

<b>Gil Sunshine</b>	<p>gilsunshine.com gils@mit.edu 914 391-5614</p>
<i>Education</i>	<p><b>Master of Architecture Candidate</b> 2022 Massachusetts Institute of Technology</p> <p><b>Bachelor of Arts with Honors</b> 2012 Wesleyan University</p>
<i>Experience</i>	<p><b>Digital Fabricator</b> 03/2017 - 12/2017 Santiago Calatrava Architects and Engineers Designing and fabricating sculptures and architectural models using digital and analog processes. Managing shop workow and inventory.</p> <p><b>Designer</b> 02/2014 - 03/2017 Snarkitecture Managed design and implementation of product, furniture and installations. Communicated with clients and fabricators to execute projects.</p> <p><b>Fabricator</b> 09/2012 - 02/2014 Daniel Arsham Studio Fabricated sculptures primarily through mold making and casting.</p>
<i>Awards</i>	<p><b>MIT Department of Architecture Graduate Fellowship</b> 2018 Full tuition scholarship</p> <p><b>Phi Beta Kappa</b> 05/2012</p> <p><b>Jessup Prize</b> 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.</p> <p><b>College of the Environment Summer Research Fellowship</b> 2011 Conducted research into the proliferation and use of portable or temporary classrooms.</p>
<i>Programming</i>	JavaScript, React, p5, Ruby, Rails, Python, Java, Processing and Arduino.
<i>Software</i>	Rhino, AutoCAD, Grasshopper, Photoshop, Illustrator and InDesign.
<i>Fabrication</i>	CNC milling, laser cutting, 3D printing, woodworking, mold making and casting in a range of materials.