

Portfolio

Selected Design Works

Mina İnci Güngörmüş

About Me



I'm a final-year Interior Architecture and Environmental Design student at Izmir University of Economics. I spent a semester at Chiba University in Japan, collaborating with international students in an architecture studio. Currently, I work as a student assistant in my department. I'm interested in cross-disciplinary design that connects interior architecture, art direction, and spatial storytelling. I see design as a way of understanding people and cultures, a language that shapes how we experience the world.

Experiences

September 2025 - Student Assistant, Izmir University of Economics - Izmir, Turkey

- Assisting professors with archive and organization of the physical and digital educational materials.
- Helping with the upcoming events and workshops' organizations.
- Skills: Organization, communication and time management.

July 2025 - August 2025 Office Intern, SINEMIRAT INTERIORS - Izmir, Turkey

- Contributed to 3D modelling, technical drawings and scheduling.
- Controlled the quality of the craftsmanship and applications.
- Skills: Creativity, technical drawing and practical problem-solving, collaboration.

July 2024 - August 2024 Construction Site Intern, ULS INSAAT - Izmir, Turkey

- Observed building-making methods.
- Assisted scheduling and controlling of the building construction.
- Controlled the quality of the craftsmanship and applications.
- Skills: Construction management and project planning.

June 2023 - July 2023 Workshop Intern, Ege Vitray - Izmir, Turkey

- Contributed the crafting of the stained-glass work.
- Helped with the design of the stained-glass.
- Skills: Craftsmanship and Stained-glass techniques.

Education

September 2022 - June 2026 Bachelor of Interior Architecture and Environmental Design, Izmir University of Economics - Izmir, Turkey
GPA: 5.93/4

September 2024 - February 2025 Exchange Student, Architecture Department, Chiba University - Chiba, Japan

Skills

Software

- Autodesk AutoCAD (*advanced*)
- Autodesk 3dsMax (*proficient*)
- Adobe Photoshop (*advanced*)
- Adobe After Effects (*proficient*)
- Adobe Illustrator (*basic*)
- Adobe Premiere Pro (*basic*)
- Blender (*basic*)
- Chaos Corona (*proficient*)

Languages

- Turkish (*native*)
- English (*advanced*)
- Korean (*upper-intermediate*)
- Japanese (*intermediate*)
- German (*pre-intermediate*)

