**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 Matter Design

Research Lead 02/2022 - Present

**Research Assistant** 01/2019 - 01/2022

Leading research on design across scales specifically related to innovation in concrete construction. Participated in design of PS1 YAP proposal, Crop Circle Kit and AquiAqui, design and fabrication of sculptural objects.

Massachusetts Institute of Technology

**Teaching Assistant** 01/2020 - 12/2021

Advised students on digital design and fabrication in the architecture workshops and as TA for a digital fabrication-focused graduate studio.

Santiago Calatrava Architects and Engineers

**Digital Fabricator** 03/2017 - 12/2017

Designed and fabricated sculptures and architectural models using digital and analog processes. Managed shop workflow and inventory.

Snarkitecture

**Designer** 02/2014 - 03/2017

Managed design and implementation of product, furniture and installations. Communicated with clients and vendors to execute projects

Daniel Arsham Studio

**Studio Assistant** 09/2012 - 02/2014

Assisted in planning and execution of national and international museum and gallery exhibitions. 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, Blender, Fusion 360, Mastercam, RobotMaster, 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.