

C E M R E A K K O C A

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EDUCATION

BILKENT UNIVERSITY, Faculty of Art, Design and Architecture
B.Sc. Architecture
Honour Student, GPA: 3.15

QUEEN'S UNIVERSITY BELFAST, School of Planning, Architecture and Civil Engineering
B.Sc. Architecture
Erasmus Program

KOCAELI ANADOLU HIGH SCHOOL
Turkish National Program



Ankara, TURKEY
2012 – 2016

Belfast, UK
January-June 2015

Kocaeli, TURKEY
2008– 2012

LANGUAGES



TECHNICAL SKILLS



RHINOCEROS



AUTOCAD



ADOBE PHOTOSHOP



LUMION



GRASSHOPPER



3DS MAX



ADOBE ILLUSTRATOR



VRAY FOR RHINO



WEAVERBIRD



SKETCH UP



ADOBE INDESIGN



MICROSOFT OFFICE

INTERNSHIPS

// Dilekci Architects | DDA

July-September 2015 / Istanbul, TURKEY

// Garanti Bank Technology Campus's Construction

July - August 2014 / Istanbul, TURKEY

// ERA Architecture, Planning and Consulting Co. Ltd.

June - July 2013 / Istanbul, TURKEY

ACHIEVEMENTS AND CERTIFICATES

// Honour Degrees from Faculty of Art, Design and Architecture, Bilkent University 2015-2016 Spring Semester, 2015-2016 Fall Semester 2014-2015 Fall Semester, 2013-2014 Fall Semester, 2012-2013 Fall Semester

// IELTS Certificate Overall Score: 7.5 (Speaking: 8.5, Listening: 8, Reading: 7.5, Writing: 6.0) 2016

// Project elected to be exhibited in Istanbul Design Biennial (2014)

// Turkish National Painting Competition, Ottoman Essentials, 1st place (2009)

// Turkish National Painting Competition, Living without obstacles, 1st place (2008)

EXTRA-CURRICULAR ACTIVITIES

Bilkent's Representative of TSMD (Turkish Freelance Architects Association)
Active Member

Ankara, TURKEY
November 2013 – 2014

• Representing Bilkent in the conferences and talks from the known freelance architects of Turkey.

Union Of Chambers Of Turkish Engineers And Architects

Ankara, TURKEY

• Attended to various workshops including Ankara Boulevard Imaginery Transformation workshop.

October 2015

Study Abroad Program Bilkent

Verona, Florence, Rome, Milan, Venice, ITALY

• Attended to study abroad program in Europe travelling for the Biennial.

June 2014

DAS Bilkent (Design and Architecture Society)

Ankara, TURKEY

Member

September 2013 – Present

• Attended to various events and conferences.

Socrates Student Exchange Program

Saarbrücken, GERMANY

• Selected to attend Socrates Student Exchange Program in high school out of 1500 students.

October 2010

Comenius Student Exchange Program

Sardinia, ITALY

• Been selected to attend Comenius Student Exchange Program in junior high school.

April 2008

INTERESTS

Architecture: Parametric Design, Sustainable Design, Urban Planning

Sports: Ice Skating, Sailing

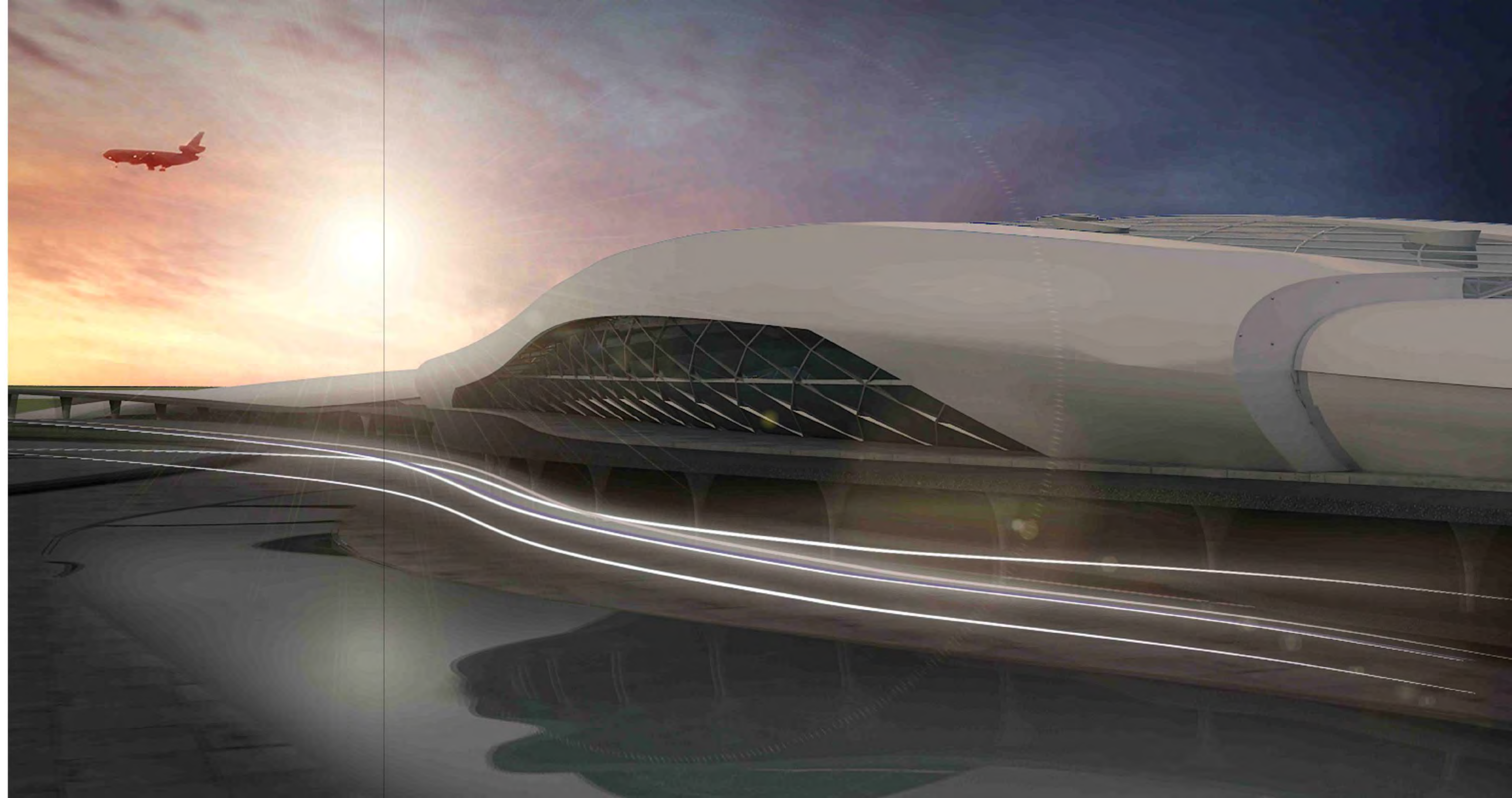
Other: Travelling, Origami, Printmaking, Ceramics, Painting

// ANKARA CITY AIRPORT

ARCH 402 / masterplan in group & airport individual work

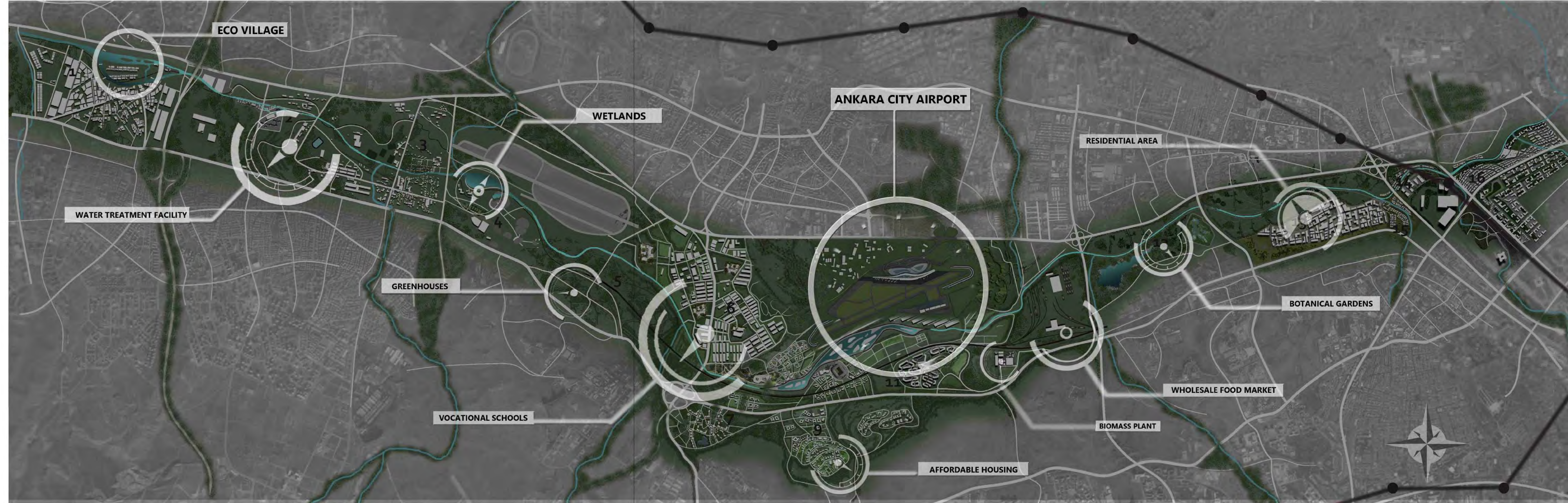
The final project started at an urban planning level at a very large scale almost around 30 kilometres along Ankara Stream, which has been forgotten and eventually polluted throughout the years. There was not a specific brief given therefore the masterplan was made in groups, afterwards each one of us chose a location along the stream to design a building type of choice.

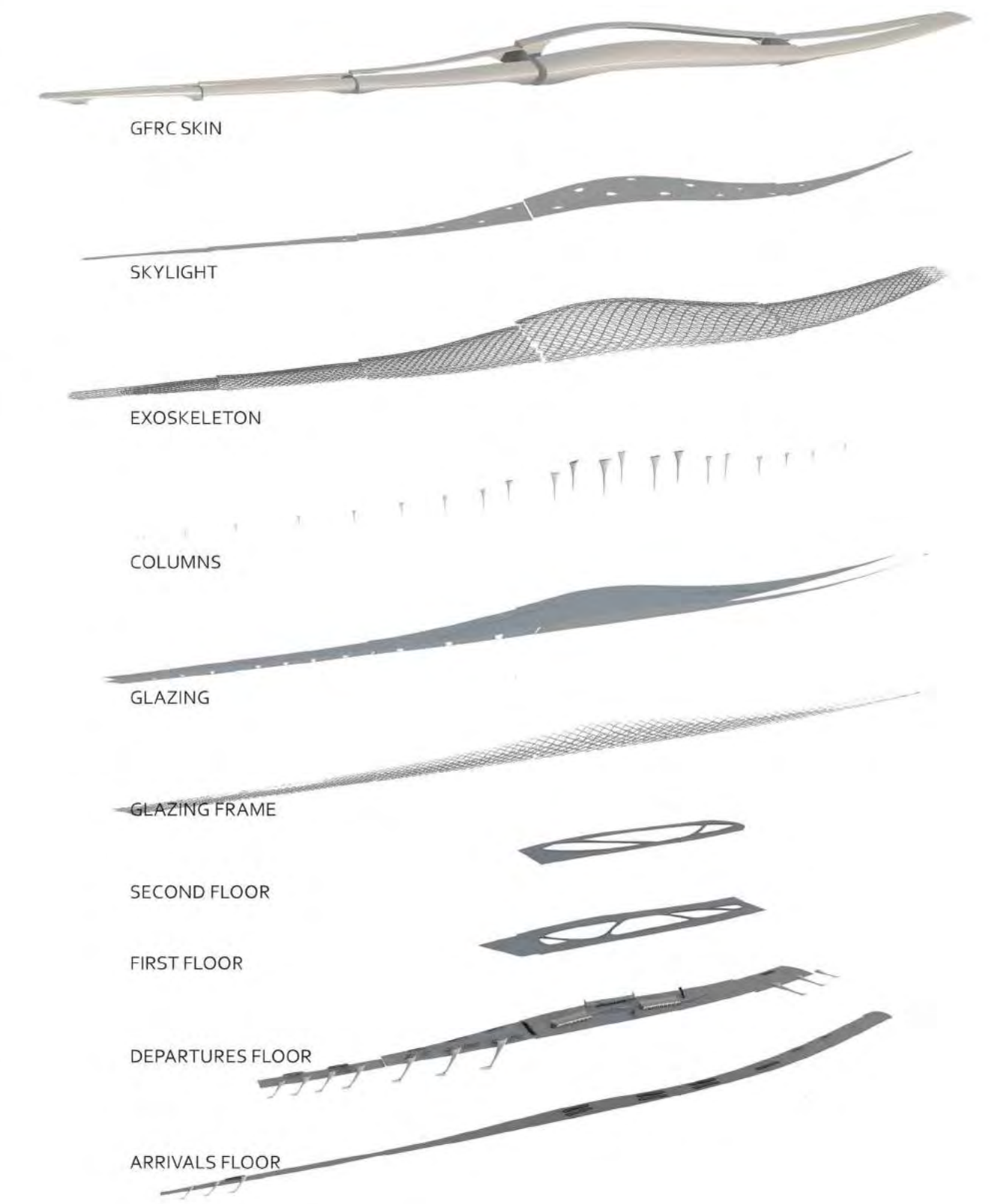
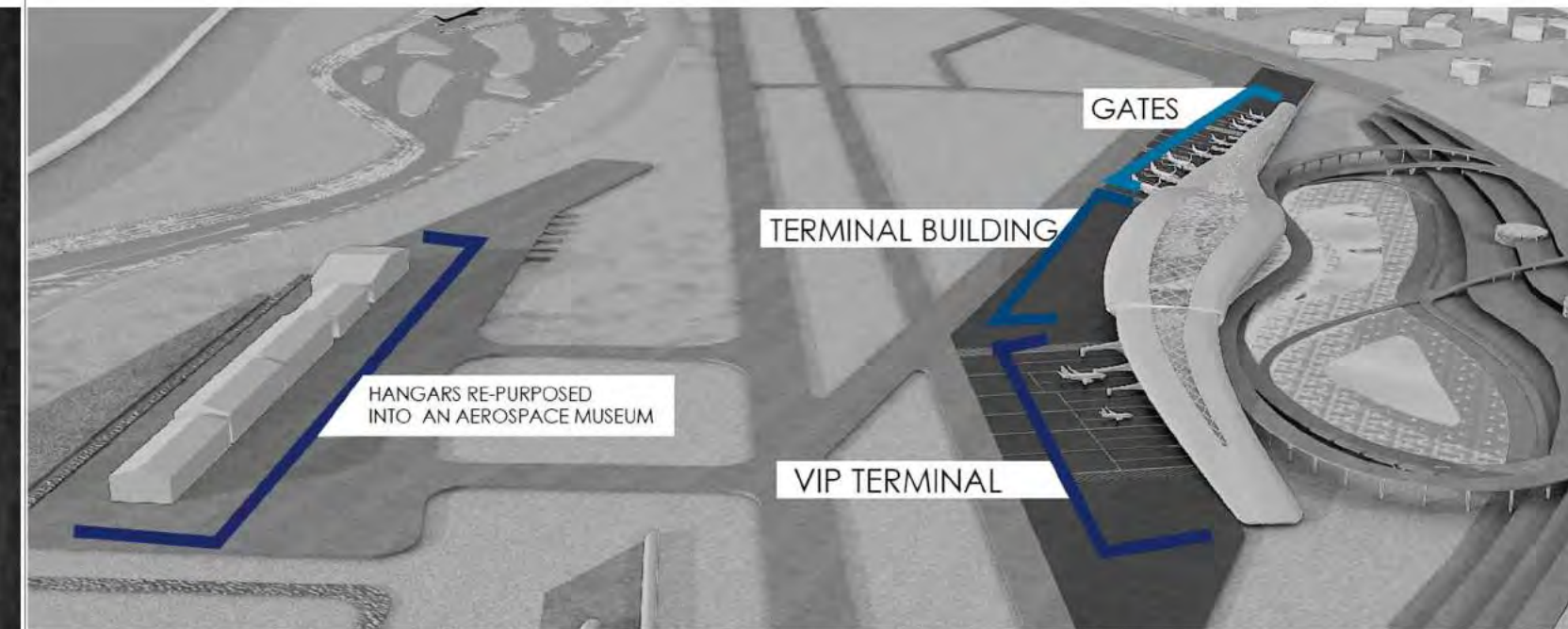
My take on this revitalization process was to re-purpose the abandoned military airport located in the centre of the site and transform it into a city airport having flights from small to mid-sized aircraft. Considering the existing airport in Ankara is extremely far away, the purposed Ankara City Airport would be a great transportation alternative for the citizens.

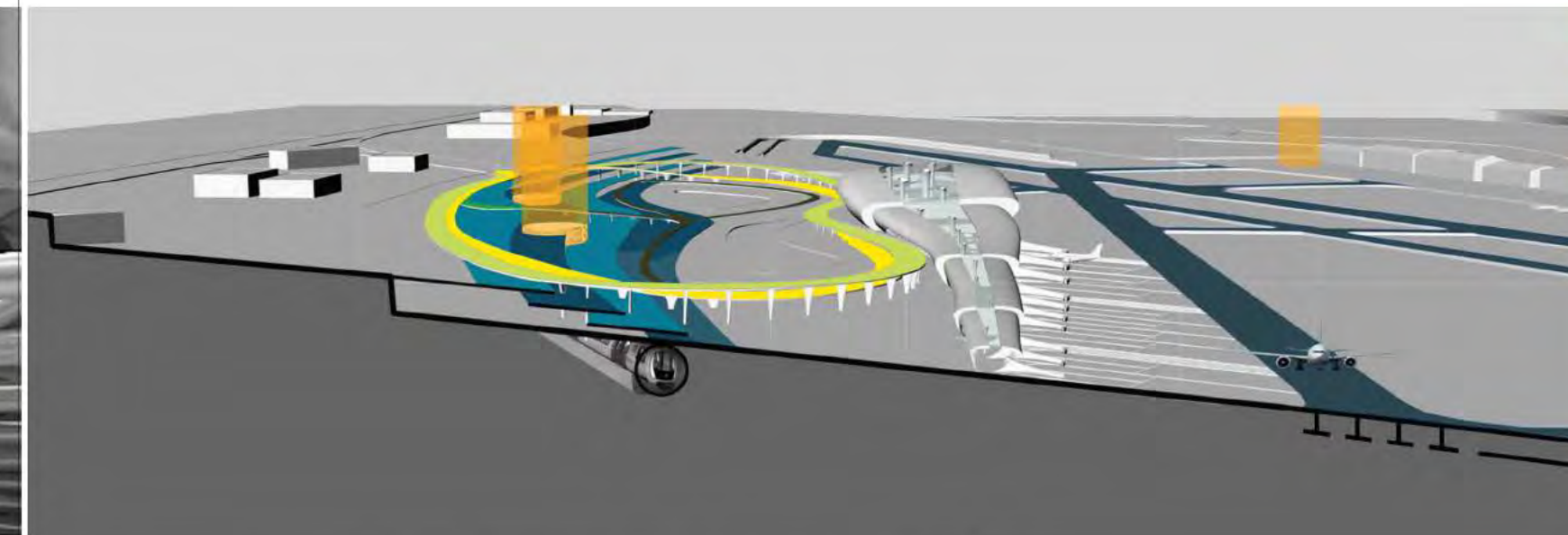


SYNTHESIZED MASTERPLAN

Redevelopment of the Stream has an importance as its economic potential and sustainable & liveable urban fabric. An eco-village is proposed where residents produce all of the energy or food they require. There are islands created on the places where the river was enlarged which serve as local wildlife sanctuaries, doubling a natural buffer zone between the development across the water. A number of commercial buildings are located along the waterfront. A node is created by repurposing and renewing Sasmaz Industrial District and transforming it into vocational schools. Local wholesale food markets fed from the greenhouses nearby and a biomass plant were designed. Along the river, wetlands and wildlife preservation grounds are introduced to foster biodiversity. The area across the proposed airport was designated for affordable housing, considering its proximity to means of public transportation and commercial functions.







