

alp řerif besen

architecture + graphic design portfolio

05. 2025

content



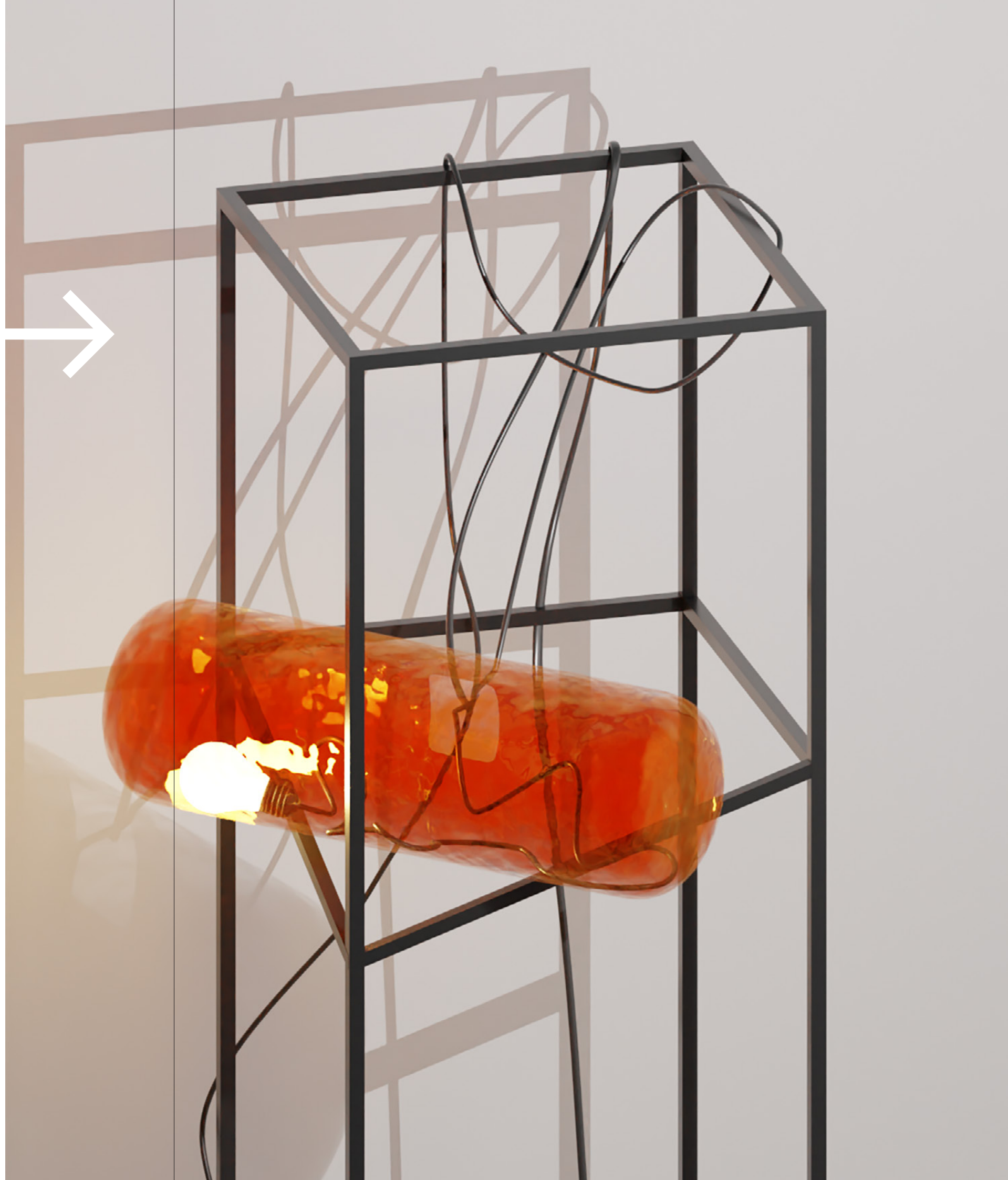
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**curriculum
vitae**





PERSONAL INFO & CONTACT

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Place of Birth: Maryland, USA
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EDUCATION

Listed from the most recent to the oldest

AURA Istanbul
Independent Architectural Researcher
Fall'19 - Win'20
Research: "Spaces of Sex Work in Istanbul"

Istanbul Bilgi University
Major in Architecture
(after relocation) 2016-18
GPA: 3.82

Pratt Institute
Major in Architecture
2014-16 (until relocation)

PROFICIENCY

Languages:
Turkish (Native), English (Advanced)

Software:	
Adobe Illustrator	5/5
Adobe Photoshop	5/5
Adobe Indesign	5/5
Adobe Premiere	3/5
Rhinoceros 3D	5/5
SketchUp	3/5
V-Ray	4/5
Blender	3/5
Autocad	3/5
Microsoft Word, Exc., PP.	4/5
Canva	5/5
Mailchimp	5/5
Wordpress	4/5
Squarespace	5/5
Figma	3/5

EXPERIENCES

Listed from the most recent to the oldest, by the ending dates

XXI Magazine
Visual Editor & Digital Designer
Freelance
Apr'25 - Ongoing

Falan Fanzin
Independent Architectural Zine
Editor, Author, Designer
Aug'20 - Ongoing

Centre For Spatial Justice (MAD)
Communications Coordinator & Graphic Designer
Full-time
Oct'23 - Jan'25

Almost Touching
Solo Exhibition
Artist & Curator
April '24

Binat Architectural Media Group
News Editor @ bi_özet
Content Manager @ Social Media & Web
Graphic Designer @ Consultancy Projects
Freelance
May'21 - Jan'24

studio.ta
Communication Strategist & Graphic Designer
Part-time
Mar'21 - Jul '23

Habitus
Group Exhibition @ Hush Gallery
Artist
May '23

Grounding
Group Exhibition @ studio nest
Artist
April '23

Post-Earthquake Building Workshops
Volunteer Designer & Builder
March'23

THE CIRCLE
Co-Coordinator & Content Manager
Nov'21 - Jan'22
Full-time

GEMSS'21
Emerging Architects' Exhibition & Selection 2021
Coordinator & Curator
Project-based
Feb'21 - Nov'21

Woodlife Sweeden in Turkey
Cooe Coordination Team
Project-based
Oct'21 - Dec'21

THE CIRCLE
Content Manager & Coordinator's Assistant
Dec'20 - Nov'21
Full-time

Binat Architectural Media Group
News Editor & Graphic Designer
Part-time
Jan'21 - May'21

Istanbul Festival of Architecture 2020
Editor, Core Organization Team Member & Graphic Designer
Nov'20 - Jan'21

NORM Architects
Architect @ Design Team
Jan'20 - Jul'20

AURA Istanbul
Independent Researcher
Fall'19 - Win'20

Stage Performances
Drag Performances & Queer Performance Art
During 2019

Teaching Assistant
w/ Tansel Korkmaz in Arch 402
Istanbul Bilgi University
Spring'19

Canakkale Urban Plan Design
Design Team (Architect & Graphic Designer) w/ Yalin Architecture
Project-based
Winter'19

Molecule Coffee
Full-time Waiter
Aug'18 - Dec'18

Iconoclast Design Competition
Design Team (Architect) w/ Praxis
Landscape
Project-based
Fall'18

SALON Architects
Architectural Intern (Office & Construction Site)
Summer'18

Teget Architecture
Architectural Intern (Office)
Winter'18

Emre Arolat Architecture
Architectural Intern (Office)
Summer'17

REFERENCES

At least one relevant reference from each field of professional experience

Ceren Yartan
General Coordinator
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T: +90 536 848 61 96 (only available via WhatsApp call)
M: ceren.yartan@mekandaadalet.org

