
Seray Türkay

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Date and Place of Birth

23 May 1988 / Seyhan (Adana)

Education

- METU Graduate School of Natural and Applied Sciences, Master Program of Architecture (2008-): 4.00
 - METU Faculty of Architecture, Department of Architecture (2004-2008): 3.12
 - Adana Seyhan Ç.E.A.Ş. High School (2002-2004)
 - Diyarbakır Anatolian High School (2001-2002)
 - Özel Amid High School, Secondary Education – Diyarbakır (1998-2001)
 - Ulubatlı Hasan Elementary School - Ankara (1995-1998)
 - Κομοτηνή – Komotini Minority Senior High School, Elementary Education – Greece (1993-1995)
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Work Experience

Summer Internship (2005)

Construction of a village clinic in Hisarköy, Kırıkkale
(under supervision of Assoc. Prof. Mine Özkar and Asst. Alper Semih Alkan)

Summer Internship at a Construction Site (2006)

Etikent Konut Yapı Kooperatifleri Birliği

Summer Internship in an Architectural Office (2007)

Özer ve Ürger Mimarlık Mühendislik Müşavirlik İnş. Tic. Ltd. Şti.

Assistant Architect (january-february 2008)

Participation in Abdi Güzer's crew for the national competition of the Urban Design of Mimar Sinan Park

Architect, Part-time (march-april 2009)

Römer Endüstriyel Tesisler Taahüt ve Ticaret A.Ş. – Hittite University – Project Consultant: Assoc. Prof. Dr. Baykan Günay. Campus design, production of site plan and production of campus' images via visualization in 3d

Architect (summer 2009)

ANB Mimarlık Müşavirlik ve İnşaat Tic. Ltd. Şti. – Adıyaman New Castle (Archeological Site and Monumental Building Project) – Production of façade relief drawings and section drawings via rectification of images according to total station

Chamber of Architects – Bulletin 68/March 2009 – Dosya 13 – “Hasar Tespiti”

Editor: Asst. Prof. Dr. Bülent Batuman (Mersin University). Coordinator: Asst. Prof. Berin Gür.
Role in the project group: Documentation and classification of the news related to Ankara and local authorities published in the newspaper “Zaman”.

Project Experience

- Freshman Year
Design of an intermediary space – courtyard – inbetween studios – METU Faculty of Architecture
Balaban Community Centre - Hisarköy, Kırkkale
 - Sophomore Year
An Excavation House for Archeologists – Hattuşa, Boğazköy
An Urban Block – Nenehatun, Ankara
 - Junior Year
Doğukent Development – Ankara
İznic Tiles Centre and Vocation School - İznic
 - Senior Year
METU Student Union – Ankara
Schindler Award for Architecture, “Access for All”, to Reclaim the Public Ground – Vienna, Austria
 - Graduate Years
Spaces Becoming Games. Games Becoming Spaces. – Digital Design Studio II: Advanced Themes
Transformable/Transportable Spaces - Advanced Architectural Design Research
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Competitions

- . Çuhadaroğlu Aluminum 2008 Student Competition - Museum Wharf (*Müze İskeleleri*)
 - . In Memory of Great Master Mimar Sinan: Competition on Mosque Architecture (*Büyük Usta Mimar Sinan Anısına: Cami Mimarisi Üzerine Fikir Yarışması*)
 - . Interaction Spaces of the City in 2023: Squares (*2023 Yılında Kentin Etkileşim Alanları: Meydanlar – 5. Uluslararası Genç Mimarlar Buluşması*)
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Covered Courses in Undergraduate Program

Design Studios

History of Art and Architecture

Statics- Strength and Analysis of Structures – Structural Design

Architectural Drawing - Detail Drawing

Building Materials and Construction

Landscape Design-Environmental Design

Mechanical Applications in Buildings

Principles of City Planning and Urban Development

Architectural Conservation and Restoration

Fundamentals of Design in Works of Art

Architecture in Situ – Ottoman and Seljuk Architecture in Middle Anatolia

Model Making

Computer Literacy in Architecture

Introduction to the Theory of Shape Grammars

Architecture in Situ – Hands on Building

Genres in Arts
Issues and Problems in Modernism
Theories of History II – Visuality, Spatiality and Materiality
Design and Cinema

Covered Courses in Graduate Program

Philosophical Issues in Computation and Design
Politics and Space
Introduction to Architectural Research
Architecture and Different Modes of Representation
Digital Design Studio II: Advanced Themes
Advanced Architectural Design Research
Architectural Modeling

Computer Skills

MS Office, Autodesk AutoCAD, Autodesk 3D Studio Max, Autodesk Maya (modeling and animation with elementary rendering skills), Catia V5 (elementary parametrical modeling), Grasshopper - generative modeling for Rhino (basic algorithmic modeling) Adobe Photoshop, Adobe In Design, Adobe Illustrator, Adobe After Effects

Foreign Language

English