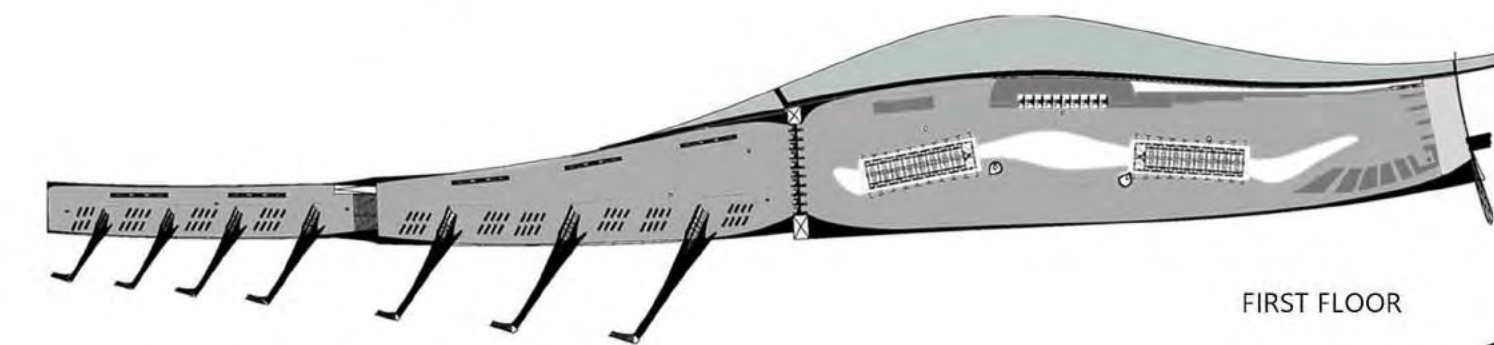
- CAR PARKS
- DEPARTURES
- ARRIVALS
- VIP ENTRANCE
- TRAIN
- RUNWAY



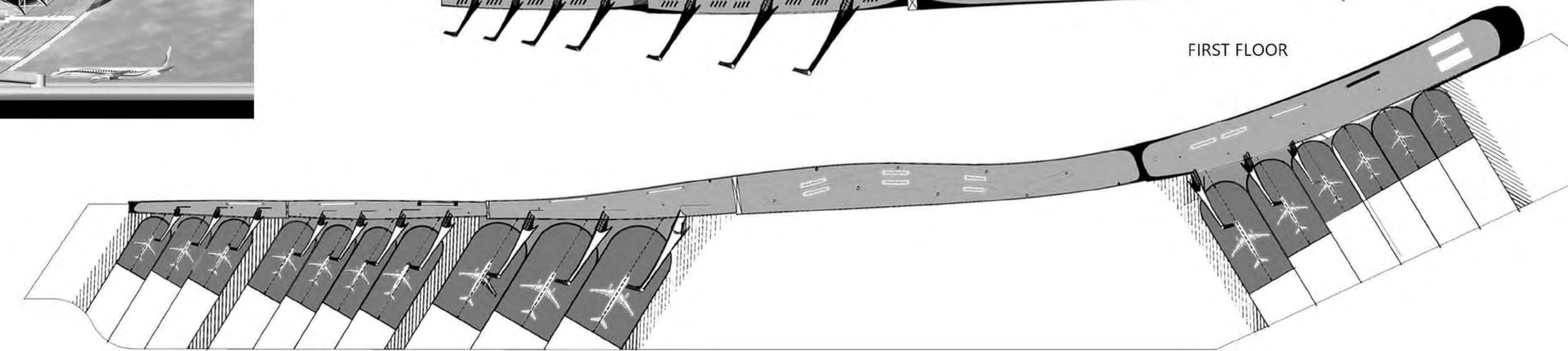
THIRD FLOOR



SECOND FLOOR



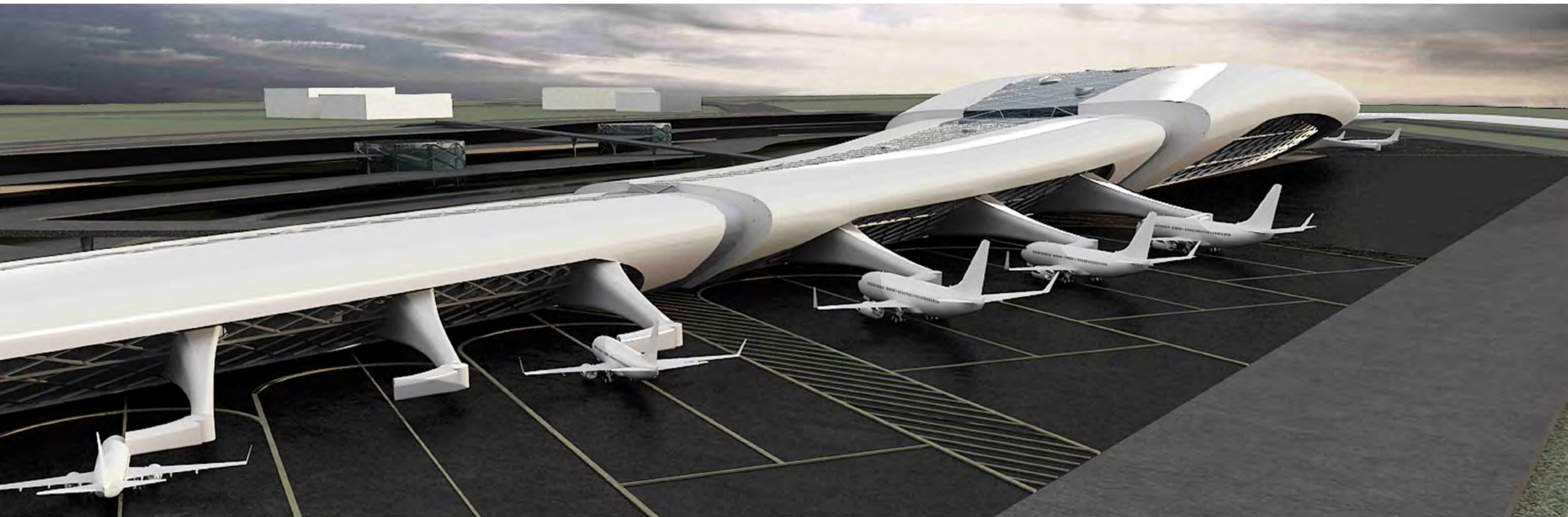
FIRST FLOOR



GROUND FLOOR

The entrance of the building is from the departures level where there are gantries connecting gates to the airplanes. Ground floor is for arrivals and luggage conveyors are on this level. Second floor has lounges, restaurant and some offices. Third floor is completely for airport administration offices.





The form of the building is inspired from the movement and the parts of a birds wing. The form becomes narrower and wider according to the passenger capacity of the gates. The gantries look almost as if they are puncturing the entire form to create gates inside. On the the east wing of the building there are fewer gantries as the smaller aircraft does not require them.

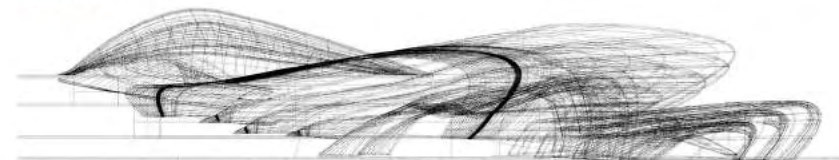


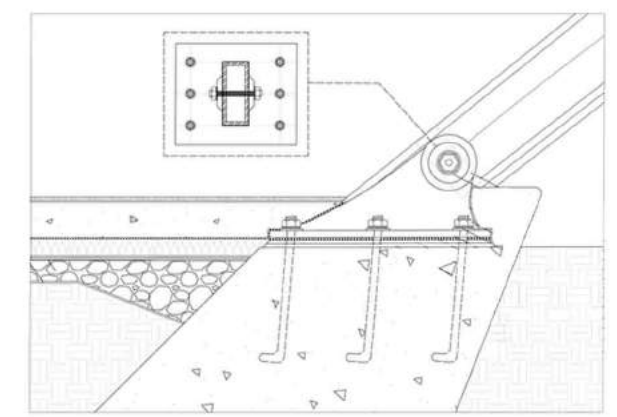


//SPACE, SCIENCE & TECHNOLOGY CENTRE

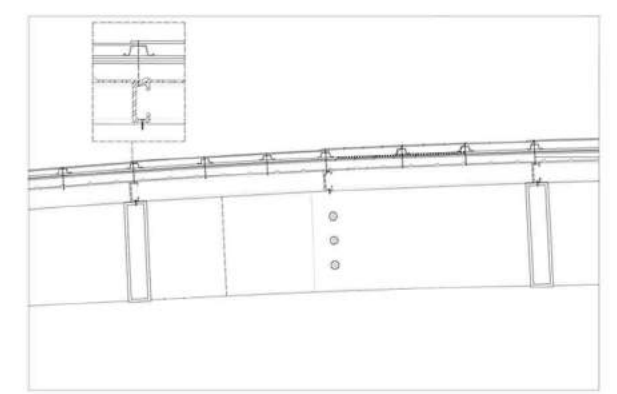
ARCH 401 / individual work

Final years first project was to design a Space, Science and Technology Centre which is part of the Bilkent University Campus which is designed to educate and inform the public on technology that exist and advances being made in the areas of Astronomy, Space exploration, Science, and technology. The Centre will house exhibition space, public education space, demonstrations, multimedia presentations, and have a fully functional observatory with telescope and mount with imaging systems, an IMAX theatre, and outdoor education space, observation platform and hydroponic gardens.

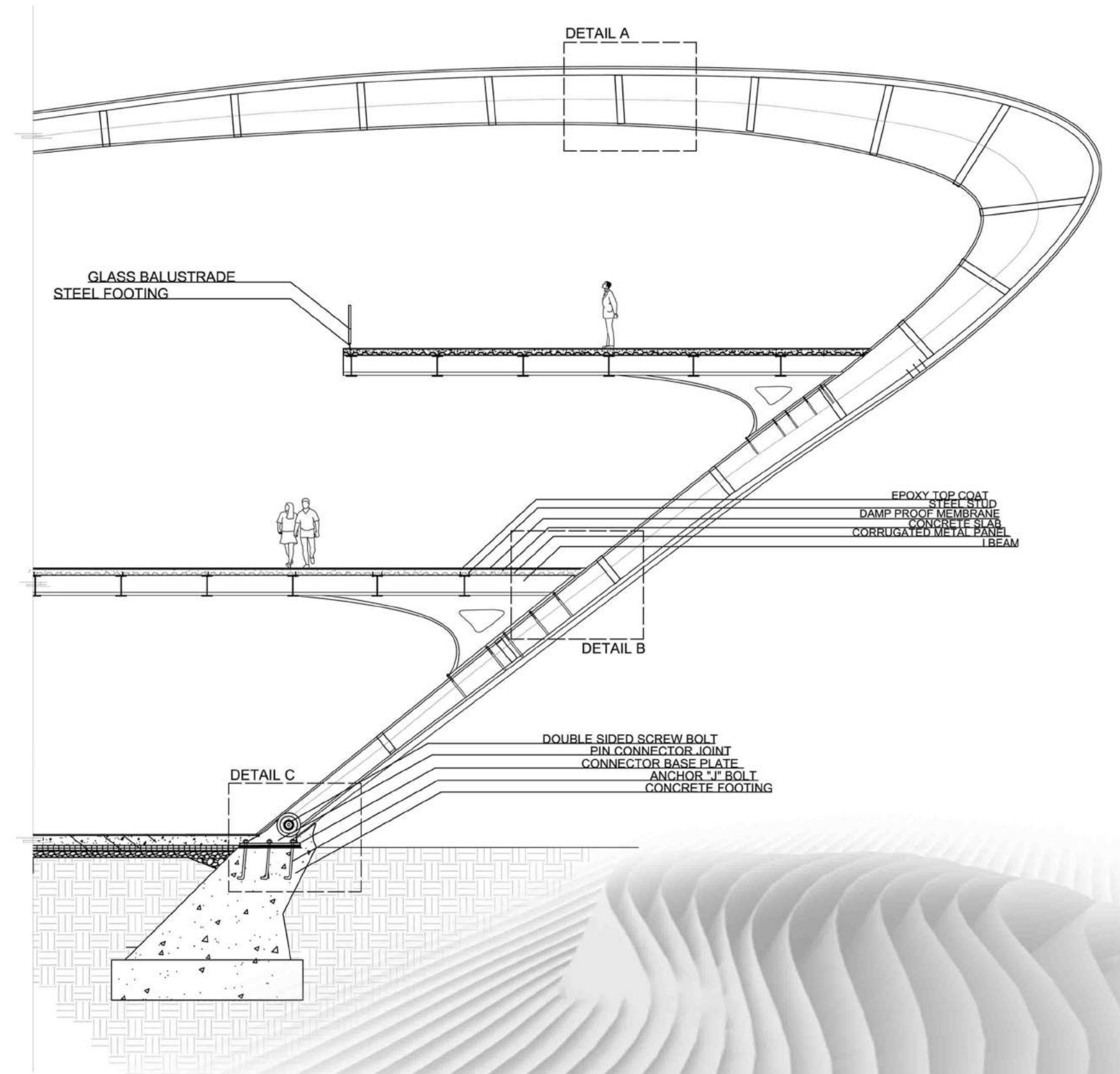
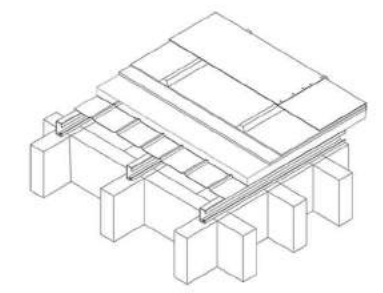
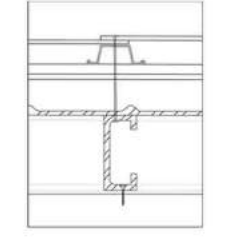
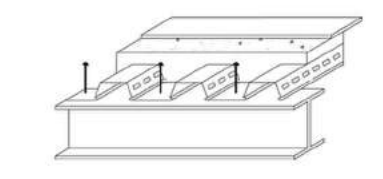
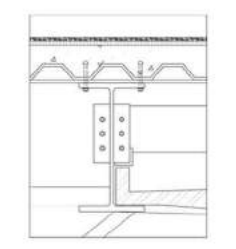


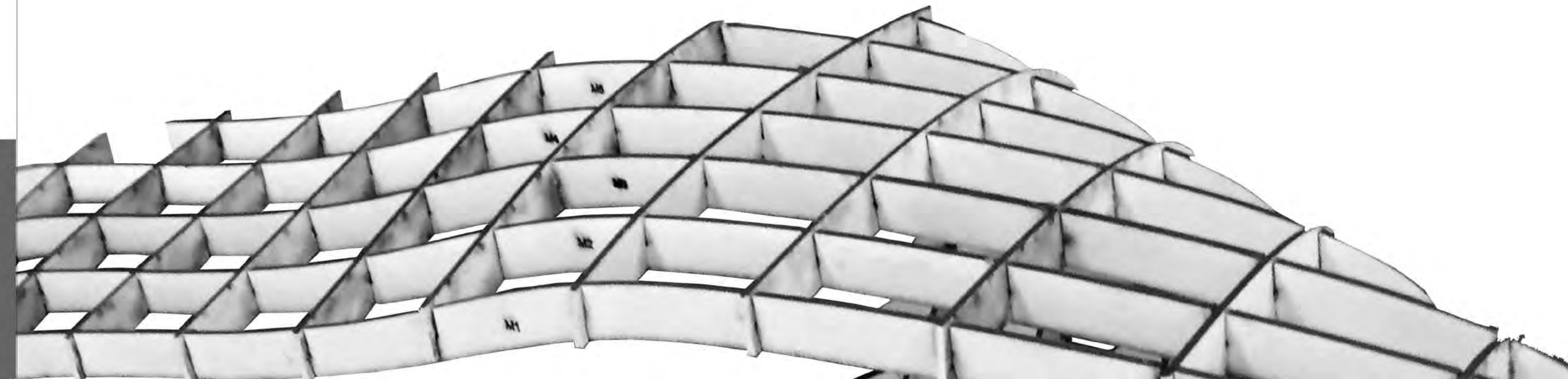
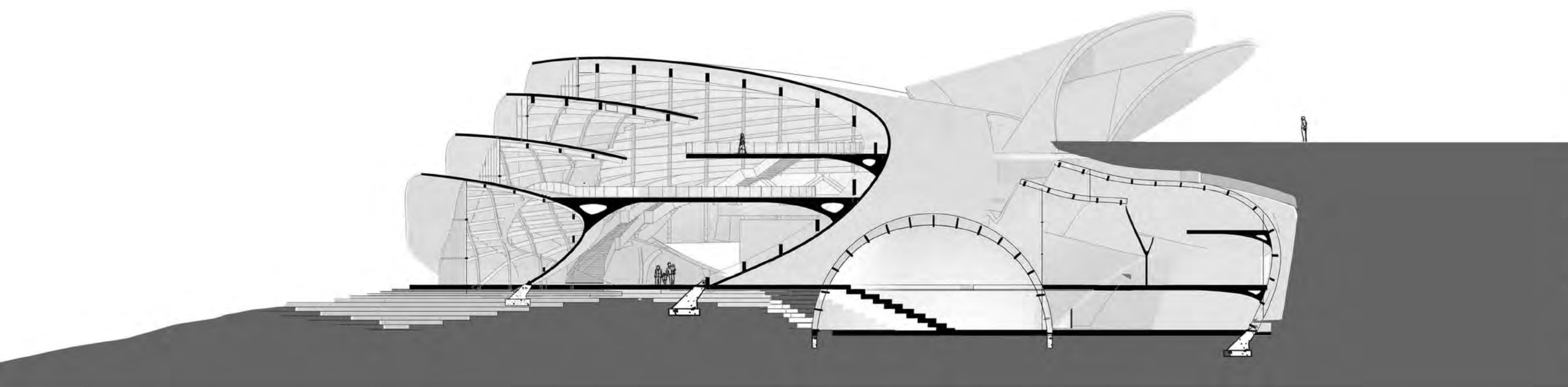


DETAIL C

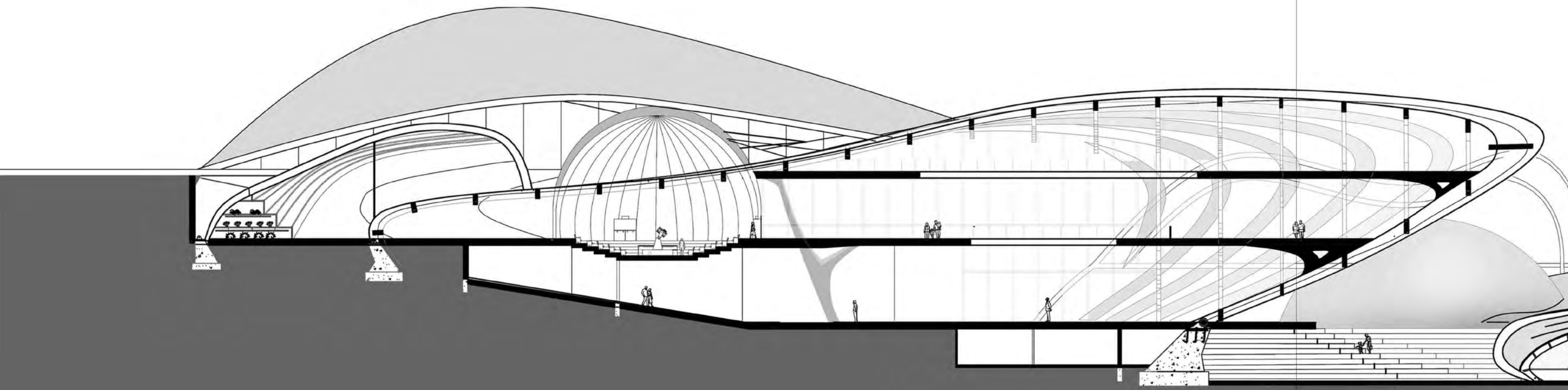


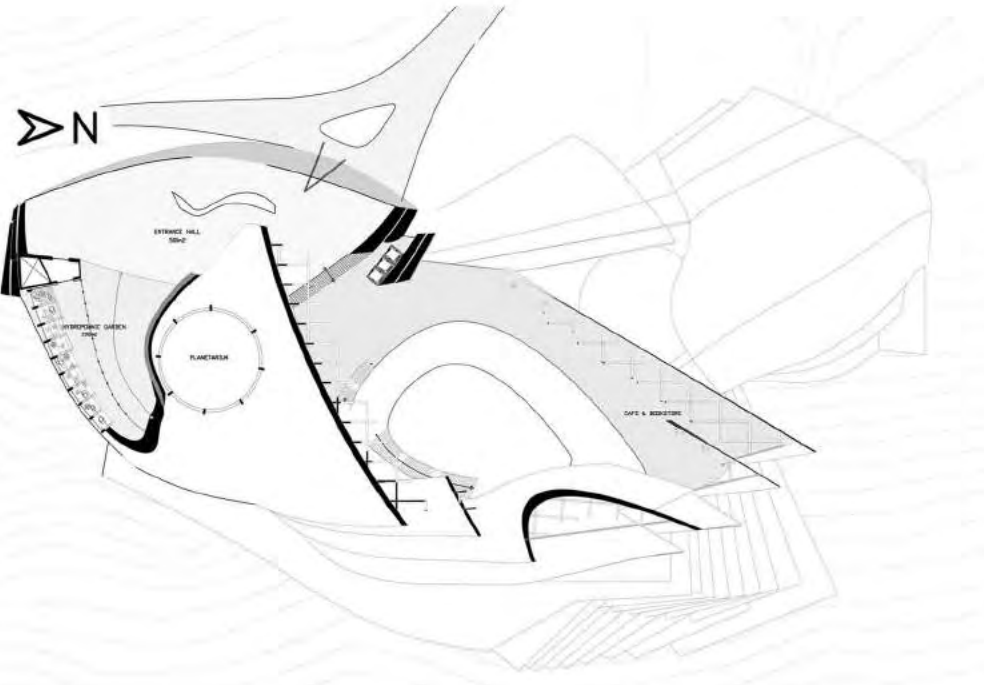
DETAIL A



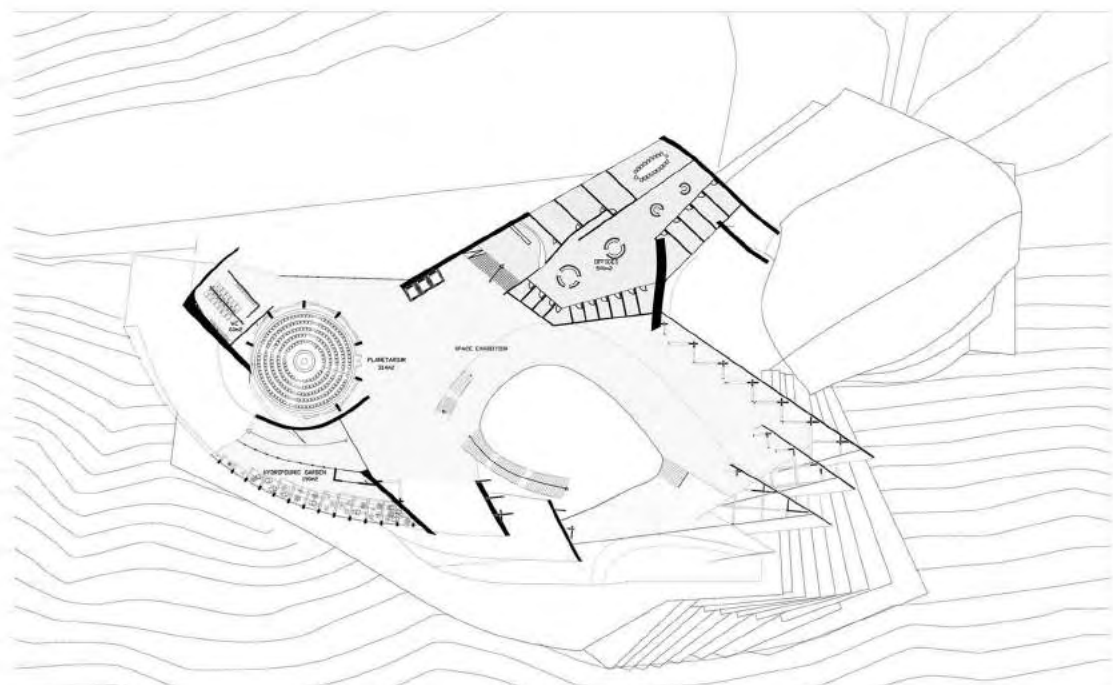


Structure of the building is a di-grid exoskeleton created with box beams. The intersection of the beams and the internal structure is exposed. The structure creates a grid for the interiors and the slabs are cantilevered from the structure and supported with bearing walls.

