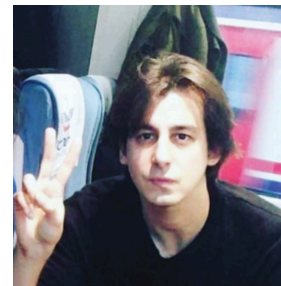


ATAY ILGUN


CREATIVE PRODUCER



LinkedIn: [linkedin.com/in/atay-ilgun-10583779](https://www.linkedin.com/in/atay-ilgun-10583779)

Full portfolio: <http://atayilgun.co.uk/portfolio/atayilgunportfolio.pdf>

CONTACT

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 London, UK

SKILLS

- Curation & Programming
- Creative Direction
- Event/Project Management
- Digital / Interactive Arts
- Artificial Intelligence
- Graphic Design
- Emerging Technologies
- Venue & Stakeholder Liaison
- Budgeting & Financial Planning
- Software Programming
- Community Building

EDUCATION

ADVERTISING & PR

The London College, London, UK
2011 - 2012

GRAPHIC DESIGN

Bilkent University, Ankara, TR
2007 - 2011

★ *First Place – Graduation Project* ★

INTERESTS

- web3 & crypto-art
- Martial arts
- Live music
- Publishing / Poetry

PROFILE

Atay Ilgun is an accomplished Creative Producer, Artist, and Technologist with a multidisciplinary background in curation, project management, artistic performance, and technology-driven creative practices. His career spans key roles at institutions such as IKLECTIK Art Lab and SALT Beyoğlu, as well as academic positions teaching Interactive Arts, Multimedia Design, and Machine Learning at leading universities. Atay has directed large-scale exhibitions and events across London, held workshops at technology festivals such as Sonar +D, got commissioned from tech companies such as Moth Quantum, produced pioneering digital artworks, and played a pivotal role in developing international partnerships, securing funding, and overseeing the full lifecycle of creative and cultural projects.

KEY ACHIEVEMENTS

- Selected contributor to the [OpenAI Artist Programme](#), exploring the intersections of AI and creative practice.
- Pioneered the [first GAN-based NFT collection on Ethereum](#) (May 2019), blending AI and generative art in early cryptoart history.
- Assistant Curator at [IKLECTIK](#), a leading independent London art space dedicated to experimental sound and critical media.
- Produced and curated [high-impact events across London](#), from site-specific installations in Crystal Palace Park to sold-out art raves
- [Creative Europe-funded artist](#), developing cross-border projects at the intersection of sound, tech, and curation.
- Founder and director of [Wounded Wolf Press](#), an independent publisher focused on experimental poetry, conceptual writing, and art books.
- Featured in major international media outlets, including [BBC](#), [MTV](#), [The Quietus](#), [XLR8R](#), [CLOT](#), and [The Wire](#)
- Held workshops at tech+art festivals such as [Sonar +D](#).

SELECTED EXPERIENCE

CURATORIAL & INSTITUTIONAL ROLES

➤ Assistant Curator / 2020 - 2024

IKLECTIK, London, UK

As Assistant Curator at IKLECTIK, a leading arts venue, I played a central role in the development and execution of a wide range of music and art events, averaging five events per week. I served as the main liaison for external promoters and collectives, overseeing programming and partnerships.

TECH SKILLS

- Unreal Engine
- Daz3D
- Generative AI tools
- AI training
- Javascript, Python
- HTML / CSS
- Resolume
- TouchDesigner, Houdini
- Processing, p5
- WebXR
- Adobe Suite
- Wix, Wordpress
- Ableton Live
- Web3 / Ethereum dev

LANGUAGE

- English [Fluent]
- Turkish [Native]

USEFUL LINKS

- [Artist website](#)
- [X](#)
- [Instagram](#)
- [Wounded Wolf Press](#)

REFERENCES

Available per request.

