



## A. Personal Information

**Name:** Mr. Oğulcan Temiz

**Birth Year:** 1993

**E-mail:** ogulcan.temiz@gmail.com

**Web:** www.ogulcan.net.tr

## B. Education Information

Degree	Year	Subject	Institution
PhD.	2024 - TBD	Creative Industries Design	National Cheng Kung Uni / Taiwan
M.A.	2019 - 2020	Media, Communication, PR	Swansea University / UK
B.Sc.	2011 - 2016	Mechanical Engineering	Bilkent University / Türkiye
	2013 - 2014	Mech. Eng. (Exchange Prog.)	Carleton University / Canada
<b>Dropout</b>			
M.A.	2023 - 2023	International Relations (IR)	Başkent University
M.Sc.	2023 - 2023	Asian Studies (IR expertise)	Middle East Technical University

After the first term, I chose to leave the program. It deepened my understanding of global politics and IR theory, but I realized my passion lies in fields that blend theory with creative, practical applications. The program was highly theoretical, lacking the hands-on, interactive and audiovisual aspects I value. This experience clarified my academic and professional direction, guiding me toward a more creative path.

### Other

Huayu Sch.	2024 – 2025	Chinese Language and Culture	National Cheng Kung Uni / Taiwan
Gap Year	2016 – 2017	Spanish Language	C. Spanish Academy / Guatemala

## C. Languages

Turkish – Native  
English – C1  
Spanish – Upper B1  
Chinese – Upper A2  
(still learning)

## D. Computer Skills

AI Tools – ■■■■■□□□□  
Photoshop, Premiere – ■■■■■■■■□  
AfterEffects, Illustrator, InDesign – ■■□□□□□□  
Arduino, DIY electronics, 3D Print – ■■■■■□□□□  
Java, WordPress – ■■■■□□□□□

## E. Certificates, Courses, and Training

Name	Institution	Year
Digital Marketing & Social Media Specialist	Medya Akademi	2022
Film Making	Municipality of Çankaya	2019
Graphic Design	Vektörel Bilişim	2018
Astronomy Assistant	TÜBİTAK National Observatory	2013-2017
3. Astronomy Teacher Seminar Participant	Akdeniz University	2015
Astronomy Summer Program for Undergraduate Students	TÜBİTAK National Observatory	2014

## F. Dissertations and Graduation Projects

### - Postgraduate dissertation;

*Analysis of Rebranding Old-Media Products into New-Media Products with Its Application in a Theoretical PR Campaign for 'Lonely Planet Publications'*

Swansea University; Department of Media, Communications and Public Relations; Sep 2020.

For my graduation thesis and project in collaboration with Lonely Planet, I embarked on a comprehensive research endeavour aimed at examining consumer behaviour and identifying strategies to transition 'old media' products like published books and TV broadcasts into 'new media' formats. This project centred around a case study of 'Lonely Planet' travel guides, which experienced a notable decrease in profits due to the COVID-19 pandemic. By delving into consumer needs and communication trends, I sought to understand the shifts in human behaviour and adapt the brand to align with the evolving sales dynamics in the market.

### - Undergraduate final project;

*Engineering and Prototyping Turkey's First Domestic Clam-Shell Telescope Dome to House a DIMM-Type Telescope for TÜBİTAK National Observatory*

Bilkent University Mechanical Engineering Department & TÜBİTAK; Jun 2016.

Led a 6-member team for a BSc final year project, successfully designing and prototyping Turkey's first domestic clam-shell telescope dome for TUG, intended to house a DIMM-type telescope. Additionally, produced a project video:  
<https://youtu.be/IeCtwmTysPM>

## G. Books

*- Hiç Büyümecek Çocuğun Latin Amerika Seyahatnamesi;*  
Temiz, O; Cinius Publishing; Sep 2019; ISBN: 9786057823328.