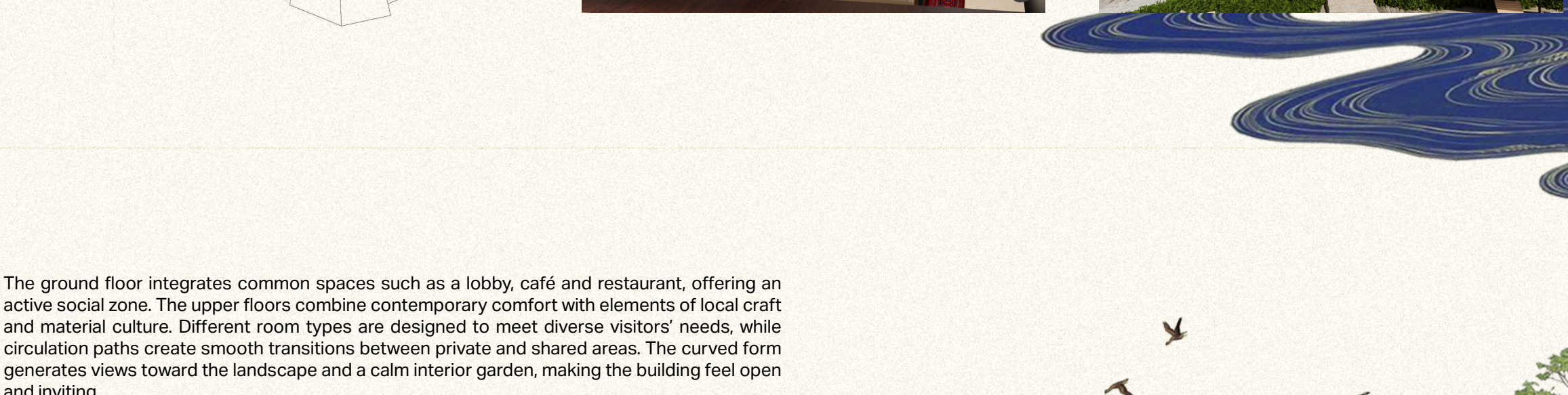
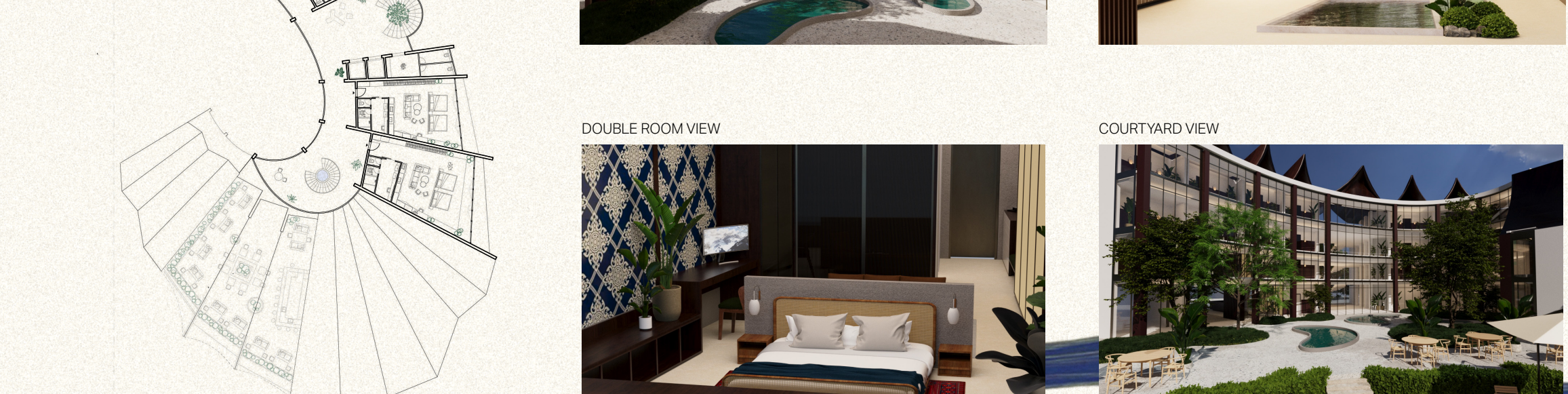
