

Res. Asst. Oğuz Orkun Doma

Personal Information

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Biography

Oğuz Orkun Doma is an architect and a Ph.D. candidate in the Architectural Design Computation program at Istanbul Technical University.

Received Bachelor's Degree in Architecture in 2012 and Master's Degree in Architecture in 2014 at Bahçeşehir University. Granted a scholarship in 2013 by Bahçeşehir University to attend M.Arch. program at Virginia Tech WAAC for a semester as a non-degree seeking visiting student. Worked as a Teaching Assistant at Bahçeşehir University Faculty of Architecture from February 2012 to August 2014.

Worked as a Research Assistant at ITU Faculty of Architecture from September 2014 to July 2021.

Professional experience includes architectural design, virtual reality, game design, level design, project management, graphic design and visualization, and teaching in the higher education industry.

Academic research areas include architectural design computation, virtual and augmented reality, computer graphics and video games, design cognition, and brain-computer interfaces.

Education Information

Doctorate, İstanbul Teknik Üniversitesi, Fen Bilimleri Enstitüsü, Mimari Tasarımda Bilişim (Dr), Turkey 2014 - Continues

Postgraduate, Bahçeşehir Üniversitesi, Fen Bilimleri Enstitüsü, Mimarlık (YI) (Tezli), Turkey 2012 - 2014

Undergraduate, Bahçeşehir Üniversitesi, Mimarlık Ve Tasarım Fakültesi, Mimarlık Bölümü, Turkey 2007 - 2012

Foreign Languages

English, C1 Advanced

Dissertations

Postgraduate, Architectural experience in video games: spatial, temporal & narrative, Bahçeşehir Üniversitesi, Fen Bilimleri Enstitüsü, Mimarlık (YI) (Tezli), 2014

Research Areas

Art and Design, Simulation and Modelling, Computer Graphics, Augmented Reality, Virtual Reality, Human Computer Interaction, Architecture, Architectural Design, Engineering and Technology

Academic Titles / Tasks

Research Assistant, Istanbul Technical University, Mimarlık, Mimarlık, 2014 - Continues

Research Assistant, Bahcesehir University, Faculty Of Architecture And Design, Department Of Architecture, 2012 - 2014

Academic and Administrative Experience

Araştırma Görevlisi Fakülte Temsilcisi, Istanbul Technical University, Mimarlık, Mimarlık, 2017 - 2018

Araştırma Görevlisi Fakülte Temsilcisi, Istanbul Technical University, Mimarlık, Mimarlık, 2015 - 2016

Designed Lessons

Doma O. O. , Şener S. M. , Visualization in Virtual Reality, Postgraduate, 2018 - 2019

Doma O. O. , Şener S. M. , Architectural Visualization in Virtual Reality, Undergraduate, 2016 - 2017

Taught Courses And Trainings

Doma O. O. , Component-Based Living Units (LEGO Workshop), 2021 - 2021

Doma O. O. , Bayat U., COP4454 - Introduction to Game Development with CRYENGINE, 2017 - 2018

Doma O. O. , Özkan O., COOP4454 - Introduction to Game Development with CRYENGINE, 2016 - 2017

Doma O. O. , Özkan O., Introduction to Level Design with CRYENGINE V, 2016 - 2016

Doma O. O. , Özkan O., Video Games & Digital Narratives: A Quick Introduction, 2015 - 2015

Refereed Congress / Symposium Publications in Proceedings

I. Using Modular Construction Brick-Based CAD in Online Design Education

Doma O. O. , Şener S. M.

CIVAE 2021 3rd Interdisciplinary and Virtual Conference on Arts in Education, Madrid, Spain, 14 - 15 June 2021, pp.106-111

II. Generative Systems in Design: A Container Settlement Generator

Torus B., Şen Bayram A. K. , Doma O. O. , Şener S. M.

iaSU 2019 "Archi-Cultural Interactions through the Silkroad", Ulaanbaatar, Mongolia, 24 - 26 June 2019, pp.51-53

III. bBox: A Framework for Container Settlements

Torus B., Şen Bayram A. K. , Doma O. O. , Şener S. M.

The Paradigmatic City (IV): Transforming Cities, İstanbul, Turkey, 8 - 10 May 2019, pp.15-24

IV. Beyin-Bilgisayar Arayüzüyle Sanal Gerçeklikte Dinamik Etkileşim

Doma O. O. , Karahan R.

10. Mimarlıkta Sayısal Tasarım Sempozyumu, İstanbul, Turkey, 27 - 28 June 2016, pp.290-299

V. Video Oyunu Mekanlarında Mimari Deneyim: Mekansal, Zamansal, Anlatısal

Doma O. O. , Eyüce E. Ö.

8. Mimarlıkta Sayısal Tasarım Sempozyumu, İzmir, Turkey, 26 - 27 June 2014, pp.1-11

Episodes in the Encyclopedia

I. Spatio-Temporal Narrative Framework for Architecture in Video Games

Doma O. O.

Springer, London/Berlin , pp.1-9, 2018

II. EEG as an Input for Virtual Reality

Doma O. O.

Springer, London/Berlin , pp.1-4, 2018

Other Publications

I. Gençlik Merkezleri Mimari Tasarım İlkeleri

Çolakoğlu M. B. , Doma O. O.

Technical Report, pp.1-30, 2015

Supported Projects

Şener S. M. , Doma O. O. , Project Supported by Higher Education Institutions, Mimari Tasarım ve Eğitimde Sanal Gerçeklik Kullanımı, 2018 - Continues

Scientific Consultations

Crytek Istanbul, Scientific Consultancy, Istanbul Technical University, Mimarlık, Mimarlık, Turkey, 2016 - 2019

Tasks In Event Organizations

Doma O. O. , International Children and Information Security Digital Games Workshop, Workshop Organization, Ankara, Turkey, Ekim 2021

Doma O. O. , International Child and Information Safety Congress "Digital Games", Scientific Congress, Ankara, Turkey, Nisan 2018

Edit Congress and Symposium Activities

Uluslararası Çocuk ve Bilgi Güvenliği Kongresi: Dijital Oyunlar, Invited Speaker, Ankara, Turkey, 2018

GETEK '17 - Teknoloji ve İnovatif Düşünce, Invited Speaker, İstanbul, Turkey, 2017

12. İLTEK Günleri, Invited Speaker, İstanbul, Turkey, 2017

10. Mimarlıkta Sayısal Tasarım Sempozyumu, Attendee, İstanbul, Turkey, 2016

8. Mimarlıkta Sayısal Tasarım Sempozyumu, Attendee, İzmir, Turkey, 2014

Scholarships

Virginia Tech WAAC & BAU Consortium - Visiting Graduate Student, University, 2013 - 2013