

# PORTFOLIO



Mervener Balci

selected works



*“architecture collects collective memory.”*

**peter eisenman**

all rights reserved.





MSc. Interior Architect

Mervenur Balci

*As a dedicated and organized individual with a passion for design, I am an excellent team worker who is always willing to learn and grow. I thrive in busy environments and am known for my punctuality and motivation, consistently producing high-quality work. I am open to new ideas and approaches and am always willing to take instructions from all levels.*

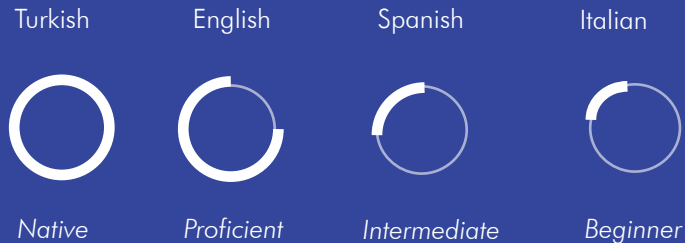
*Building strong working relationships with colleagues is something I value, and I am committed to fostering a positive and collaborative work environment.*

*Istanbul, TR*

## Education

- 2021-2024 ● Architecture, MSc (with Thesis)  
Izmir University of Economics  
(4.0 GPA -Success Scholarship)
- 2014-2019 ● Interior Architecture and Environmental Design, BA  
Izmir University of Economics  
(2.83 GPA, %25 ÖSYM Scholarship)
- 2018-2019 ● Art & Design, BA  
Politecnico De Coimbra, Portugal  
(Erasmus + Student Exchange, Granted)
- 2013-2014 ● Art History, BA  
Mimar Sinan Fine Arts University  
(Drop-out)

## Languages



## Work Experiences

- September-January 2024 ● Business Development Specialist  
Yapı Kataloğu, Istanbul
- July-October 2023 ● Visual Designer (Intern)  
Xerem/Hangar Research Art Center  
Lisbon, Portugal (Erasmus+ Internship)
- October-December 2020 ● Interior Architect  
Cisim Design, Istanbul
- June-October 2020 ● Interior Architect(Intern)  
Nosyon Design&Innovation, İzmir
- August-October 2019 ● Intern  
Arı Mühendislik & Mimarlık, Muğla
- June-July 2017 ● Intern  
IZKA Insaat A.S., İzmir
- July-August 2016 ● Intern  
Yigit Dekorasyon A.S., Muğla

## Workshops

- 2018 ● Self Construction Workshop  
ESAD & IUE
- 2017 ● Autoprogettazione,  
Enzo Mari's Furniture Making Workshop  
by Stefano Pugliese
- 2017 ● Space can not exist but you can build it  
Francesco Librizzi



## Software Skills

AutoCAD	●●●●○
3dsMax	●●●○●
Sketchup	●●●●○
Sketchup Vray	●●●●○
Corona Renderer	●●●●●
Blender	●●●●●
Adobe InDesign	●●●●●
Adobe Photoshop	●●●●●
Adobe After Effects	●●●●●
Adobe Xd	●●●●●
Adobe Illustrator	●●●●●
Figma	●●●●●
Cinema 4D	●●●●●
Microsoft Office	●●●●●
Adobe Premiere Pro	●●●●●

## Certificates

2024	●	Conduct UX Research and Test Early Concepts Google
2024	●	Create High Fidelity Designs and Prototypes in Figma Google
2023	●	Build Wireframes and Low-Fidelity Prototypes Google
2023	●	Start the UX Design Process: Empathize, Define, and Ideate Google
2023	●	Foundations of User Experience (UX) Design Google

## About Me

I am a highly motivated and detail-oriented visual designer with a strong background in architecture and environmental design. I thrive on bringing creativity and strategic thinking together to create compelling visual narratives across various mediums. My experience spans roles in visual communication design, business development, and interior architecture, where I have consistently demonstrated my ability to blend aesthetic sensibility with practical functionality. I have had the opportunity to work across different sectors, from designing dynamic 3D models and captivating social media content to developing branding strategies and responsive designs for construction companies. This diverse experience has refined my skills in creating impactful visual identities, ensuring brand consistency, and enhancing user experience through thoughtful design. My adaptability, combined with a keen eye for detail and a passion for innovative solutions, enables me to deliver high-quality work that resonates with clients and audiences alike. I am proficient in a wide range of design software, including Adobe Creative Suite, AutoCAD, 3ds Max, Cinema 4D, and Figma, and have completed several certifications in UX design. Fluent in English and Turkish, with intermediate proficiency in Spanish, I am eager to contribute my skills and creativity to forward-thinking projects that challenge the norm and inspire change.