- Curated and co-produced multidisciplinary events, panel discussions, and performances across sound art, experimental music, and critical media.
- Established and maintained partnerships with both international and UK-based collectives, artists, and institutions.
- Oversaw artist liaison duties including negotiation of contracts, technical specifications, and artist riders in collaboration with the in-house production manager.
- Co-wrote funding applications and managed budgets for funded events and partnerships.
- Managed day-to-day venue operations as a core member of the team, contributing to production schedules and staff coordination.
- Collaborated with the digital content assistant on promotional strategies, social media campaigns, and visual identity of events.
- Contributed to public-facing communications including press releases, programme texts, and curatorial copy.

➤ Co-curator & Creative Producer / 2022 - 2023

NFT Biennial

The first edition of the NFT Biennial in January-February 2023 showcased the works of more than 100 artists curated by 10 curators across 12 exhibitions, 10 global locations. Drawing over thousands of visitors and media outreach of over 6 million. I was the curator of London and Istanbul exhibitions and general advisor.

- **Projects:** [The product is sold](#), [Memory fades](#)

➤ Senior Graphic / Exhibition Designer & Music Curator / 2016 - 2017

SALT Beyoglu, Istanbul, TR

I was the senior graphic designer for exhibitions, lead experience/exhibition designer for interactive exhibit elements and music curator for various event series.

- **Projects:** [Ottoman Bank Museum Collection](#) [Exhibition / Interaction/Experience Design], ['walked, i know not where'](#) [Music Event Series], [Algorave: Coding the Party](#) [Turkey's first algorave]

TEACHING & ACADEMIC ROLES

➤ Lecturer / 2016-2019

Bahcesehir University, Istanbul, TR

Lecturer on Interactive Arts, Machine Learning and Algorithmic Design

➤ Lecturer / 2016-2019

Kadir Has University, Istanbul, TR

Lecturer on Machine Learning and Multimedia Design

TECHNICAL & DESIGN ROLES

➤ **A.I Developer & Programmer / 2017 - 2019**

Ouchhh, Istanbul, TR

Developing custom software for art installations, working as lead AI artist, researcher and software programmer.

- DATAGATE: World's First NASA AI Astronomical Research Data Sculpture Permanent Public Art. [Nanjing, China, 2018]
- POETIC {AI} / WORLD's BIGGEST AI EXHIBITION [Paris 2019]

➤ **Senior Graphic & Exhibition Designer / 2013 - 2015**

reo-tek, Ankara, TR

Information design and interactive exhibition development for national museums.

FOUNDER / DIRECTOR

➤ **ATAY ILGUN ENTERPRISES / 2023 - Present**

Artist-led Studio Practice / Creative R&D

A flexible platform for self-initiated creative research, multimedia installations, and digital experiments exploring art, AI, sound, and systems of reality.

- **Projects:** [NEWPHORIA: END OF REALITY RAVE](#) [Immersive art-show], [LUNA 1: QNTM RAVE](#) [Moth Quantum Commission], [Realiti](#) [2019 NFT Collection], [Boy Ex Machina](#) [with Fetchish]

➤ **saga / 2024 - Present**

sonic legend trips • evental \serial /urban • oft outdoor locations 🌱 | by @verify_its_really_you and @atayilgun_ecolagbohrsac2021

- **Projects:** [saga1: rusty laptop](#) [mini-festival at the legendary South London site Crystal Palace Park Bowl], [saga2: skysill chills](#) [a conceptual event at Blythe Hill Fields]

➤ **HYPERCORTEX / Month, 2019 - 2022**

Creative Agency with focus on international collaborations, WebXR and web-experiences.

- **Projects:** [Stage of Plastic Dreams](#) [funded by British Council and with Pera Museum], [Fallen Light Renew](#) [Zorlu Center].

➤ **Wounded Wolf Press / 2011 - Present**

Wounded Wolf Press is a publishing house & record label and run by Atay İlğün, it was found in U.K in 2011. Publishes art in various forms such as chapbooks and handmade editions focusing on poetry, short-fiction, photography, folklore and experimental music.

