

Berfin Ataman

[Link to portfolio](#)

TEACHING & RESEARCH EXPERIENCE

MIT Etextiles Instructor —Lincoln Labs Beaver Works
2025
MIT, Teaching Assistant — How to Design
2024 -2025
UCLA, Lecturer — Form (Digital Fabrication)
2022-2024
Pepperdine University, Lecturer — Art Fundamentals
2023
UCLA, Teaching Assistant — Visual Communications Senior Capstone
2020
UCLA, Teaching Assistant — Tangible Media(electronics for fabrication)
2019
Women's Center for Creative Work, Teacher— Digital Weaving, Physical Computing
2019
UCLA, Teaching Assistant— Drawing and Painting
2018

RESEARCH EXPERIENCE

MIT, Research Assistant — Critical Matter Lab
2024- 2025
p5.js Researcher
2020

SELECTED EXHIBITIONS

SOLO EXHIBITIONS

Displaced Lazzoni/ New York /2021-22
Movement and Motivation Architecture and Design Museum / L.A./2020
Sympathetic Motion Broad Art Center / L.A. /2019
The Waiting Room ZhouB Art Center / Chicago /2018

GROUP EXHIBITIONS

VAMO Venice Architecture Biennial / Venice /2025
Yeni Topraklar Arkas Museum/ Turkey/2024
Loop Hum Wave Frederick R. Weisman Museum of Art/2024
Summertime Brand Library/ L.A./2024
İzmir Art Biennial Izmir/ Turkey/2023
Nomad Torrance Art Museum/CA/2023
No Song Unsung Brea Gallery /CA/2023
Feelers Tetrapod Gallery & Supercollider /L.A./2022
Piksel21 DesignPiksel Festival 21/ Bergen Norway/2021
Tricksters & Transformation Helms Design Center/ CA/2021
It's time to reduce the backlog Latitude Gallery / N.Y.C./2021
Architecture & Design Museum- Design Awards Exhibition / 2021
Abstract Mind CICA Museum / South Korea/2021
Street Video Series Oxy Arts / L.A./2020
Future of Space Architecture and Design Museum/2020
Nearest Neighbor www.near.rest /2020
Context Collapse New Wight Gallery / L.A./2019

FAIRS

Contemporary İstanbul Tersane Istanbul/2022
Spring Break Art Show Culver City/CA/2022

RESIDENCIES

Lucas Artists Residency
2023- 2026
Supercollider SciArt Ambassador
2023- 2024
Space For Humanity X Supercollider
2021

EDUCATION

Massachusetts Institute of Technology
Science Master of Architecture, Design & Computation | 2026
MS Mechanical Engineering | 2026
University of California Los Angeles
Master of Fine Arts/ Design Media Arts | 2020
School of the Art Institute Chicago,
Post-Bachelorette Fashion, Body, Garment | 2017
Domus Academy,
Foundation Product Design | 2016
University of Southern California
BFA (Costume & Scenic Design Focus) | 2013
Harvard Business School
COPRE Business Fundamentals | 2022

AWARDS

DesignX Grant
MIT School of Architecture and Planning
A+D Design Award
Architecture and Design Museum 2021
Redbull Grant
RedBull 2020
Rios Clementi Hale Fellowship
Rios Clementi Hale Design Studios 2020
Dean's Scholarship
Harold Williams Endowed Fund, UCLA 2019
Regent's Stipend
UCLA School of Architecture 2018/2019

SOFTWARE/ CODING LANGUAGES

Adobe Illustrator, Premiere, Photoshop, InDesign, Rhino, Fusion 360, Meshmixer, Vcarve, SketchUp, Blender, Python, C++, Processing, p5.js, Arduino.

SKILLS

CNC milling, laser Cutting, woodworking, waterjetting, 3D printing, Sewing, Pattern making, embroidering, dyeing, printing fabrics(heatpress, digital), knitting, weaving, and working with electronics. Illustration, drawing, and painting.

LANGUAGES

Turkish, Spanish, Italian, English

OTHER WORK EXPERIENCE

COSTUME DESIGN | 2016-2018
Body, Site, Seen, End-of-Life Conversations (VR), Embodied Labs (VR)
ASSISTANT COSTUME DESIGN | 2010-2018
Commercial | Nike, Lexus, Twc, Mazda, Jenny Craig
Feature Film / Series | Live to Tell, The Trust, Max Steel the Movie, Who Gets the Dog, Hart of Dixie (PA)
Theatre| Beautified / Beverly Hills Playhouse, Shrek The Musical /Plummer Auditorium
SCENIC DESIGN | 2016-2018
The Mark(Theatre), La Raimonda (Teatro Alla Scala- scenic painter)