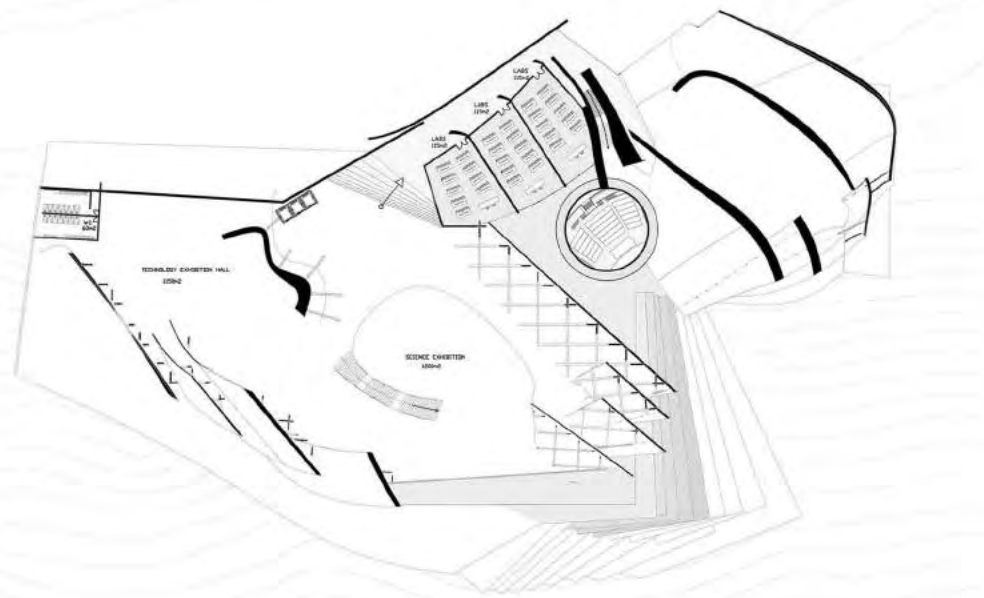




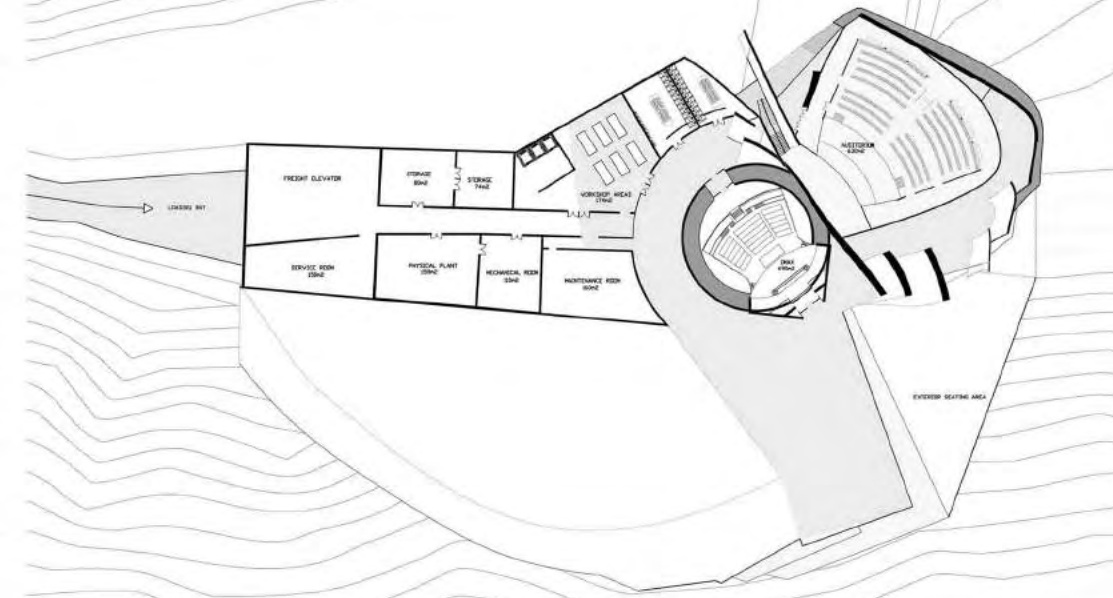
ENTRANCE FLOOR PLAN



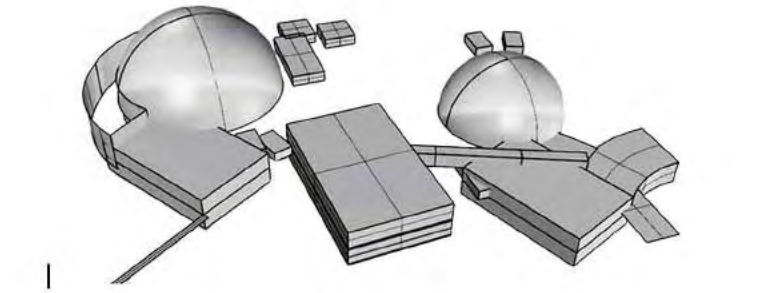
FIRST BASEMENT FLOOR PLAN



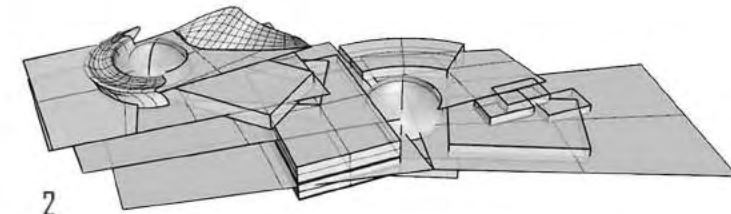
SECOND BASEMENT FLOOR PLAN



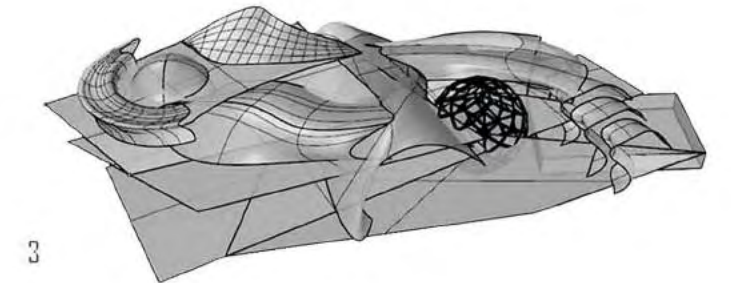
THIRD BASEMENT FLOOR PLAN



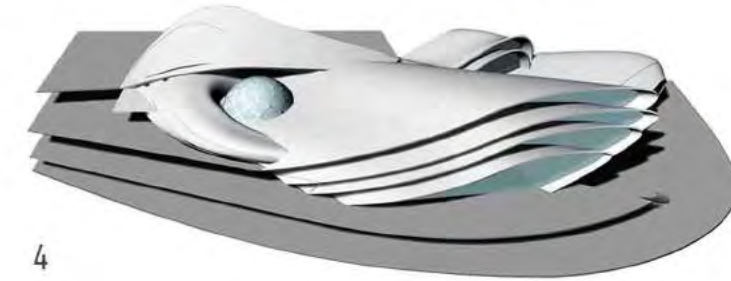
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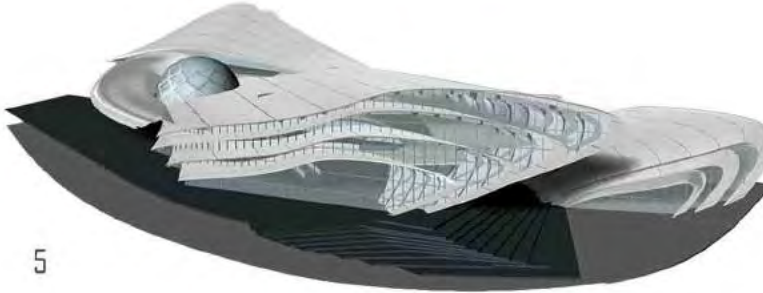
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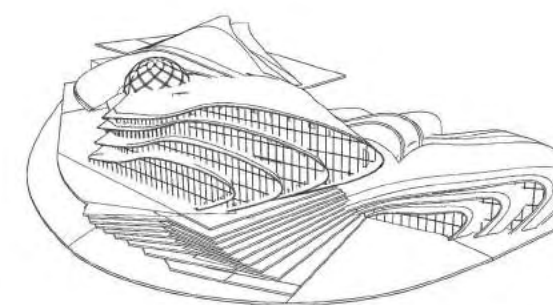
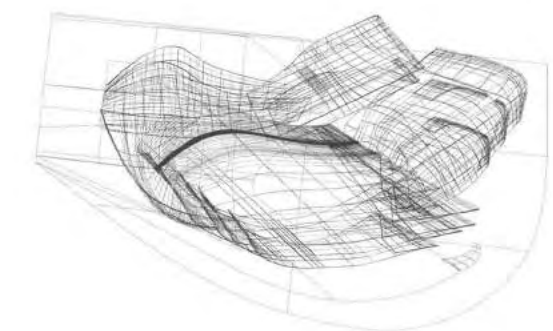
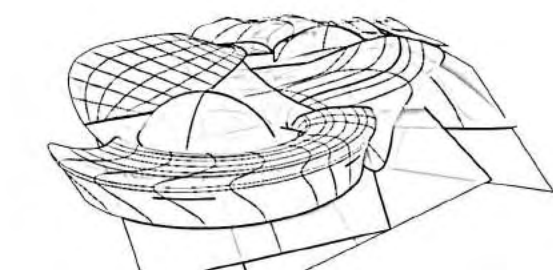
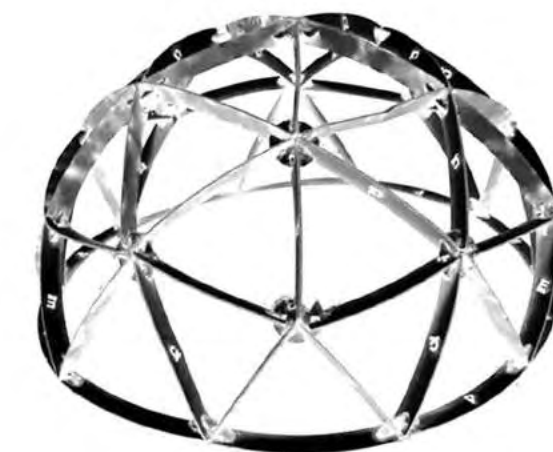
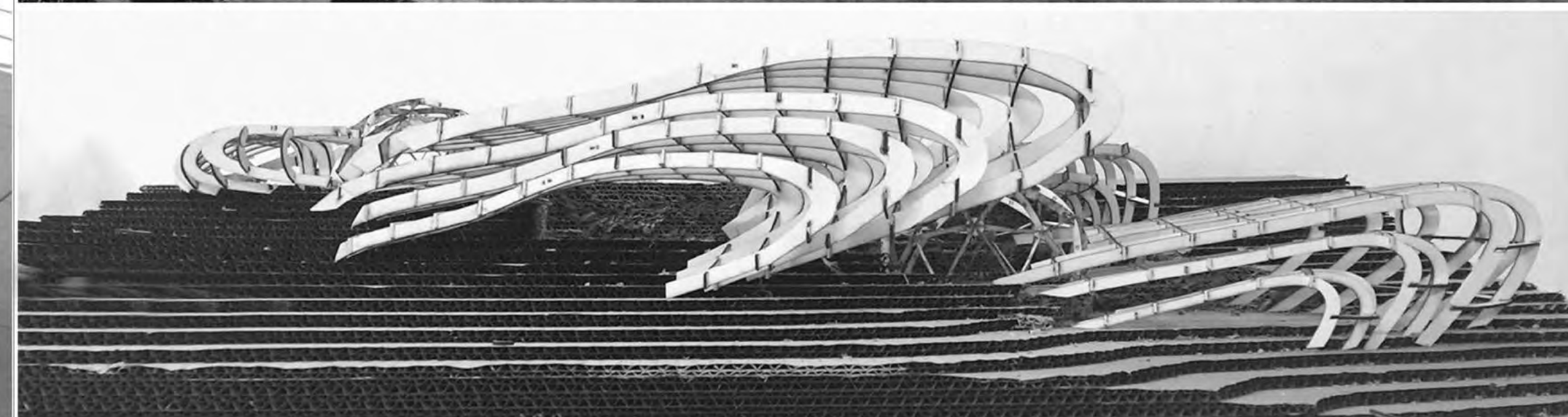
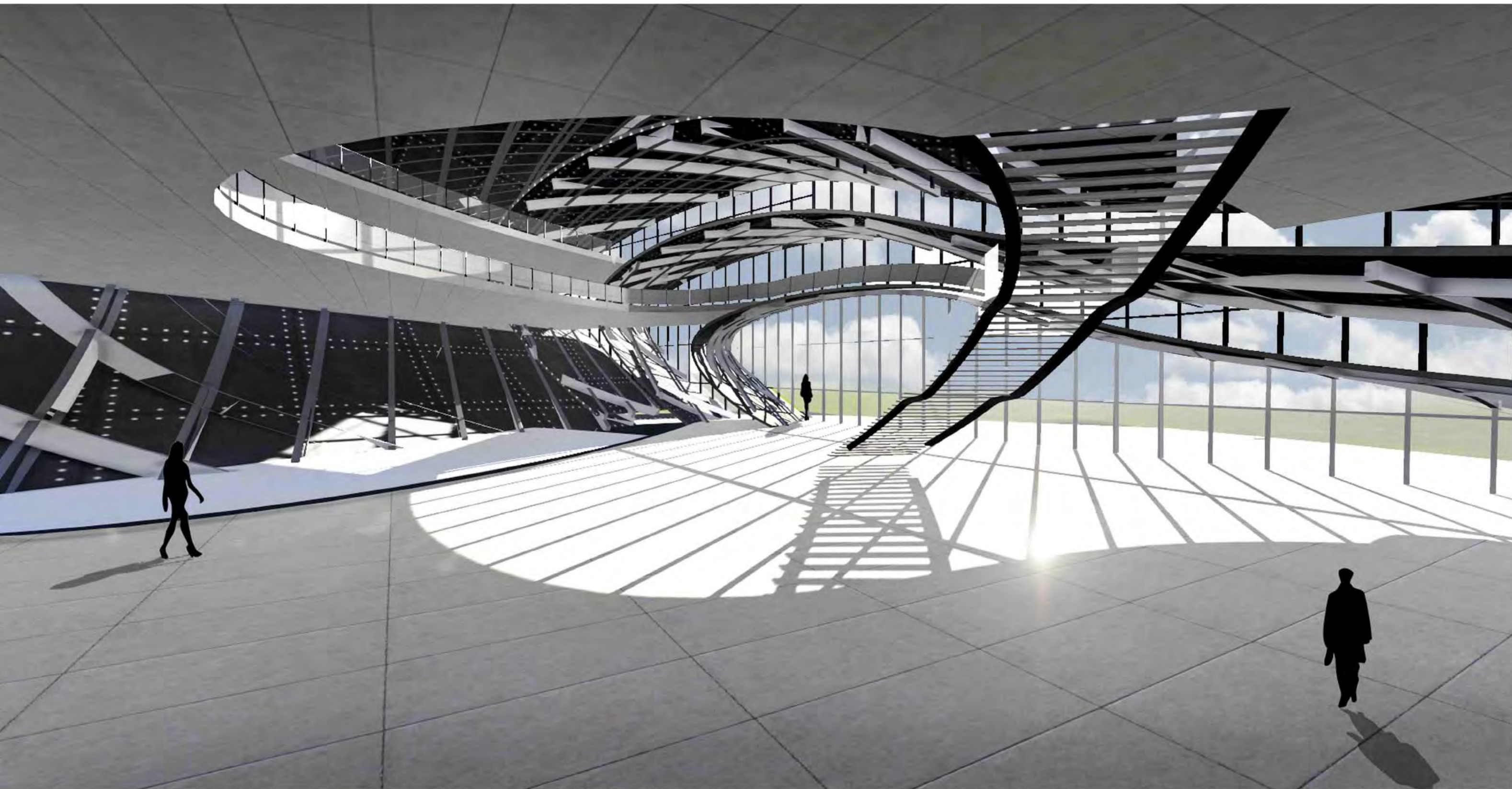


4



5





//NON-DENOMINATIONAL MONASTERY

National Hermitage for Philosophy and
Emotional Intelligence

ARCH 302 Individual Work (Queen's University Belfast)
There was not a specific brief given for this project; the task was to write a manifestation for our own understanding of a Hermitage of Philosophy and design a building towards those ideological findings. Considering the ecclesiastical side of Armagh, Northern Ireland, the proposal being a Non-Denominational Monastery would be controversial where people from different religions, backgrounds, cultures and beliefs gather in a building located in the religious capital of Ireland. Building's facades gives references to the cathedrals in the city with flying buttresses surrounding the entire building. The contrast created by this design is that a religious architectural element surrounding a constitution with no religion or dogmas.

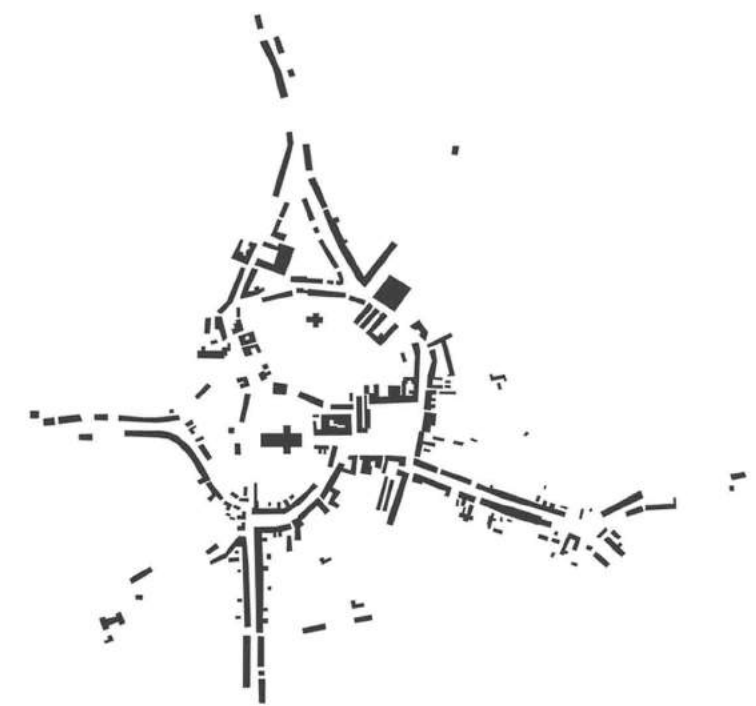


M A N I F E S T O

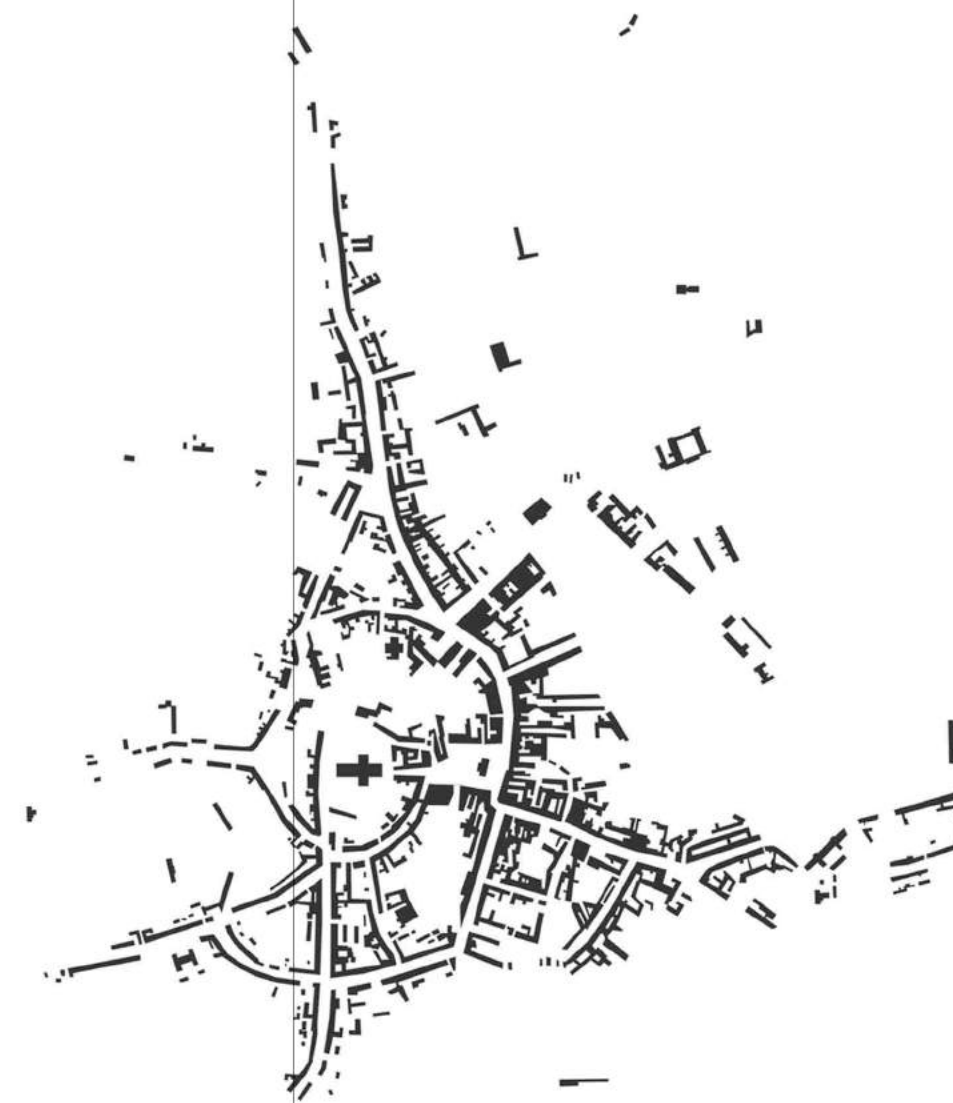
Churches, mosques, temples, synagogues. Places of worship, sacredness and purification. The places of memory and history of a society as they exist for thousands of years. Believing a religion gives access to enter a community; it gives a feeling of belonging; they are for gathering and communicating without any social barriers in addition of being a place for worship. What we believe, what we are enforced to rely on and what we pray for is changing with the era we are in. But as our understanding of existence, scientific knowledge, intelligence, life standards and cultural values change over time; how can we expect our religious needs remain the same? What if something timeless should be considered to fulfil the needs that religion obviously cannot fill anymore? Plato, who laid the foundations of philosophy, had given a lot of thought on the dogmas of doctrines that people were enforced upon.

"Plato has Socrates describe a gathering of people who have lived chained to the wall of a cave all of their lives, facing a blank wall. The people watch shadows projected on the wall by things passing in front of a fire behind them, and begin to designate names to these shadows. The shadows are as close as the prisoners get to viewing reality. He then explains how the philosopher is like a prisoner who is freed from the cave and comes to understand that the shadows on the wall do not make up reality at all, as he can perceive the true form of reality rather than the mere shadows seen by the prisoners."