## table of contents

1

### Damnatio Memoriae

Graduation Project

Instructors: Markus Wilsing  
Emre Ergül  
Selin Gülden  
Didem Kan Kılıç

2

### IUE Dormitory

Graduation Project

Instructors: Stefano Pugliese  
Thomas Keogh  
Gunes Peksen  
Hande Atmaca

3

### Namazgah Hammam

3rd Year Design Studio

Instructors: Stefano Pugliese  
Thomas Keogh  
Gunes Peksen  
Hande Atmaca

# 4

## Self Construction Pavilion

3rd Year Design Studio

Instructors: Stefano Pugliese  
Thomas Keogh  
Gunes Peksen  
Hande Atmaca

# 5

## Furniture Making

3rd Year Furniture Design

Instructors: Stefano Pugliese  
Hande Atmaca  
Esra Bici

# 6

## Professional Works

Post-grad Works:  
2019-2023



Graduation Project

## Damnatio Memoriae

2019

The concept of erasing memory has been a profound and enigmatic idea throughout human history. In Ancient Rome, the phrase "Damnatio Memoriae," meaning "condemnation of memory," symbolized the deliberate exclusion of a person from official records. In this project, the phrase is employed metaphorically, reflecting on the complex relationship between memory, space, and identity.

Drawing inspiration from literary figures like Proust, who explored the deep connection between memory and experience, this project envisions a space designed for individuals burdened by traumatic memories—those who seek to erase the pain of their past and find solace in a new beginning. This center offers a sanctuary for those who have endured extreme hardships, such as sexual abuse or witnessing violent acts, providing them with a place to heal and forget.

The iconic Casa Malaparte, a masterpiece of architectural history, is chosen as the setting for this transformative journey. The building's breathtaking view, perched on the edge of a cliff, plays a crucial role in the healing process. The natural surroundings and serene atmosphere offer a sense of detachment from the past, allowing individuals to reconnect with the present.

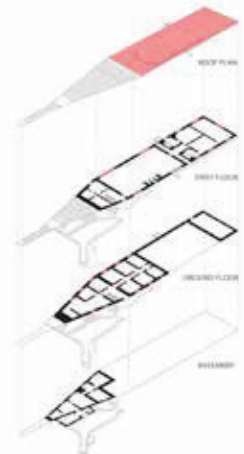


*Damnatio Memoria, Common Area, rendered with Corona Renderer*

Probably, Casa Malaparte is one of the most impressive space for escaping and rehab. Starting with this idea, respecting the building's itself and its own identification was the main thing.

When designing the space, I tried to reflect 60s spirit and Mediterranean aesthetic at the same time. Pastel colors, wood and Italian marble Terrazzo are the main materials.

Rethinking space as a Wes Anderson movie set is also another starting point for this design. Because in Wes Anderson's movies, the spirit of 60s and colors are used perfectly.



The Memory Erasure and Rehabilitation Center is designed with a holistic approach, focusing on the mental and emotional well-being of its inhabitants. The facility includes:

**Common Areas:** Open spaces that encourage social interaction and relaxation, fostering a sense of community among the patients.

**Bedrooms:** Private, tranquil spaces where individuals can retreat, reflect, and rest.

**Study Rooms:** Areas dedicated to intellectual pursuits and personal growth, providing a distraction from past traumas.

**Rehabilitation Rooms:** Specialized rooms where therapeutic interventions take place, aiding in the process of memory erasure and emotional recovery.



