

Gil Sunshine

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Education

Wesleyan University

Bachelor of Arts with Honors

Graduation: 2012

Majors: Studio Art (Architecture), Sociology (Media Studies)

Columbia University

Postbaccalaureate Coursework in Physics and Computer Science

01/2013-05/2014

Flatiron School

Software Engineering Immersive

01/2018-05/2018

Experience

Santiago Calatrava

03/2017 - 12/2017

Digital Fabricator

Designing and fabricating sculptures and architectural models using digital and analog processes. Managing shop workflow and inventory.

Snarkitecture

02/2014 - 03/2017

Project Manager/Designer

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

Daniel Arsham Studio

09/2012 - 02/2014

Studio Assistant

Fabricated sculptures primarily through mold making and casting.

Awards

Phi Beta Kappa

05/2012

Jessup Prize

05/2012

Awarded to two undergraduates each year who are deemed to show the greatest talent and promise for even greater excellence in sculpture, printmaking, architecture, photography, painting, or drawing.

College of the Environment Summer Research Fellowship

05/2011 - 08/2011

Conducted research into the proliferation and use of portable or temporary classrooms.

Wesleyan University Dean's List

2010-2011

Programming and Software Proficiency

JavaScript, React, p5, Ruby, Rails, Java, Processing, Arduino, Rhino, AutoCAD, Grasshopper, Photoshop, Illustrator, InDesign.

Fabrication

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