

Gil Sunshine

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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 the concrete construction sector. Participated in design of PS1 YAP proposal, Crop Circle Kit and AquiAqui, design and fabrication of sculptural objects.

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 in a fast-paced environment.

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

Unity, Rhino, Grasshopper, Blender, 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.