

Bora Somunoğlu

Interior Architect | Creative Technologist

About me

I am an interior architect and creative technologist working at the intersection of space, digital media, and real-time systems. I specialize in creating immersive, interactive, and audioreactive experiences using tools such as TouchDesigner, After Effects and Unreal Engine.

My work focuses on transforming spaces into dynamic environments where visuals, data, and human interaction merge. I am highly adaptive, solution oriented, and capable of quickly mastering new tools to solve complex design and technical challenges.

Education

Ihsan Dođramacı Bilkent University

Bachelor's Degree in Interior Architecture and Environmental Design | 2025

Work Experience

Exhibition Designer – Reo-Tek

CerModern, Ankara. | October 2025 - March 2026

- Designed immersive scenes for exhibitions
- Integrated generative AI in design workflow.
- Worked on realtime systems and generative content
- Used Arduino and Kinect tools to integrate systems

Creative Technologist / Digital Artist (flux_vj)

Freelance | 2025 - Present

- I provide beginner training in TouchDesigner
- Created "Rota İpekyolu", a real-time AI generative project for Istanbul E-Commerce Week
- Designing audio-reactive and interactive installations using TouchDesigner
- Integrating Mediapipe / OSC / API via AI based coding
- Made personal exhibition in Kült Kavaklıdere, "FLUX: Nothing you see exist twice"

Interior Architecture / Set Design Projects

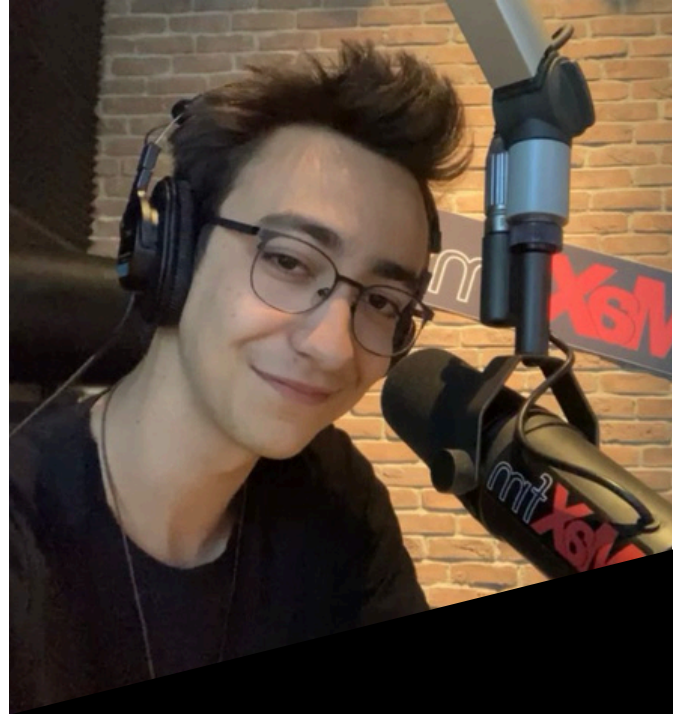
Freelance | 2021 – Present

- Produced 3D models and visualizations using SketchUp
- Developed concept-driven architectural solutions
- I worked as a freelance stage designer at Sette Sette.

Radio Presenter

Radyo Bilkent - Max FM | 2019 – 2024

- Managed live broadcast flow and content production
- Hosted live radio programs for over 5 years
- I provided diction and microphone training to the interns.



Skills

- TouchDesigner (Advanced)
- Unreal Engine
- Adobe After Effects
- SketchUp, AutoCAD, Rendering Tools
- Real-time Systems & Generative Design
- Audioreactive Visuals
- Interactive Installations (Kinect, sensors)
- AI-based Visual Production
- Spatial Design & Concept Development

Languages

Turkish
Native.

English
Professional proficiency.

Talks & Academic Contributions

Speaker – TouchDesigner Tokyo Event 2025

**Seminar Instructor – Bilkent University
(COMD Department)**

Guest Jury Member
Bilkent University | 2025

**Seminar Instructor – Istanbul Medeniyet
University**

For Portfolio

Instagram: @flux_vj

Website: www.borasomunoglu.com