

Gil Sunshine

gilsunshine.com
gilsunshine@gmail.com
914 391-5614

Education

Master of Architecture 2022
Massachusetts Institute of Technology

Bachelor of Arts with Honors 2012
Wesleyan University

Experience

Research Lead 01/2019 - Present
Matter Design
Leading research on design across scales. Participated in design of PS1 YAP proposal, Crop Circle Kit and AquiAqui, design and fabrication of sculptural objects.

Options Studio TA 09/2021 - 12/2021
MIT Department of Architecture
Assisted in course development, organization and weekly desk crits for fabrication-focused options studio resulting in full-scale installations for each of the students.

Fabrication Shop TA 02/2020 - 12/2020
MIT Department of Architecture
Assisted with CNC maintenance and advising students on fabrication projects both in-person and remotely.

Digital Fabricator 03/2017 - 12/2017
Santiago Calatrava Architects and Engineers
Designed and fabricated sculptures and architectural models using digital and analog processes. Managed shop workflow and inventory.

Designer 02/2014 - 03/2017
Snarkitecture
Managed design and implementation of product, furniture and installations. Communicated with clients and fabricators to execute projects.

Fabricator 09/2012 - 02/2014
Daniel Arsham Studio
Fabricated sculptures primarily through mold making and casting.

Awards

NuVu Prize 2019
MIT Department of Architecture Graduate Fellowship 2018-2022
Phi Beta Kappa 05/2012
Jessup Prize 05/2012
College of the Environment Summer Research Fellowship 2011

Programming

C#, Python, JavaScript, React, p5, Processing, OpenFrameworks and Arduino.

Software

Rhino, Grasshopper, Unity, Fusion 360, Photoshop, Illustrator, Premiere and After Effects.

Fabrication

CNC milling, robotic fabrication, laser cutting, 3D printing, electronics prototyping, woodworking, mold making and casting in a range of materials.