

Pinar Temiz

Sound Designer | Artist | Musician

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Education

Utrecht School of The Arts (HKU) 2010-2012	<ul style="list-style-type: none">• Kunst, Media & Technologie• Master in Music Design - Sound Design Pathway	Hilversum, The Netherlands
Utrecht School of The Arts (HKU) 2007-2009	<ul style="list-style-type: none">• Kunst, Media & Technologie• BA in Sound Design• MA, EMMA (European Media Masters in Arts)	Hilversum, The Netherlands
Istanbul Bilgi University 2005-2007	<ul style="list-style-type: none">• Arts & Social Sciences Music Department• BA in Music Technology	Istanbul, Turkey

Work & Internship Experience

Guerrilla Games June '12 - ongoing	<ul style="list-style-type: none">• In-House Sound Designer Sound Design, Implementation, Audio prototyping, Patch Development.	Amsterdam, NL
Soundlings - International Sound Collective Jan '12 - ongoing	<ul style="list-style-type: none">• Founder / Member Growing circle of international creatives working with sound. Among us are; researchers, educators, engineers, producers, software developers, composers, performers, designers, artists and what not.	International
Freelance Sound Designer July '11 - ongoing*	<ul style="list-style-type: none">• Freelance Sound Design for Films/Games/Installation Arts Audio prototyping and patch development	Utrecht, NL
V2_ Institute for the Unstable Media Jan '11 - July '11	<ul style="list-style-type: none">• Internship Online Communication Strategies Managing Website News Items Facebook/Twitter/LinkedIn and various other Social Media. Generating strategies and creative approaches to increase engagement with online target group.	Rotterdam, NL

Steim Research Team March '10 - Nov '10	<ul style="list-style-type: none"> ● Research Assistant Research and development focusing on new live performance systems. 	Amsterdam, NL
The Patchingzone Project - Big South! Jan '10 - Sep '10	<ul style="list-style-type: none"> ● Sound Designer / Researcher / Workshop Instructor Aim: Engaging with local youth in many levels, sharing experience to encourage creative entrepreneurship. Goal: Realization of a locally and globally connected living lab in Rotterdam South. 	Rotterdam, NL
The Patchingzone Project - Go For IT! January '09 - Dec '09	<ul style="list-style-type: none"> ● Sound Designer / Game Developer / Workshop Instructor Necessary implementation of sound & music production. Working with local musicians to create game content. Game Design and Concept Development / Testing / Research. 	Rotterdam, NL

Additional Courses & Workshops

- **Smart Citizen Lab - 2015, Waag, Amsterdam**
Workshop series pread over 6 months, Noise Pollution sensor/app development as part of the program.
- **Foley Recording/Performance Techniques. 2014, HKU, Hilversum.**
2 day workshop by Game of Thrones foley artist, Caoimhe Doyle.
- **Synthetic Biology Art, 2013, Waag, Amsterdam**
1 day workshop by Howard Boland and Laura Cinti of the London-based C-LAB.
- **Advanced MaxMSP sound & data processing with FTM&Co. 2011, Steim, Amsterdam**
4 days workshop by IRCAM developer-researcher Diemo Schwarz.
- **4 days Intensive interactive software workshop with Jamie Griffiths. 2011, Steim, Amsterdam**
Four days workshop on Isadora software and interactive performance design.
- **Bio-sensing musical controller workshop with Marco Dunnarumma. 2011, NK, Berlin**
Three days workshop on sensor building, Pd-patch development & performance.
- **EAGLE software class by Stock. 2011, Piet Zwart, Rotterdam.**
Basic Electronics & Circuit building.
- **Software Sonification workshop Michael Chinen. 2011, STEIM, Amsterdam.**
One day workshop on Software sonification, memory hacking.
- **Electronics & Hand Made Music Workshop by Nick Collins. 2009, Steim, Amsterdam.**
Two days workshop focusing on electronics and hacking.
- **Workshop/Residency at Steim. 2007, Steim Amsterdam.**
One week workshop over Sensor technology and Junxion box hardware/software for Musical uses.
- **Pure Data Workshop by Koray Tahiroğlu. 2007, Istanbul.**
3 days Music Programming & performance workshop.
- **Private Study by Dirk Johan Stromberg. 2007, Istanbul.**
Experimental Composition Studies with Dirk Johan Stromberg during my 2nd year at Bilgi University.
- **Video Art & Electro-acoustic Music Workshop by Marcel Wierckx. 2004, Aksanat, Istanbul.**
One day performance & Introductory workshop on Music programming.