Inspired from Plato's cave, I want to form a building that will give the visitors an spiritual experience of enlightenment by the flow of spaces as the stages of the allegory. The Cave – is the first place visitor will experience when entered, very gloomy, reflective surfaces Threshold – semi public space / more luminous then The Cave / slits of light / classrooms/ studios Realization Area – principle public place with areas of private contemplation Enlightenment – leads to the residential areas / the simple exit / very bright



1760



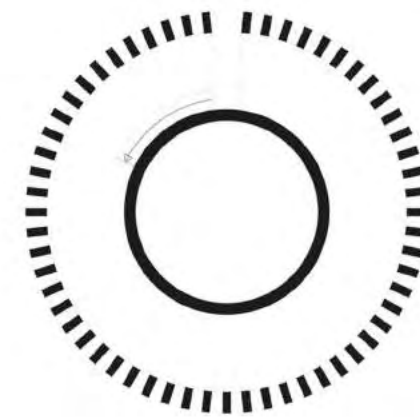
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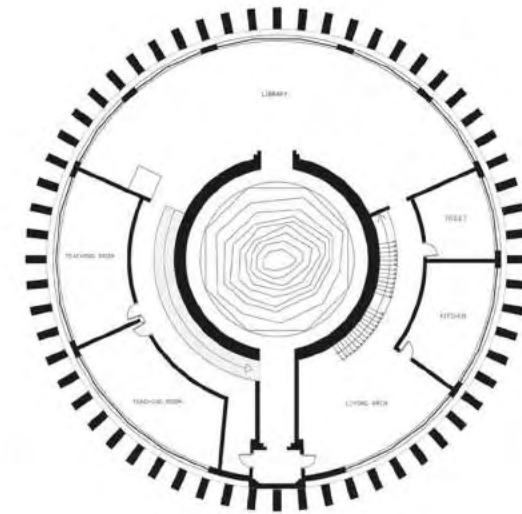
1965



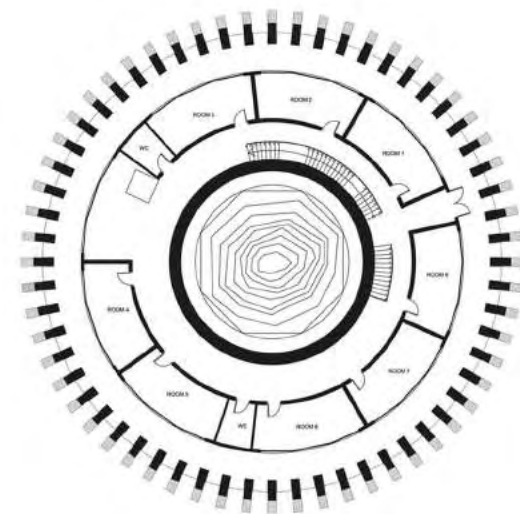
2015



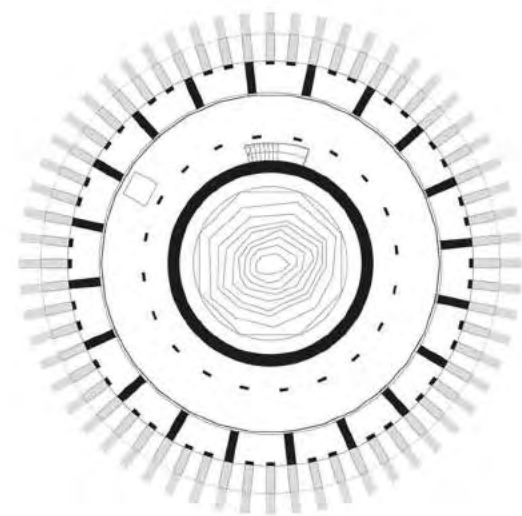
GROUND FLOOR PLAN 1/200



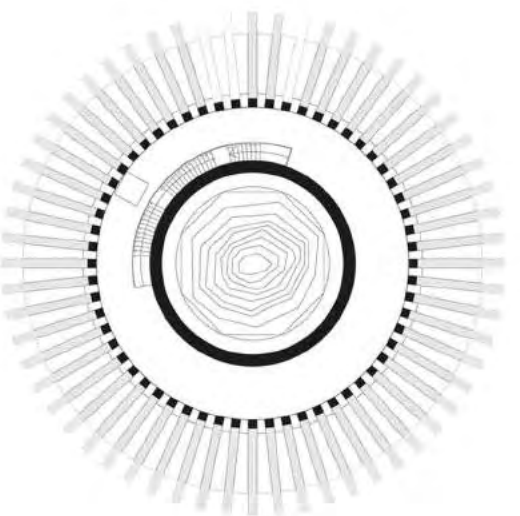
FIRST FLOOR PLAN 1/200



SECOND FLOOR PLAN 1/200

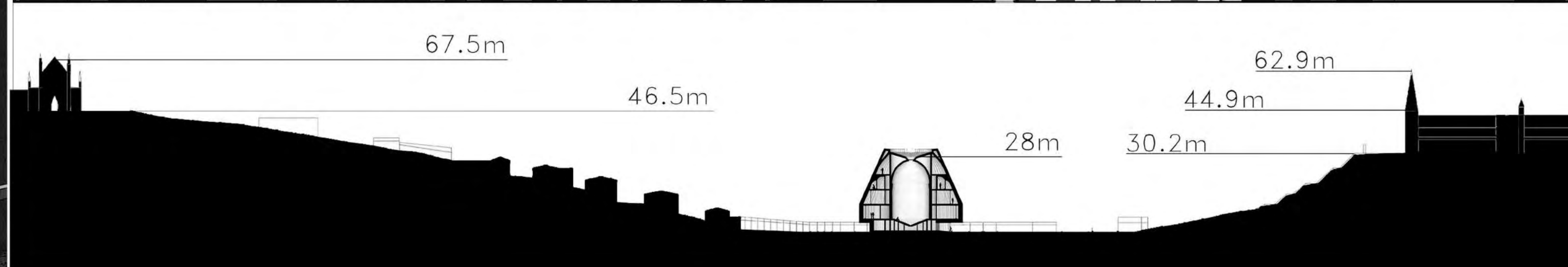
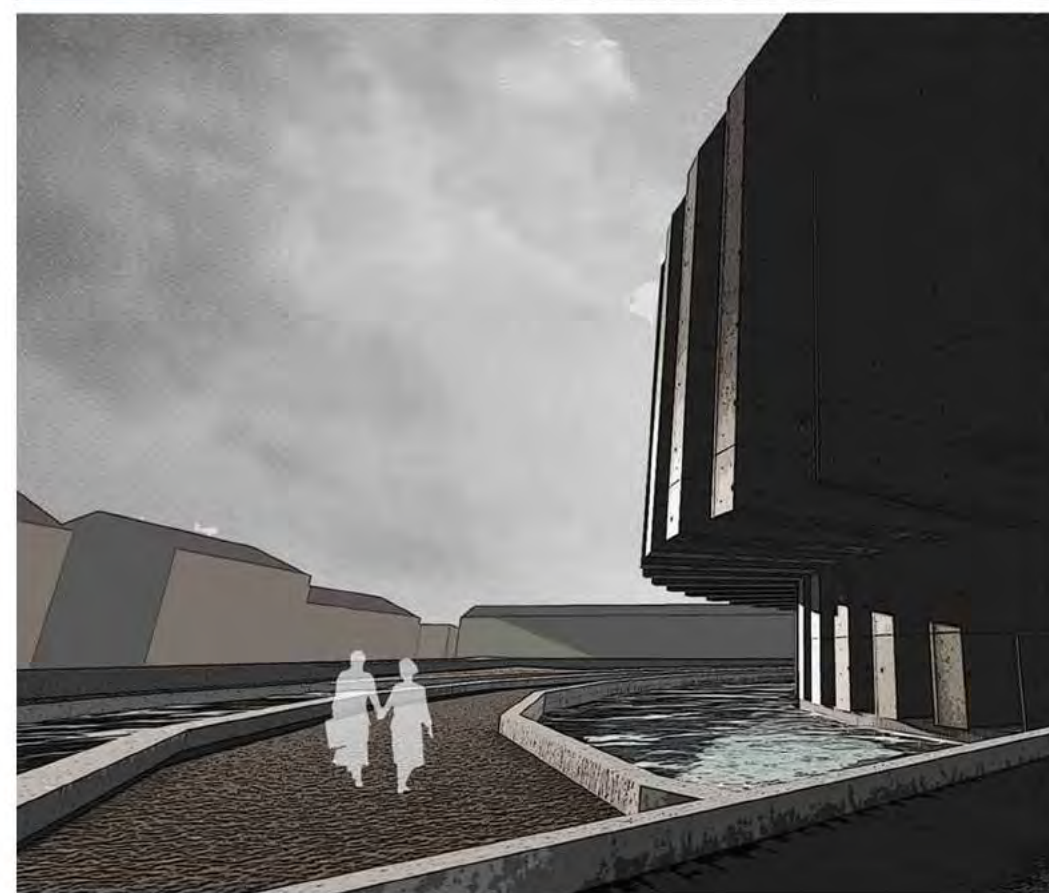
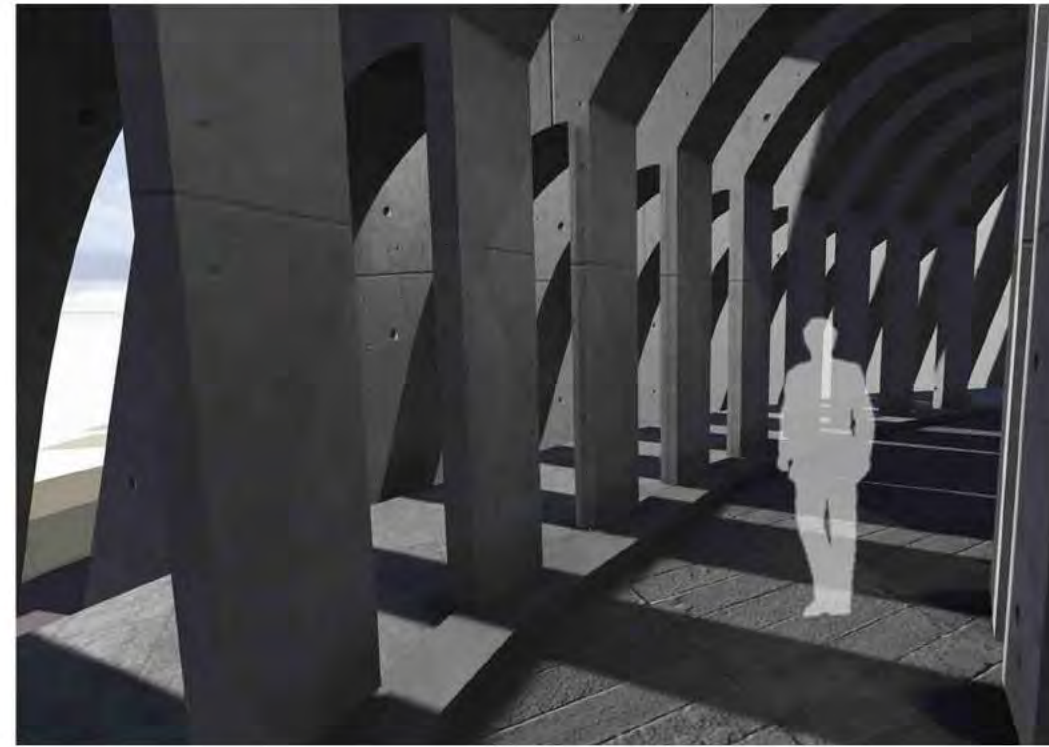


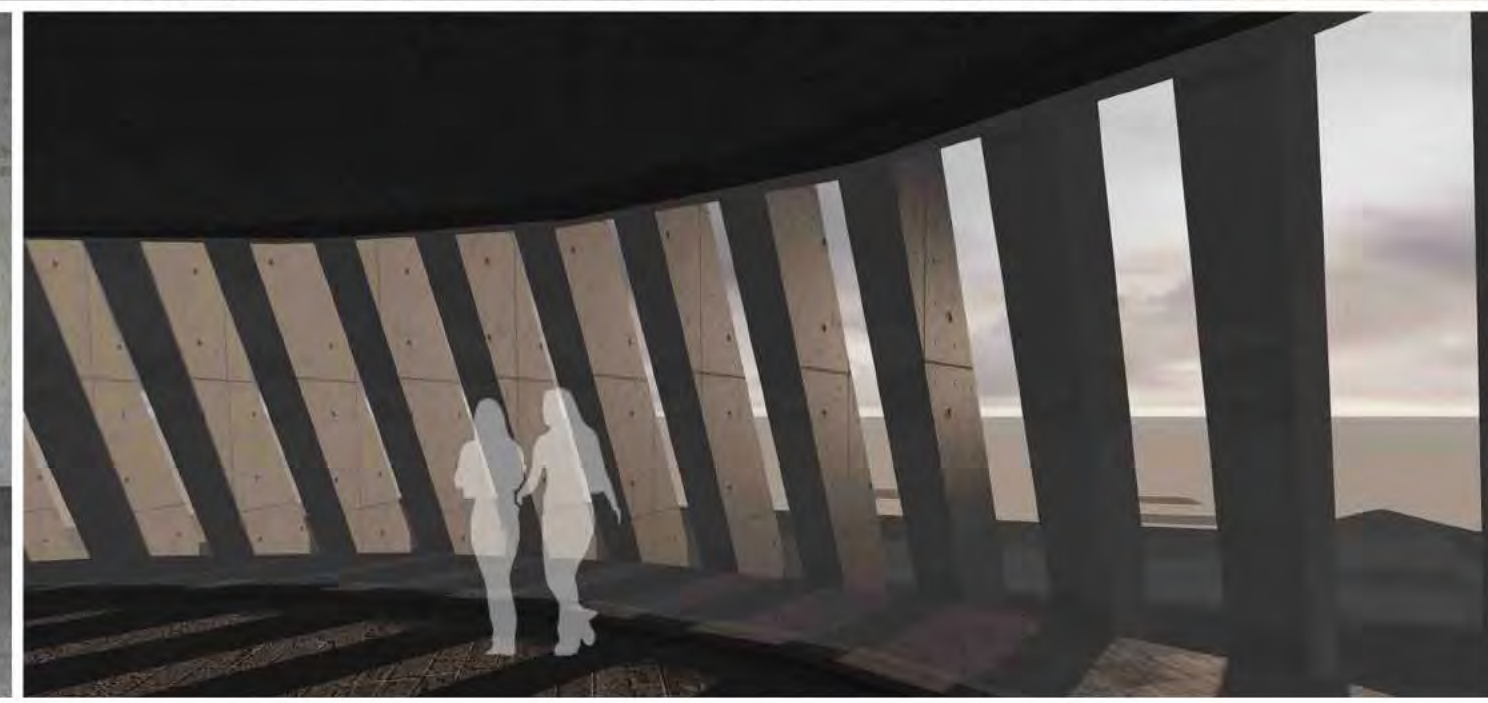
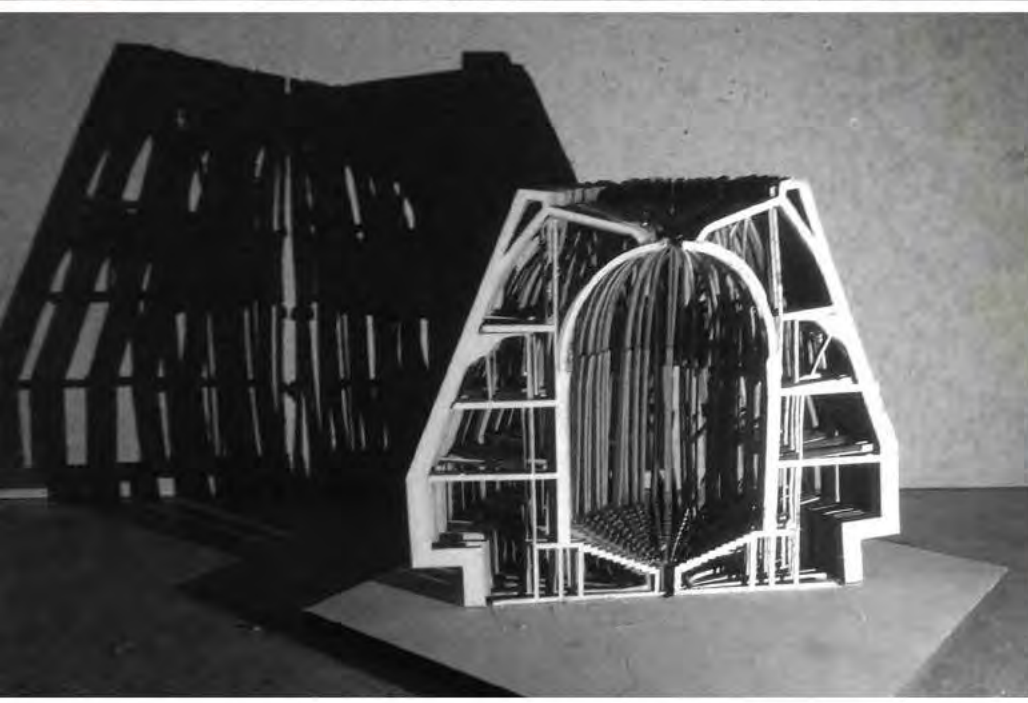
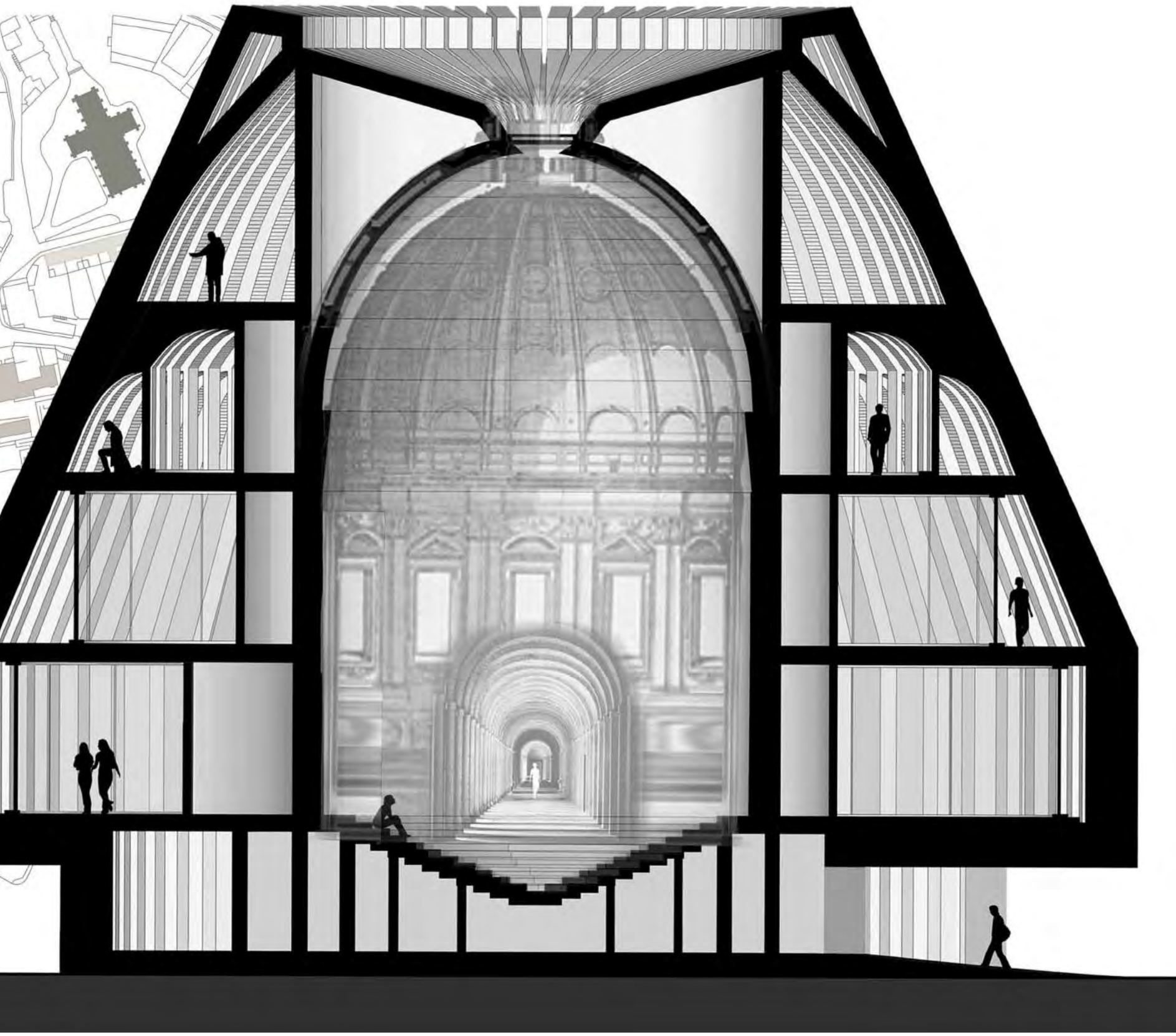
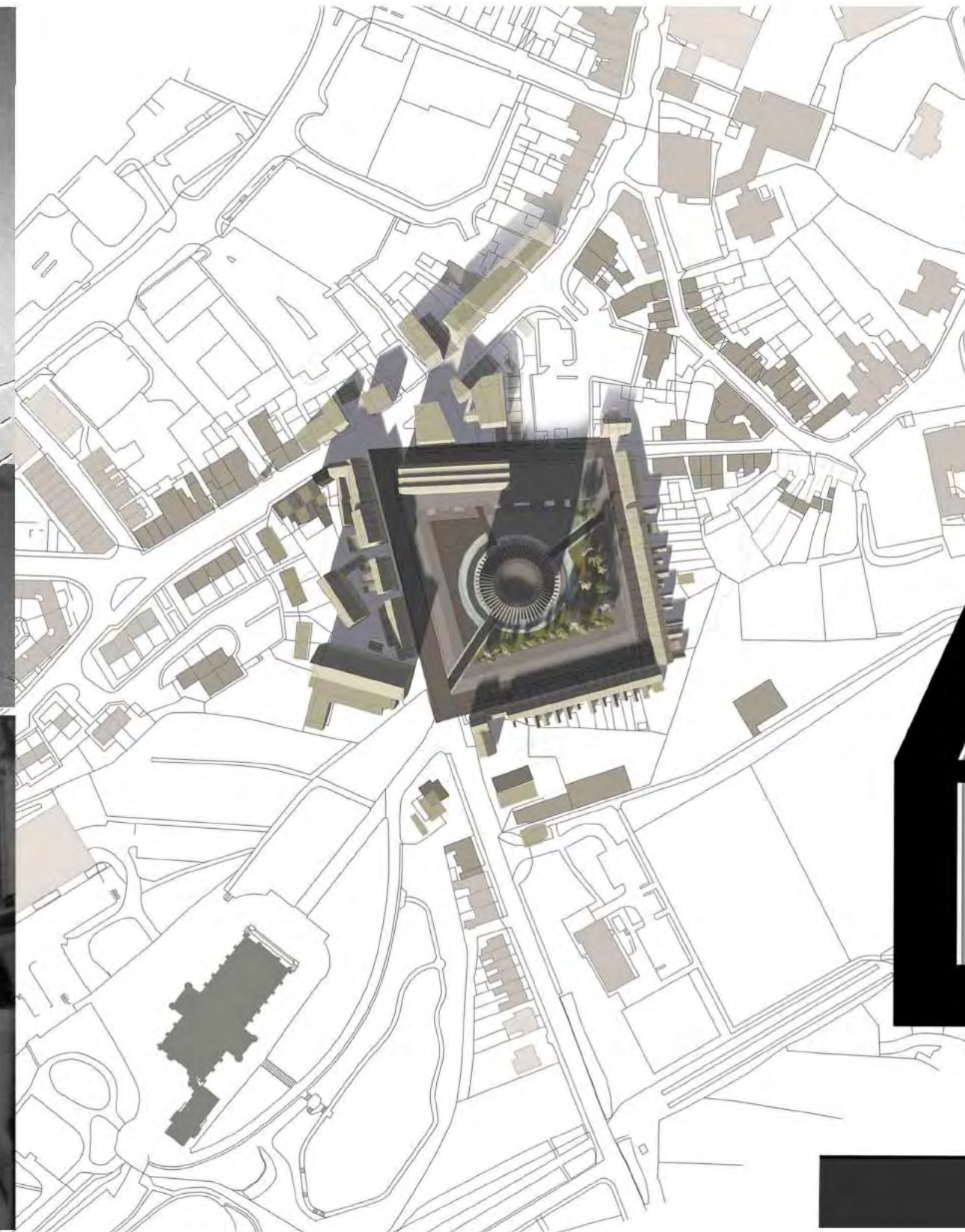
THIRD FLOOR PLAN 1/200