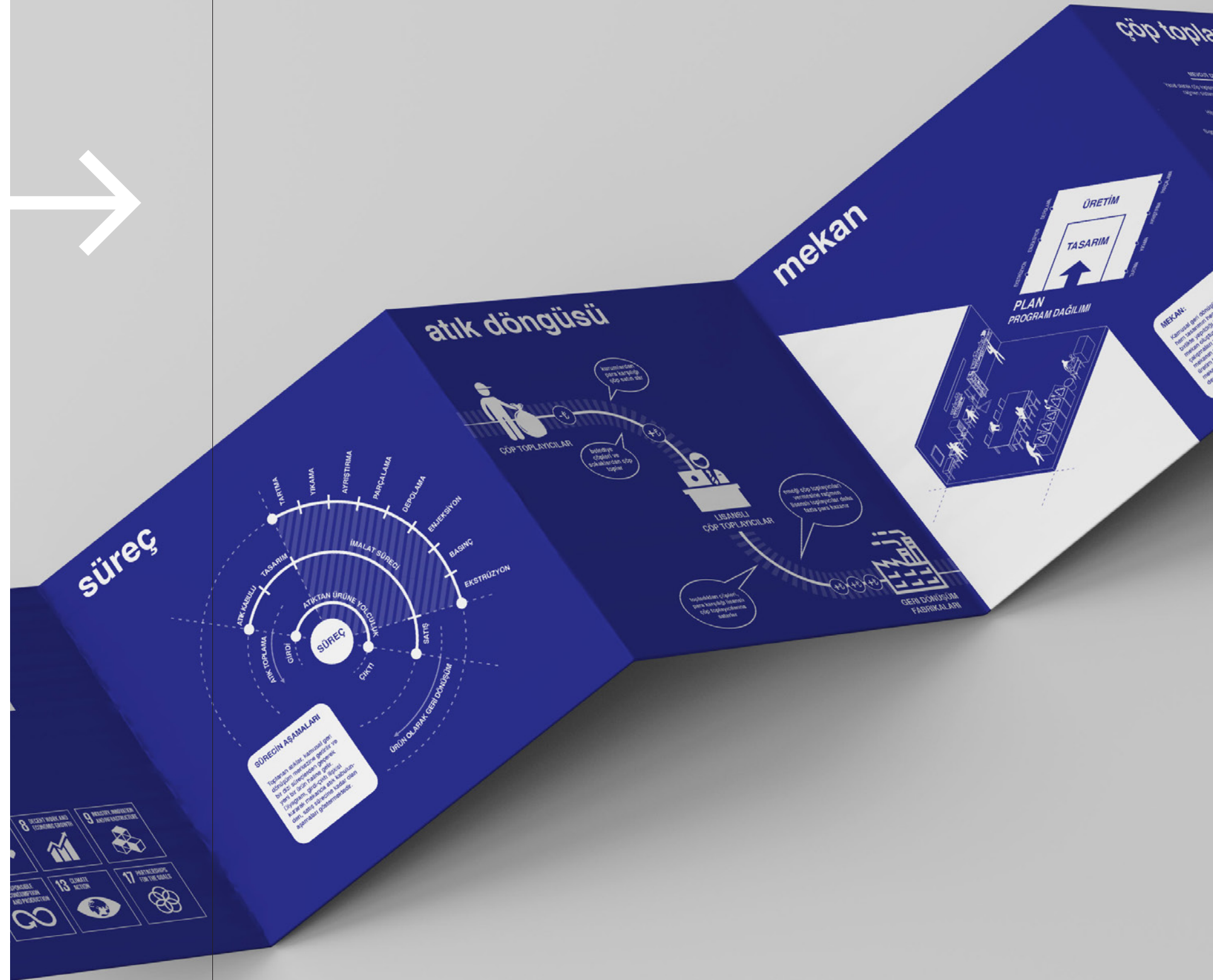
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Banu Binat
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selected
work



Visit my web site
for the full list of works:
alpserifbesen.com

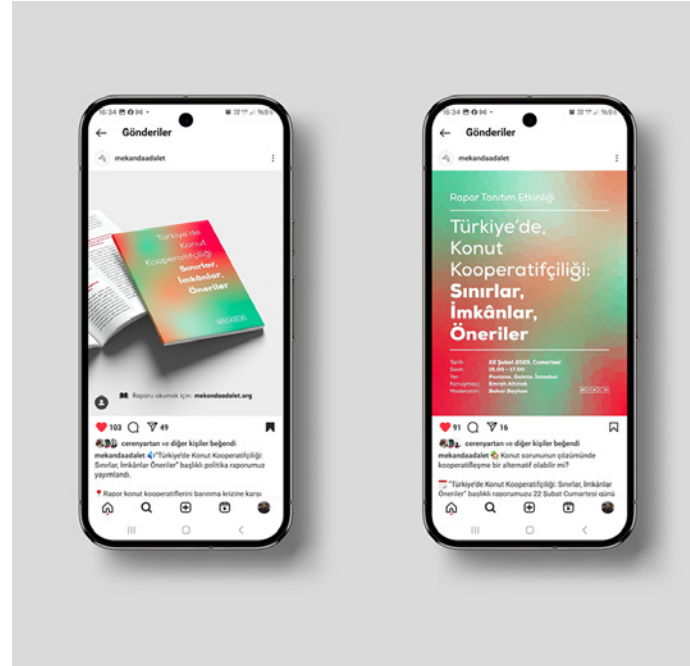




Inside & Cover Pages
Mock-up



QR Code:
Book's PDF File



Social Media Shares
Poster Design

REPORT BOOK DESIGN HOUSING COOPERATIVES IN TURKEY

→ Published by **Center For Spatial Justice (MAD)**, the report focuses on housing cooperatives as a solidarity-based solution to the housing crisis. With a strong emphasis on the right to housing, it provides a comprehensive analysis of the current state of cooperatives in Turkey.

I was commissioned by MAD to first come up with the book design for the report, and later to create social media images + posters planned to be shared following the publication. I started out with the pre-existing graphic template which MAD uses in their books. I further developed the design so it looks more appealing to the eye, and presents itself rather easier to read.

Date:
Design: 01.2025
Print: 02.2025

Software:
Adobe Indesign
Adobe Illustrator
Adobe Photoshop



Cover & Inside Pages

Front & Back Covers



QR Code:
Book's PDF File



Inside
Pages

REPORT BOOK DESIGN ÇEKÜL ANNUAL ACTIVITIES REPORT 2024 *

→ **ÇEKÜL (Foundation for the Protection and Promotion of the Environment and Cultural Heritage)** is one of the oldest foundations that is still actively working on both environmentalism and cultural heritage. They publish yearly report books on their works spanning each year.

Having recently commissioned another graphic design team for a corporate identity, they wanted to rebrand their publications as well. Thus, they contacted me for a the design of their 2024 report book. However I was not only commissioned for the design of this single book, but also to create a template which they can use for their future publications.

Date:
03.2025

Software:
Adobe Indesign
Adobe Illustrator
Adobe Photoshop

Cover & Mock-up



QR Code:
Book's PDF File



Inside & Cover Pages
Mock-up

BOOK DESIGN GUIDELINES FOR URBAN WELL-BEING

→ **Guidelines For Urban Well-being** is the outcome of a research-based project conducted by the **Centre for Spatial Justice (MAD)**. The research aimed to explore what it means to achieve well-being in built environment, in light of architecture and urbanism.

The book consists of articles, interviews, statistics and case studies accompanied by maps, diagrams and photographs. Despite being written in a thesis-like academical fashion, the design brief was to design a print that would be both easy and fun to read. It was intended as a guidebook for municipalities, scheduled to be sent before the recent elections. And, the bureaucrats wouldn't have much time to read through the whole book. With that in mind, the design had to have an easy and welcoming feel to it, which would let the reader understand, in advance, that they wouldn't have to spare so much time reading.

Date:
Design: 03.2024
Print: 05.2024

Software:
Adobe Indesign
Adobe Photoshop

Cover & Inside Pages

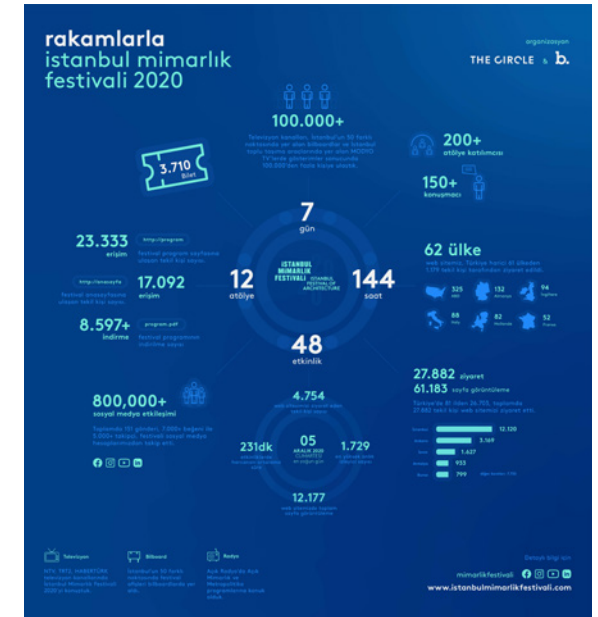


QR Code:
Report's PDF File



Schedule
Pages

Statistics & Diagrams



REPORT BOOK DESIGN FESTIVAL REPORT: ISTANBUL FESTIVAL OF ARCHITECTURE 2020

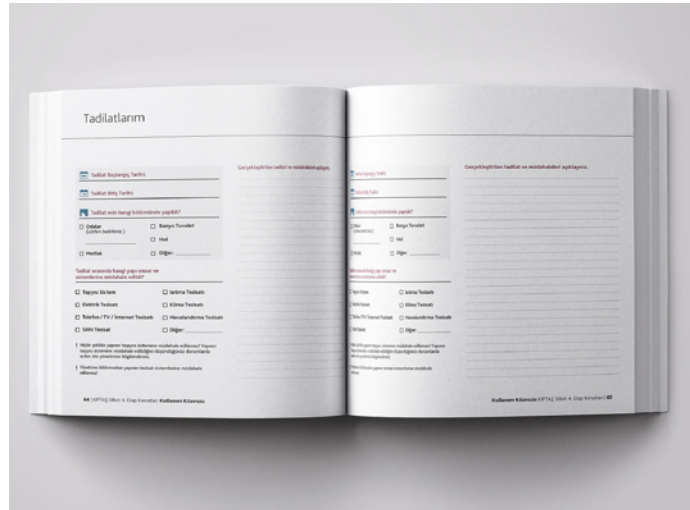
→ **Istanbul Festival of Architecture** was a 7-day online event which hosted in total 3700 viewers, 48 panels + seminars and 12 workshops. The organization started in May, 2020 and ended by mid-2021. Having been initially selected for the support team, I later took on more responsibilities. By the end, I was both involved in graphic design and in assisting the organization team.

