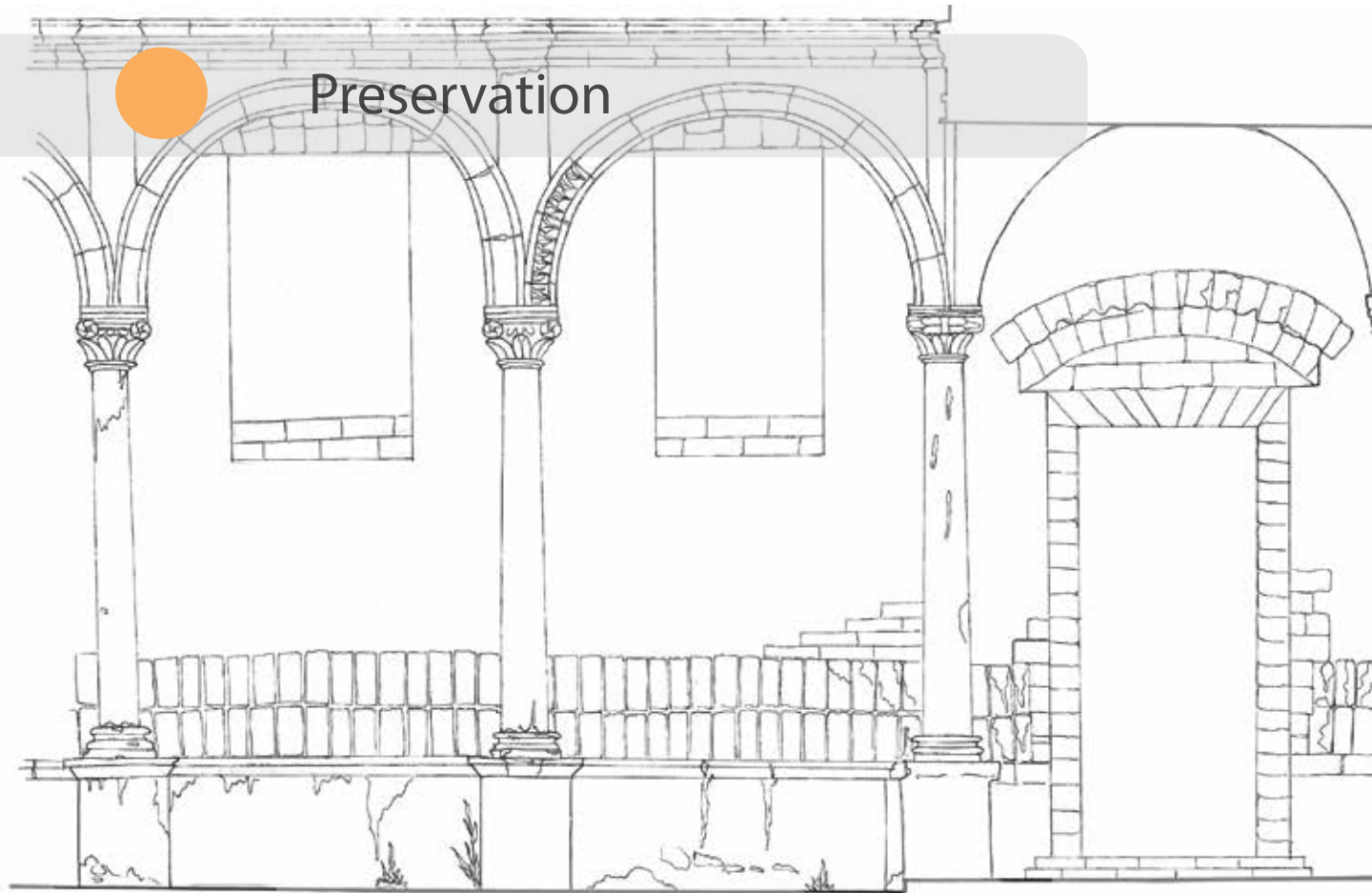
# Drawings

Preservation





# Drawings





# Drawings

