

about me

I grew up in an artistic environment, so creating wasn't really a choice but rather a daily habit of having a little fun. When I was five years old I was already drawing and having exhibitions with my mother, who is an inspirational artist. I had always been interested in many subjects with complex structure such as narrative literature, philosophy, and classical music but when I was nine years old I saw Carmina Burana for the first time and fell in love with opera. I studied singing for four years as a mezzo soprano, which led me to learn Italian for librettos and to decide to go to Italy after graduating from Lycée Français Saint Benoît in Istanbul. However, my dream changed. Opera, as a stable art form created in the past, did not feel like the natural expression of the fluidity of life that I was searching for.

I have a good tactile memory and a strong sense of three dimensional space. I wanted to learn to work with different materials and textures and to create something that I could touch, so I decided to attend the BFA program in Sculpture at the Accademia di Belle Arti in Florence. I worked with many different materials but my favourite was, and still is, bronze. This is because it is heavy, cold, and sharp but when modeled with skill it feels light, smooth, and warm and can represent its fluid nature. In my graduating thesis in Sculpture, the iconographic forms of Anatolia are compared both technically and thematically with ancient and contemporary references. From this research I realized that nothing is static and I wanted my sculptures to be in motion, thus I moved my production into dynamic sculptures with mechanical components. I needed to make video projections for my dynamic creations, so I decided to attend the MFA program in Visual Art and Multimedia Techniques, from which I graduated summa cum laude. I conducted an intensive research on the phenomenology of perception, conceptual movement, and the various forms and limits of the body and its expressions. I also worked in diverse art forms and media such as interactive performance, sound and video installation, in addition to printmaking and sculpture.

I participated in various international art and performance festivals, exhibitions, and workshops as a sculptor and multimedia artist, and I worked as an illustrator and graphic designer. I have a background in organization and coordination of multinational art events, and have experience working in international relations, including written and verbal communication with diplomatic embassies, artists, publishers, and foreign press. I also had

the opportunity of sharing my knowledge and experience through teaching as Lecturer in Sculpture, Sculpture Techniques, and Basic Design Studio at the Faculty of Fine Arts of the Haliç University in Istanbul from 2009 to 2012.

I think the conceptual element of the work is just as important as the beauty and elegance of the finished piece. I choose the art form and media that will best convey the feeling that I want to evoke with that work. In my multimedia works, the theme of the inadequate translation of feelings caused by differences in socio-cultural perceptions appears often with the use of wordplay. I tend to create clean forms to emphasize the message and also to give the spectator space. This is also the reason why I often use transparency in my work. I enjoy challenging conventional forms of thinking and am drawn to elegant materials, striking imagery, theatrical use of space and dramatic lighting, as well as typographic design.

On the other hand, in my sculptures and prints, I work more instinctively and ingeniously. As for my themes, they are more emotional and self-conscious and the aim of my technique is to reflect the same sentimentality. My approach to these traditional art forms is to avoid mechanical process/elements, as I prefer to preserve the whole process of the creation manually. It is more time-consuming, but it also creates a more challenging and genuine medium since each work is the essential and the crucial product of my manual dexterity, regardless of its excellence or faultiness, is truly unique. Therefore, the whole process of creation and art making is fully dependent on me as each completed piece bears my personal traces as well as its own pure nature.

I currently reside in Jerusalem, where I keep on working as an artist.

International Festivals, Exhibitions and Workshops

2014

“Home and Places in Between”, curated by Joanna Kidd, International House, Davis / USA

2012

Face Molding Workshop as instructor, Mimar Sinan University, Istanbul / Turkey

[International Art and Performance Festival](#) , curated by Nenad Bogdanovic, Mas Gallery, Odzaci / Serbia

2011

["Drawing Variations"](#) , International Printmaking and Video Exhibition, curated by Joanna Kidd, [Tsao Art Gallery](#), Davis Art Center, Davis, California / USA (Catalog)

2010

[AMBER '10 International Arts and Technology Festival "datacity"](#) curated by BIS: Body-Process Arts Association; Parallel Activity “Lunapark Project: Traces, Memory, Stereotypes, Globalism”, Talimhane Theatre, Istanbul /Turkey

[Luna Park :Traces, memory, stereotypes, globalism](#) International, interdisciplinary, multimedia performance project, curated by [artscenico e.v.](#) (Dortmund) in cooperation with [BIS](#) (İstanbul), Munich / Germany

[“ 24 Sata Umetnosti ”](#) International Art Festival, curated by Jovana Morcic Molnar, Belgrad / Serbia (Catalog)

International Art and Performance Festival, curated by Nenad Bogdanovic, Mas Gallery, Odzaci / Serbia

"Abstractions" Group Exhibition, Gama Art Gallery, İstanbul / Turkey

“Luna Park” International, interdisciplinary, multimedia performance project, curated by [artscenico e.V.](#) (Dortmund) in cooperation with [BIS](#) (İstanbul), Theatre in the Depot, [premiere- Dortmund /](#) Germany

[Traiettorie Liberate -Citta delle Arti](#) / Immagine e Musica nel Barocco e Contemporaneo, curated by Andrea Granchi and Giuliana Videtta ,Sala Ex Leopoldine, Florence / Italy

2009

[AMBER 09](#) International Arts and Technology Festival "(un)cyborgable" curated by BIS:

Body-Process Arts Association, Istanbul / Turkey

Dörtyüzsaniye, curated by Difuzyon- Association of Arts and Technology,

presentation of the interactive video installation "sevenstepsaway- incorporeal body", Roxy Club, İstanbul / Türkiye

[ART BREAK Party](#) curated by Paola Bortolotti, Contemporary Art Center, Luigi Pecci,

Prato / Italy

Open day - Futuribili, curated by Andrea Granchi, Accademia di Belle Arti di Firenze,

Florence / Italy

[Start Point](#), Casa della Creativita, Florence / Italy (Catalog)

[Traiettorie 2](#), curated by Andrea Granchi and Giuliana Videtta, Headquarters of the Consiglio di Quartiere 1, ex- Murate room, Florence / Italy (Catalog)

Accademia in mostra, Accademia di Belle Arti di Firenze, Florence / Italy (Catalog)

2008

Accademia in mostra, Accademia di Belle Arti di Firenze, Florence / Italy (Catalog)

Documentation and presentation on theme "Contemporary Art in Istanbul", Accademia di Belle Arti di Firenze, Florence / Italy

2007

"Angeli del Fango", curated by Luca Bianchini, Headquarters of the Consiglio di Quartiere 1,

ex- Murate room, Florence / Italy

Accademia in mostra 2007, Accademia di Belle Arti di Firenze, Florence / Italy

2006

Accademia in Mostra 2006, Accademia di Belle Arti di Firenze, Florence / Italy

*Exhibition catalogs, brochures, press bibliography and references are available upon request, as well as the artist portfolio.