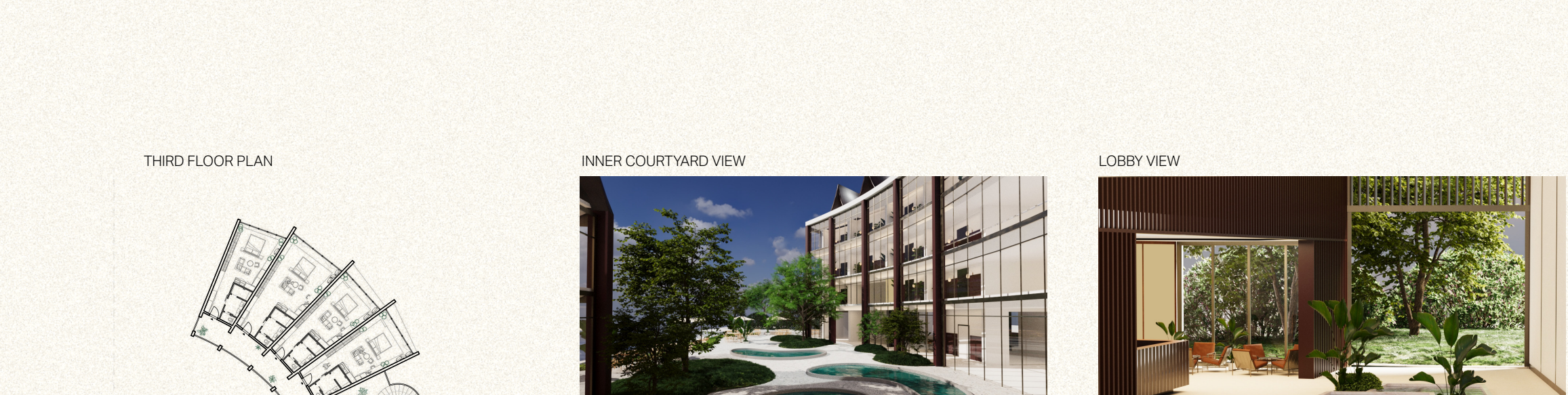
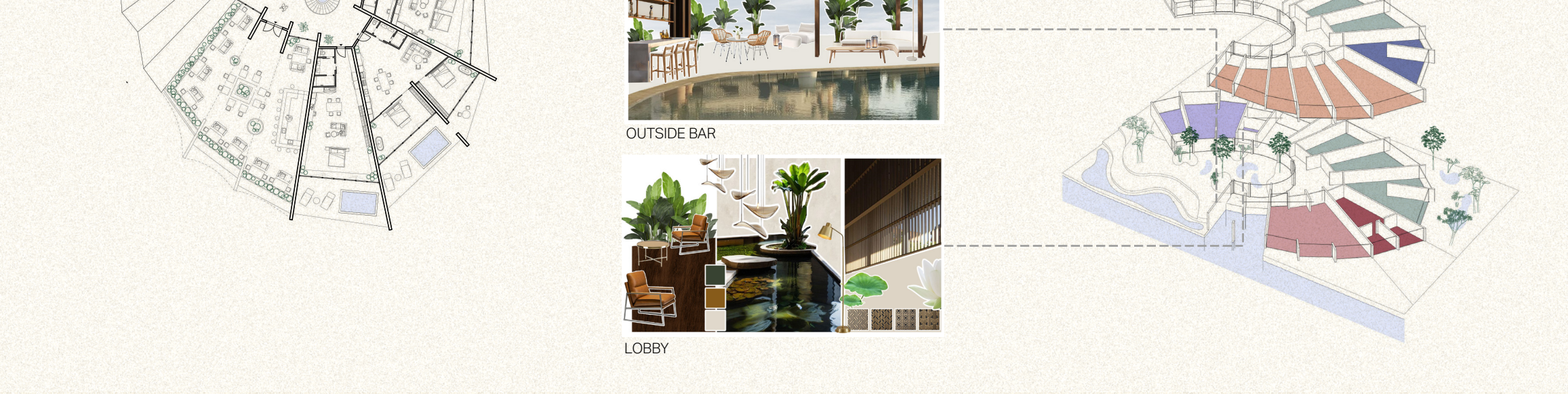
