**Adı Soyadı / *Name Surname***: Alp Tuğan (Yarı-zamanlı öğretim görevlisi, www.alptugan.com)

**Eğitim / *Education***

Yüksek Lisans / *Master’s Degree*: Sabancı Üniversitesi, Görsel Sanatlar ve Görsel İletişim Tasarımı Programı

Lisans / *Bachelor’s Degree*: Ankara Üniversitesi, Jeofizik Mühendisliği Bölümü

**Akademik Görevler / *Academic Titles***

Yarı-zamanlı öğretim görevlisi

**Yayınlar / *Publications***

**Toplantıda Sunulmuş ve Yayınlanmış Bildiri / *Refereed Congress / Symposium Publications in Proceedings***

Tuğan, A. (2021). Liberation of The Medium: Decentralization of Dynamic Generative Art Creations by NFT Marketplaces. Proceedings of the XXIV Generative Art Conference (ISBN 978-88-96610-43-5).

**Diğer Yayınlar / *Other Publications***

Tuğan, A. (2021). The Entity? (Varlık?) [Audiovisual installation]. In Distopya (1st ed., pp. 10–13).

Tuğan, A. (2021). Artist Interviews: Alp Tuğan, Dasein of Others, Technological Arts Preservation.

Tuğan, A. (2018). Röportaj, Sanatın Geleceği coder'lar mı? Istanbul ArtNews.

Tuğan, A. (2009). Squatouch: Object Oriented Sounds/Tangible Musical Interface, MA Thesis, Sabancı Univesity, Visual Arts & Visual Communication Design Department.

Tuğan, A. (2006-2008), Cubase Sayısal Ses İşleme İstasyonu ile Kayıt ve Miks, Volume Müzik Teknolojileri Dergisi, Aylık Yayın.

**Araştırmacı ID Bilgileri / *Researcher ID***

ORCID ID:0000-0003-3673-8675

**Eğitim-Öğretim Görevleri / *Teaching Experience***

Yarı-zamanlı öğretim görevlisi, Özyeğin Üniversitesi (2015 - …)

Yarı-zamanlı öğretim görevlisi, Sabancı Üniversitesi, Yaz Okulu (2020-2020)

**Dersler (Lisans) / *Undergraduate Courses***

Özyeğin Üniversitesi, COD 207 Programming

Özyeğin Üniversitesi, COD 208 Advanced Programming

Özyeğin Üniversitesi, COD 323 Fundamentals of Audio Texture

Özyeğin Üniversitesi, COD 412 Sound in New Media

Sabancı Üniversitesi, VA 335 Sound & Image

**Sanat ve Tasarım Etkinlikleri** /***Arts and Design Events***

(2021). “Ataxia”, Audiovisual installation, 35 Seconds Museum, NEO Shibuya, Tokyo, Japan.

(2021). “Dasein of Others” [Audiovisual installation], Piksel Media Art Festival, Bergen, Norway.

(2021). “Down to Earth” with RAW [Kinetic Sculpture] Mapping, Akbank Sanat, Istanbul, Taksim, Turkey.

(2021). The Entity? [Audiovisual Installation]. Akbank Sanat, Istanbul, Taksim, Turkey.

(2021). AudioVisual Live coding Performance with RAW, Sonar 2021, Istanbul Zorlu Center, Turkey.

(2020). “Millions of Breath” [Generative art video installation], Istanbul Lights Festival, Istanbul, Turkey.

(2020). “Breath” [Generative art video installation], De.Artium Exhibition, Step Istanbul, Istanbul, Turkey.

(2020). “Dasein of Others” [AudioVisual Installation], Generative Art Festival & Symposium, Telaviv, Israel.

(2020). “Incognita” [3D Animated FBX file], xTopia: VR Exhibition during COVID-19.

(2020). “Coronal Loops” [Audiovisual Interactive Installation], An Online Pop-up Exhibition Connecting People Through The Arts During COVID-19, online.

(2019). Audiovisual Live coding Performance with RAW, Distopie Sound Art Festival, Berlin, Germany.

(2019). “4th Floor” [Audiovisual performance], Istanbul Sound Scape Project, SALT Galata, Istanbul, Turkey.

(2018). AudioVisual Live coding Performance with RAW, Sonar 2018, Istanbul Zorlu Center, Turkey.