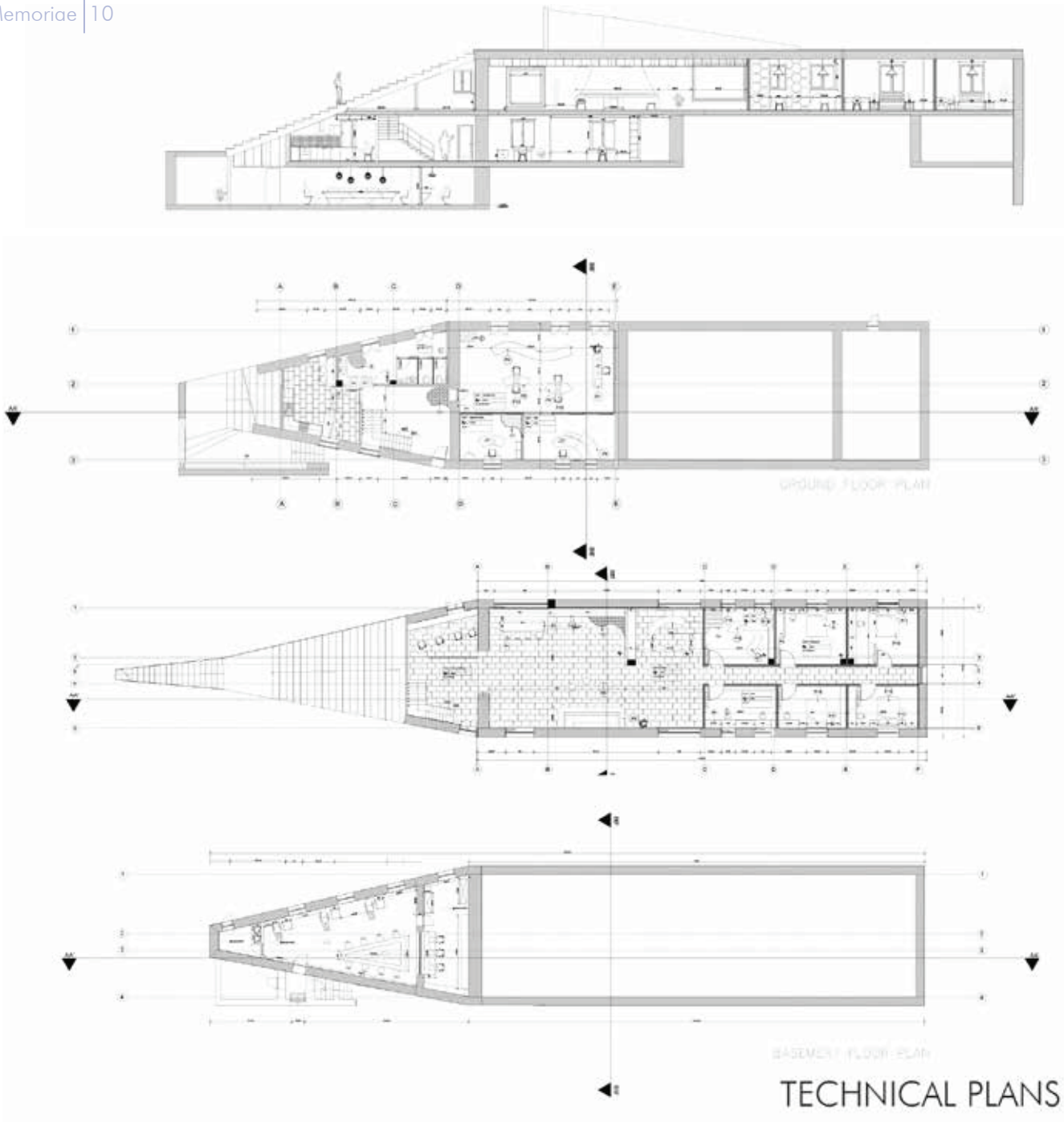


*Damnatio Memoria, Common Area, rendered with Corona Renderer*

### **The Meaning of “*Damnatio Memoriae*”**

In a normative case, memory is a reminiscence of past experiences. The relationship between space and memory is an inevitable result. Our experiences of space and our reminiscences of cities develop through memory, and we experience our relations with spaces and cities through these (acquired) reminiscences. The concept based on this irrepressible force of memory forms the basis of *Damnatio Memoriae*'s design. *Damnatio Memoriae* is a place designed to function as a memory erasure and therapy center, designed accordingly.