As soon as the festival ended, we started wrapping-up. The first and the most important step of all was to prepare a printed festival report book. The report book was planned to be sent to all supporters and collaborators. So, the design had to be clean and formal. Yet the spirit of the festival did not match either of those. So, the head of graphic design and I teamed up to come up with a design that was both dynamic and energetic, meanwhile fulfilling all the formalities.

Date:
01.2021

Software:
Adobe Indesign
Adobe Illustrator
Adobe Photoshop

Credit:
w/ Tolgahan Akbulut
(as Supervisor)



Inside
Pages



ILLUSTRATIONS & DRAWINGS KIPTAŞ 4th STAGE HOUSING GUIDEBOOK

→ **Kiptaş** is a construction firm which builds affordable housing in all around Turkey. In their housing designs, Kiptaş prioritizes the comfort of the residents and easy maintenance. For this reason, they provide each resident with a guidebook that includes essential information about the housing unit they live in. This guidebook contains tips on how to repair built-in furniture, emergency contact numbers, important locations in the surrounding neighborhood, and a journal section where the residents can record developments related to the building.

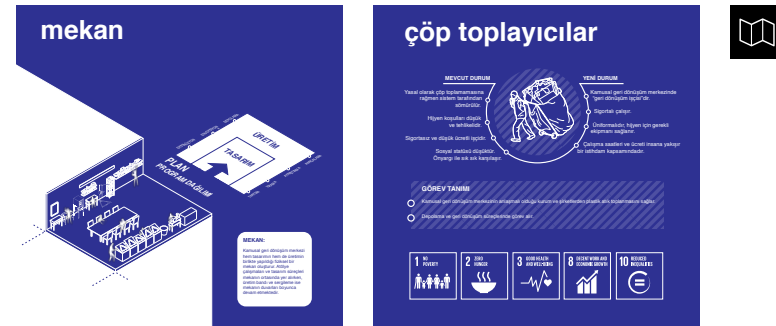
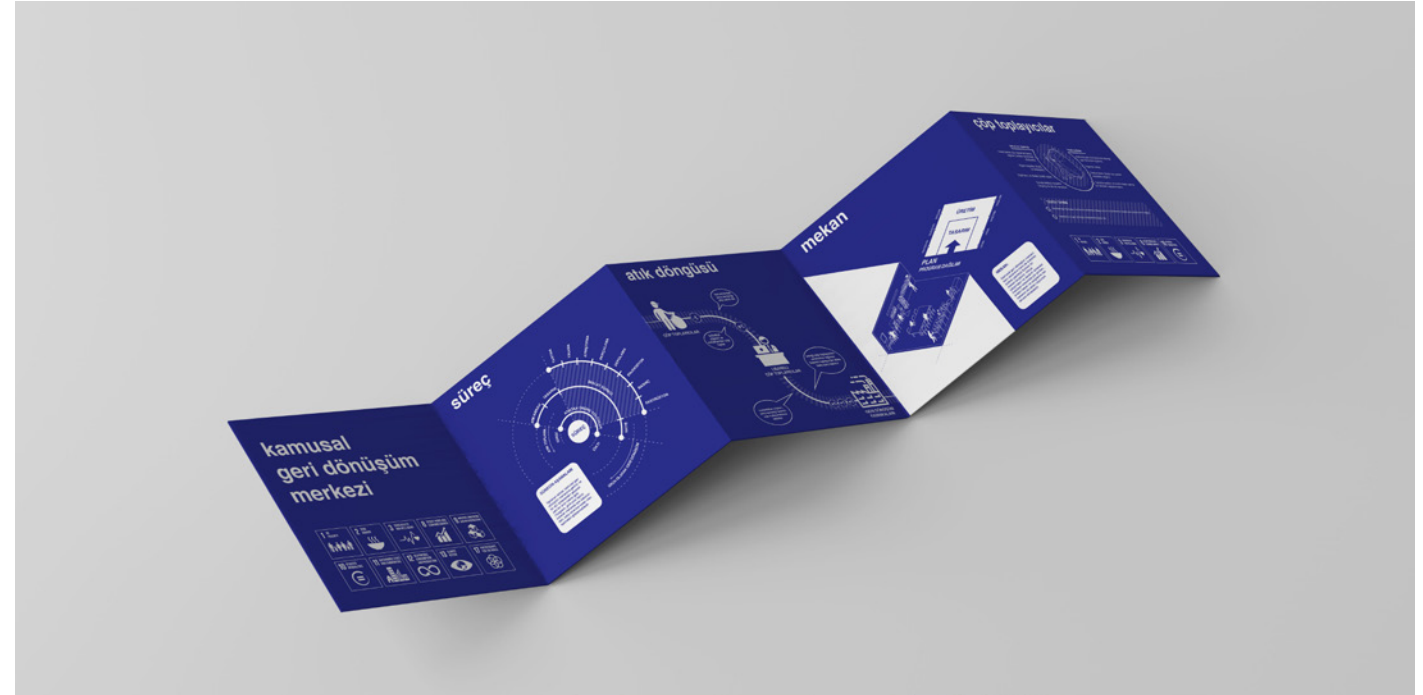
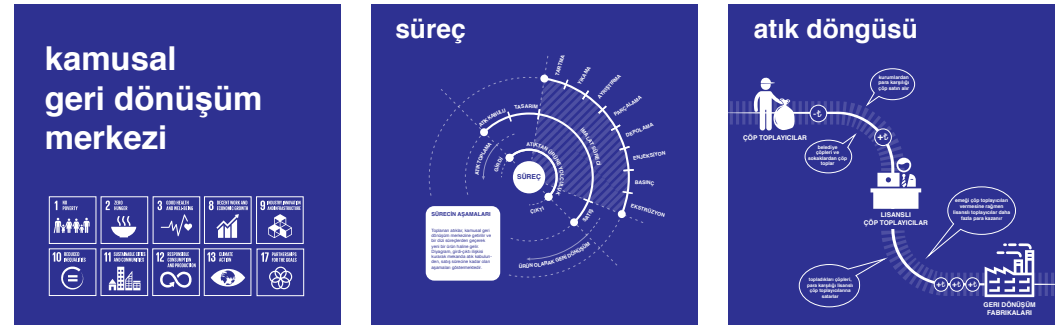
Binat Architecture and Media Group provided consultancy to Kiptaş in the preparation of this guidebook. I was a part of the Binat team since the end of 2020 until late 2023. In the team, I worked on graphic design projects. And I contributed to this guidebook with my illustrations and architectural drawings. While I did not design the overall publication, I was responsible for the majority of the graphics.

Date:
08.2022

Software:
Adobe Illustrator
Adobe Photoshop

Credit:
w/ Gül Dönmez
(as Supervisor)

Front Pages
(separately)



Unfolded
Mock-up

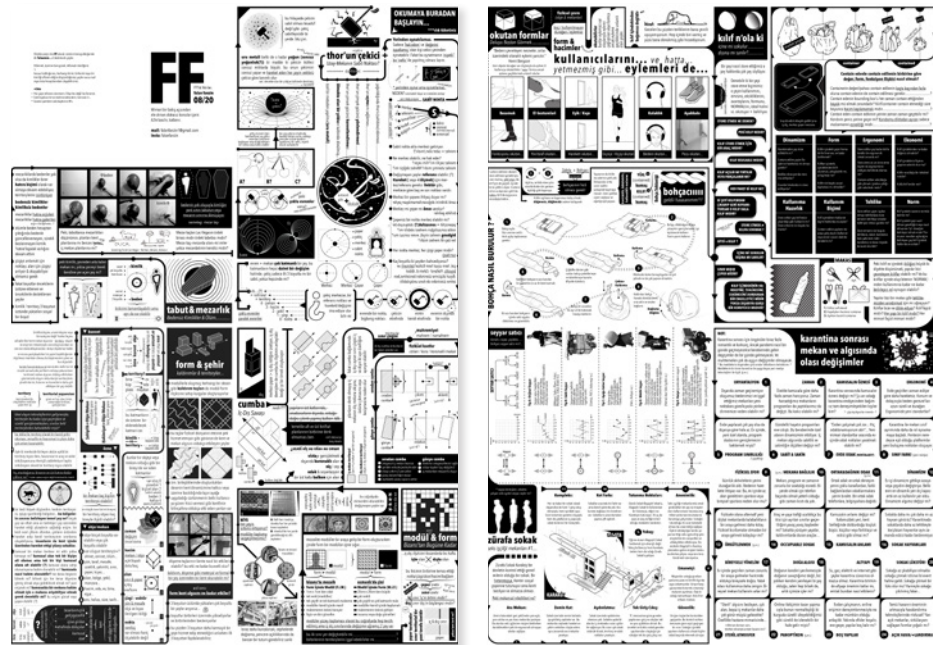
BROCHURE DESIGN PUBLIC RECYCLING CENTRE: SOLID WASTE TO BUILDING MATERIALS

→ An entrepreneur, **Simge Goorany** works on a scientific project focused on transforming solid plastic & cardboard waste into building materials through a series of chemical processes. She is carrying out this project in partnership with **TÜBİTAK** and the **Istanbul Metropolitan Municipality**.