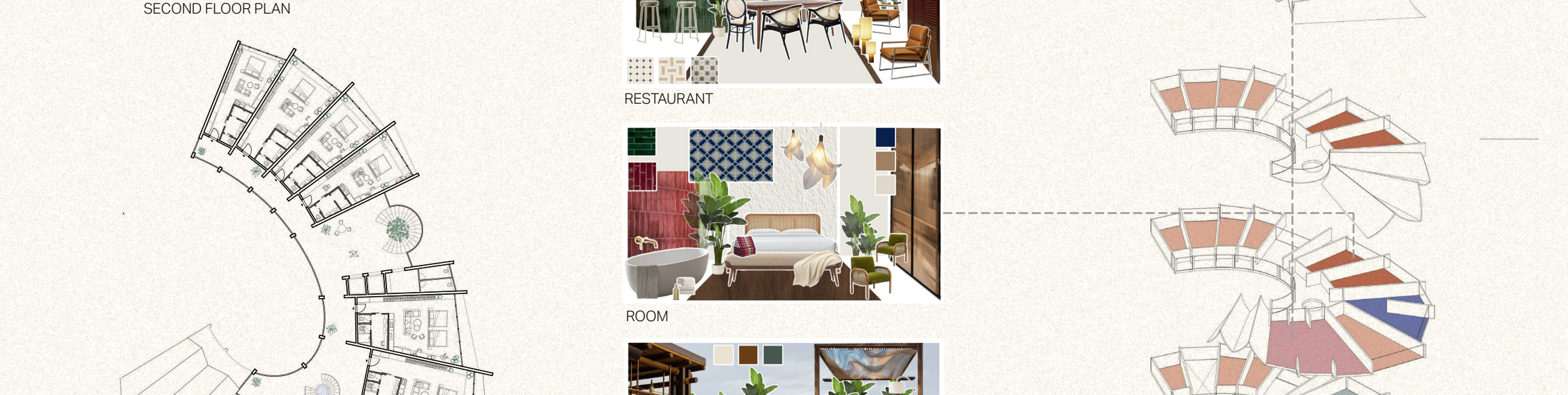
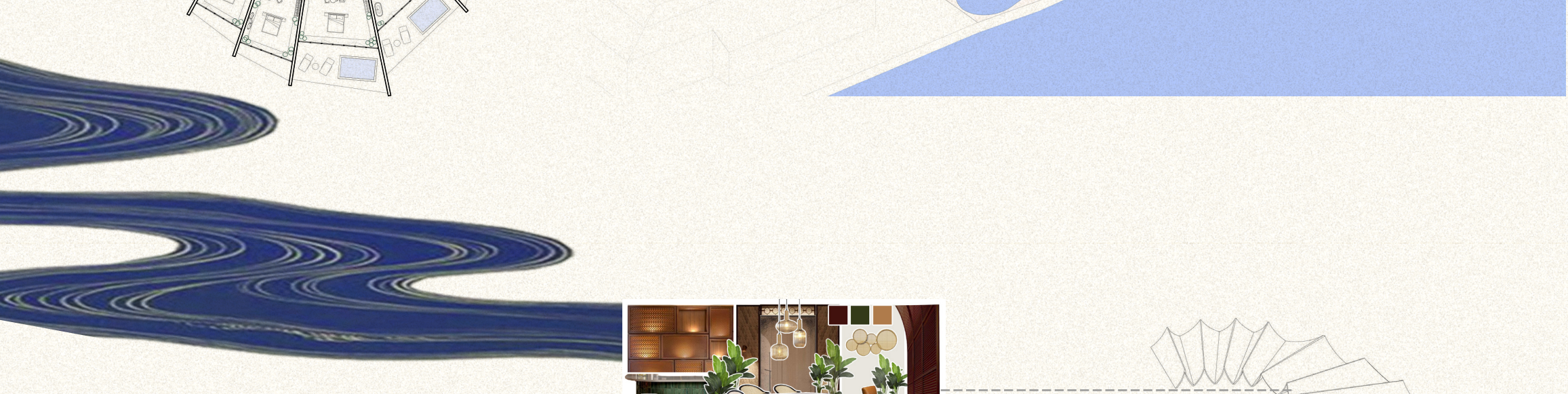