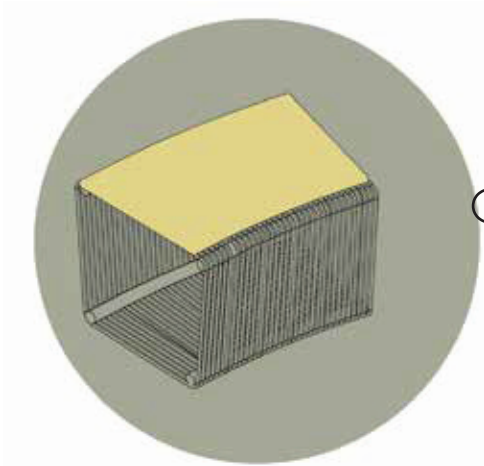




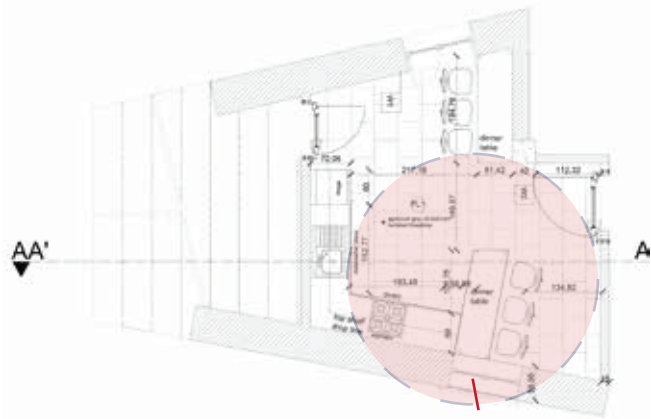


Fle(x)i: Modular Seating System

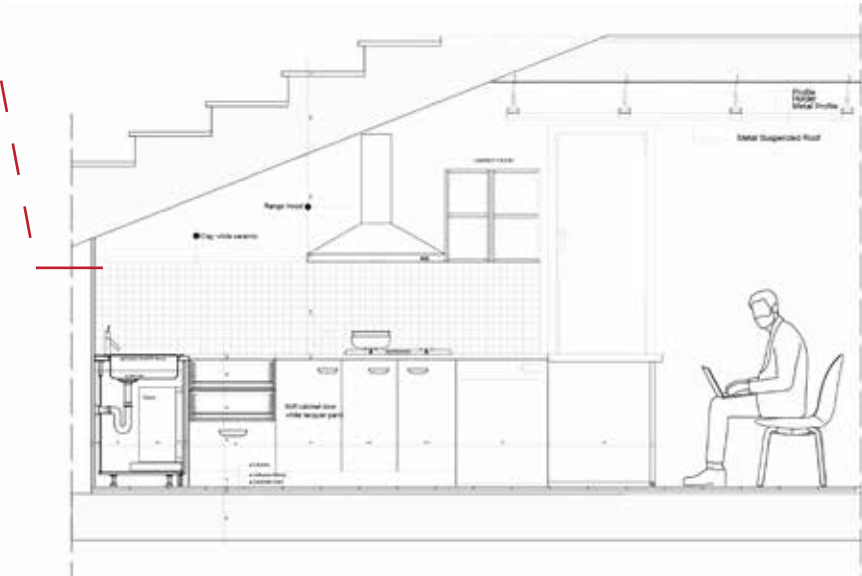
A modular seating system is designed for this project. It is made with metal sticks. Metal bars are bent to form a polygon. Repeating these metal bars produces an arc-shaped seating unit. These metal rods are fastened to each other by means of a plastic rod. This arc-shaped unit creates different shapes with the adding system. It is light because of the idea of a modular system. Under the wooden sitting element, it can be used as a storage unit.



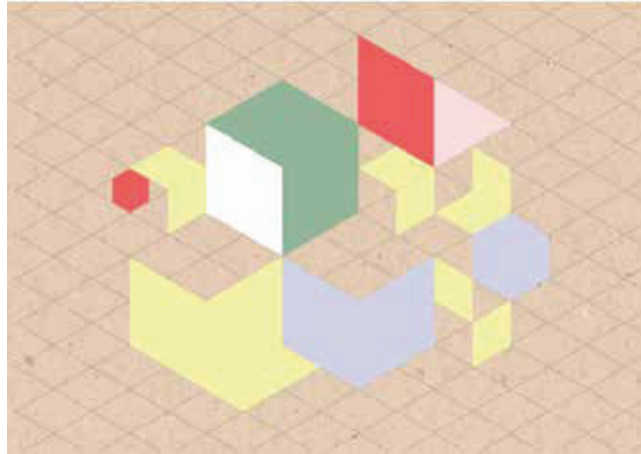
Modular Seating System



Detailed Kitchen Plan



! / 20 Detailed Section



3rd Year Studio

## IUE Dormitory

2017

Undoubtedly, erasing memory is a thing since beginning of the history. "Damnatio Memoriae" is a Latin phrase, used in Ancient Rome. It means "condemnation of memory", indicating that a person is excluded from official accounts. In here, the phrase used as a metaphor. Maybe because Proust or whole literature, I always considered memory that we have as a reflection our behaviours and experiences. It shapes how we perceive space and memory creates a new space in our minds. This space is designed who suffer from their past memories and want to erase their memory. For instance, a girl who raped or sexually abused or witnessed bad events such as murder can come to this memory erase center and forget these bad memories.

One of the most significant building of architectural history "Casa Malaparte" is choosen especially for this project.



*Case Study: Guest Room, Sketchup Vray*

The focal point of this design project was to highlight and refine a single room, enhancing its functionality and versatility. I selected the case study room for development, recognizing its unique potential to serve as a multifunctional space. This room seamlessly integrates a kitchen, working area, and study space, creating an environment where various activities can coexist within a single, well-organized area. The design emphasizes the adaptability of the space, catering to the needs of individuals who require a dynamic and efficient living and working environment.