Back when Goorany contacted me, she was trying to reach a larger audience by launching a campaign for her project. To strengthen her campaign, she asked me to create a brochure that would easily introduce her project to the employees of the Municipality. She wanted the brochure to be a small object that could be easily passed from hand to hand and thus circulate very fast. As a result of Goorany's request, I prepared for her, a foldable brochure measuring 12cm by 12cm. The front side of the brochure features details about the Public Recycling Centre that Goorany aims to establish. On the back is a photograph of solid waste Goorany means to transform.

Date:
07.2020

Software:
Adobe Illustrator



Falan Fanzin #1
Front & Back



QR Code:
FF Instagram



Falan Fanzin #3
Unfolded

ZINE DESIGN

FALAN FANZIN: "NONSENSE" ARCHITECTURE

→ **Falan Fanzin (FF)** is an independent architectural zine that mainly focuses on unorthodox and "nonsense" issues in architecture. It only discusses speculative matters and rather than making statements it asks questions. The motto leading to the creation of the zine is that matters of insignificance and nonsense can in fact give birth to larger discussions. The academy may not take such matters seriously. But it is such matters that improve our ways of thinking at the end of the day.

I have been designing Falan Fanzin since 2019. I am both the editor, author (in most issues) and the graphic designer. There are so far 10 issues, each of which deal with a theme. Each issue is printed on A3 on grayscale. Each copy is folded 4 times until the booklet reduces in size down to A8. Each layout is different as are the themes. The design, in each issue is reinvented according to the theme.

Date:
Since 2019 - Ongoing

Software:
Adobe Illustrator
Adobe Photoshop
Adobe Indesign
Procreate

POSTER DESIGN

PERA MÜZESİ: IN SEARCH OF TRADITION

→ The poster above is the submission to a competition - **In Search of Tradition** - held to commemorate the historical building of the **Pera Museum**. The building, designed by **Achille Manoussos**, is an example of Istanbulite neo-classical architecture dating back to the late 19th century. However, the structure transcends the boundaries of the time in which it was built. It contains works spanning a wide range of art, dating even back to the 14th century. These works make the building not only a neo-classical relic, but rather a landmark that extends beyond time.

In the design, I brought the scenes from the works in the museum's permanent collection onto the façade of the building. I imagined these figures, who are - metaphorically - accustomed to being constantly observed by viewers, watching the outside from within. In this composition, I reversed the formula by turning the viewers into the artworks being observed.

Date:
02.2018

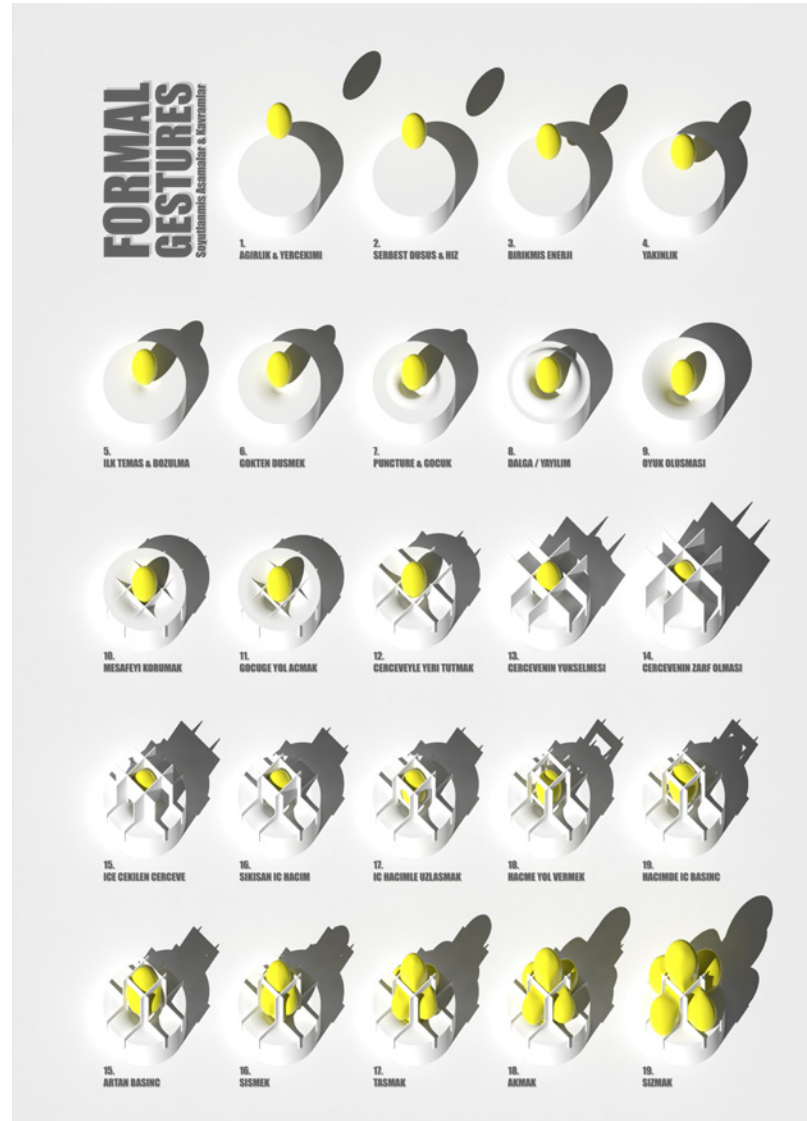
Software:
Rhinoceros 3D v5
Adobe Photoshop
Adobe Illustrator

Billboard
Mock-up



Original
Poster Design

Original
Poster Image



Frame
Mock-up

ANIMATION & DIAGRAMS

FORMAL GESTURES: ABSTRACTED STEPS & CONCEPTS

→ "Formal Gestures" is a set of abstract architectural diagrams of İstanbul Manifaturacılar Çarşısı, commissioned by Gizem Temiz for an independent research project. The building has a special place in the history of modern Turkish architecture. It dates back to when modernism was still the dominant code for architecture. Yet, it also displays aspects of postmodernism and its playfulness.

The diagram imagines the form of the building as a moving invasive object in reference to its surroundings. In doing so, the form, captured by the gravity of the urban environment, falls on the ground creating a dent. Later the form expands only to be confined by both the physical and the abstract boundaries surrounding it. In the poster, the steps are represented as frames. Each frame, accompanied by a keyword, is a scene extracted as an image from a 3D animation made in Maya. The scenes are then placed on a layout in Illustrator.