On a solo backpacking adventure across Latin America, I travelled 12 countries over eight months and committed myself to learning Spanish, reaching an upper-B1 level of

proficiency. Inspired by the rich tapestry of experiences and insights gained, I penned a book in Turkish detailing the history, politics, lifestyle, and culture of Latin America. To give back, I've pledged 20% of the book's proceeds to support children's education when purchased via my website at [www.ogulcan.net.tr/book](http://www.ogulcan.net.tr/book)

Taking charge of the publication process was imperative after encountering subpar work from the publishing house. This comprehensive effort involved rectifying editorial errors, employing Adobe tools like InDesign, Photoshop, and Illustrator for design, choosing paper quality, selecting a printing service, and marketing the book to bookstores previously beyond its reach. Essentially, I managed every facet of the project, ensuring a seamless journey from concept to reader.

## H. Experiences

### - Researcher

**University of Amsterdam. Feb 2022 – Jun 2022.**

As part of a collaborative effort with a private company and a municipality in Netherlands, our six-month project focused on addressing the urban heat island effect in the Netherlands resulted in significant community engagement and educational outreach. We developed a smart plant pot, an innovative tool designed to raise environmental awareness among homeowners, alongside an educational campaign and website. My role was central to the technical development and promotional efforts, involving the selection and assembly of electronic components, coding, and the creation of marketing materials.

In addition to my technical contributions, I was deeply involved in the research and educational aspects of the project. This included exploring advanced 3D printing technologies to optimize our prototype and engaging in the writing and proofreading of articles on climate change. Through these efforts, I contributed to a project that not only addressed an environmental issue but also fostered a sense of community and a commitment to sustainability.

### - Managing Partner

**INFO Consulting Engineering. Jun 2017 – still.**

Consulting, Engineering Services and Foreign Trade on Civil Engineering and Mechanical Engineering in Türkiye and abroad.

## I. Projects

### - Game Design

**May 2023 – Feb 2024**

In 2023, I developed and launched a small video game, an idea from my university Java classes ten years ago. Inspired by Pokemon games, this project shows my ability to turn creative ideas into real products. I used Construct 3 after trying different game engines. The game is an interactive version of my website as a virtual island. This experience shows my ability to adapt to new technology and solve problems. It also highlights my skill in combining creative ideas with practical work on long-term projects. Even though it was a small project, it reflects my commitment to learning and my ability to complete ideas, even after many years.

<https://otemiz.itch.io/island>

**- Ping-Pong Ball Collector Robot.**

**Bilkent University. Feb 2015 – June 2015.**

Developed a ping-pong ball collector robot for a university group project, utilizing PIC microchip technology. Designed for competition, the robot autonomously navigated to collect and store balls in an internal basket before depositing them into a designated area, demonstrating advanced robotics engineering and programming skills. Video:

<https://youtube.com/watch?v=FM50FGEdhw>

**- Swarm Behavior Coding for Kilobot Robots.**

**Bilkent University. Feb 2015 – June 2015.**

Programmed Kilobot robots in a university team project to emulate swarm behavior, enabling them to follow each other akin to ants, overcoming hardware constraints in a competitive setting. Video: <https://youtube.com/watch?v=oJaoW3Dwh9I>

## **J. Internships**

**- Mechanical Engineer Intern**

**ASELSAN Defence Systems. Jun 2014 – Jul 2014.**

- 1) Investigated vibration & shock effects on naval ships; reported findings.
- 2) Aided to build military radars inside the facility

**- Mechanical Engineer Intern**

**FNSS Defence Systems. Jul 2013 – Jun 2013.**

- 1) Got experience in military personnel carrier vehicles' hydraulics systems on computer simulations and real vehicles.
- 2) Experimented with engineering new hydraulic systems for vehicles.
- 3) Designed & built a desk lamp out of spare hydraulic parts for fun while browsing through the warehouse list and inspecting parts.