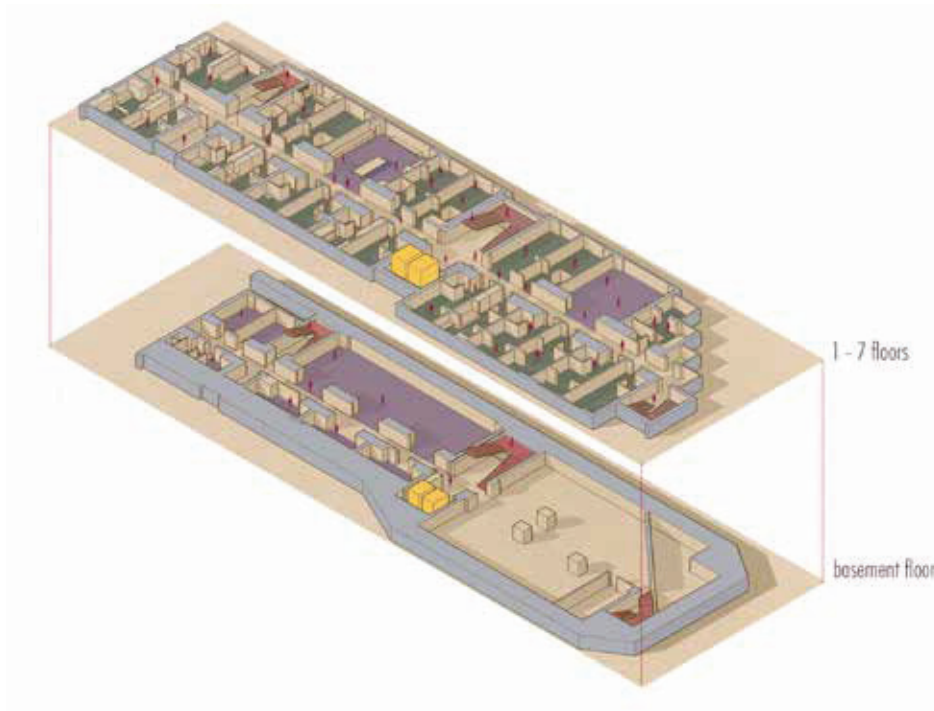
*Case Study: Guest Room, Isometric Render*

## Case Study: *Guest Room*

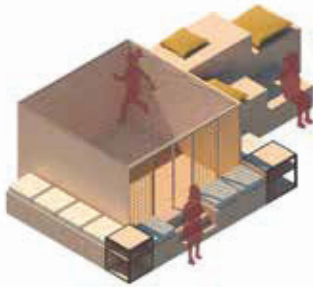
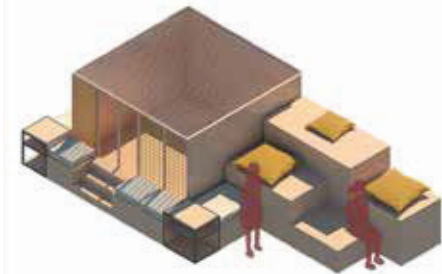
During the design process, we were required to emphasize and develop one specific room. I chose the case study room because it integrates a kitchen, working area, and study space, allowing for multiple tasks and uses within a single space.



Top View, IUE Dormitory



## Common Areas



*Seating System, Common Area, Isometric Render*

The seating system is thoughtfully designed for the dynamic common areas of dormitories, offering a versatile and engaging environment that encourages social interaction, relaxation, and study. The system features a range of seating units at varying heights, creating a playful yet functional landscape that caters to different user preferences and activities. The modular design allows for flexible configurations, enabling students to customize the arrangement according to their needs, whether it's for group study sessions, casual hangouts, or quiet individual work.



# NAMAZGAH **HAM** **MAM**

2018

During my third-year design studio in undergraduate studies, I spearheaded a comprehensive renovation and redesign project for the historic hammam located in Konak Square, Izmir. This project aimed to modernize the traditional bathhouse while preserving its cultural heritage, enhancing functionality, and creating a versatile space for contemporary use.

The primary objective was to reimagine and redesign the three core sections of the hammam: the sıcaklık (hot area), soğukluk (cold area), and the common area. Additionally, the project sought to transform the hammam into an inclusive facility where both women and men could enjoy the space together, diverging from the traditional segregated setup. The redesigned complex also incorporates elements similar to a sauna, allowing for a variety of wellness activities and promoting a multifunctional environment.





*Damnatio Memoria, Common Area, rendered with Corona Renderer*



### Common Area:

**Versatile Layout:** Developed a flexible space that can accommodate various activities, from traditional bathing rituals to modern wellness practices.

**Social Interaction:** Designed communal seating and gathering areas to foster a sense of community and connection among users.

**Aesthetic Harmony:** Ensured that the common area seamlessly blends with the hot and cold sections, maintaining a cohesive design language throughout the complex.

### Sıcaklık (Hot Area):

**Enhanced Thermal Efficiency:** Implemented advanced heating systems to maintain optimal temperatures, ensuring a comfortable and therapeutic experience.

**Modern Materials:** Utilized contemporary materials that complement traditional aesthetics, such as sleek marble finishes and energy-efficient lighting, while preserving the authentic look and feel of the space.