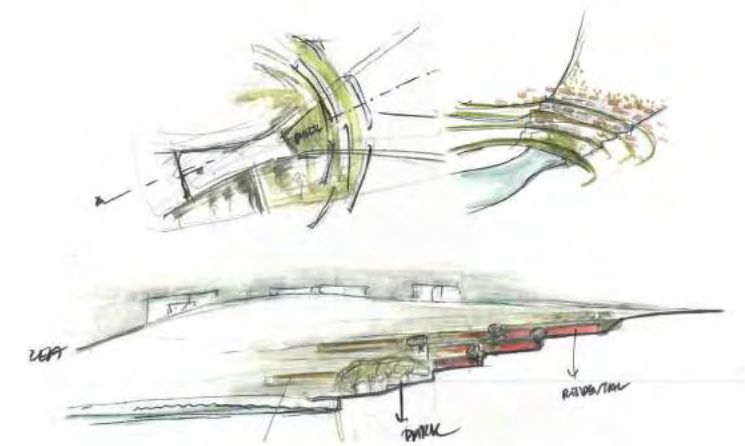
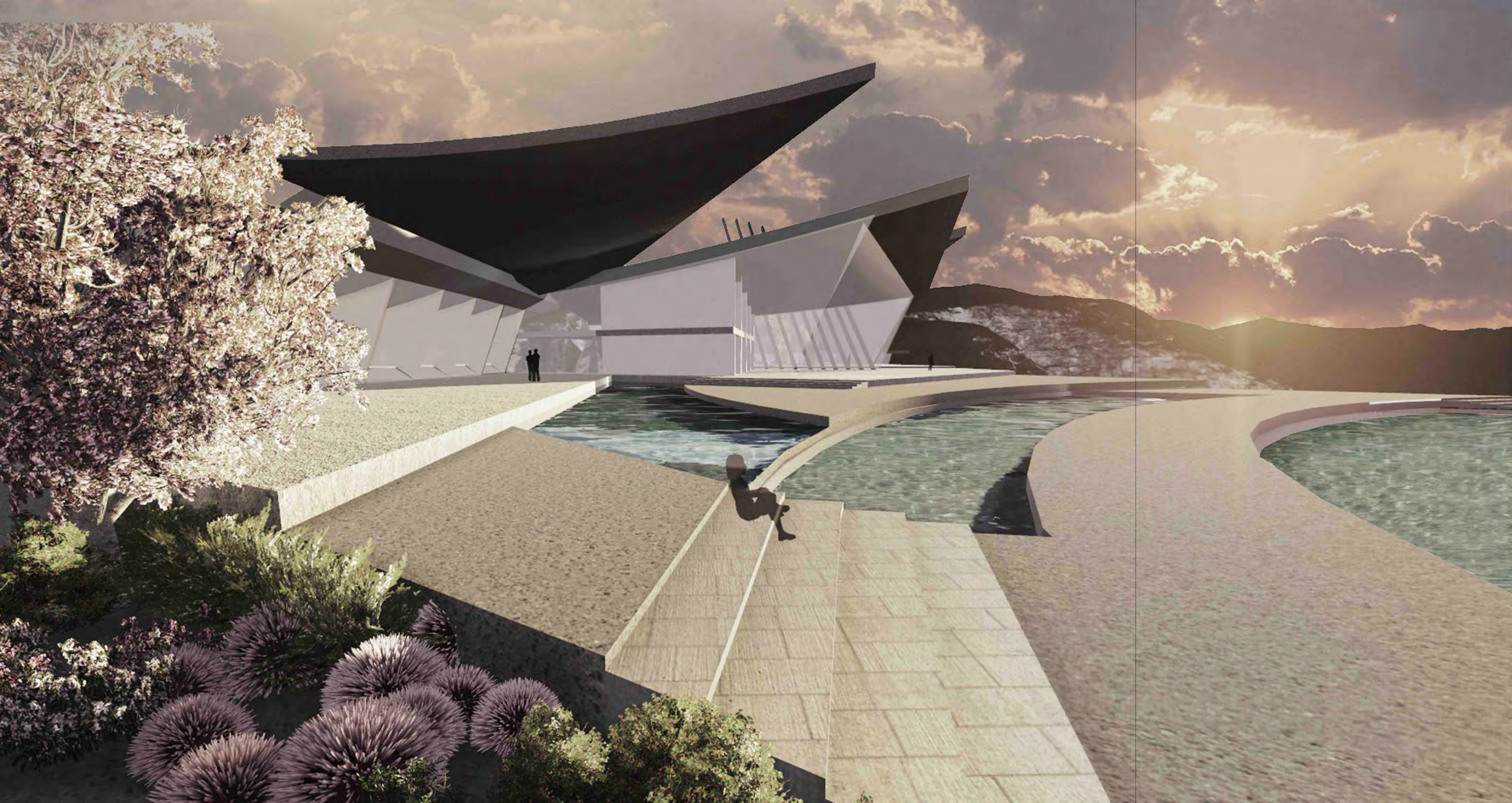


TERRACE FLOOR PLAN 1/200

The building has private and public spaces where the private areas are on first and second floors, but ground floor and the terrace floor are mostly public. Main public area is the prayer hall where it is open for everyone during the day for praying, meditation or contemplation. The private areas are for the secular monks and the trainees who are staying in the monastery for desired periods of time to learn the teachings of reiki and theosophy and find inner peace.



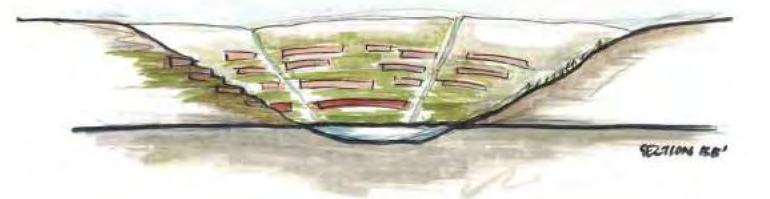


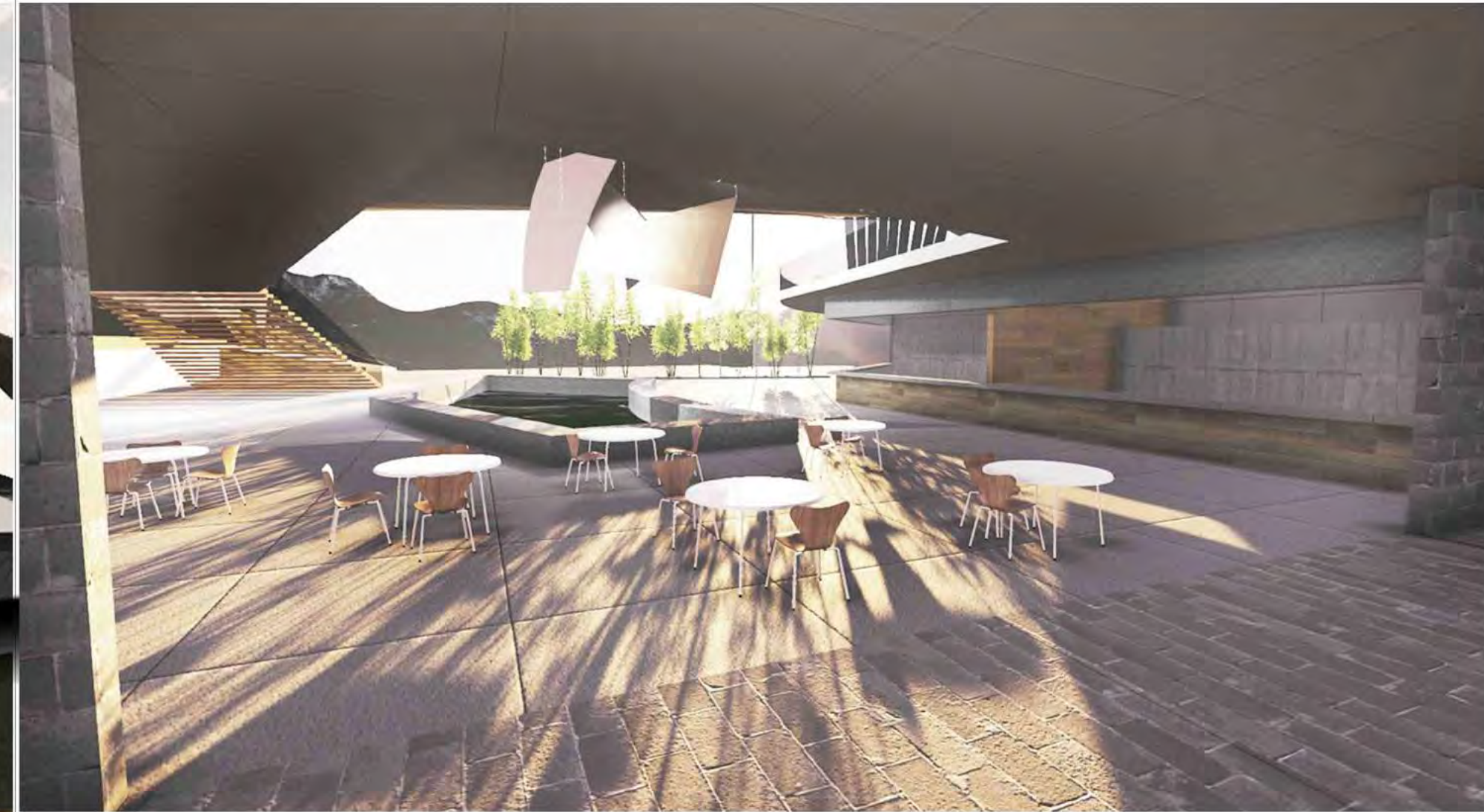


// BENDED DORMITORY

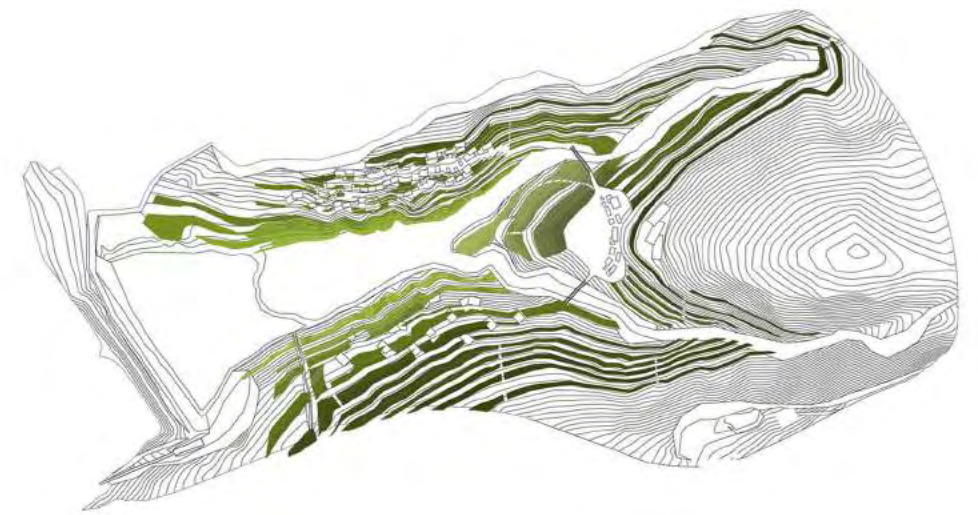
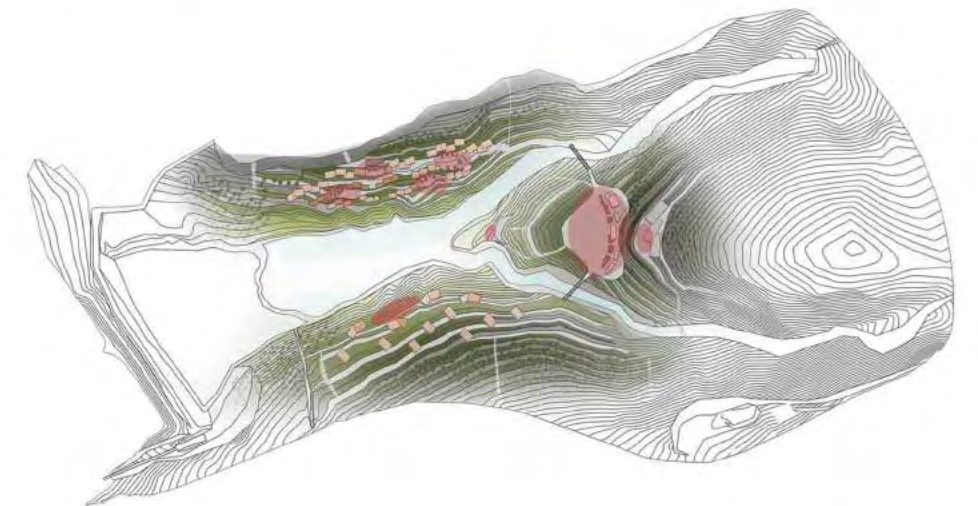
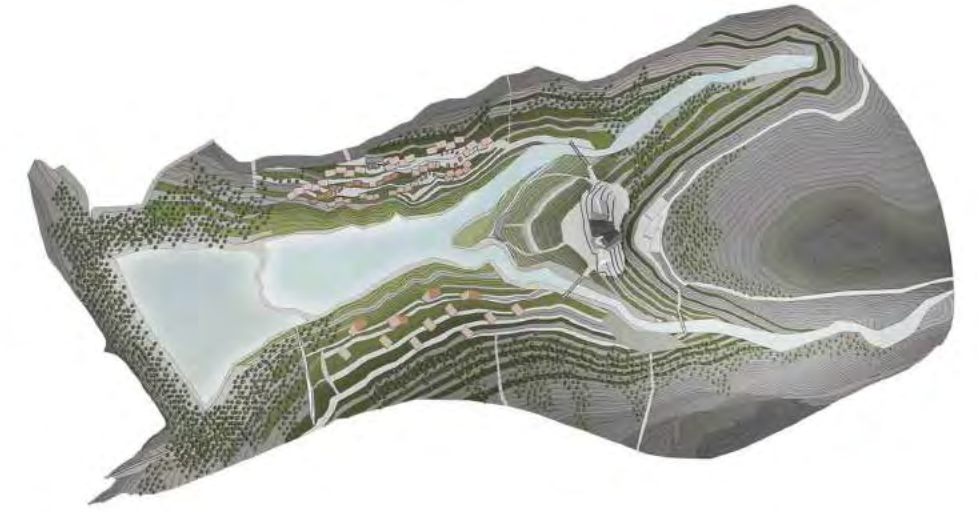
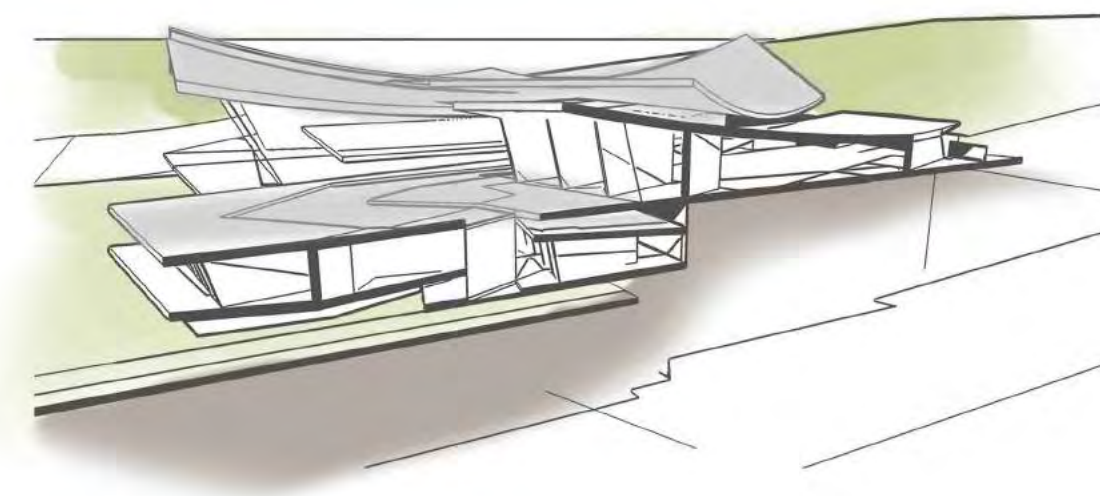
ARCH 301 / group & individual work

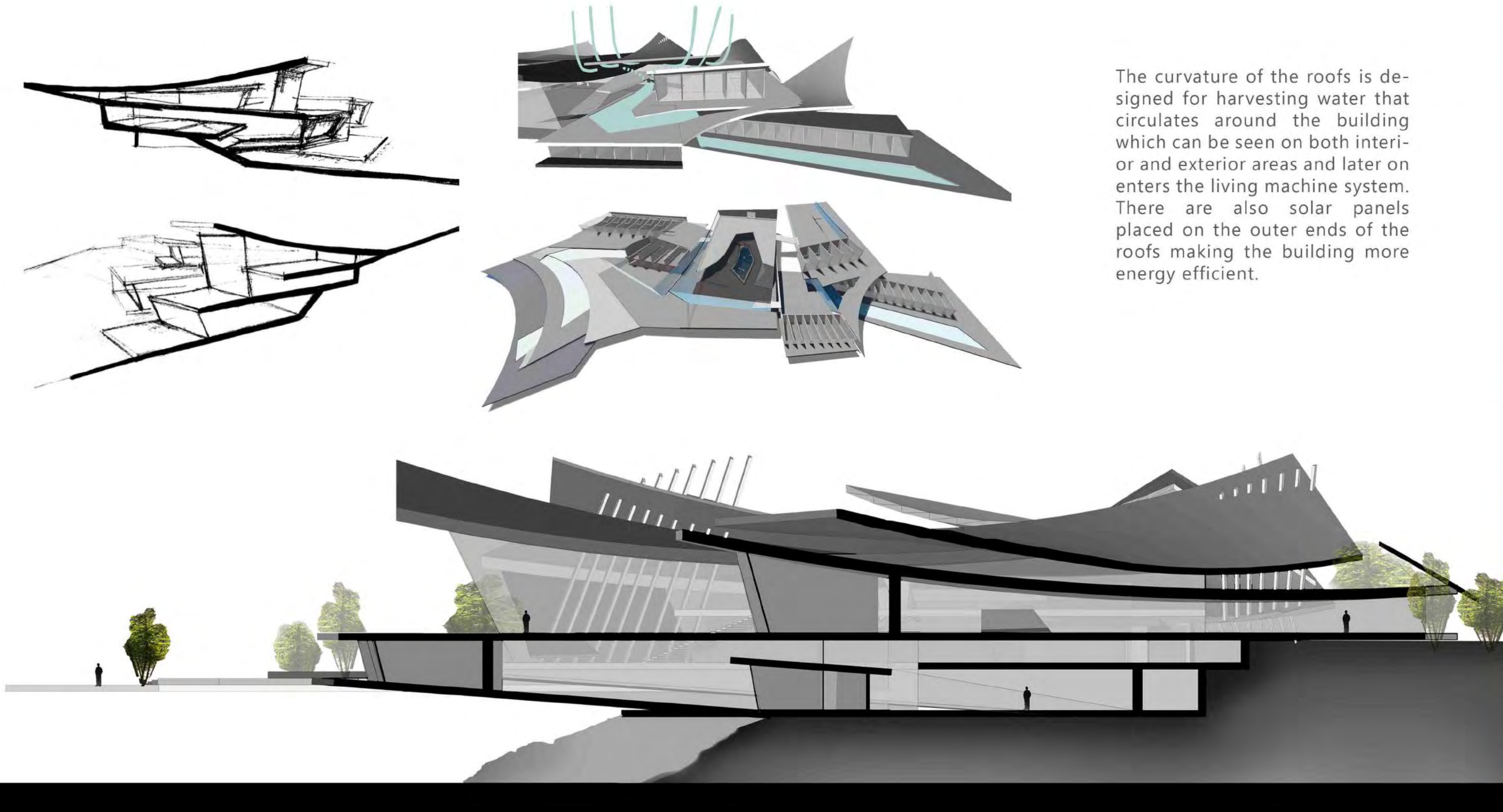
This project was located by the lakeside area in Bilkent University and started at a master planning level in groups. Main aim was to create co-housing solutions for everyone in campus from instructors to students. I decided to propose a dormitory with extensive social areas which would be in great correlation with the community housing designated in the master plan around both sides of the site for students, instructors and residents of Bilkent..