Date:
01.2018

Software:
Maya 3D
Adobe Illustrator

Original
Poster Image



Mock-up

MODELS & DIAGRAMS

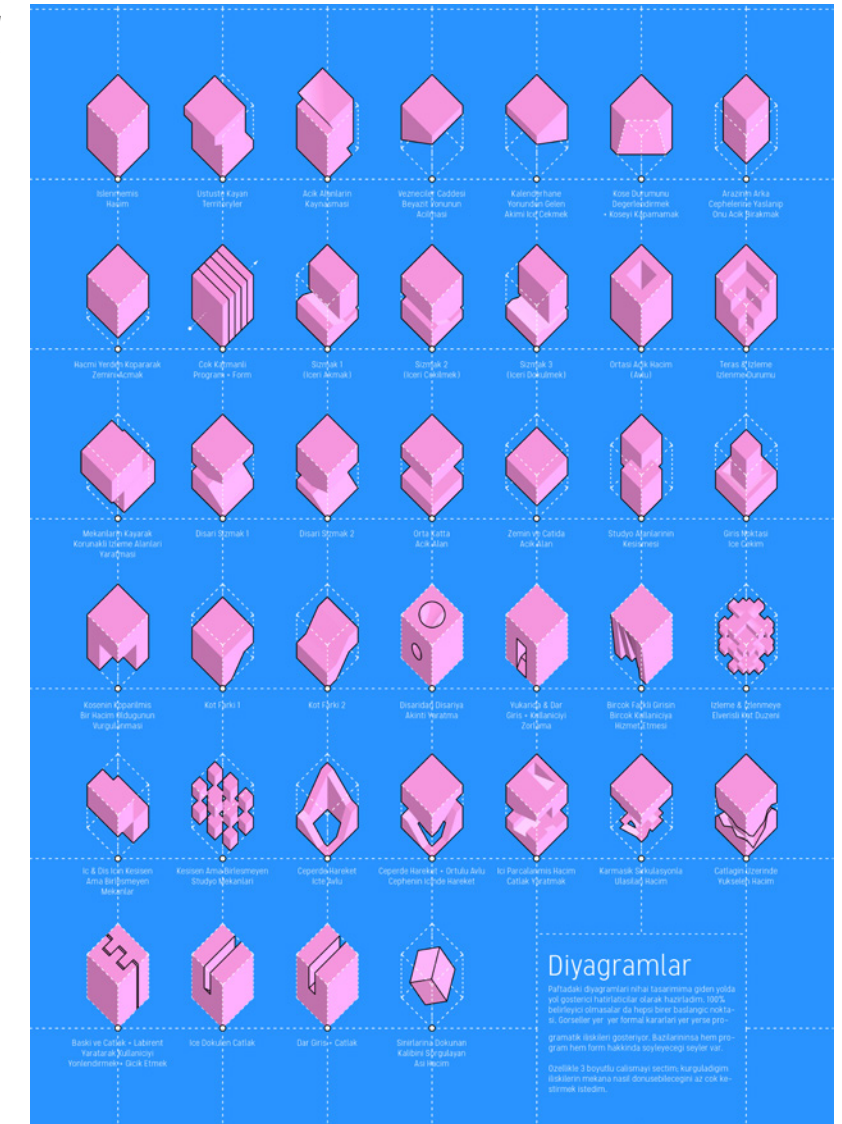
3D DIAGRAMS: TECHNE & TECTONICS

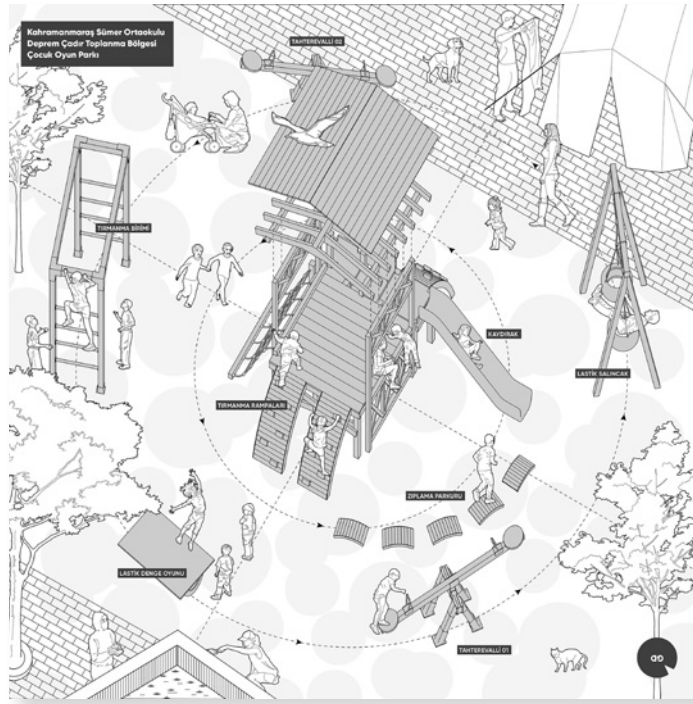
→ Above is a poster I designed as part of the research program I attended in **AURA İstanbul** - an architecture and urbanism research institute. The theme of the program was "techne & tectonics". Although later I changed course towards a totally different theme, for the most part I focused on tectonics. One of the goals I had was to discover ways in which I could abstract and diagrammatize tectonics underlying 5 influential buildings I selected as test subjects.

I first set off by analyzing the compositions of these buildings. This helped me abstract complex tectonics as types of motions. Then I represented these motions with 3D diagrams. Diagrams in general are used as simpler expressions and are made in 2 dimensions. Although experimental, 3 dimensional diagrams can reveal a lot more about the design, still maintaining simplicity. By using these, I had the opportunity to capture far more details of the selected buildings. The print was later exhibited in AURA İstanbul for 6 months.

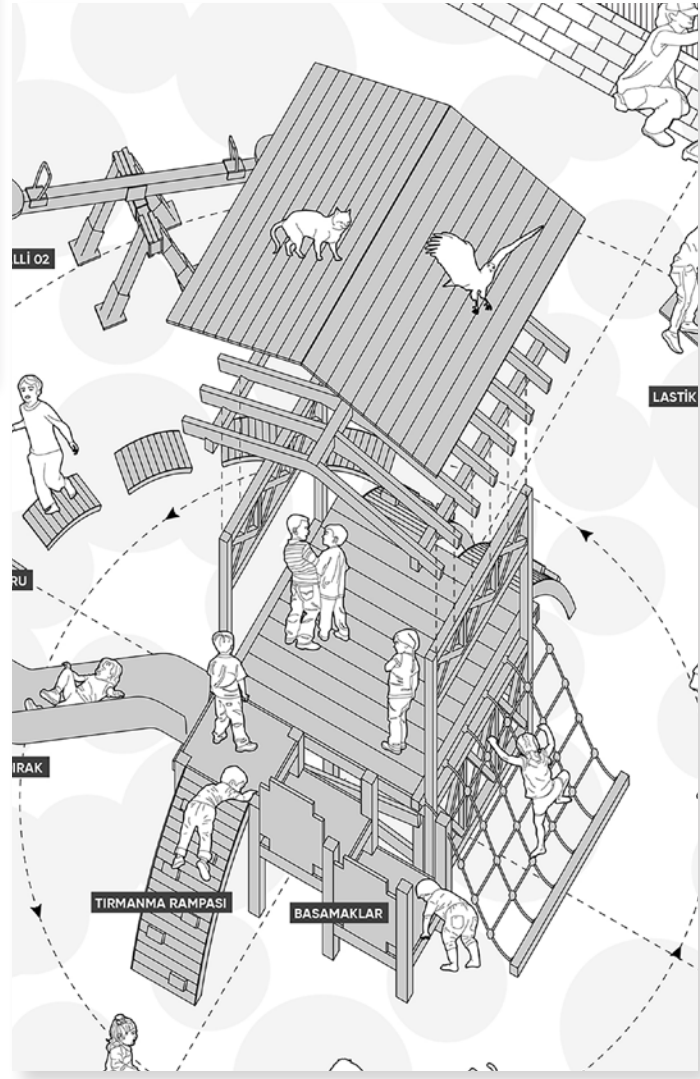
Date:
09.2019

Software:
Rhinoceros 3D v5
Adobe Illustrator





South-east



North-west

QR Code:
Online News



AXONOMETRIC DRAWINGS KAHRAMANMARAS POST-EARTHQUAKE PLAYGROUND CONSTRUCTION

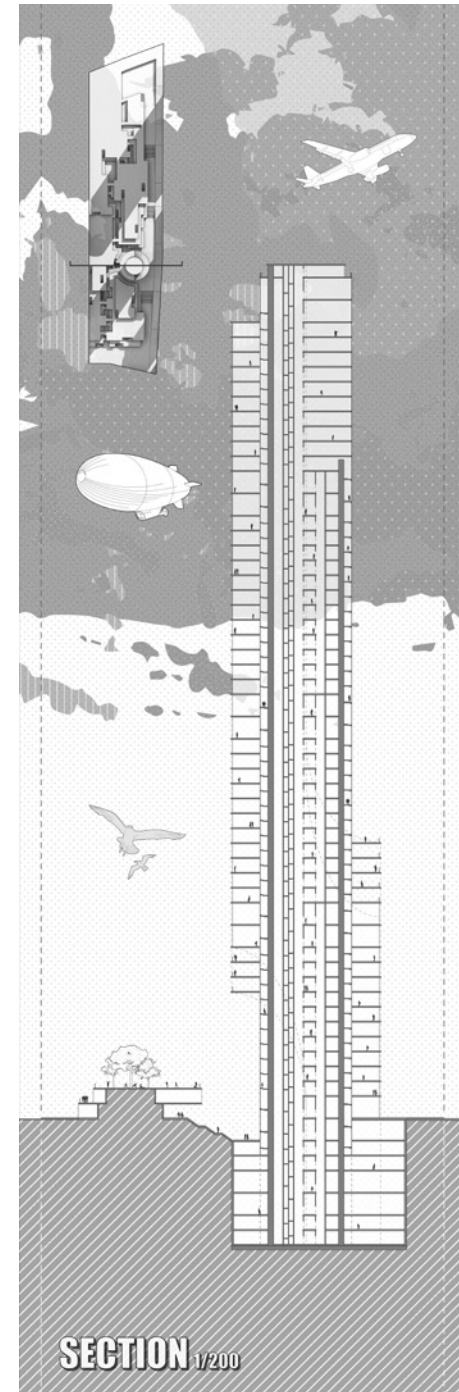
→ As the devastating result of **Kahramanmaraş Earthquakes** on February 6, 2023, 50K people lost their lives, and hundreds of thousands of survivors were injured. However, for the survivors, the city became uninhabitable. Initially, aid campaigns for the survivors were launched in many major cities of Turkey. Once the urgent needs were met, people started looking for ways in which they could improve the lives of the survivors. Many architects and designers volunteered to help. New initiatives were established and workshops were organized for this purpose.

