



Burcu Doğru

Architect / Content Developer / Researcher

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SKILLS & SUCCESS

Adobe Series , Autodesk Series

- 8 years of experience of project management
- Projects in national and global scale, including award winning projects.
- Interdisciplinary background, including design, arts & new media, content development and management for web, VR/AR development and editorial.
- Extensive research skills including academic and otherwise.

GarageAtlas Technology & Design

Founding Team / Project Manager, Researcher, Editorial

2016 - Present

Project manager and supervisor, creative content developer & manager, researcher for ongoing projects and products within the scope of design, R&D, XR (VR/AR/MR/), machine learning, emotion recognition. In addition producing creative editorial content for media, publications, marketing and social media. GarageAtlas is a content design and development company for innovative technologies and new media.

Featured Projects

Present

Medibooth | Researcher

Immersive meditation experience application

SociAR | Co-founder, project manager

Social AR application, for end users under development for smart phones.

SensEmotion | Founder Project Manager

Virtual reality and emotion recognition research project

Tower Crane VR Training Application | Researcher

In collaboration with chamber of Mechanical Engineers VR training application for tower crane.

Little Explorers in Action non-profit project | Content Manager Researcher

A VR support program for children with cancer to reduce the traumatic effects of their treatments, negative effects of being retained from their “normal” environment during special care hospital days while supporting their positive mood and increasing the efficiency of treatment. Little Explorers in Action is a non-profit social responsibility project by GarageAtlas.

2019

Summa Diori Hamani International Airport | Editorial
VR architectural visualisation

NEST Congress Center Antalya | Editorial
VR architectural visualization

Fitas AFM Esports Arena | Researcher, Editorial
Developing technical and technological substructure of the esports arena.
VR Visualisation.

42nd Turkey Build Istanbul | Turkeybuild 2019 VR Home Curator

2018 - 2019

VR Catalogue | Researcher
VR colour catalogue application developed for Betek (Filliboya & Alligator)

uAR | Project Manager, Editorial, Researcher
AR application for retail. uAR is a smart mirror to showcasing products and for public to try on products in real time.

AtlasEstate | Project Manager, Editorial
A VRization pack for understanding the architectural projects from dream stage to completion. This helps users visit an architectural space as they wish, wherever and whenever they need to. For architects, designers, real estate agencies.

AtlasHome | Project Manager, Editorial
A ready made VR application as interior design support tool to showcase interior design elements. For interior designers, wall and floor covering companies and vendors in addition to product designers and providers.

2018

2nd Arch+Dsgn Summit | Editorial, Workshop curator

2016 - Present

HangOffice | Co-founder, Creative Content Manager
A VR collaboration software that is developed for global, corporate companies and freelance employees especially work internationally. Adaptable for various scenarios and needs. It is at beta stage currently focusing on developing utilization of data visualization and artificial intelligence.

2017

MediVR | Co-founder, Creative Content Manager, Researcher
An R&D project developed for the health care sector by merging use of Virtual Reality and Robotics Technologies, for the use of FTR treatment process.

TasarımATLAS Architecture & Design

Project Manager

2012 - 2019

Senior architect and project manager in architectural and interior design concept project development, visualization and project coordinator in implementation and construction. From 2012 to the present TasarımATLAS has run more than 1 million m² of projects in various scales and contexts. In addition to conventional works, the projects that brought together steel carcass structures, parametric design and modular production systems were also realized.

Featured Projects

2014 - 2016 In partnership with TasarımAtlas

E-commerce Enterprise

Creative content design, development and management of e-commerce endeavours including for on-line design furniture store, personal care, pet-shop and for kids.

Real Estate Development and Management

Research and scouting for possible valued areas and realty, in addition to leading communications with prospective clients.

2019 Istanbul / Turkey | Entertainment

Fitas AFM Esports Arena design & build. VR Visualisation

2017 - 2018 | Istanbul / Turkey | Complex

90000 sqm Yamaç Yapı, Housing complex project, concept design and visualization.

2015 - 2017 | Istanbul / Turkey | Complex

FUTUREPARK with construction area of 308000 sqm. is a complex Design & Build project consisting of units such as public housing, hotel, shopping centre, social facilities and trade centre.

2016 | Desert | Competition

Participation in Evolo, the annual skyscraper competition. Post-Apocalyptic Colony is a futuristic skyscraper colony project that evaluates nature and technology from an innovative and sustainable point of view.

2016 | Istanbul / Turkey | Interior, Commercial

Pierre Loti Hill renovation and interior Design & Build

2015 | Turkmenistan | Urban Design, Commercial, Interior

The project is the biggest entertainment complexes in Turkmenistan and the Middle East; urban design, interior architectural concept design, architectural visualization and implementation phases. Themed Aqua Park Complex, which has indoor and outdoor recreation, entertainment and relaxation units, has an area of 300.000 sqm.

2014 - 2016 | Iraq | Accommodation, Commercial

20000 sqm. concept design and visualization; 25000 sqm. Design & Build projects. The interior design and architectural visualization project of the Erbil branch of the UK's famous hair design and cosmetics chain Toni & Guy.

2013 | Mongolia | Commercial

The Bodi Tower, which is financed by Bank of Mongolia, is a conceptual design project for a total of 24,000 sqm. of office complex in Ulan Batur which is Mongolia's capital city besides the largest, business and economy city.

Quad Art Gallery

Art Director

2011

Project based art director for renowned conceptual artist Joseph Kosuth. Responsibilities included pre-exhibition process management, communications & PR in addition to editorial content for written and visual media.

Çamoğlu Architecture

Junior Architect

2009 – 2011

Began as junior architect and was included in several national and international projects. In addition to leading several small scale residential and commercial concept design and design&build projects.

2010

Kazlıçeşme Transfer Centre

European Property Awards, 2010 mixed use winner. Concept design, editorial content.

Ağaoğlu KTU Higher Education

Higher Education Building Concept design, lead architect

Sarphan Financial Centre

Junior Architect

EDUCATION

2011 - Present YTU Faculty of Architecture, Computational Design Masters Degree (Thesis Pending)

2005 - 2009 ODTÜ (METU) Faculty of Architecture, Architecture Bachelors Degree

2000 - 2005 American Robert College