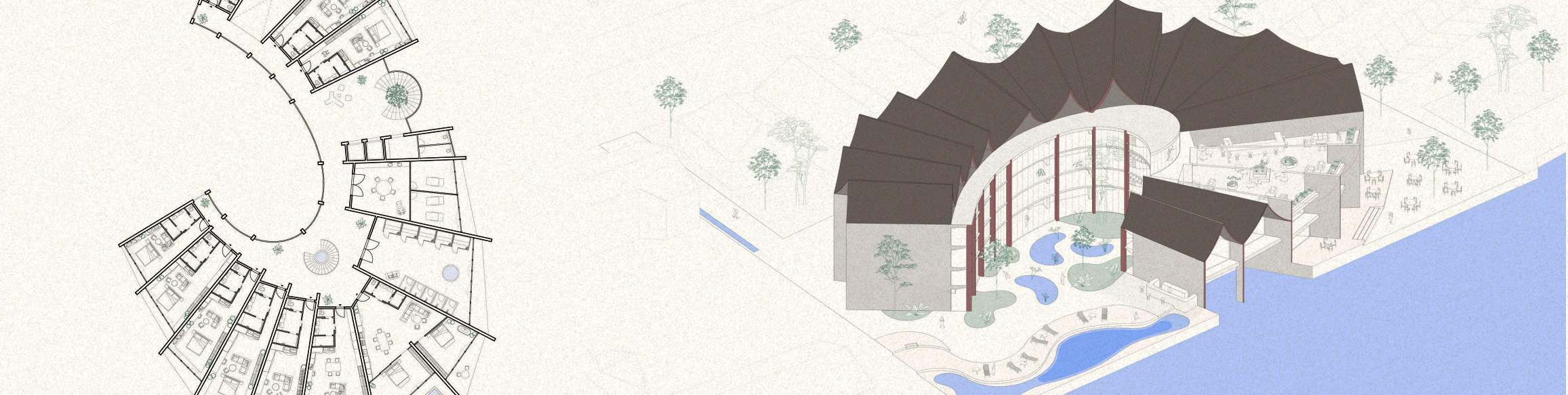
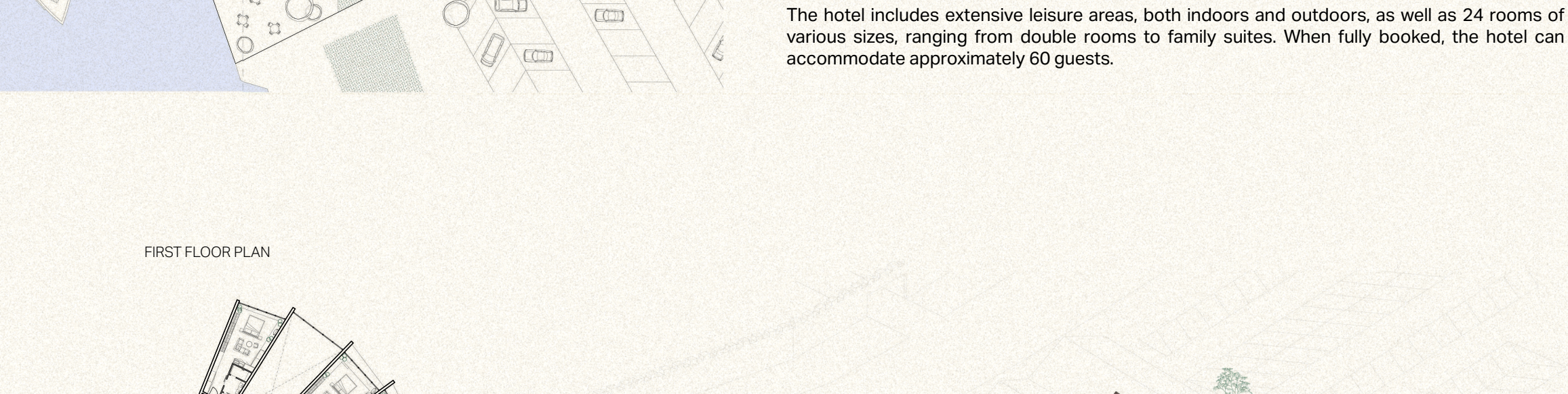