In the workshop I participated in, I, along with other architects and designers, built a playground for the children who survived the earthquake and continued to live in the affected region. We made the playground entirely from spare and recyclable materials. Upon finishing the work, we decided on publishing this work hoping it'd be an example for others. The drawings and diagrams included in our publications were featured in the press.

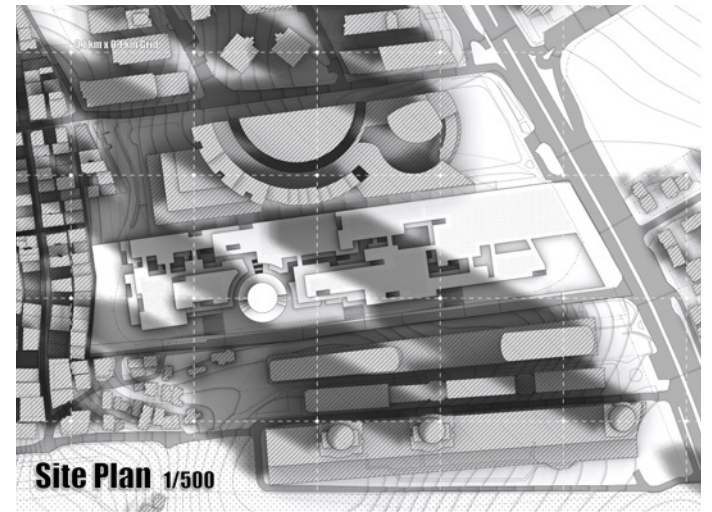
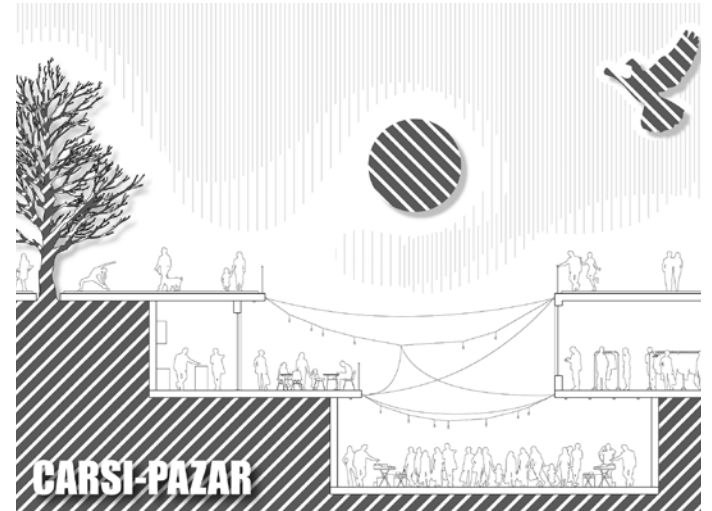
Date:
04.2023

Software:
Rhinoceros 3D v5
Adobe Illustrator

Long
Section



Close-up Section & Site Plan



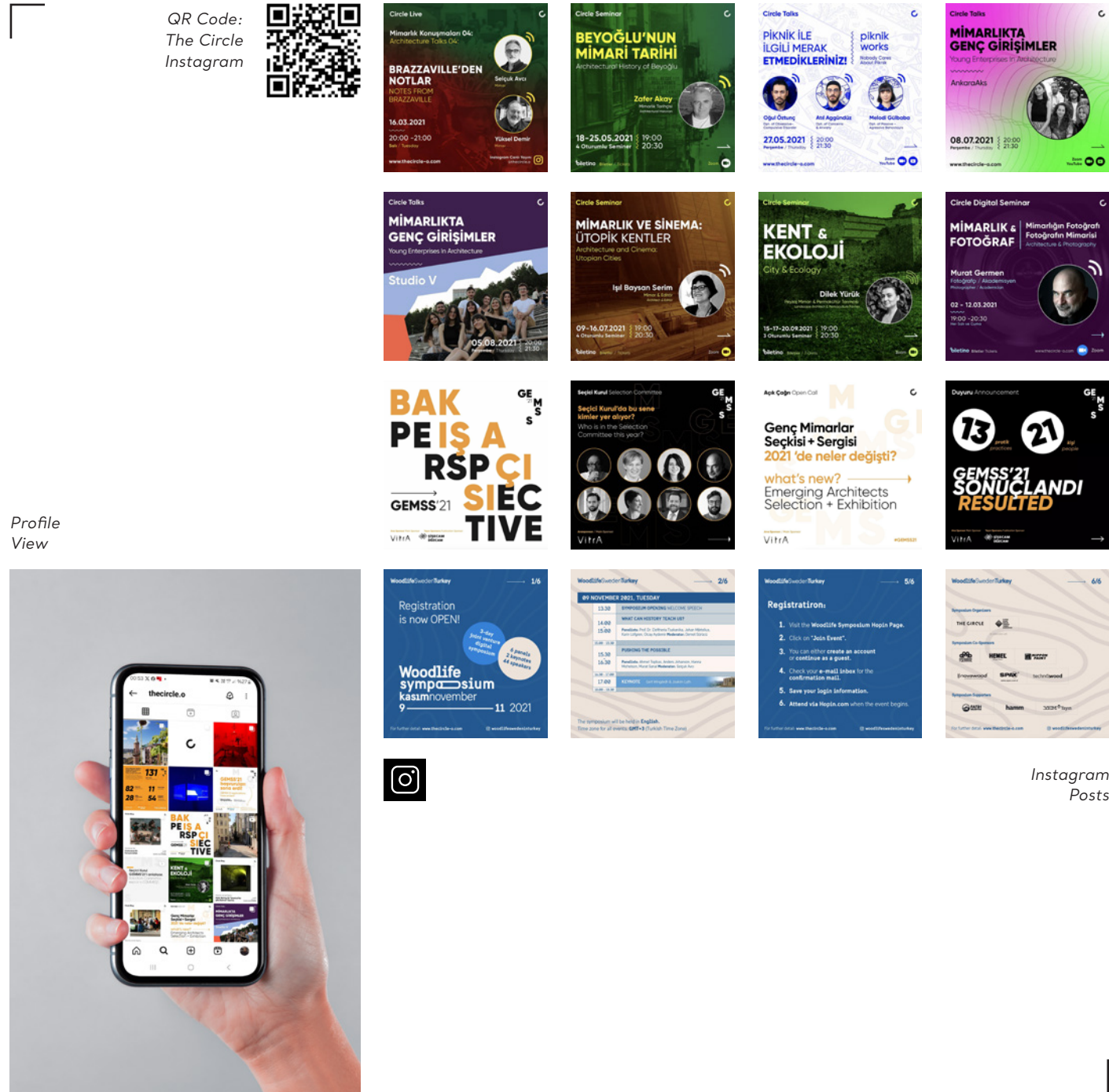
STYLIZED DRAWINGS OZDILEK MALL / ARCH 402

→ A year after my graduation from Istanbul Bilgi University, some thesis projects from the last five years were selected to be put on display. Mine was one of them. My thesis project included the designs of a skyscraper on Büyükdere Avenue (a business district in Istanbul) and the large plaza beneath it. It was designed to be a hub connecting both underground and overground transportation, also as an urban knot which brings together the white-collar and blue-collar neighborhoods surrounding the district.

For the exhibition I stylized my drawings. The brief for the exhibition boards was to express both the technical and the social aspect of the designs. For that, I went for a vectoral design embellished with graphic elements that would bring out the humane aspect of the architecture. Each board was in different sizes - largest reaching up to almost 2 meters tall.

Date:
Project: 06.2018
Graphics: 05.2019

Software:
Rhinoceros 3D v5
Adobe Illustrator
Adobe Photoshop



SOCIAL MEDIA & BRANDING THE CIRCLE

→ Throughout 2021, I worked for an architecture & design platform called **The Circle**. The platform's main activities included gatherings, exhibitions, seminars, and publications.

At The Circle, I took on many roles. I started as a content manager and graphic designer, and in my final months, in addition, I also took on the roles of coordinator and editor. During my time at The Circle, I designed all the graphics: social media images, newsletters, exhibition posters, graphic templates, publications, prints etc. Above, I've placed some of the social media posts I designed for The Circle. The graphic templates I designed are still used to this day on The Circle's social media accounts.

Date:
01.2021 - 12.2021

Software:
Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Premiere

SOCIAL MEDIA & BRANDING CENTER FOR SPATIAL JUSTICE (MAD)

→ Between October 2023 - December 2024, I worked for the **Centre for Spatial Justice (MAD)** both as a communication specialist and as a graphic designer.