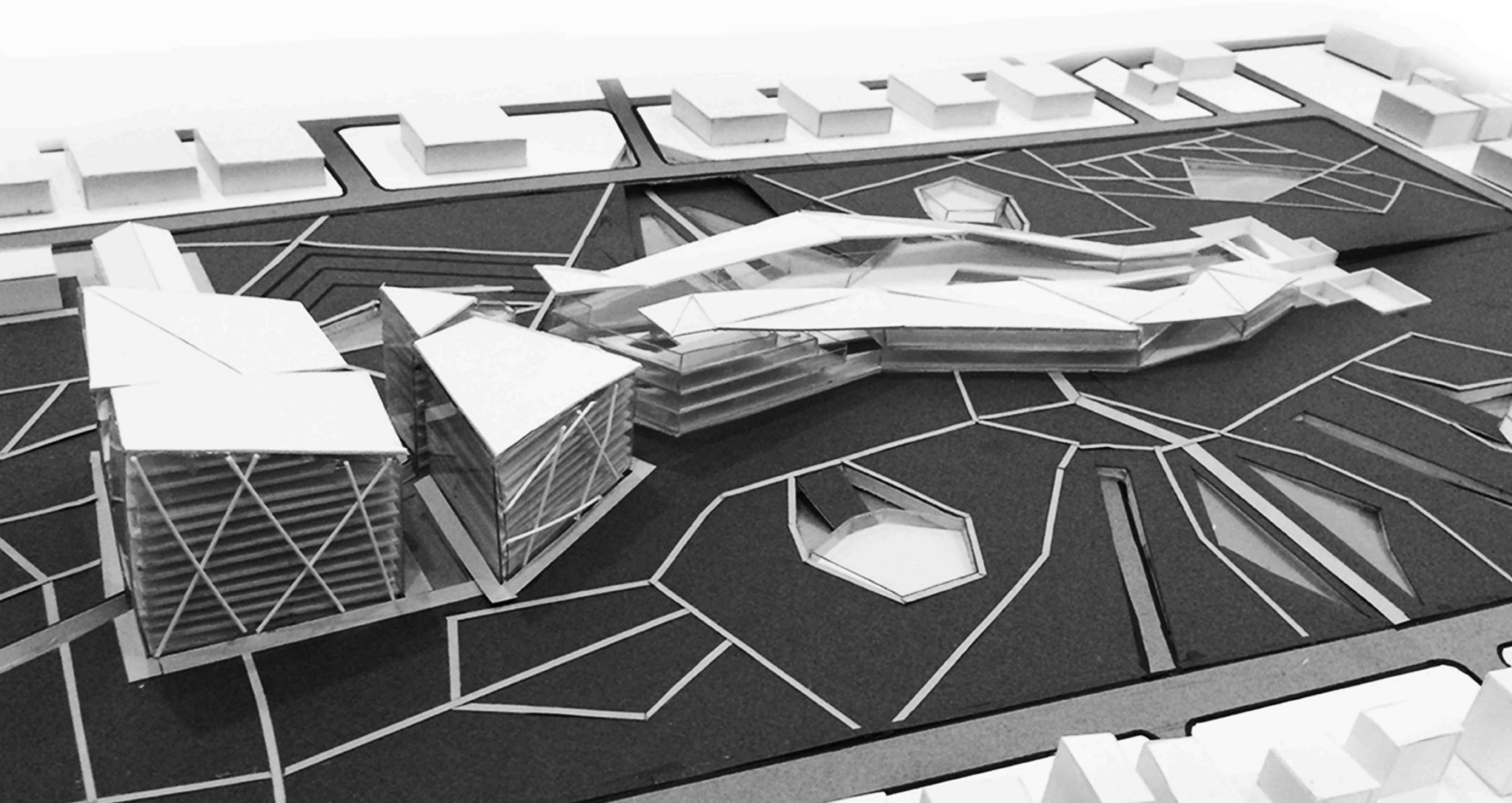
Dorm rooms are located on the east and west wings of the building where the common areas are located in the center in order to be easily reached from both sides. The common area includes restaurants, dining areas, lounges and study rooms which can be used by resident students and also other students from Bilkent.





The curvature of the roofs is designed for harvesting water that circulates around the building which can be seen on both interior and exterior areas and later on enters the living machine system. There are also solar panels placed on the outer ends of the roofs making the building more energy efficient.

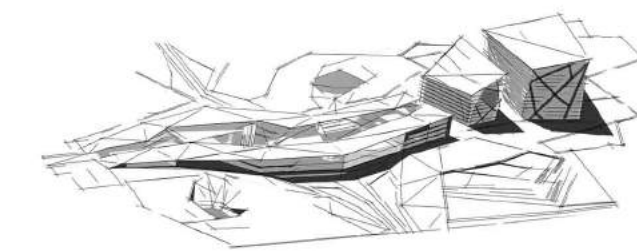


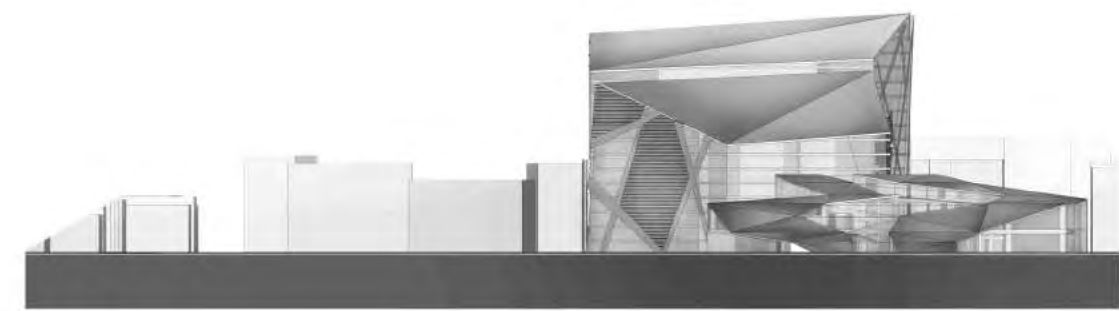
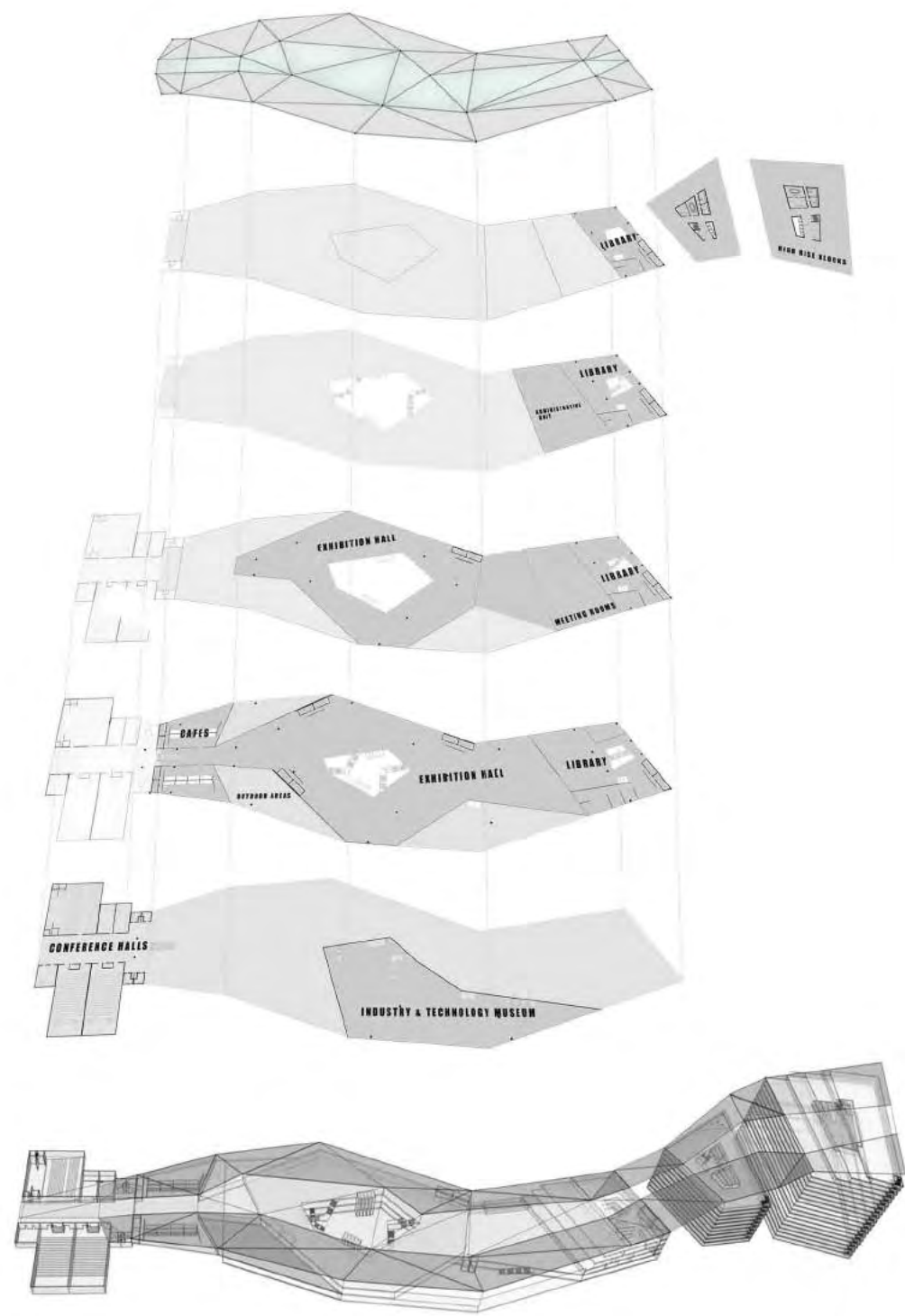


// EXPO XXI

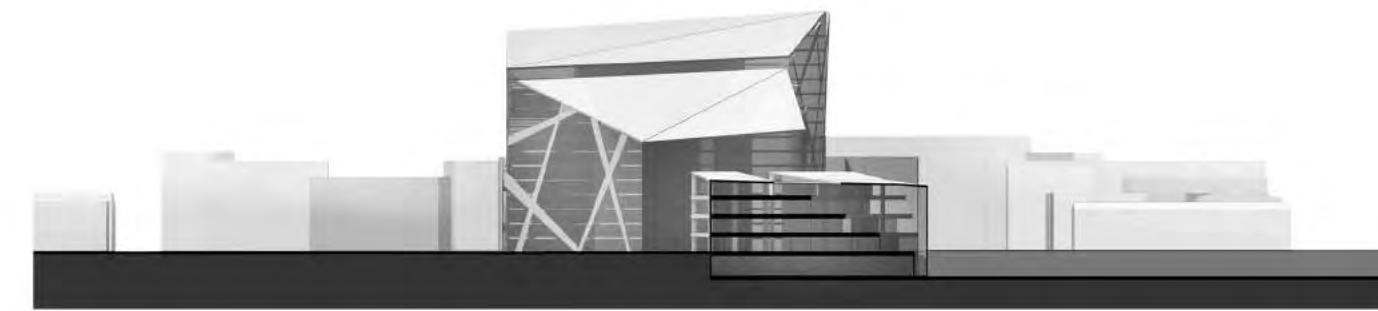
ARCH 202 / collaboration with H. Ozrenk, Z. Kirac

In this project the task was to design an Expo Center in the most industrial site in Ankara; Iskitler, that would bring thousands of people to the undeveloped area. Project started at a master planning level and continued onto designing a building that contains an Exhibition Center with a library, exhibition halls, a conference hall, high rise buildings for offices, pavillions. There is an Industry and Technology museum to give reference to the industrial background of the site.

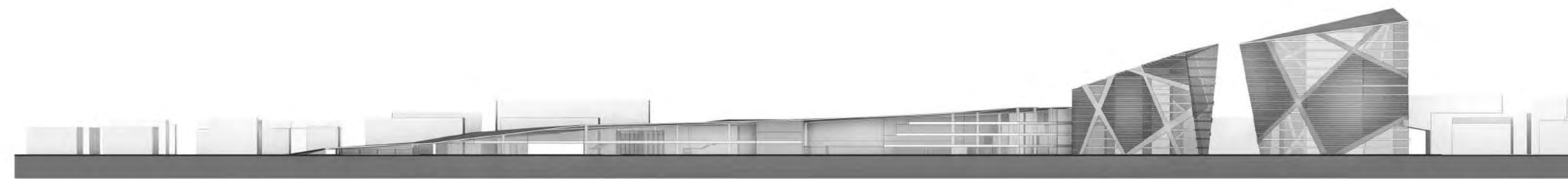




WEST ELEVATION



CROSS SECTION



SOUTH ELEVATION



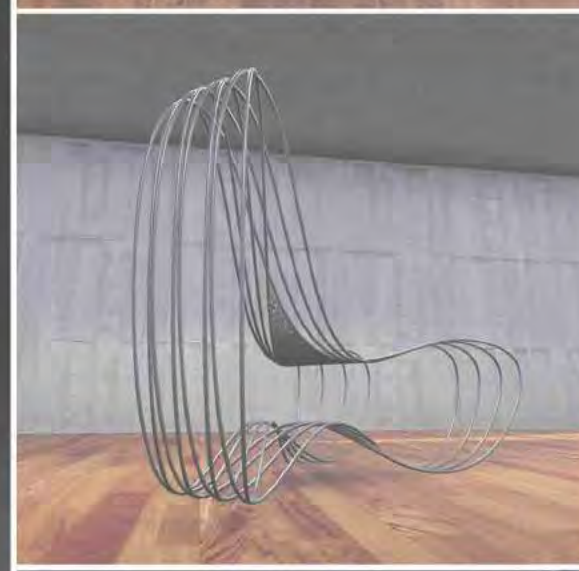
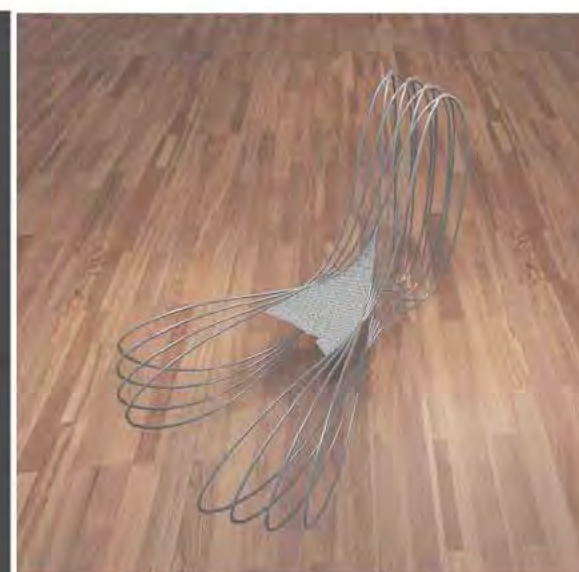
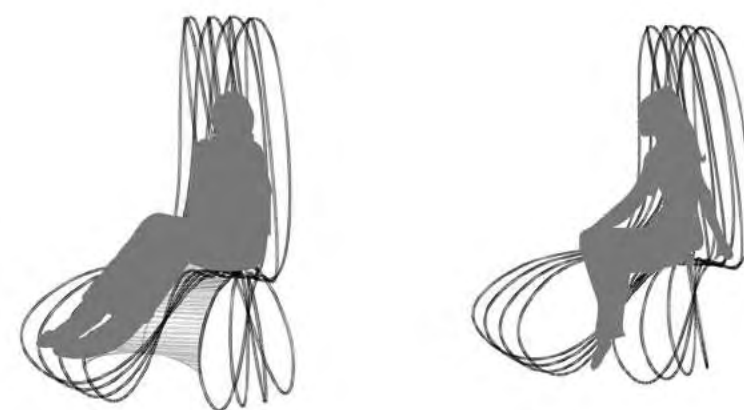
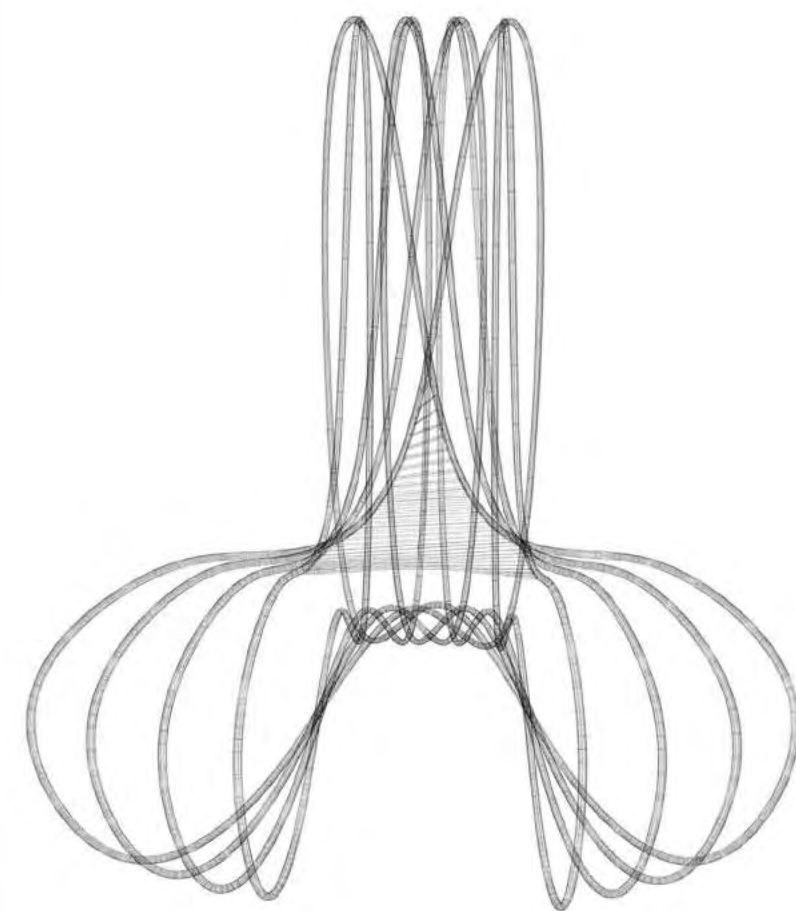
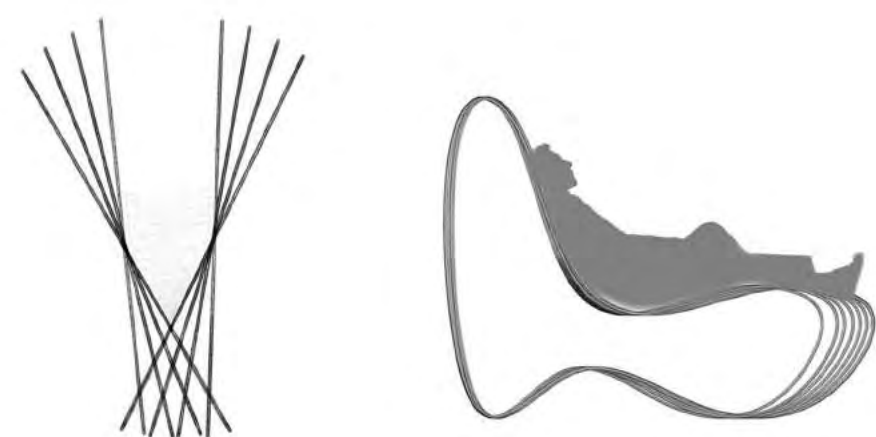
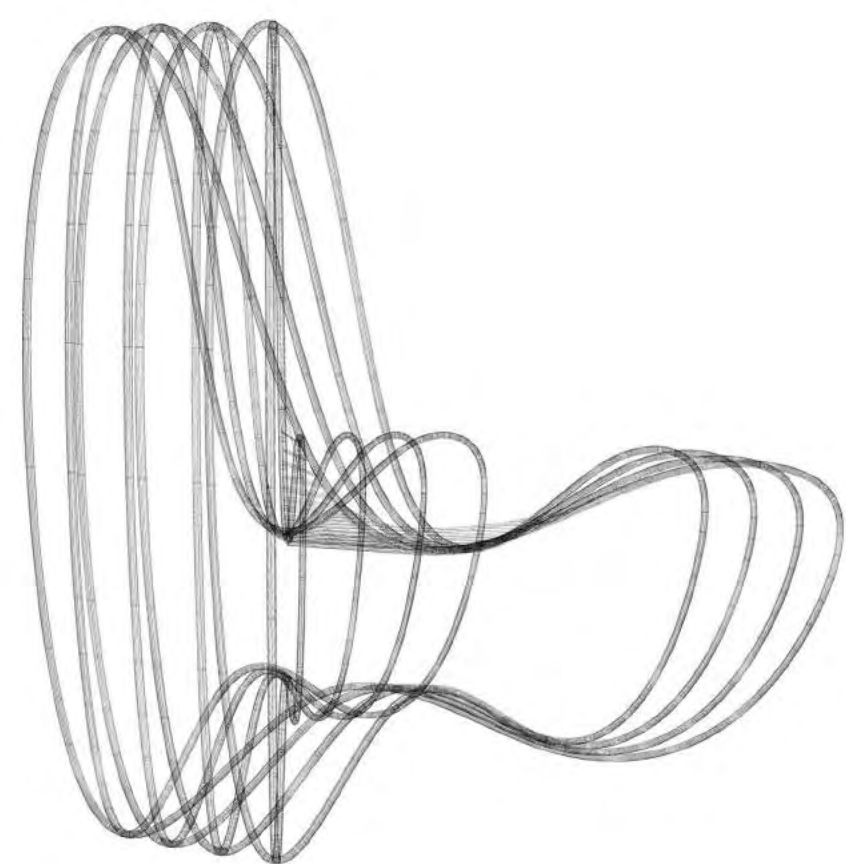
LONGITUDINAL SECTION



// CURVUS CHAIR

Marangoni Dress for Comfort Competition

Curvus chair is inspired from the natural curvature of nature. 'Curvus' means "curved" in latin which is an attribute to the design itself. It is a chair designed to be relaxing and its form is generated from the human spine. The curvus chair has two different seating styles depending on whether the user is going to sit or lay comfortably. The seating fabric is designed to be expandable due to the seating position and could be manufactured in many different colors and patterns. The fabric can be removed from the chair easily to be washed or changed to a desired colour. If the user decides to lay down, the expandable part which is folded narrowly, can be pulled through the curvature of the sides of the chair and secured to the hook.

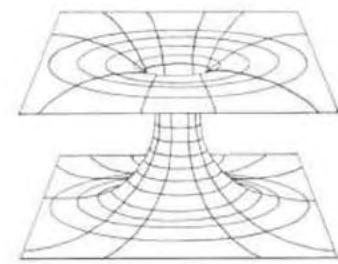




// SHELTER

Basic Design 102 / group work with H.Ozrenk
This project given in the second half of the first year was aimed to experience with human scale and proportions. The task was to design a shelter for the upcoming annual Bilkent May Fest and create a 1/5 model of the design using its exact materials. The continuous curved form of the wood was designed in order to keep a unified form in manners of a "shelter". Two main spines of the wooden structure are connected together with the triangle membrane sun shading elements.