Selection of Projects:

As Musician: Tapage - Eight Album, vocal performance 2014.
As Sound Designer: Killzone Shadow Fall - Exclusive PS4 Game by Guerrilla Games, 2013
As Sound Artist: Neu/NOW Festival Installation "[I am] Floating in a Room", Amsterdam, 2013.
As Speaker: : Presentation of "Soundlings Collective" Creative Media Days, Gent, 2012.
As Sound Artist: Gaudeamus Muziekweek 2012 Installation "_dewPoint", Utrecht, September 2012.
As Sound Artist: Fiber Festival 2012 Installation "_in:still Life", Amsterdam, March 2012.
As Sound Artist: Festival aan de Werf 10 day exhibition, Installation "[I am] Floating in a Room", Utrecht, 2011.
As Sound Artist: e-Live: Installation "(I am) Floating in a Room", Utrecht, March 2011.
Project Presentation & Workshop: As the Patchingzone - Culture Fair 2010 / ISEA 2010 Dortmund
As Speaker: Steim Hotpot Lab#7 - Bob Ostertag & SRG presentations
As Workshop Instructor: Play and Learn: Appropriate Technology for Social Interaction. ICT DELTA 2010
As Conference Speaker: : Project Presentation of " Go- For-IT! Urban Game" ICT DELTA 2010.
As Artist Assistant / Workshop: amber Festival '09 (with Kristina Anderson)
As Sound Designer / Programmer / Performer :
Interactive dance performance, Qualia. Graduation project. Utrecht School of Arts, January - August 2009.
As Researcher / Sound Designer / Coordinator :
EMMA year research project on procedural audio development & prototyping for games.
Utrecht School of Arts, September - december 2009
As Speaker: Student Exhibition: Presentation about "adaptive game audio", Huis a/d Werf Utrecht, October 2008.
As Researcher : Adaptive Music Systems Research Project, Utrecht School of the Arts, 2008.
As Sound Designer / Foley Artist : Several Animation & Shorts
As Conference Speaker: : Project Presentation about "adaptive game audio"
(Enerci Platform Meeting HKU- Hilversum), March 2008.
As Musician: Live Improvisation Trio, Theater Kikker Utrecht & Zaal 100 Amsterdam, several times 2007- 2008
As Sound Designer / Programmer: Multi-Disciplinary KO/Dance Project, Theater Kikker, June 2008.
As Sound Engineer & Performer: Hair Musical (Bilgi University Drama club: Candela), 2007.
As Musician: "In Transition" live performance at Studio Live Technik, April 2007.
As Musician: Bilgi Interactive Sound Project Concerts December - April 20'07

Software/Hardware Skills:

- Protools
- Nuendo
- Logic Pro
- Ableton Live
- Waves Plugins
- Izotope Rx
- Bias Peak
- Wave Editor
- FMOD
- Wwise
- Unreal Engine
- MaxMSP
- PureData
- Isadora
- Processing
- Arduino
- Excel/Numbers
- Word/Pages

Languages Skills:

- Turkish - Native
- English - Advanced
- Dutch - Beginner

Hobbies:

- Bouldering/Climbing
- Scuba Diving
- Drumming
- Films/Games/Books

Publications:

Interview & Design Article

"Amsterdam Smart Citizen Lab" a publication by Waag Society & Ams Institute.
"Real Projects for Real People vol.1" Edited by Anne Nigten / V2_ Publishing

Mentions

e-Culture Fair 2010 Catalogue

Un-published papers:

Research Report:

Directed Improvisation as a Complex Adaptive System:

Analysis of a Multi - Disciplinary Performance Project, June 2008, Utrecht School of the Arts.

Procedural Audio Prototyping for Environmental Sounds.

Research report based on Adapt it! project outcome. December 2009, Utrecht School of the Arts.

Thesis:

Use of spatialization as an Interactive Layer in relation to Choreography:

Practice-based research around the notion of "sound in space". August 2009, Utrecht School of the Arts, EMMA.

Awards & Nominations:

HKU AWARD Nomination, 2013

Full Scholarship by Istanbul Bilgi University, 2005.

4 years unconditional scholar-ship.