



# ONUR OLGAÇ

Linz, Austria

onurolgac.com | onur[at]hayta[dot]co

---

## EXPERIENCE

**Sep 2019 – Present** Linz, AT

Systems Administrator at servus.at

Operation and maintenance of Debian & Ubuntu based server systems over virtualization solutions with KVM, ganeti and Docker within a small data center. L1, L2 & L3 user-support for a wide-range of offered tools. Maintenance and support of Linux client systems as well as in-house network maintenance. Documentation, software research and evaluation with a FLOSS focus. Collaboration and artistic input for cultural program and content produced.

**May 2012 – Present** Linz, AT & Istanbul, TR

Co-Founder, Interaction Designer at HAYTA (hayta.co)

A collective focused on interaction design & education, offering workshops and installations in various festivals and events.

**Feb 2016 – Jan 2020** Linz, AT

Technical Student Assistant at Interface Cultures

Technical support, video recording and archiving for guest lectures, symposiums, and other departmental events. Maintaining and lending of technical equipment within the department, working directly under faculty supervision.

**Aug – Sep {2016, 2017, 2018, 2019}** Linz, AT

Technical Production for the IC Exhibition at Ars Electronica Festival

Organization and transportation of equipment and works; installation, assembly/disassembly and troubleshooting.

Artwork-specific hardware and software support alongside help with programming tasks, scripting, and overall infrastructure.

Project management in collaboration with the exhibition design team to produce and maintain artworks. Coordination with the artists and team members who take care of the space, planning and scheduling tasks.

**Sep {2016, 2018}** Linz, AT

Guided Tours at Ars Electronica Festival

Guided tours for visitors at the main exhibition area in Post City, held both in English and Turkish.

Additional experimental guided tour for non-humans and AIs. Held in spoken syntax of C#, Java alongside English.

**Dec 2014 – Jun 2015** Istanbul, TR

Augmented Reality Developer at BlippAR

Developing augmented reality applications for mobile platforms, including games and other interactive experiences.

Creative involvement in R&D for the internal engine and prototyping for potential clients.

**Sep 2012 – Jun 2013** Istanbul, TR

Teaching Assistant at Sabanci University

Office hours held every week for the introductory course on object oriented programming.

**Jun 2012 – Sep 2012** Västerås, SE

Research Assistant at Mälardalen University

Speech Recognition system development with CMUSphinx in an on-going PhD thesis project.

---

## SKILLS & TOOLS

<b>IT Ops</b>	Bash, Zsh, Git, Docker, Ansible, ganeti (KVM), LVM, Icinga nginx, Apache, MySQL, Postgres, PHPMyAdmin
<b>Administration</b>	BigBlueButton, Nextcloud, GitLab, Mattermost, Mailtrain UniFi Networking, Zammad Ticketing
<b>Operating System</b>	[server] Debian, Ubuntu [desktop] Ubuntu, Manjaro, macOS, Windows
<b>Web*</b>	HTML, CSS, JavaScript, PHP, Vue.js, Node.js, Yarn, Wordpress
<b>Programming</b>	Python, Java, C++, C# Processing, vvvv, Pure Data, Cinder, openFrameworks
<b>Production</b>	Adobe Illustrator, Photoshop, InDesign, Premiere, Blender
<b>Languages</b>	English (Native), Turkish (Native), German (Beginner), Italian (Beginner)

---

## EDUCATION

**Oct 2021 MA. in Interface Cultures, Kunstuniversität Linz**  
Department for Media Studies, Linz University of Arts, AT

**Jun 2013 BSc. in Computer Science, Sabanci University**  
Faculty of Engineering and Natural Sciences, Sabanci University, TR  
Merit Scholarship, GPA: 3.10 with Dean's List: Honor List, 3 terms out of 8

---

## EXHIBITIONS & GIVEN WORKSHOPS

**AMRO – Art Meets Radical Openness** Festival <https://gateway.radical-openness.org/>  
**2020** AMRO20: Art Meets Radical Openness, Linz AT  
Digital infrastructure setup & realization, workshop & AMA event for festival held 100% online due to pandemic circumstances.

**So You Think You Have Nothing to Hide?** Talk/Workshop  
**2019** Universität Wien, Department of Media and Communication Theories, Vienna AT  
Talk on digital & online privacy awareness; an interactive workshop setting for journalism and communication students.

**Ouchhh + Za! Superstrings** Live Show <https://beteve.cat/musica-moderna/sonar-2019-ouchhh-za-superstrings/>  
**2019** Sónar by Day @ Sónar Festival, Barcelona ES <https://sonar.es/en/2019/artists/ouchhh-za-superstrings>  
Exclusive collaboration between Barcelona based avant-garde music duo Za! and Istanbul based creative studio Ouchhh.

**Lack of Time** Web Art <https://lackoftime.xyz/>  
**2019** Time Capsule Exhibition, Ars Electronica Festival, Linz AT  
**2019** Raumschiff, Linz AT  
Web narrative built around the concept of "event time" with audiovisual elements. <https://lackoftime.xyz/>

**SELLOUT** Interactive Installation <https://onurolgac.com/projects/sellout.html>

2019 Kunstuniversität BestOff 19, Linz AT

2019 Ars Electronica Festival, Linz AT

Non-cooperative game that questions the true nature of human cooperation through the Prisoners Dilemma concept.

**Get Spotify® Premium for only €9,99** Multimedia Installation <https://getspotify.xyz/>

2019 Yami-Ichi, Dispositivo Arti Sperimentali, Bologna IT

2019 Yami-Ichi, Ars Electronica Festival, Linz AT

2019 OMA18 (Open Media Awards), Linz AT

2018 Yami-Ichi, Matadero Madrid, Madrid ES

2018 Ars Electronica Festival, Linz AT

A shop for the collection of music cassettes, containing only advertisement streamed on Spotify®. <https://getspotify.xyz/>

**Make-A-Pick** Interactive Installation <https://onurolgac.com/projects/make-a-pick.html>

2019 Ars Electronica Center: Deep Space, Linz AT

2018 Kunstuniversität BestOff 18, Linz AT

2017 Ars Electronica Festival, Linz AT

High-risk high-reward streaking game designed around the gambler's fallacy idea.

**Come Build with Us** Workshop/Installation <https://www.aec.at/ai/en/come-build-with-us/>

2017 Ars Electronica Festival, Linz AT

Booth for visitors to learn about the sensor technology in the Microsoft Kinect and the process of building interaction.

**3D Basics & Building Interaction** Workshop Series <https://nodeforum.org/program-items/3d-basics-building-interaction/>

2017 NODE Festival, Frankfurt DE

2016 Interface Cultures, Linz AT

Beginner to intermediate level workshop for users who know the basics of vvvv and want to learn how to build interaction.

**Amorphonic** Interactive Installation <https://onurolgac.com/projects/amorphonic.html>

2016 Darbast Platform, Tehran IR

2013 Amber Festival, Istanbul TR

Interactive installation based on generative algorithms and a multi-framework architecture as an alluring experience.