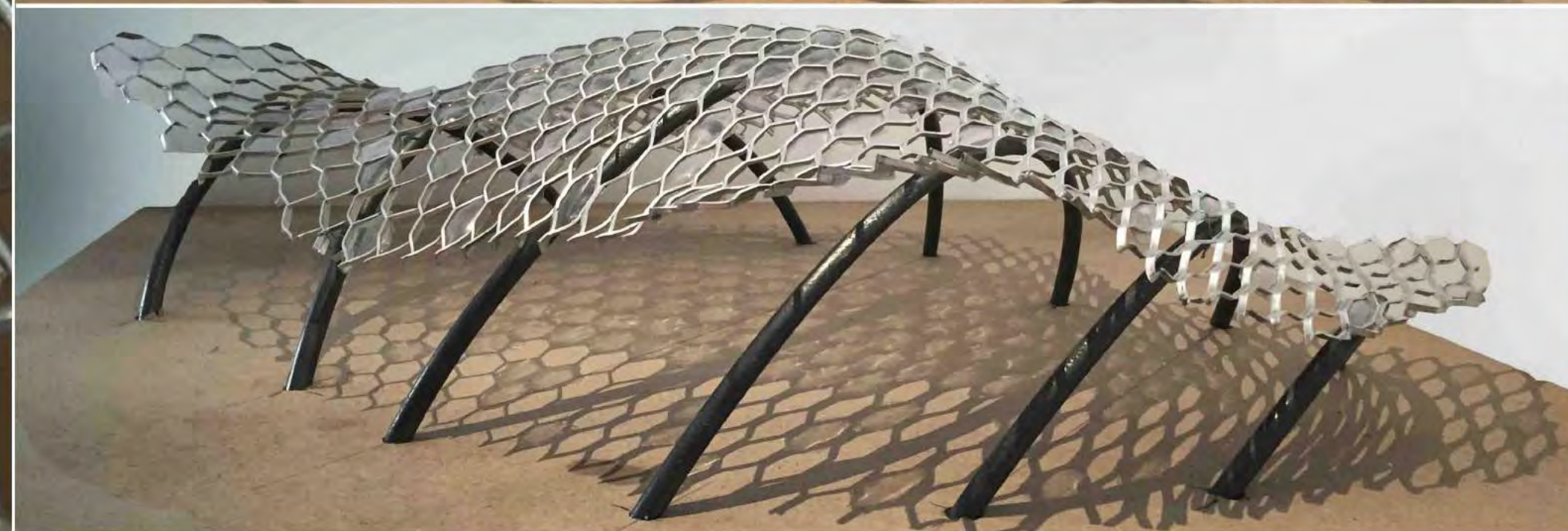
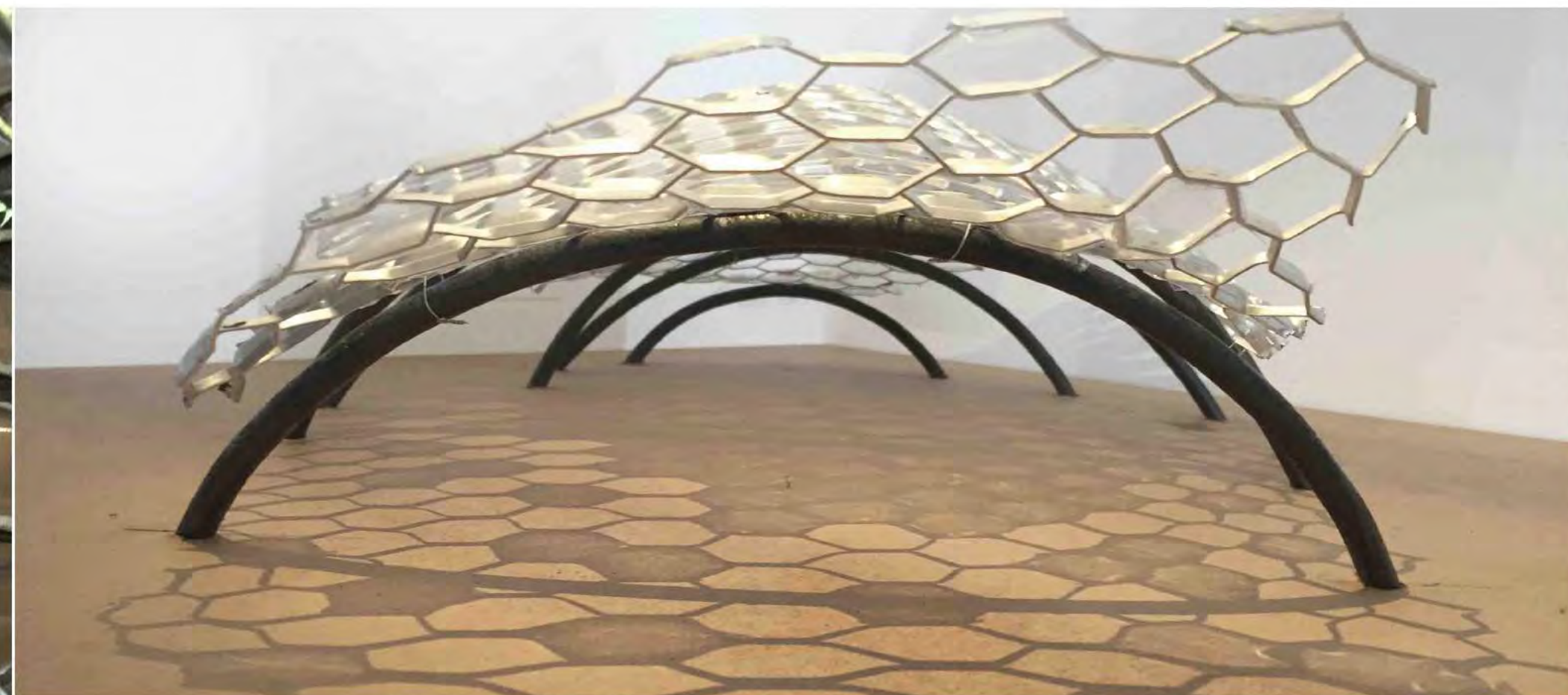
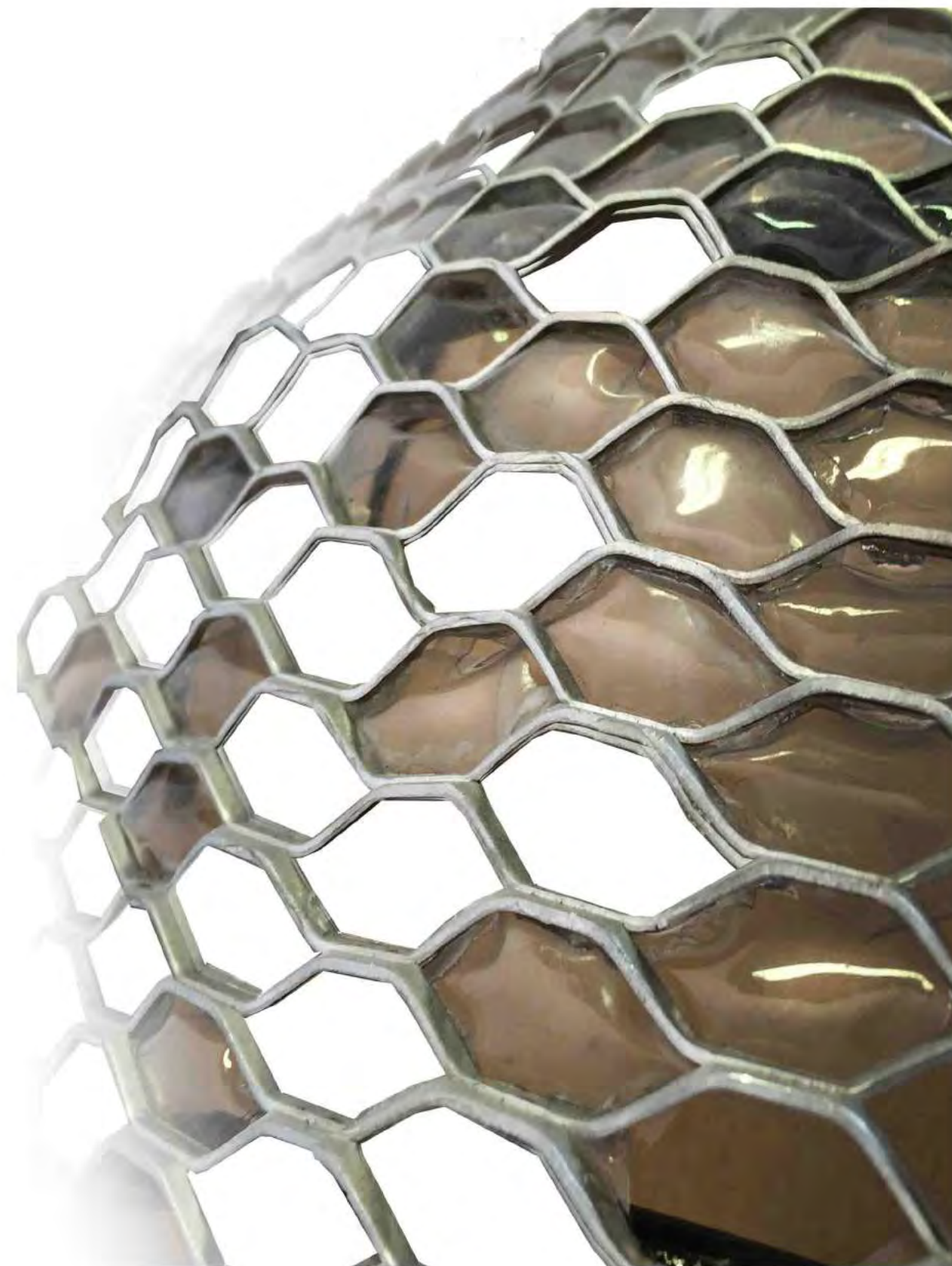


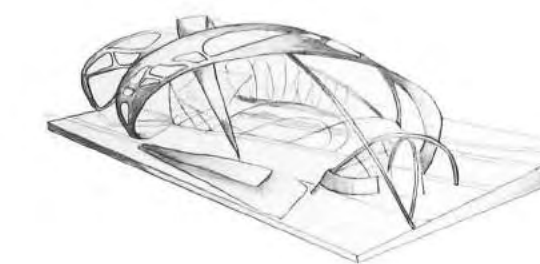
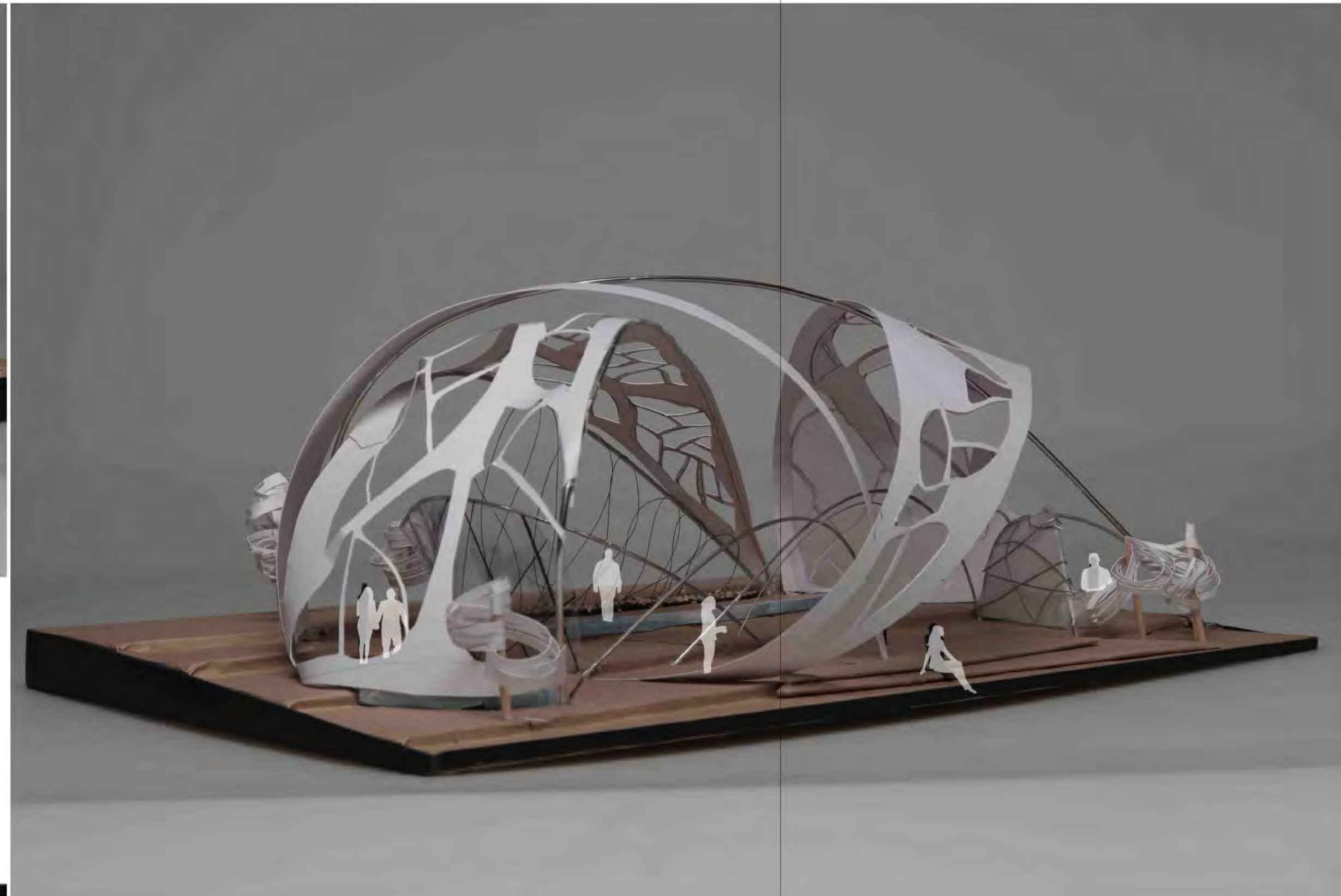
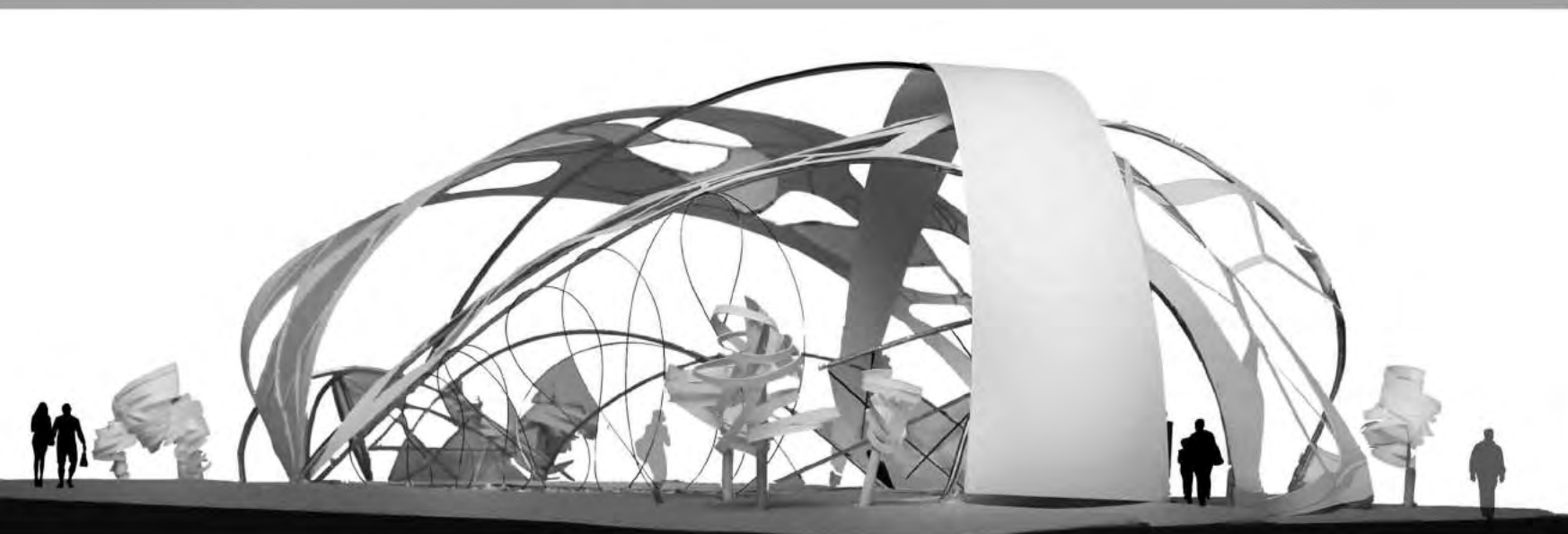


// KINETIC BUBBLE

ARCH 401 / collaboration with Z. Kirac, H. Ozrenk, O. Ozgenc

While we were examining the suitable concept for our movable pavilion, we were inspired from the theory of Einstein-Rosen Bridge also as known as black hole. What we wanted to represent in the design was the theoretical Cartesian grids in other words the bending and folding property of space. Having this in mind, we designed tubular structural steel arches as the primary structural system and there is a movable steel framework filled with dynamic bubbles that are able to expand and stretch according to the human density. This secondary structure is motion sensitive where the design refers to the space technology. Also, we wanted to enhance the experience of light and shadow effects so that the bubbles are placed denser in the center, and scattered towards the edges.