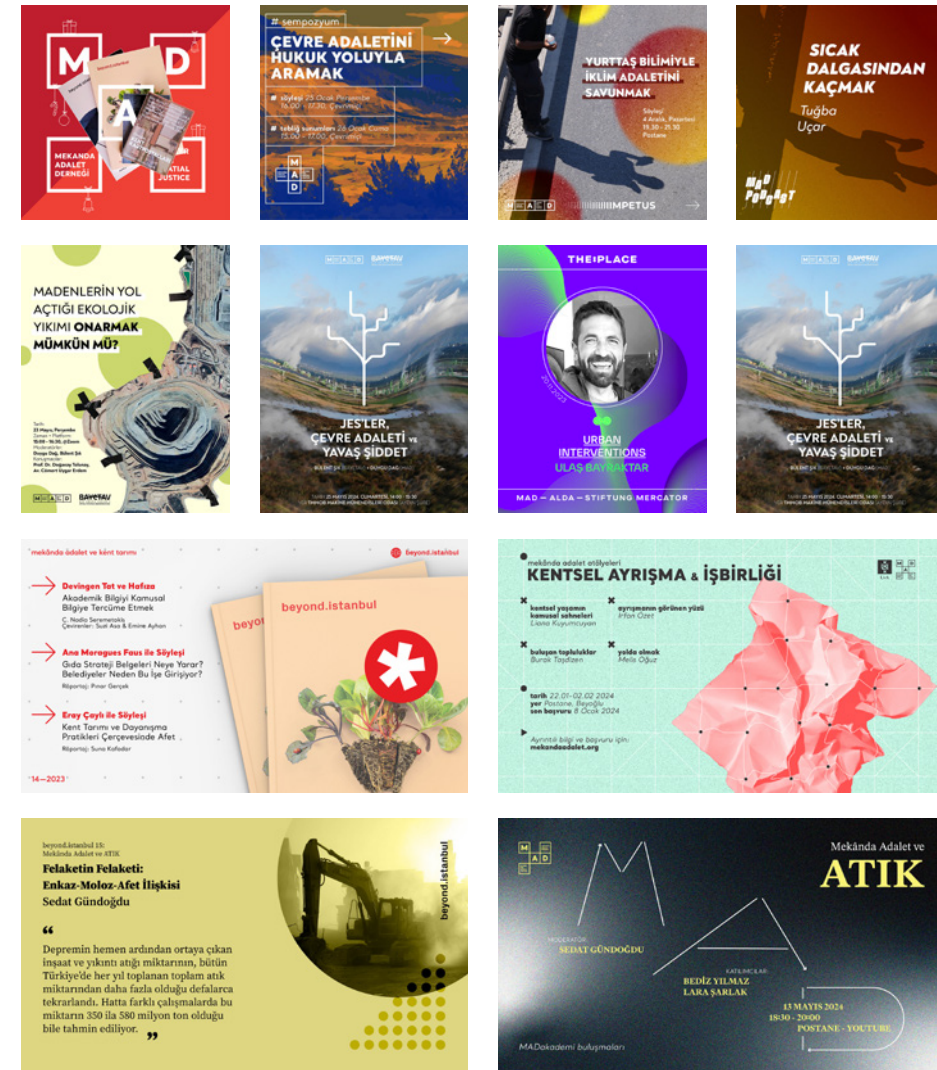
MAD believes that the root of any social conflict can always be traced down to 'space' and that these conflicts cannot be resolved without taking space into account. Therefore, the organization focuses on urbanism, architecture, and the ecological environment. The centre's works include books, magazines, articles, video news, interviews and seminars.

My first responsibility at MAD was to create communication strategies each month. The second is to create visuals that best match this strategy. For that, I primarily aimed to design dynamic yet serious graphics that will capture the attention of all of MAD's followers. Besides, whenever I had time, I also designed various printed materials, particularly books, as well as the MAD's branding.

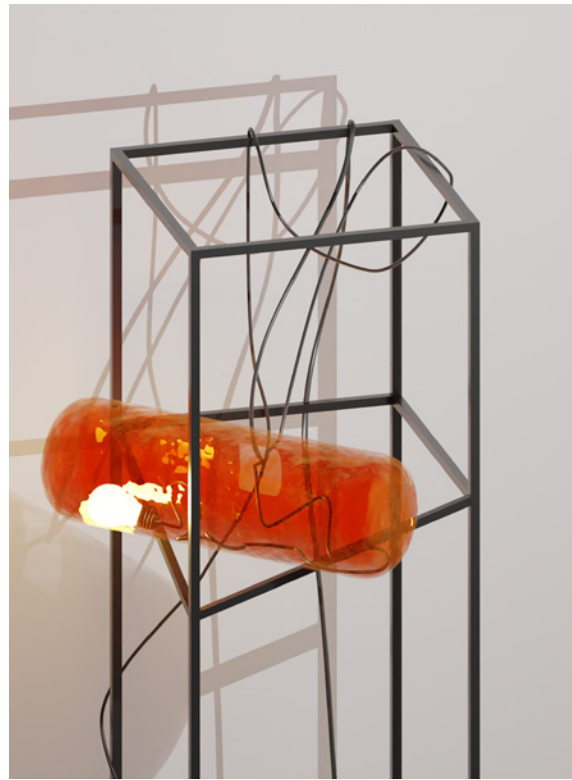
Date:
10.2023 - 12.2024

Software:
Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Premiere

Instagram Posts & Multi-use Images



Profile View



Render #1
Ligther



Render #2
Darker



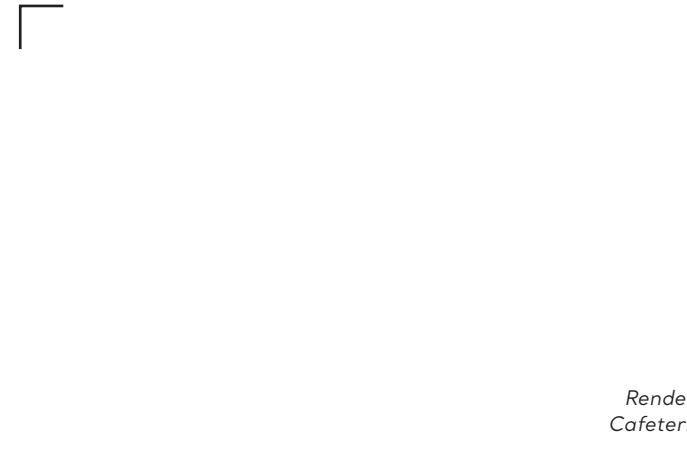
3D MODEL & RENDER FURNITURE DESIGN w/ BLENDER 3D

→ I have furniture designs of my own. Some are in sketches however most I model and render them. In these designs I often use **Rhinceros 3D v5** and **Blender 3D** for modeling and rendering.

This one is special to me because I've spent so much time trying to find out how to create the double layered translucent Venetian glass I had in mind. The material I imagined resembled my grandmother's ashtray made out of orange / brown Murano glass. That material turned out to be very difficult to emulate in rendering software. To be honest, it still is not a 100% like what I dreamt of. I'm still working on improving my talents in Blender3D.

Date:
05.2024

Software:
Blender 3D
Rhinceros 3D v5
Adobe Photoshop



Render:
Cafeteria



Render:
Museum Book Store

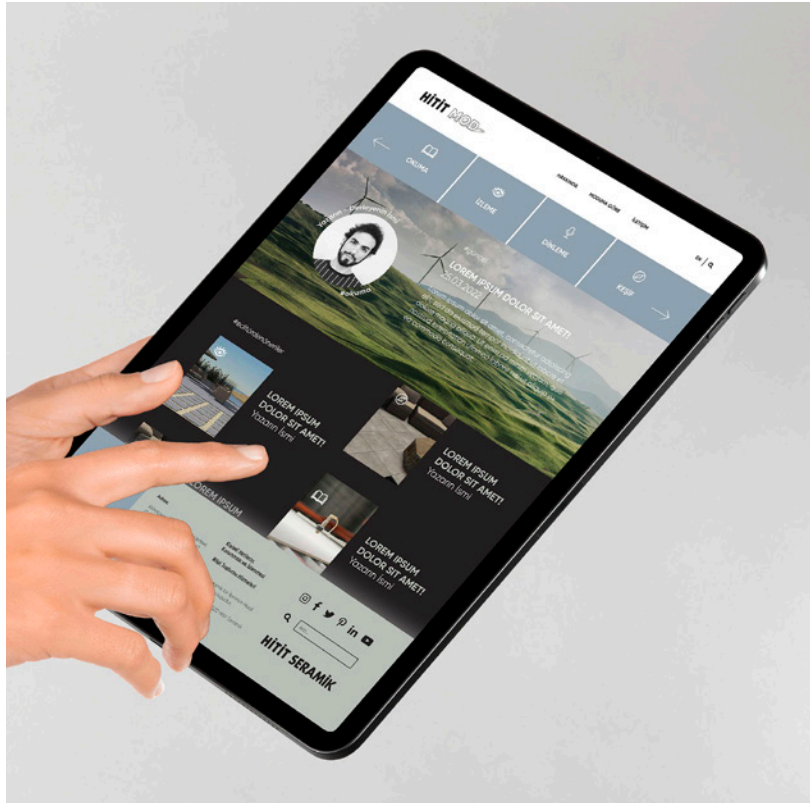
3D MODEL & RENDER CAFE + BOOKSTORE

→ Above are raw **V-Ray** renders I made back when I worked as an architect. They show the interior space of a cafe + book / museum store near a renovated historical mosque on the Black Sea shore. The idea behind the design was to avoid using any architectural element that would be difficult to dismantle or would leave marks on the surrounding vernacular architecture in the future. It was designed to be as ephemeral as a building can be.

