Furkan Balcı

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Summary

Interdisciplinary designer focused on the convergence of architecture and interactive technologies. I specialize in creating interactive spatial experiences and using real-time technologies for experiences & architectural applications. My journey ranges from media and mixed reality architecture to realtime experiences and game design. Through my unique skill set, I craft engaging spaces that combine aesthetic beauty with interactive design, enhancing our understanding of the built environment. Always eager to explore new collaboration opportunities and discuss innovative design approaches.

Education

Politecnico di Milano   Milan, Italy
2nd Level Specializing Master, Project Management in Construction Works with BIM   Nov 2023 – Present

Politecnico di Milano   Milan, Italy
Master of Science, Architecture and Urban Design   Sep 2019 - Oct 2022
Thesis: Augmented Flexibility in Architecture: Architecture as Interface Between Virtual and Physical for Collaborative Mixed-Reality Environments   GPA:118/120

TOBB University of Economics and Technology   Ankara, Turkey
Bachelor Degree, Architecture   Sep 2014 – Jun 2019

Politechnika Gdańska   Gdańsk, Poland
Erasmus+ Student Exchange Program, Architecture   Sep 2017 – Feb 2018

Professional Experience

Ultra Srl   Milan, Italy
XR Designer & 3D Artist   Mar 2024 – Present
- Creating immersive XR experiences and advanced 3D art across various applications, with a focus on user engagement, interactivity, and technical proficiency in Unity 3D and Unreal Engine platforms.

TOBB University of Economics and Technology   Ankara, Turkey
Adjunct Lecturer, Architecture Department   Sep 2021 – Nov 2023
- As an Adjunct Lecturer at TOBB University of Economics and Technology, I've taught courses in Architectural Design Studios, Design Research, and Presentation Techniques, integrating digital tools in both English and Turkish to advance students' design communication. I also pioneered a course on Generative AI in Architecture, focusing on its application in design processes.

Leaderships & Activities

Design Culture and Architecture Community (TOBB ETU)   Ankara, Turkey
Student Club Leader / Board Member   Sep 2015 – Sep 2019

Yıkım Ekibi Informal Community of Architects   Ankara, Turkey
Founder Member   Feb 2016 – Present
- An informal group of architects leveraging competitions to bridge academic concepts with industry practices. (8 entry)

Harvest & Serve (Hobby Game Project)   Milano,Italy
Independent Game Creator   Nov 2023 –Present

Awards, Courses and Certificates

2nd Place National Architectural Design Competition I Balıkesir Metropolitan Municipality   Sep 2016
2nd Honourable Mention National Architectural Design Competition I Şehitkamil Municipality Art Center   Jun 2016
Honourable Mention National Architectural Design Student Competition I Izmir Electricity Factory Reuse Project   May 2019
Unreal Engine Visual Design Certificate, Epic Games   May 2023
Unreal Engine Blueprint Scripting Certificate, Epic Games   Jun 2023

Skills & Interests

Technical: Blender, Unreal Engine, Substance Painter, Adobe Creative Suite, 3Ds Max, AutoCAD, Sketchup, Rhinoceros, Grasshopper, Revit, Python (Beginner).
Language: Turkish (Native), English (Fluent), Italian (Basics)
Interests: Interactive Spatial Experience Design, Architectural Design, XR Design, Game Design, Level Design, 3D Art, Digital Art.