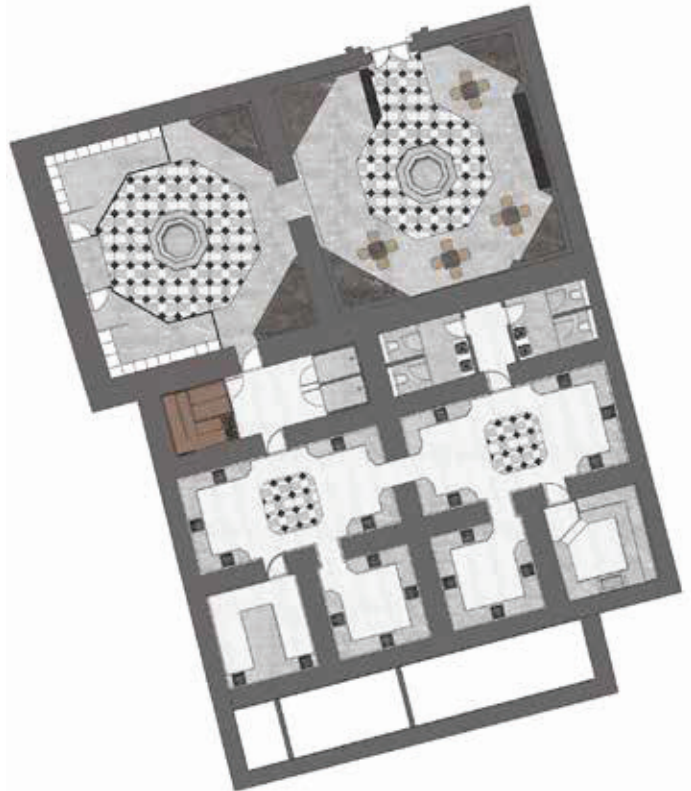
**Improved Ventilation:** Designed a state-of-the-art ventilation system to ensure proper air circulation, enhancing comfort and safety for all users.

### Soğukluk (Cold Area):

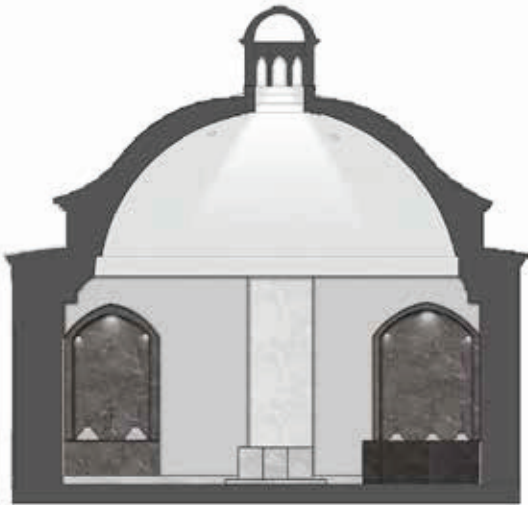
**Cooling Technologies:** Integrated innovative cooling systems to create a refreshing environment, perfect for cooling down after the hot area.

**Comfortable Lounging Spaces:** Designed ergonomic seating and lounging areas that encourage relaxation and social interaction.

**Natural Elements:** Incorporated natural elements like water features and greenery to create a serene and inviting atmosphere.







SECTION AA'