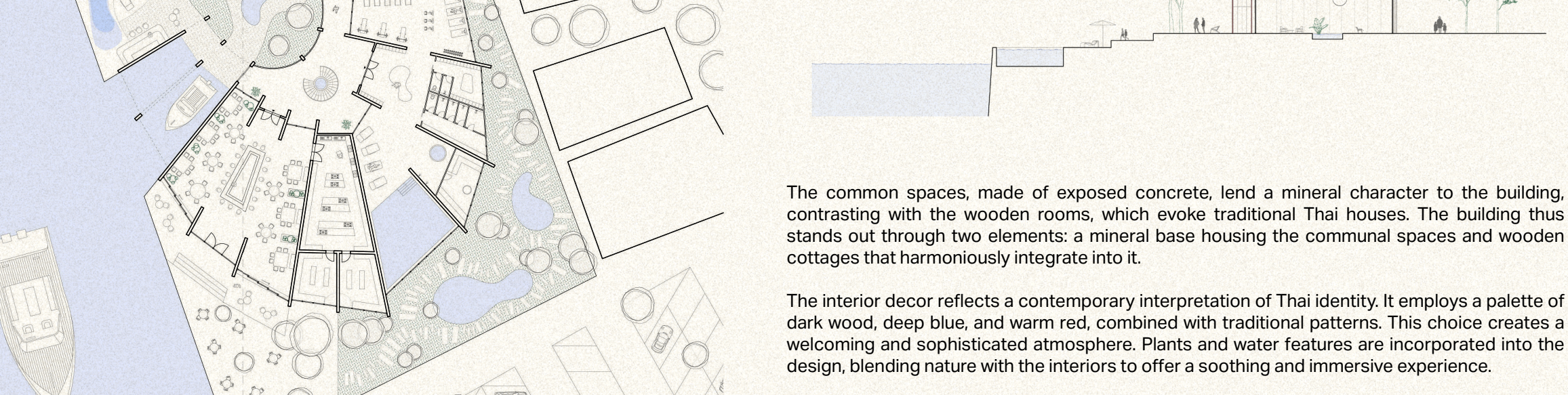
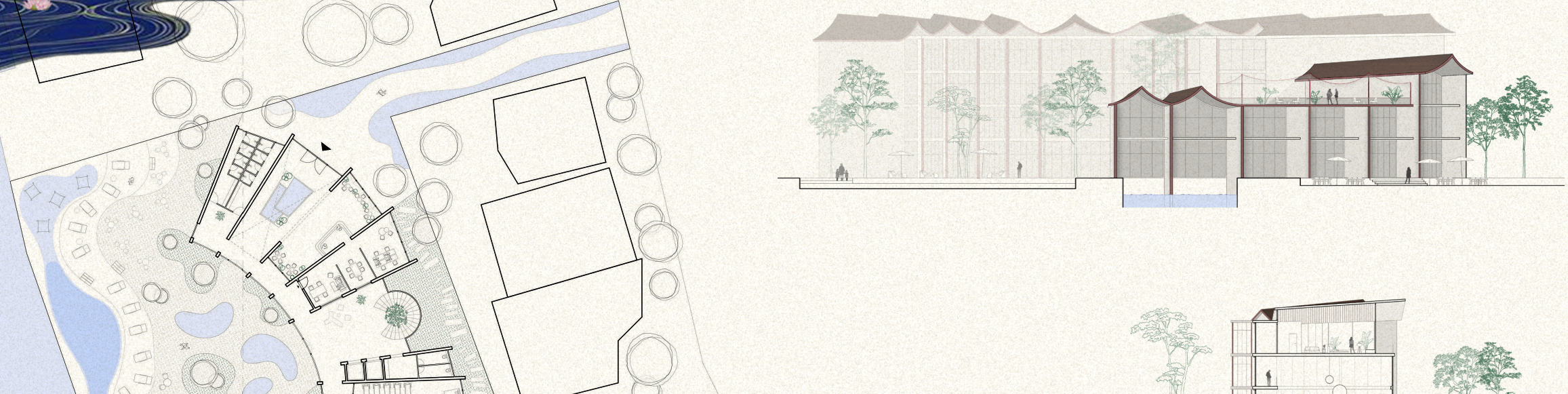