(2017). AudioVisual Live coding Performance with RAW, Hack’n Break Açık Kampüs Etkinlikleri, Açık Sahne, İzmir, Turkey.

(2016). “Sonic Loops” [Interactive installation], Group exhibition, Artist On Board Exhibition, Greenpeace, SUPA Han, Istanbul, Turkey.

(2016). AudioVisual Live coding Performance with RAW, University of Richmond, Brighton, UK.

(2016). AudioVisual Live coding Performance with RAW, Akbank Sanat, Istanbul, Turkey.

(2014). “Mon-key” [Illustration ], Group exhibition: Paper Girl Istanbul, Caferağa Squat House, Kadikoy, Istanbul, Turkey.

(2011). “FLAUSINA ABRE AS PORTAS” [Sound installation], Parafernalia Exhibition, Lisbon, Portugal.

(2011). “Khaaoosse” [Music Concrete Composition], Istanbul à facettes – Pique nique sonore, Radio Grenouille, l’Estaque, Marseilles, France.

(2010). “Mr. Dağacar & The Golden Tectonics of Trash” [Sound Design & Performance], GarajIstanbul & Rimini Protokoll, Istanbul, Turkey.

(2009). “Knot Theory” [Sound Design & Performance], Knot Theory Dance Performance, Paris, France.

(2008). “Belly Dancing Kit” with Osman Koç and Mustafa Bağdatlı [Physical Computing], Amber: Arts & Technology Festival, Istanbul, Turkey.

(2008). Sound art performance with FIN collective, Galata Perform: Visibility Project 4, Galata Tower Square, İstanbul, Turkey.

**Ödül ve Patentler/ *Screenings*, *Awards and Patent***

Tuğan, A. (2010). Adobe Flash User Group “Flash Ödülleri” Yarışması, En iyi internet sayfası ikincilik ve altıncılık dereceleri.

**Etkinlik Organizasyonlarındaki Görevler / *Tasks in Event Organizations***

**Atölye Yürtücülükleri*/ Workshop Management***

Tuğan, A. (2019). Canlı Kodlama ile Müzik Atölyesi, Hack’n Break Açık Kampüs Etkinlikleri, İzmir, Türkiye.

Tuğan, A. (2018). Yaratıcı Kodlama Atölyesi, Digi.logue OpenSpace, İstanbul, Türkiye.

Tuğan, A. (2017). Processing’e Giriş/Yaratıcı Kodlama Çalıştayı: İnteraktif Görsel Üretimi, MultiRAID Cruising on the Limits, İzmir, Türkiye.

Tuğan, A. (2017). Canlı Kodlama ile Ses Üretimi, Hack’n Break Açık Kampüs Etkinlikleri, İzmir, Türkiye.

Tuğan, A. (2016). Yaratıcı Kodlama Çalıştayı, Atölye İstanbul, İstanbul, Türkiye.

Tuğan, A. (2015). Yaratıcı Kodlama Çalıştayı, Yeditepe University, İstanbul, Türkiye.

**Diğer Deneyimler / *Other Experiences***

(2021) “Gate” [Audio], EP Album Release with RAW.

(2021) “RandomSeed()” [Web page], Showcase of stundents’ algorithmic works involving COD 207 and COD 208 classes.

(2020) “AURE” [Open source software], Audiovisual software for non-coders.

(2020) “Ephemeral” [Audio], Debut Album Release with RAW.

(2020) “ofxPostProcessing” [Open source software], Extended version of GPU-based post production video effects library.

(2020) “Processing Snippets for Students” [Open source software], Code repository for art and design students.

(2020) “Experimental Digital Drawing Application” [Open source software], Digital drawing application in virtual 3D environment.

(2019) Algorave Istanbul Community, co-founding member of Turkish live-coding performers.

(2019) “RE-Viser” [Open source software], Live video manipulation tool. RE-Viser is a software implementation of the Rutt-Etra analog video animation synthesizer from 70s.

(2019) “Digital Word Clock” [Software & Hardware], Unconventional digital clock project that shows time using words. The Project consists of an 8x8 dot led matrix, micro-controller and an embedded software.

(2018) “Striate” [Audio], Single Release with RAW.

(2017) “3D Studies with openFrameworks” [Open source software], Github Repository, Research on algorithmic practices to create 3D forms using openFrameworks.

(2016) RAW, live coding duo co-founding member with Selçuk Artut.