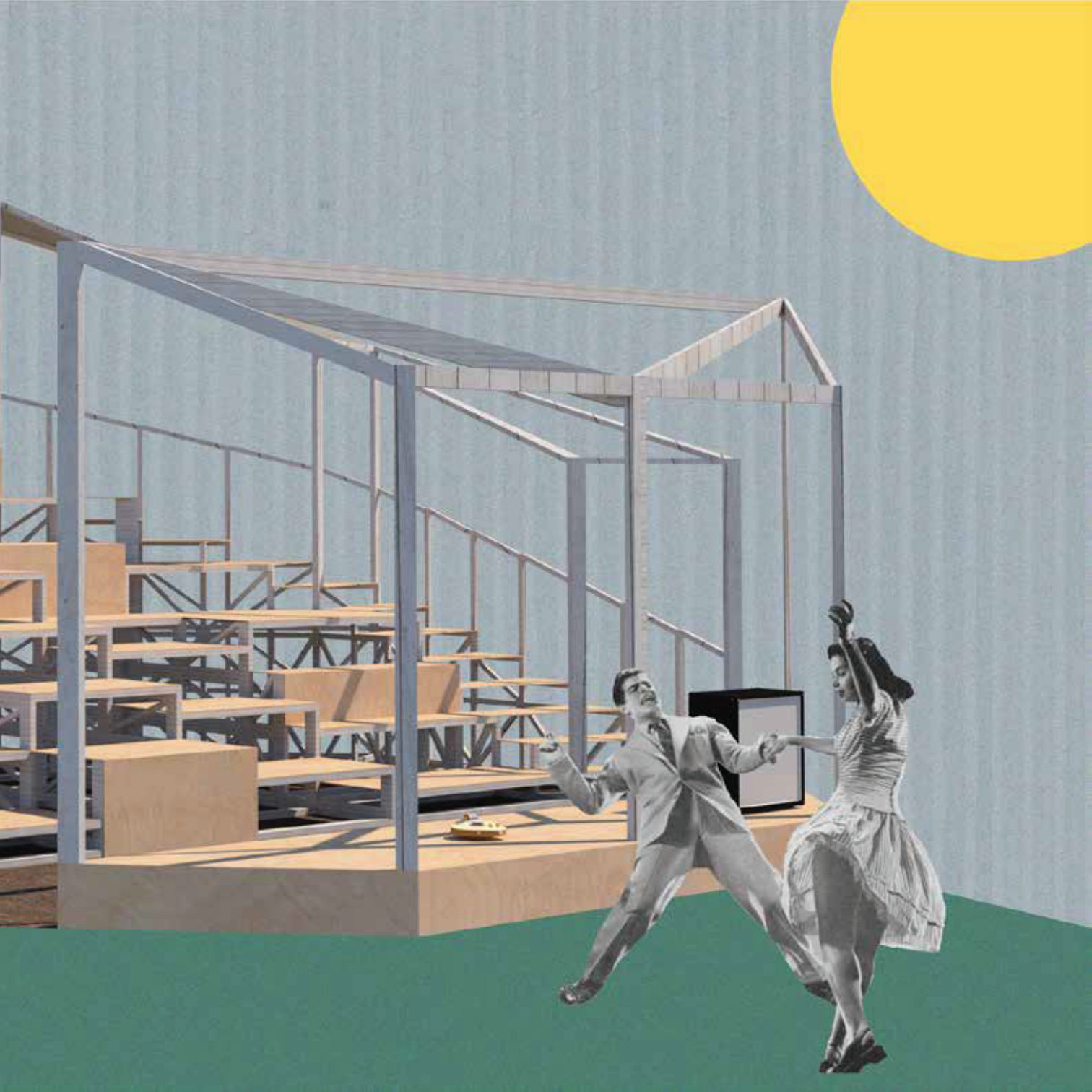


SECTION BB'

