Gil Sunshine

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EDUCATION

Master of Architecture 2022
Massachusetts Institute of Technology

Bachelor of Arts with Honors 2012
Wesleyan University

EXPERIENCE

Duality Robotics
Industrial Designer 11/2022 - Present
·Design and fabrication of an automated photogrammetry rig.
·Sourcing and managing manufacturer relations to produce additional units based on prototype.
·Improving existing photogrammetry process for scaling 3D asset acquisition.

Matter Design
Research Lead 02/2022 - 10/2022
Research Assistant 01/2019 - 01/2022
·Lead research on design across scales reconsidering timescales of domestic inhabitation.
·Computational design and 3D modeling of sculptural forms for kinetic concrete elements.

Massachusetts Institute of Technology
Teaching Assistant 01/2020 - 12/2021
Shop Monitor 09/2018 - 12/2021
·Advised students on computational design and fabrication in the architecture workshops and as TA for a computational design-focused graduate studio.

Santiago Calatrava Architects and Engineers
Digital Fabricator 03/2017 - 12/2017
·Developed parametric models and digitally fabricated sculptures with complex geometry.

Daniel Arsham Studio + Snarkitecture
Studio Assistant 09/2012 - 02/2014
Designer 02/2014 - 03/2017
·Managed design and implementation of furniture and installations.
·Assisted in planning and execution of international museum and gallery exhibitions.
·Fabricated sculptures primarily through mold making and casting.

AWARDS

Imre Halasz Thesis Prize, MIT 2022
NuVu Prize 2019
MIT Department of Architecture Graduate Fellowship 2018-2022
Phi Beta Kappa 05/2012
Jessup Prize, Wesleyan University 05/2012

PUBLICATIONS

Inventory: CAD for Medium Resolution Materials, *Proceedings of the Association for Computer Aided Design in Architecture*, 2022.

SPEAKING

Drawing / Time, *Harvard University*, 2023.

Inventory: CAD for Medium Resolution Materials, *Pier 9 Autodesk Technology Center*, 2023.

Medium Resolution: Lowish-Poly Meshes and Rag Doll Tectonics for Making Architecture out of Stuff, *Syracuse University School of Architecture*, 2023.

Inventory: CAD for Medium Resolution Materials, *Conference of the Association for Computer Aided Design in Architecture*, 2022, University of Pennsylvania Weitzman School of Design.

SKILLS

Software
Rhino, Grasshopper, Fusion 360, Unity, Blender, Photogrammetry, Mastercam, RobotMaster, Photoshop, Illustrator, Premiere and After Effects.

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

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