

BEGÜM ÇELİK

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EDUCATION

SABANCI UNIVERSITY

2021 / Expected Spring 2023 •

Istanbul, Turkey

MA with Thesis in Visual Arts & Visual Communication Design

Full Scholarship

AALTO UNIVERSITY

Spring 2023 •

Espoo, Finland

MA Major in New Media

Erasmus Exchange

SABANCI UNIVERSITY

2016 / 2021 •

Istanbul, Turkey

BSc. in Computer Science & Engineering

Full Scholarship, Dean's list: High Honor Award

Minor in Art Theory & Criticism

Cumulative GPA: 3.41/4.0

EXPERIENCES

Teaching Assistant, Sabancı University

2021 / 2022 •

- *Fall 2022/2023; VA 345 Creative Coding, VA 335 Sound & Image, VA 323 Figure Drawing*
- *Spring 2021/2022; VA 455 Physical Computing, VA 336 Interactive Sound*
- *Fall 2021/2022; VA 345 Creative Coding, HUM 202 Major Works of Western Art*

Research Intern, ZKM Karlsruhe

July / September 2022 •

Conservation Case Study on "What's Wrong with Art? by Stephan von Huene (1997)"

Museumstechnik & Wissen Departments, Granted by Erasmus+ Internship Programme

Research Intern, Sakıp Sabancı Museum

July / September 2020 •

Case Study on "Photometric Approach to Surface Reconstruction of Oil Paintings" Project

Undergraduate Research Assistant, Sabancı University

June / August 2018 •

"Social Network Analysis Tool for Historical Studies" Project

Intern, McCANN Advertising Agency, Istanbul

January 2018 •

Graphic Design Intern at Creative Department

EXHIBITIONS & WORKSHOPS

Akbank 40th Contemporary Artists Prize Exhibition, Akbank Sanat

June / July 2022 •

Exhibited Chance The Writer (Interactive Installation), Award-Winning Artist

Recipher 3, Sabancı University FASS Art Gallery

March 2022 •

Creative Coding Exhibition, Production Assistant

Drawing Theater Workshop, Sakıp Sabancı Museum

October 2021 •

Co-Creator & Co-Instructor

Resonance Base 2021 İstanbul, Tophane-i Amire September 2021 •
3 Seasons, Performance Artist

Yek-1 Group Exhibition, Sabancı University SUSAM Building June 2021 •
Artist

Drawing Theater Student Exhibition, Sabancı University FASS Art Gallery December 2019 •
Artist & Exhibition Assistant

CONFERENCES

ISEA 2022 Barcelona, Second Summit on New Media Art Archiving June 2022 •
*Presented “Conservation of Multimedia Art: Case Study on Teoman Madra Archive” Short Paper
Granted by The Scientific and Technological Research Institution of Turkey (TUBITAK)*

PROJECTS

Conservation of Multimedia Art Master Thesis Project, Sabancı University Present •
“Case Study on Teoman Madra Archive”, Supervised by Selçuk Artut

Data Analysis & Visualization, Amber Network Festival’21 April 2021 •
“How Do I Know What I Know?” Project, Supervised by İpek Yeğinsü

B.Sc. Graduation Project, Sakıp Sabancı Museum & Sabancı University 2020 / 2021 •
“Photometric Approach to Surface Reconstruction of Oil Paintings”, Supervised by Selim Balcısoy

Technological Arts Preservation, Sakıp Sabancı Museum & Sabancı University 2021 •
“Testing Method for Software-based Artworks”, Supervised by Cemal Yılmaz

Computer Graphics 2021 •
Ray Tracing, 3rd Person Spherical World Game using OpenGL

Deep Learning & Machine Learning 2020 •
Skin Cancer Classification, Google Play Store Dataset Rating Prediction

Software Engineering 2020 •
Online Store (E-commerce) Design and Implementation

VOLUNTEER WORK

Theater Performances for Primary Schools 2018 / 2019 •
Performed “Düşler Bahçesi”, Children’s Theater Play, in 7 different cities with Sabancı Theater Club

Civic Involvement Projects, Sabancı University
Supervisor, Projects in Primary Schools September 2017 / February 2018 •
Team Member, Scientific Experiments in Primary Schools January / May 2017 •

ACTIVITIES

Thespian, Sabancı University Theater Club 2016 / 2020 •
Tavtati Kütüpatı (*Atila Alpöge*), Noises Off (*Michael Frayn*), Düşler Bahçesi (*Savaş Özdemir*),
Rhinoceros (*Eugene Ionesco*)

SKILLS

Language: Turkish (*Native*), English (*Advanced*), German (*Beginner*)

Computer: C++, Python, OpenGL, HTML, CSS, JavaScript, Android Studio, SQL, PHP, Flex, Bison, Scheme, Max/MSP/Jitter, VUO, Verilog HDL, Arduino, MATLAB, Processing, P5JS, Adobe Creative Cloud Applications, TouchDesigner

Multidisciplinary artist Begüm ÇELİK is pursuing her master's degree in Visual Arts & Visual Communication Design program under the supervision of Selçuk Artut at Sabancı University where she completed her B.Sc. in Computer Science & Engineering in 2021. Her master thesis titled "Conserving Multimedia Art from Artistic, Curatorial, and Historicist Perspectives: Case Study on Teoman Madra Archive" focuses on both the media art history in Turkey and archival strategies. Her artistic production is fed by her interdisciplinary journey by combining technology and performance in accordance with her engagement with various theater practices. Çelik's academic research focuses on the preservation of technological artworks in continuation to her projects titled "Photometric Approach to Surface Reconstruction of Oil Paintings" and "Testing Method for Software-based Artworks" which were completed in collaboration with Sakıp Sabancı Museum, Istanbul. Recently, she completed the conservation project of Stephan von Huene's artwork called What's wrong with Art? at ZKM Karlsruhe under the supervision of Daniel Heiss and Morgane Stricot.