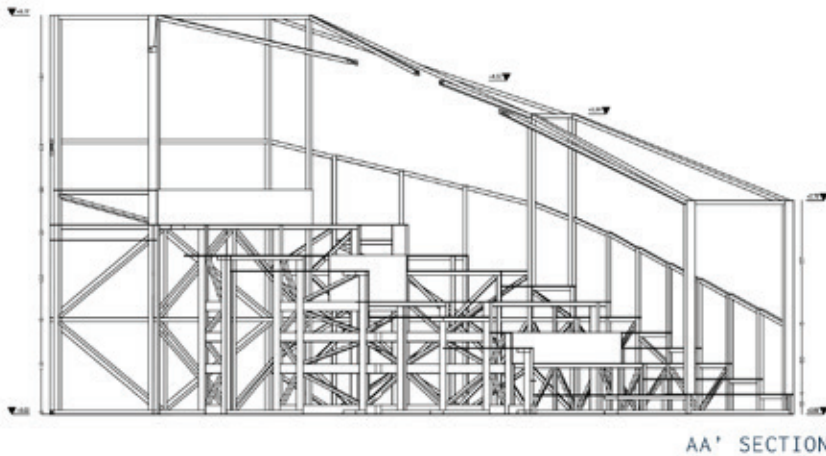
# PILGRIM

2018



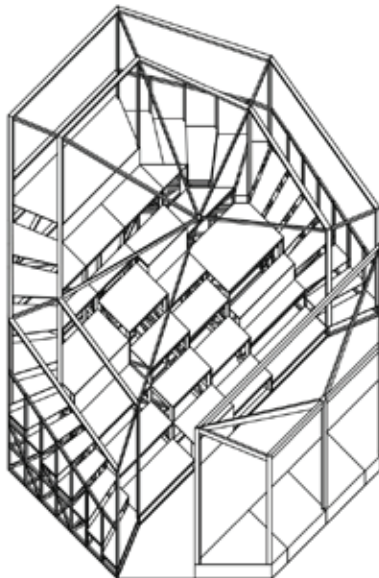






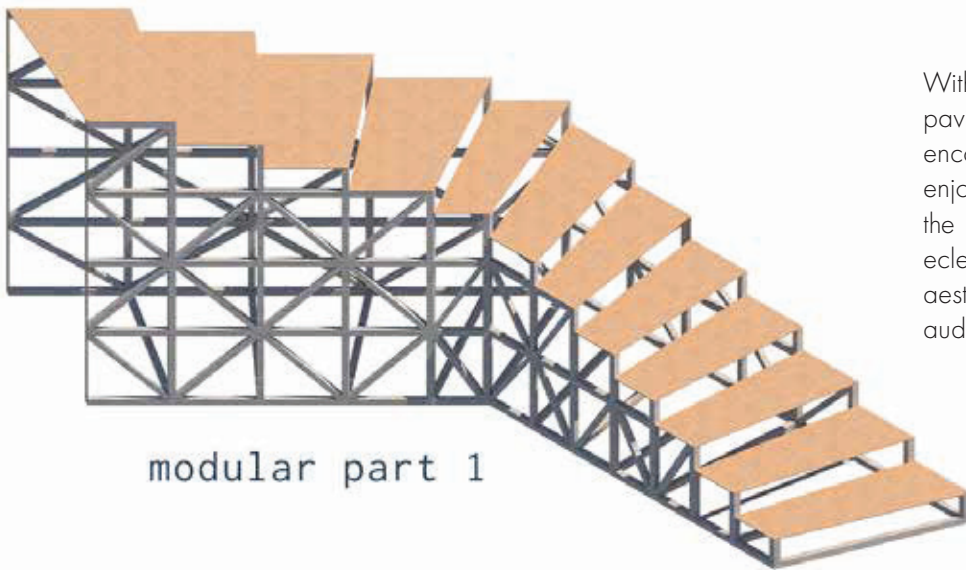
The Pilgrim is designed using white wooden sticks and plywood slabs. The wooden sticks are strategically placed under the seating area to strengthen the structure. In designing the seating area, I aimed to take advantage of the level differences, which create various seating and viewing points to the scene. At the back of the pavilion, movable linen square panels are used to create shade. The main idea of the design is that every part is joined together, and these parts are modular, making it easy to deconstruct and reconstruct as needed.

Wooden stick sizes: (6x12) cm and (5x5) cm.



45-45 AXO Drawing





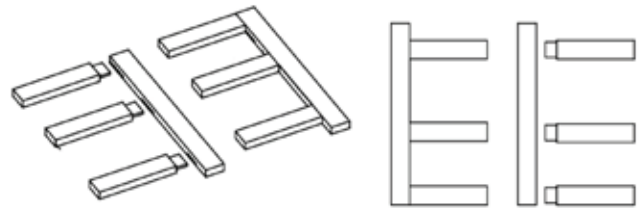
modular part 1

With a focus on accessibility and inclusivity, the pavilion offers an open, inviting environment that encourages festival-goers to gather, relax, and enjoy the music. The design embraces the spirit of the Primavera Festival, capturing its lively and eclectic vibe while providing a functional and aesthetically pleasing space for both artists and audiences.

This pavilion is designed as part of a 3rd-year studio project in collaboration with ESAD in Porto, specifically for music festivals such as the Primavera Festival. The design concept revolves around creating a dynamic, multifunctional space that caters to the vibrant atmosphere of outdoor music events. The pavilion features an integrated seating unit and a performing stand, offering a seamless blend of relaxation and performance areas.

The seating units are designed to provide comfort and social interaction, strategically placed to allow audiences to enjoy the performances while immersed in the festival's energy. The performing stand is an elevated, visually striking element that serves as a focal point, drawing attention and enhancing the acoustic experience of the performances. The overall structure reflects a contemporary aesthetic, using lightweight materials and modular elements to ensure easy assembly and adaptability to various festival settings.

## DIY System



Detail Drawings & joints of Wooden Sticks



Joints





*K House, Corona Renderer, 2022*



*K House, Corona Renderer, 2022*





*Corona Renderer, 2021*



*Imagining a Cafe Shop in Lisboa, ai driven architectural design, Midjourney*



*Following Tadao Ando's architectural understanding, ai driven architectural design, Midjourney*





*Experimental Works, render quality upgraded with Midjourney, 2024*



*Nosyon Tasarım & Innovation Interior Design Project, was part of the design team, Teknopark IZTECH, 2020*





*İstinye Park Residential Project, was part of the design team while working at CisimDesign, 2020*



**Interdisciplinary**  
**Works**



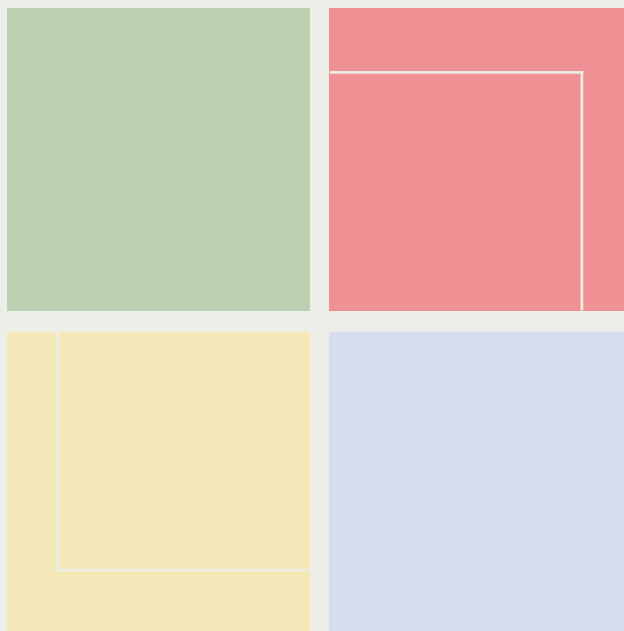


*Random Haiku Generator v.1, blender, 2020*









P O R T F O L I O