

ATANUR ANDIÇ

Curriculum Vitae

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WORK EXPERIENCE

Teaching Associate, Teaching Assistant, and Research Assistant, School of Arts, Technology, and Emerging Communication, University of Texas at Dallas, 2018 - present.

Graduate Assistant, Design, Technology and Society, Graduate School of Social Sciences, Özyeğin University, 2017 - 2018.

Research/Teaching Assistant, Visual Communication Design, Faculty of Communication, Kadir Has University, 2017 - 2018.

Research/Teaching Assistant, Visual Communication Design, Faculty of Communication, Bilgi University, 2016 – 2017.

EDUCATION

Doctorate of Philosophy. Arts, Technology and Emerging Communication. University of Texas at Dallas, Texas. Present.

Dissertation: *Politics of Making Things in the Construction of Publics*. Chair Kim Knight.

Examination fields: Design Publics; New Media and Interface Studies; Visual Culture and Museum Studies

Master of Arts. Communication Studies, Kadir Has University. Spring 2016.

Bachelor of Arts. Visual Communication Arts. Yeni Yüzyıl University. Summer 2014.

(Transferred) Bachelor of Arts. Visual Communication Design. Assumption University.

FELLOWSHIPS AND AWARDS

Nominee, UT Dallas President's Teaching Excellence Award. 2020-2021.

Betty and Gifford Johnson Travel Award. 2020-2021.

Graduate Fellowship, University of Texas at Dallas. 2018-2021.

Graduate Fellowship, Özyeğin University, 2017-2018.

Travel Award, Kadir Has University, May 2016.

Graduate Fellowship, Kadir Has University, 2012-2014

PUBLICATIONS IN PROCESS

Sustainability in the Documentary Filmmaking in Turkey. (with Dr. Metin Çavuş). Forthcoming.

Making Things in the Narrativization of Pastness. Forthcoming.

ADDITIONAL ONLINE WRITING

Our Technology Is Little Shy. Fashioning Circuits Lab. 2020 Spring.

INSTALLATIONS AND DESIGN

“Migrant Steps.” In collaboration with Fashioning Circuits. Technical Specialist. Present.

“Handwashing Karaoke.” In collaboration with Fashioning Circuits. Project Coordinator, Technical Specialist. Spring 2022.

“Stitch n’ Glitch.” In collaboration with Fashioning Circuits, SP&CE Media, Feminist MakerSpace, and Studio for Mediating Play. Project Designer. Exhibited at ATEC Celebration. October 2018.

“The Review: A Chance-Based Journal Publishing Simulator.” Project Designer. Spring 2019.

“Wrong.” Award Winner at Tagore International Film Festival. Designer. Spring 2019.

“Digitizing Care.” Technical Specialist. In collaboration with Dr. Hong-And Wu. Invited art installation in the exhibition *Womensemble: Creating Female Subjectivity in Art*, curated by Ming Turner. Taipei, Taiwan: National Taiwan Craft R&D Institute Taipei Branch, 2019.

“Dis-orienting Fortune.” Project Designer. In the collaborative project “Words Matter.” Exhibited at HASTAC Conference. Vancouver. May 2019.

“Closed System.” In collaboration with Cansu Nur Simsek, Emre Tunçel, and 3Dörtgen. Invited art installation in the electronic arts and music festival Sonar Istanbul 2019.

“Excavating Web-Sites.” Invited art installation. Exhibited at ATEC. 2018.

“How the Other Half Invades.” Collaborative art installation. Exhibited at ATEC. 2018.

“Preserving Apprehension.” In collaboration with Cansu Nur Simsek, Emre Tunçel, and 3Dörtgen. Invited art installation in the electronic arts and music festival Sonar Istanbul 2018.

“Competences, Credentials, Actions: Blueprints for Designers’ Lifelong Learning.” Organizer and Technical Specialist. Bilgi University. 2018.

“Rethinking Heritage: A 3D Workshop & Exhibition Series.” In collaboration with Cansu Nur Simsek, Emre Tunçel, 3Dörtgen, Bilgi University, Blokart Space. Project Director. April 2017.

“Rethinking Heritage.” In collaboration with Cansu Nur Simsek, Emre Tunçel. Invited art installation at Athens Digital Arts Festival. 2017.

TALKS AND CONFERENCE PRESENTATIONS

“Blurring Frames in the Boundary Space of Safe Rooms.” Console-ing Passions. University of Central Florida. June 2022.

“Heritage as a Form of Digital Assemblage: An Analysis of Cultural Heritage Lab.” (En)coding Heritage Seminar Series, TORCH. The Oxford Research Centre in the Humanities Division, University of Oxford. May 2021.

“Does This Count as Cultural Heritage? A Critical Analysis on Users’ Categorization of Heritage Objects in the 3D Model Sharing Platform ‘Sketchfab’.” Digital Futures in and for Heritage Panel, Association of Critical Heritage Studies 5th Biennial Conference. University College London. August 2020.

“Can Inventive Methods of Critical Making Re-conceptualize the Notion of Digitized Heritage Objects?” The Concept(s) of Heritage, The Thirteenth International Conference of Young Researchers in Heritage. Australia. December 2019.

“The Analysis of Game Environments in Exploration of Spaces.” 10th Vienna Games Conference, FROG Public. September 2016.

“Spatial Visuality: An Exploration of the Evolution of Screen Devices.” 7th Annual Postgraduate Symposium; Exploring hyperreality, imagination and metafiction in the Creative and Visual Arts. University of York. May 2016.

“Intersections of Art, Science and Geo-Politics with Atif Akin.” Creative Disturbance. Podcast. Fall 2020. <https://createdisturbance.org>.

TEACHING EXPERIENCE

Writing for ATEC. Teaching Associate. University of Texas at Dallas. Spring 2021.

Writing for ATEC. Teaching Assistant. University of Texas at Dallas. Fall 2020.

Introduction to TechnoCulture. Teaching Assistant. University of Texas at Dallas. Fall 2019, Spring 2020.

Narrative Structures. Invited Lecturer. Özyeğin University. Spring 2018, Fall 2020. Fall 2021.

Senior Project I & II. Invited Jury. Bilgi University. Fall 2016, Spring 2017.

Introduction to Design Studies. Invited Lecturer. Bilgi University. Spring 2017.

Life, Art, and Artist. Teaching Assistant. Kadir Has University. Spring 2016.

Introduction to Communication Design. Teaching Assistant. Kadir Has University. Spring 2015.

Senior Project I & II. Teaching Assistant. Kadir Has University. Fall 2014, Spring 2015.

Basic Design. Teaching Assistant. Kadir Has University. Fall 2014, Fall 2015.

TECHNICAL SKILLS

Photoshop, Illustrator, InDesign, 3D Printing, Lasercutting, Sewing, Micro Controllers. Advanced Experience.

Premiere, Maya, Zbrush, Marmoset Tools, Blender, Substance Painter. Intermediate Experience. JSON, HTML, Github, Python, Processing, p5.js. Rudimentary Experience.

PROFESSIONAL ORGANIZATIONS

Fashioning Circuits Lab.

Studio for Mediating Play.

Creative Disturbance.

FOLT Projects Collective.

Critical Heritage Studies Associations.

Feminist MakerSpace.

Humanities, Arts, Science, and Technology Alliance and Collaboratory.

RESEARCH INTERESTS

Critical Media Studies, New Media and Interface Studies, Critical Making, Speculative Design.

REFERENCES

Available upon request.