I don't often use V-Ray anymore because other softwares these days are slightly better in my opinion. However, there still are times when I need to use V-Ray

Date:
05.2020

Software:
Rhinceros 3D v5
V-Ray



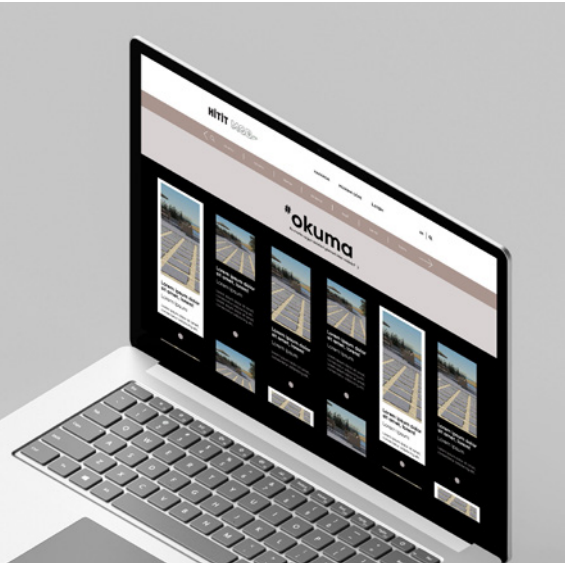
Blog
Categories
Menu



Category
Page



Homepage



WEB DESIGN HITIT MOD: BLOG FOR ARCHITECTS & DESIGNERS

→ Above are the mock-up images of the web design I created for **Hitit Seramik** during when I worked as a freelancer for **Binat Architecture and Media Group**.

Hitit Seramik is one of the most renowned ceramic manufacturers in Turkey. Back when they contacted me and my team, they were planning on launching a website that would work as a blog for architects, called **Hitit MOD**.

In the design, my goal was to create a level of attraction that would keep users on the site for a long time and let them seamlessly surf through pages without losing interest. Plus, another goal was to come up with graphics that didn't require any special coding so that Hitit team could use any online software. Eventually, the design was purchased but they chose to change the whole concept behind the blog. Therefore the design was not implemented any further.

Date:
04.2022

Software:
Adobe Illustrator
Adobe Indesign

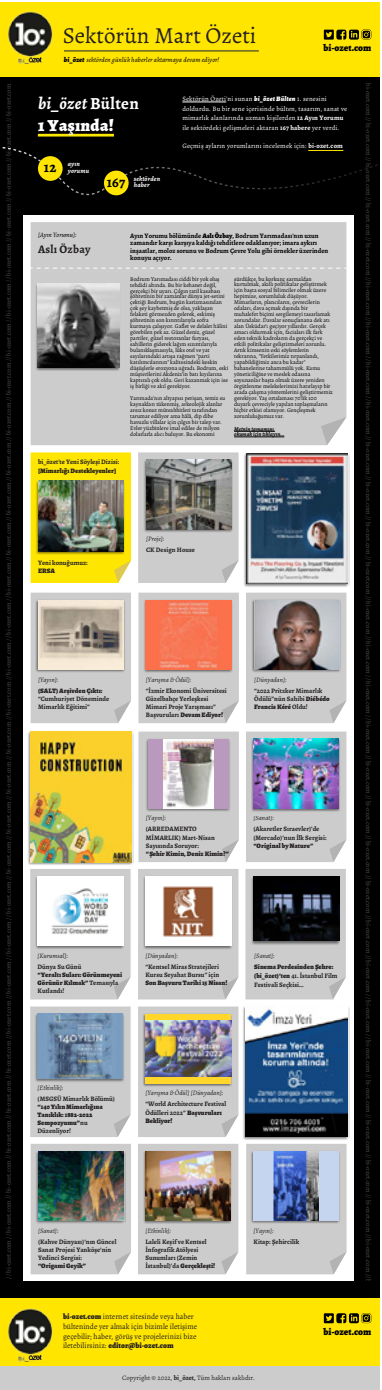
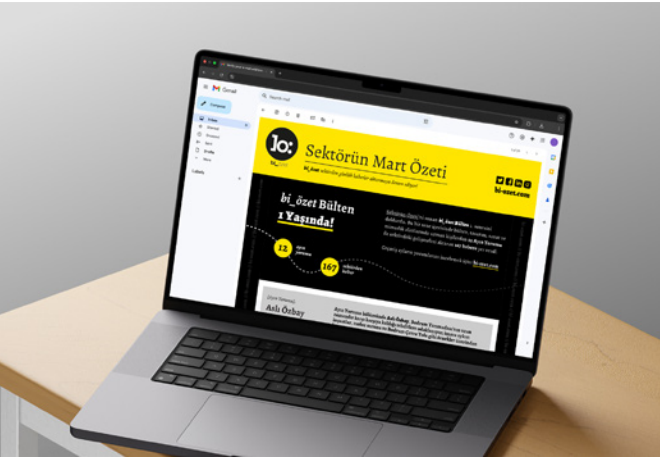
NEWSLETTER IDENTITY DESIGN bi-özet / MONTHLY NEWSLETTER

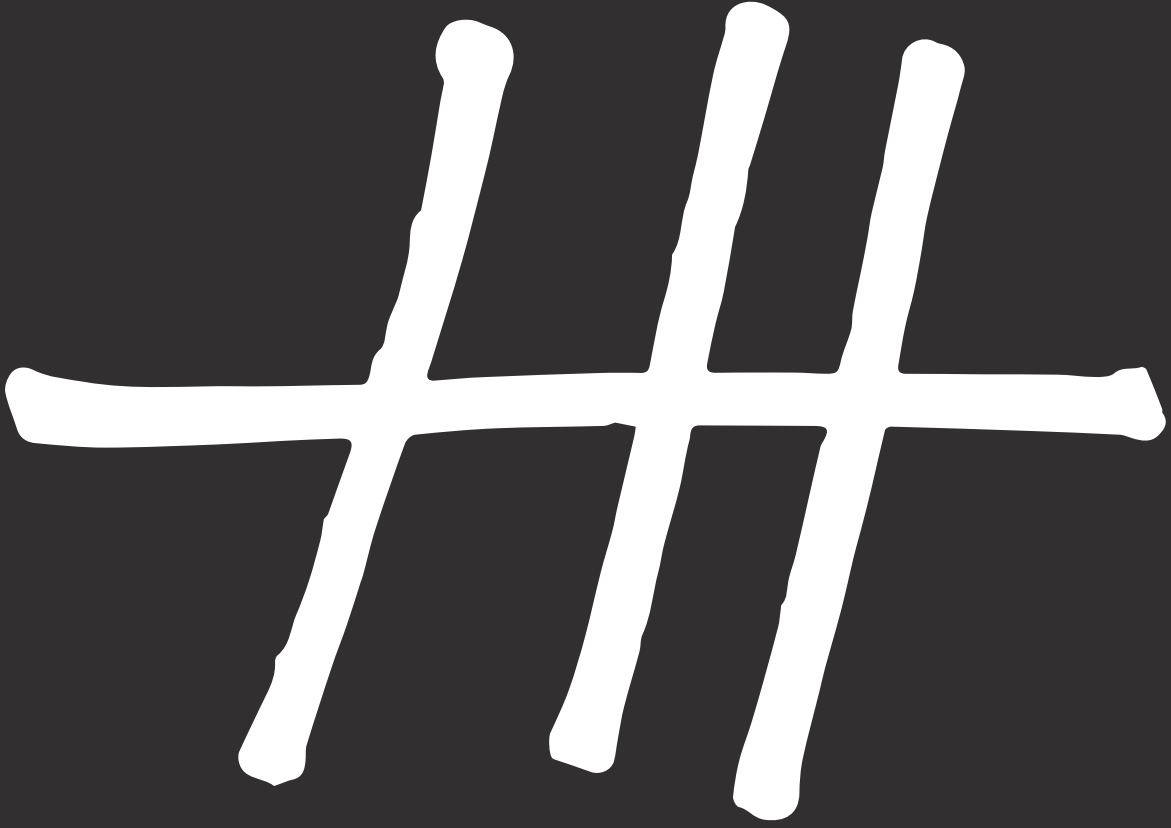
→ Between 2021 and 2022, I worked both for Binat Architecture & Media Group (BMMG) both part-time and as a freelancer. One of BMMG's enterprises is bi-özet - an architectural news platform. They publish the most recent news in architecture, design, art and construction.

In 2022 they commissioned me for the design of bi-özet's monthly newsletter that would be regularly sent to their subscribers. The newsletter - a new initiative - was intended to include a categorical summary of all the news in related fields, plus a monthly commentary on architecture at the top. I was also tasked with designing a new logo and emblem for the newsletter along with template variations for different media.

Date:
Between 2021-24

Software:
Adobe Illustrator
Adobe Photoshop





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