

Gil Sunshine

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Education

Master of Architecture Candidate 2022
Massachusetts Institute of Technology

Bachelor of Arts with Honors 2012
Wesleyan University

Experience

Research Assistant 01/2019 - Present

Matter Design

Participated in design of PS1 YAP proposal. Continuing to participate in research.

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 workow 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

Phi Beta Kappa 05/2012

Jessup Prize 05/2012

College of the Environment Summer Research Fellowship 2011

Programming

C#, C++, Python, JavaScript, React, p5, Ruby, Rails, Java, Processing, OpenFrameworks and Arduino.

Software

Rhino, Grasshopper, AutoCAD, Photoshop, Illustrator, Premiere and After Effects.

Fabrication

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