

# EMRE BAĞDATOĞLU

## EDUCATION

**Rhode Island School of Design, RISD**  
Providence, RI  
*Master of Fine Arts in Furniture Design*  
2013–2016

**Lahti University of Applied Sciences**  
Lahti, Finland  
*Exchange Semester with Concentration  
on Sustainability*  
Winter 2013

**Istanbul Technical University**  
Istanbul, Turkey  
*Bachelor of Interior Architecture*  
2003–2008

## PROFESSIONAL EXPERIENCE

**Sara Ossana**  
Warren, Rhode Island  
*Free-Lance Design Developer, 2019–Present*  
Creating detailed, high-quality 2D drawings and 3D models based on sketches and photos. Producing presentation quality renderings and production drawings. Engineering designs for specific production techniques.

**O&G Studio**  
Warren, Rhode Island  
*Furniture Designer, 2016–2020*  
Creating detailed, high-quality 3D models based on sketches. Producing presentation quality renderings and production drawings. Engineering designs for specific production techniques. 3D printing prototypes for hardware and utility products, finishing 3D prints to be used as sand casting patterns, sourcing CNC'd patterns for larger cast components. Communicating with vendors & clients.

**Tadilat Spatial and Furniture Design**  
Istanbul, Turkey  
*Co-Founder, 2010–2013*  
Developed interior design solutions and custom furniture pieces for numerous clients. Managed all business aspects, client meetings, conceptual development, production of presentation materials and technical drawings, as well as supervising manufacturers and construction.

## **Atelye 5 Interior Design Studio**

Istanbul, Turkey  
*Interior Designer, 2008–2010*  
Designed furniture pieces, created production drawings, 3D models and photorealistic renderings.

## **Cihangir Mobilyacısı**

Furniture Design Studio  
Istanbul, Turkey  
*Junior Designer, 2006–2008*  
Produced technical drawings and 3D models for manufacture of furniture pieces.

## TEACHING EXPERIENCE

### **İstanbul Bilgi Üniversitesi**

İstanbul, TR  
*Adjunct Faculty, 2018–2021*  
Created and taught the class "Furniture Design" for Industrial Design & Interior Architect students, which guided students through sketching, designing, modeling and producing furniture pieces.

### **Rhode Island School of Design**

Providence, RI  
*Instructor of record, Winter Session 2016*  
Created and taught the class "Experiments in Fiber Composites" which aimed to facilitate student exploration into self-driven research and creation of new material composites utilizing natural fibers.

## SKILLS

### **Computer Aided Design**

Digital drafting and 3D Design in Rhino, Alias, NX, AutoCAD, Sketchup, Vectorworks, Cinema 4D, 3DSMax and Archicad. Photorealistic Rendering using Keyshot and Maxwell Render.

### **Design Development**

Experience developing hand-sketches into SKUs by drafting, prototyping, sourcing, pricing, sampling, packaging design and logistics.

### **Prototyping**

Strong knowledge of traditional woodworking, bent lamination, steam bending, CNC milling and laser cutting, metal working and finishing, 3D Printing, 3D print finishing and manufacture of pattern sets for metal casting applications.