## **K. Volunteer Works**

**- Member of Editorial Board**

**TED Ankara College Alumni Association. Feb 2019 – still.**

As a Member of the Editorial Board, my duties encompass curating and crafting articles for the TED Ankara College High School Alumni Magazine, a publication with a global reach exceeding 5500 readers. Samples of my magazine articles are available for review below or on my personal website.

**- Humanitarian Aid Worker**

**NGO. Feb 2023 – Feb 2023.**

After the devastating earthquakes in Kahramanmaraş, Türkiye, I volunteered in Hatay for a few weeks, supporting humanitarian efforts. My roles included translating for international aid workers, distributing supplies, assisting in meal preparation, engaging with children, helping women in safer tasks, and facilitating communication between aid teams and survivors.

**- Assistant Specialist**

**TÜBİTAK National Observatory. July 2013 – July 2017.**

- Served as an Assistant Astronomer at the 16th to 20th TUG Stargazing Festivals (2013-2017), Turkey's premier astronomy gathering with over 400 attendees.

- Educated participants in astronomy, facilitated celestial observations through telescopes, and provided comprehensive answers to astronomical inquiries.

**- Video Producer for iBroadcast Program**

**Swansea University; Aspire2Be; Sean Holley. Jun 2022 – Jul 2022.**

As a Video Producer for the iBroadcast Program, I engaged in a collaborative workshop with Aspire2Be, BBC presenter Sean Holley, and Swansea University, focusing on enhancing TV presenting and interviewing capabilities. This collaboration led to the creation of a video titled 'Emotional Resilience During The Pandemic,' produced for Swansea University and overseen by the iBroadcast program at Aspire2Be.

**- Translation of Heavens-Above Astronomy Website. Jan 2014 - July 2014.**

Together with a friend, we translated the esteemed astronomical data website, Heavens-Above.com, from English into Turkish. Our work was praised by a professor from Boğaziçi University Astronomy Department. The website is often mentioned in one of the biggest Turkish YouTube channels that has millions of subscriptions.

**- Telescope Mount Design**

**19 Mayıs University. May 2014.**

Designed Dobson Alt-Az telescope mount in SolidWorks to be produced in CNC machine. It was for a workshop about making telescopes for high school teachers at 19 Mayıs University, Turkey. The planned workshop date was September 2014, but cancelled due to insufficient funding.

**- University Club Activities.**

**Bilkent University. 2011-2016.**

Taught photography, photoshop, and astronomy lessons while taking roles as a president or vice-president of the Photography Society, and Astronomy Society.

## **L. Awards**

**- Taiwan Scholarship. 2025 – 2029**

PhD. Study at National Cheng Kung Uni/ Taiwan

**- Taiwan Huayu Enrichment Scholarship (HES). 2024 - 2025**

- I was awarded HES by the Ministry of Education of the Republic of China (Taiwan). It aims to encourage international students to study Chinese in Taiwan.

- I studied Chinese Language in NCKU - Taiwan for 12 months.

**- TÜBİTAK 2241-A (2209-B). Industry-Oriented Undergraduate Thesis Support Program.**

- Awarded to fund our BSc graduation project in 2015.
- In 2015, our graduation project team and I were honoured to receive funding from the Scientific and Technological Research Council of Türkiye under the 'Industry-Oriented Undergraduate Thesis Support Program'.
- This prestigious award recognized our project's potential to contribute to industry-relevant research and innovation, enabling us to advance our work with the necessary financial support and resources provided by one of the country's leading scientific institutions.

**- Undergraduate Student Summer Program (LOYP).  
TÜBİTAK National Observatory. 2014.**

- I was selected for the competitive TÜBİTAK National Observatory (TUG) Undergraduate Student Summer Program (LOYP) in Antalya, Turkey.
- During this prestigious week-long program, I worked with leading astronomers, using the 1.5m RTT150 telescope to collect and analyse night sky data, gaining hands-on experience in astronomical research.