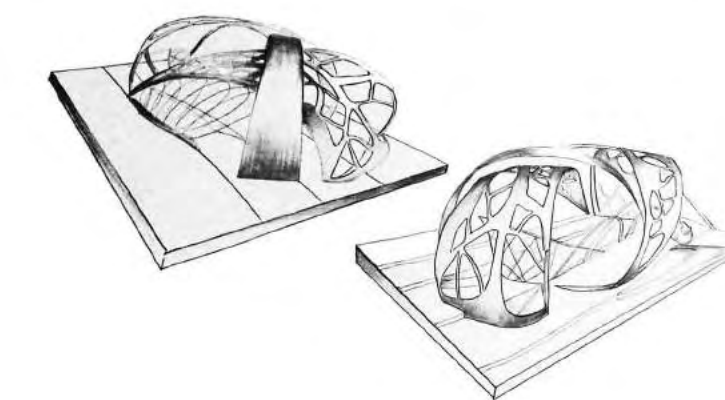


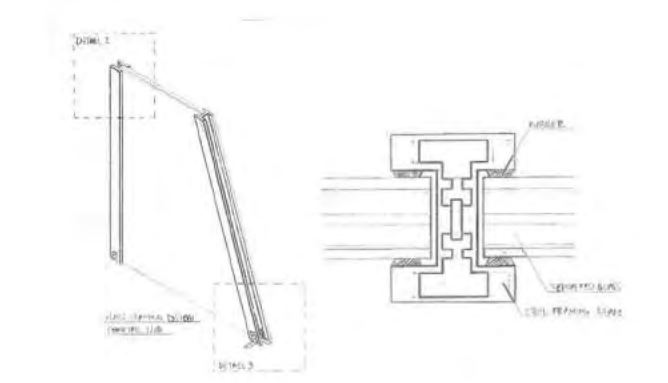
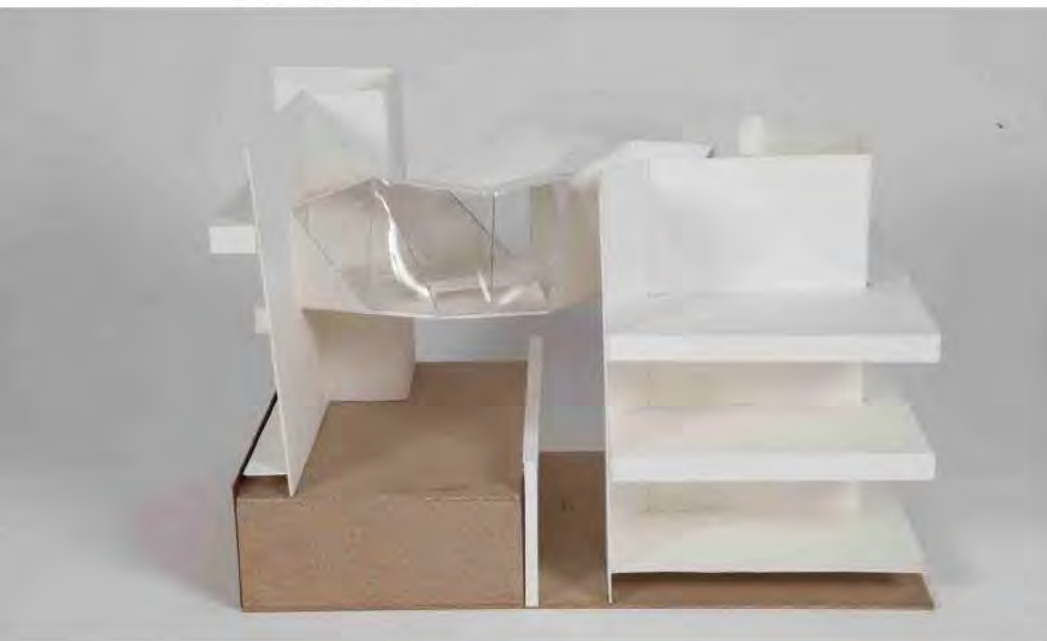
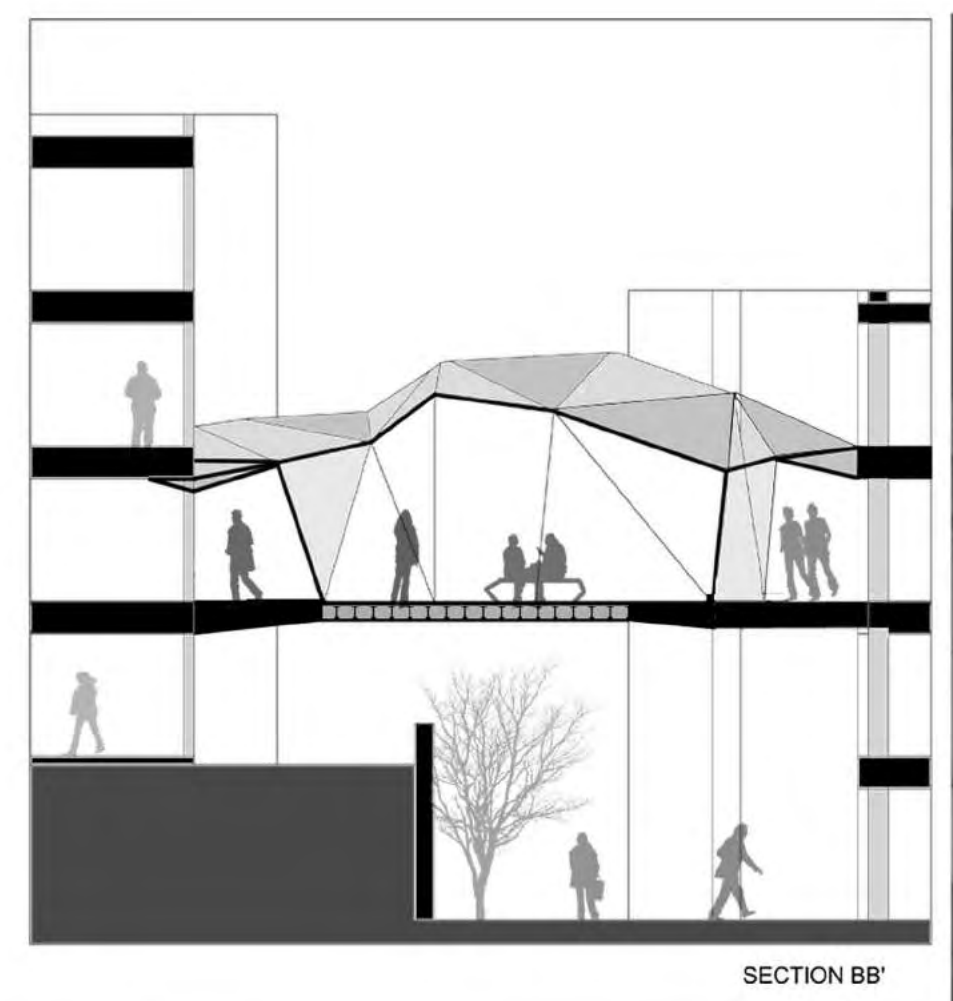
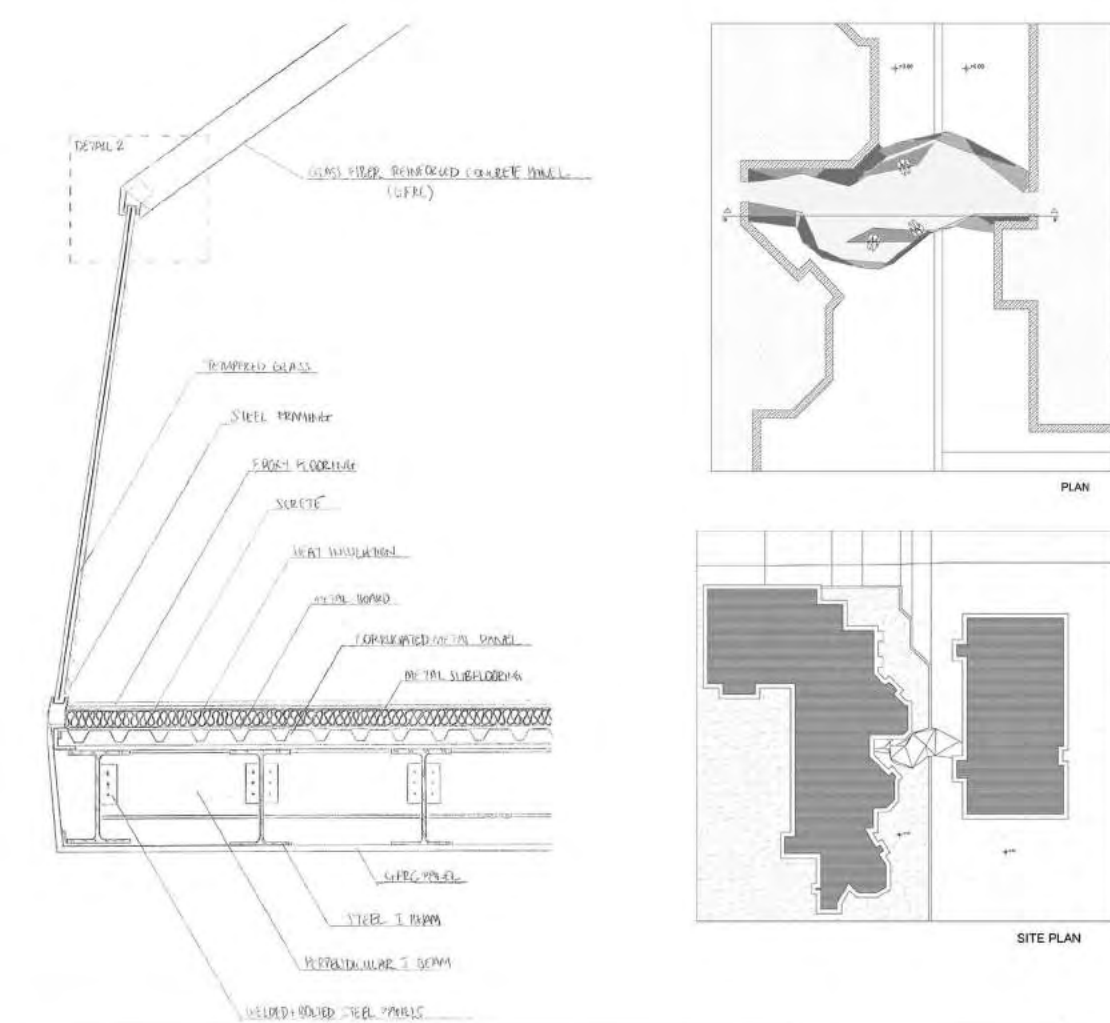


// LIGHT GALLERY

Basic Design 102 / individual work

This project was given in order to design a Pavilion by experiencing with different light and shadow effects. The "Light Gallery" takes the visitor to a journey where it is possible to experience completely different spaces all divided in order to give a sense of light and shadow. There are transparent and translucent materials on the roof therefore the light entering the pavilion reflects from the pools create a vibrant interior.

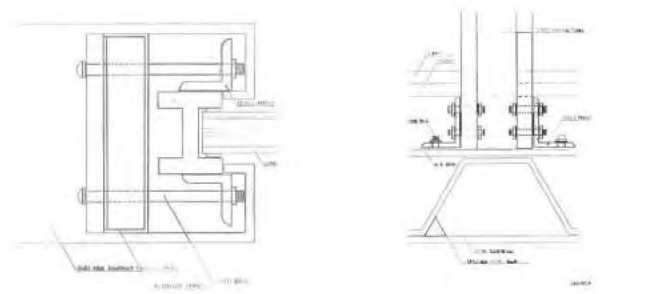


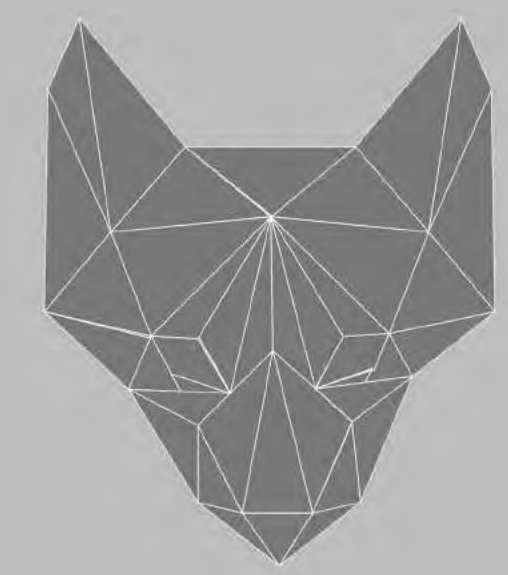


// SKYBRIDGE

Arch 201 / Individual Work

In this project we were asked to design a "space" of choice inside the University campus. I decided to re-design the bridge connecting the Social Sciences and Lecture Hall buildings because it is above one of the most important gathering area for students. The Skybridge proposed will give its area and the surrounding a whole new definition. In construction course we were asked to produce wall sections and details.



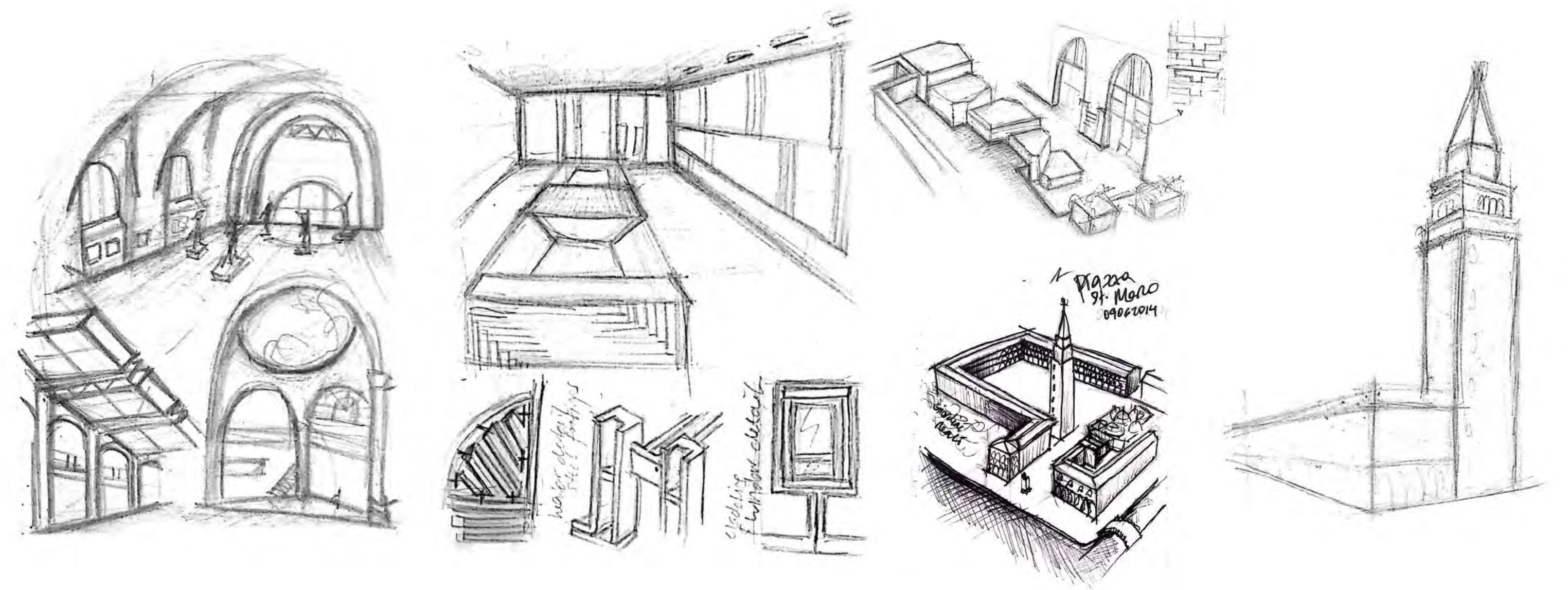
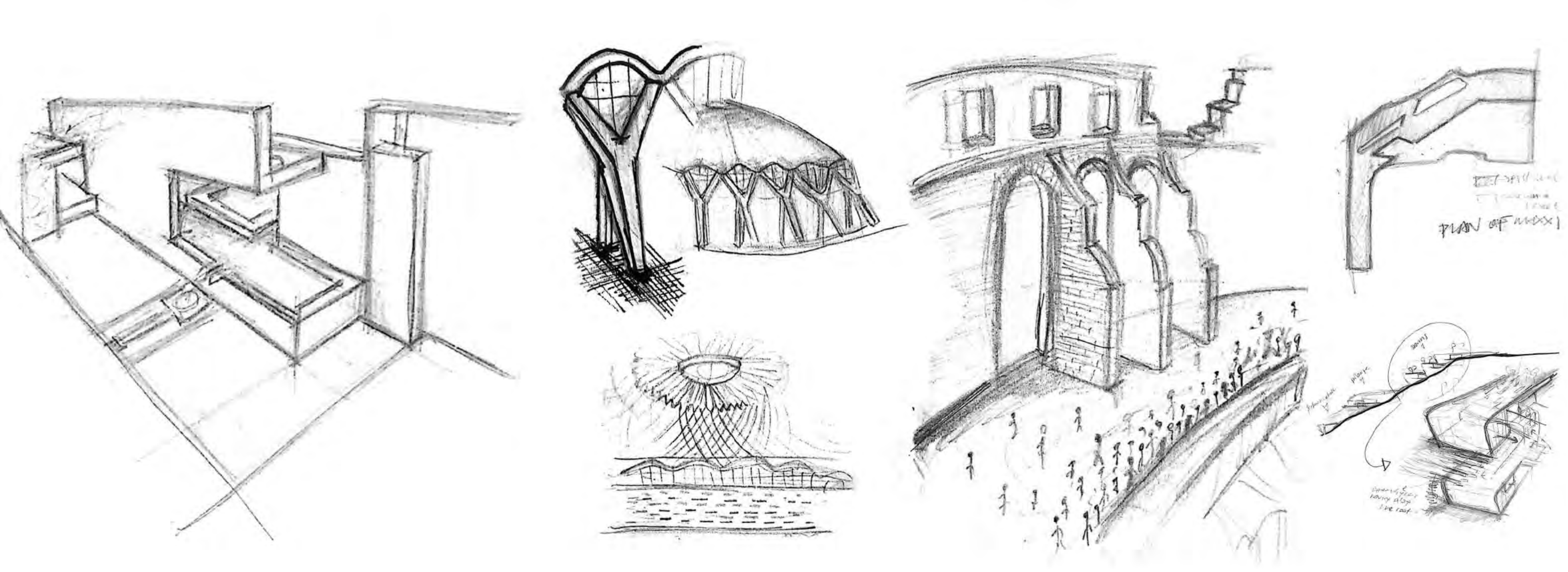


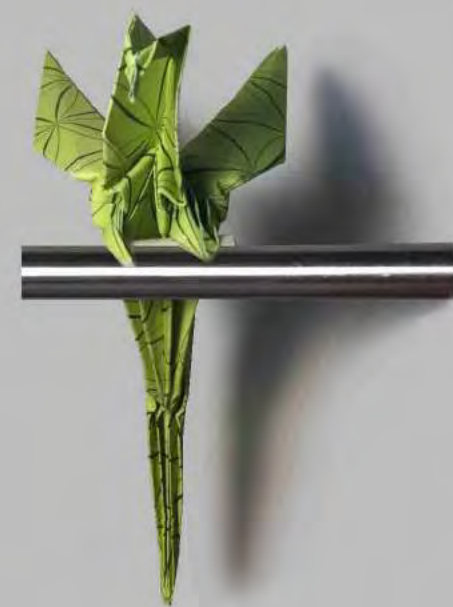
// VISUAL IDENTITY DESIGN

GRA 323 / Individual Work

In this project the task was to create a unique symbol based on an animal that would represent the identity of the chosen industry. First step was to create the logo with the chosen animal, which is a fox in my case, and create some alterations for different usage. I thought that using a fox for a Computer Games Industry would be suitable because it represents dynamism and intelligence. After designing the logo, a stationary set with various alternatives were created.

// SKETCHES

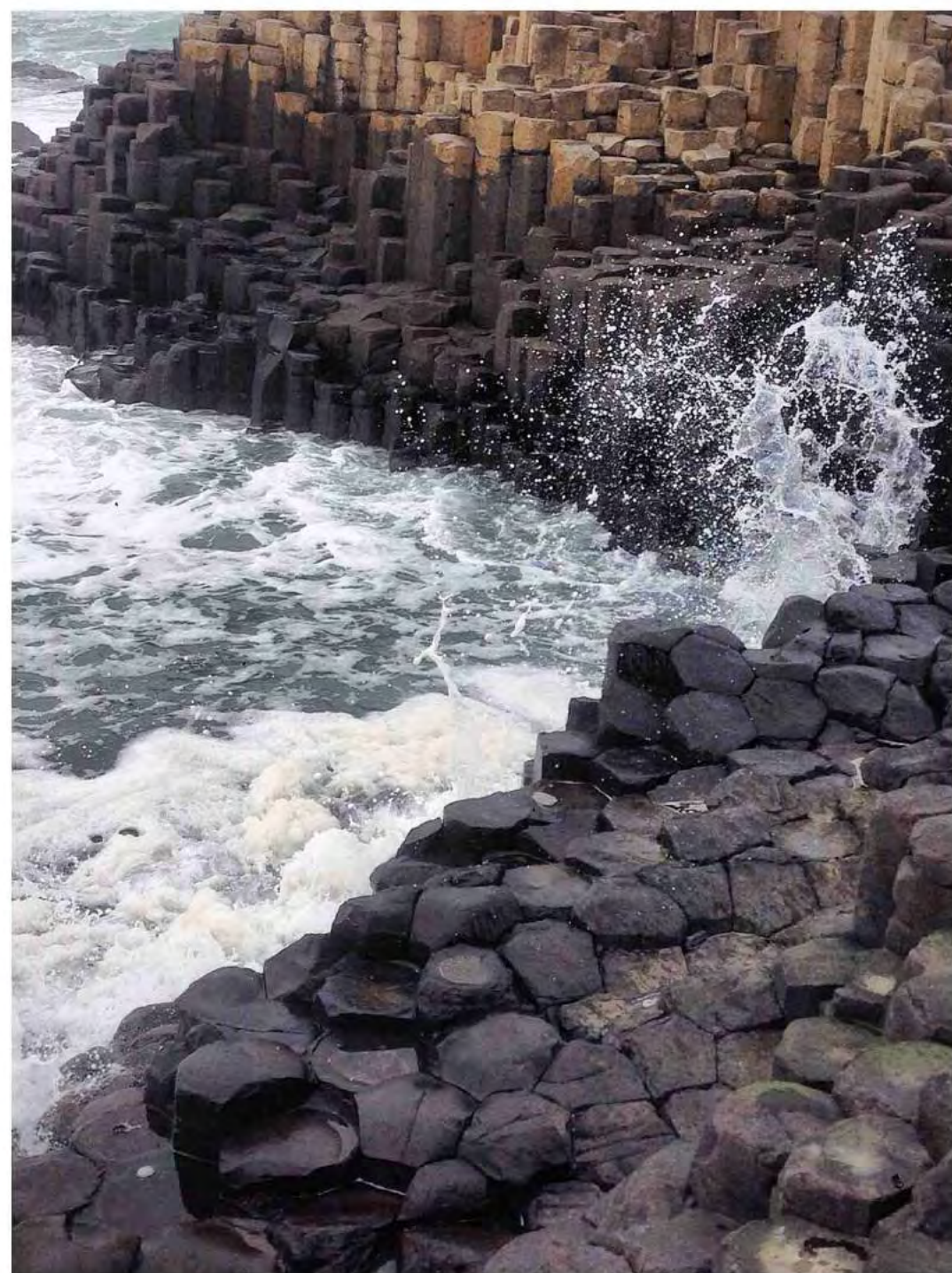




// ORIGAMI

Growing up surrounded with Japanese culture has led me to discover a whole different dimension in design. At a very early age I have learnt to make origami and started doing it ever since. Origami has taught me to think three dimensionally on each every design process. Creating a 3D object from only by folding sheets of paper, had a strong correlation with architecture which has fascinated me more and more throughout my journey of becoming an architect.

// PHOTOGRAPHY



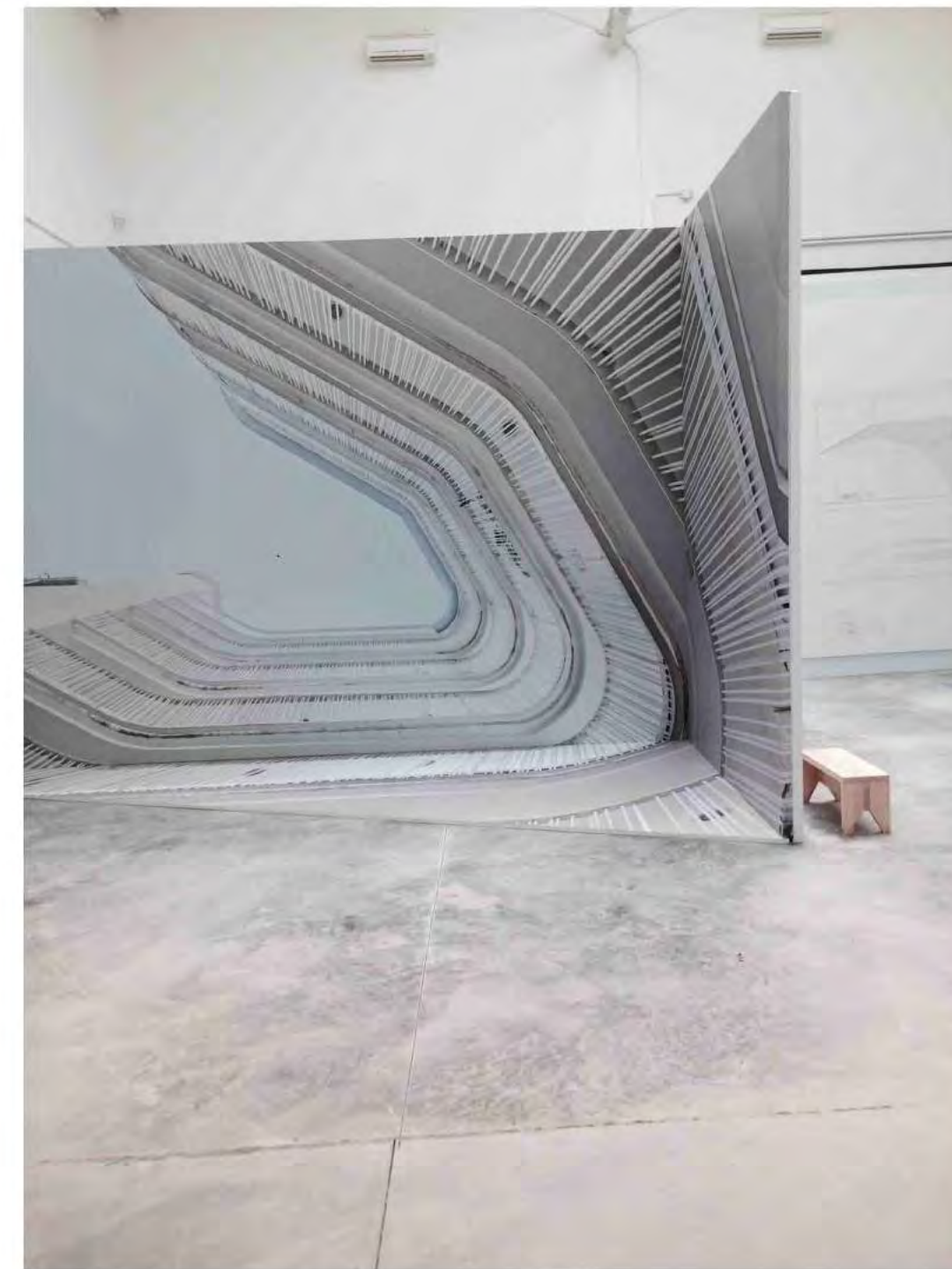
Giant's Causeway, Belfast UK, 2015



Venice, 2014



Edinburgh, 2015



Biennale Architettura, Venice, 2014



Glasgow, 2015



// CERAMIC WORKS

