

## **Gil Sunshine**

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### *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.