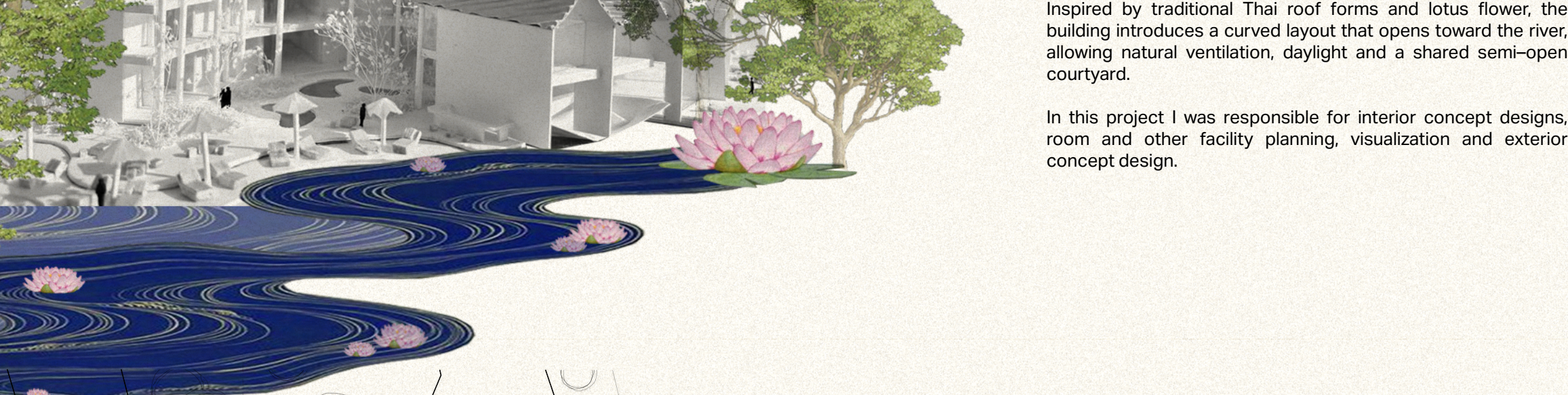
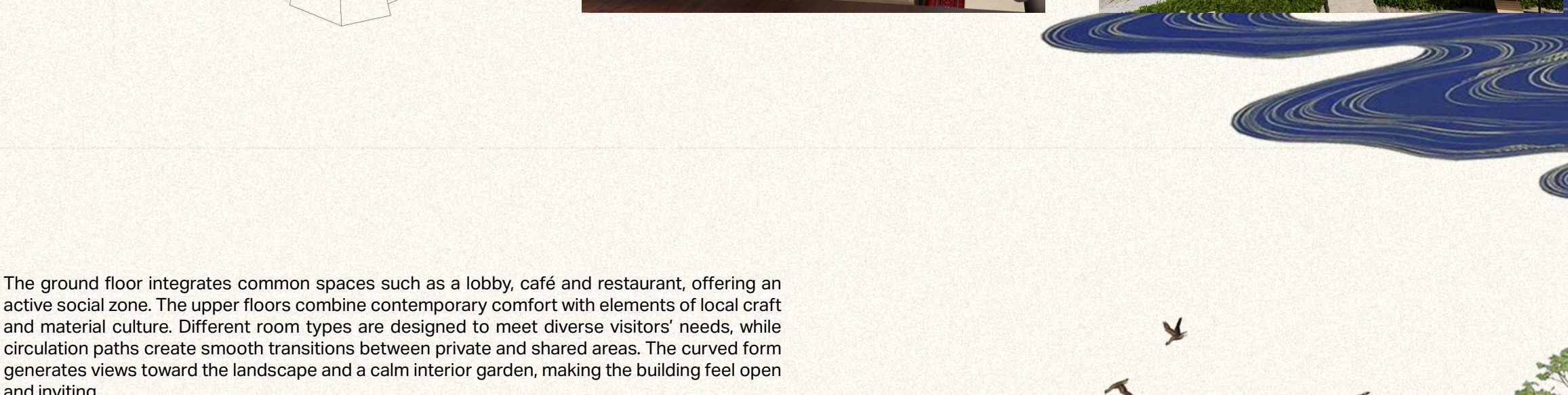
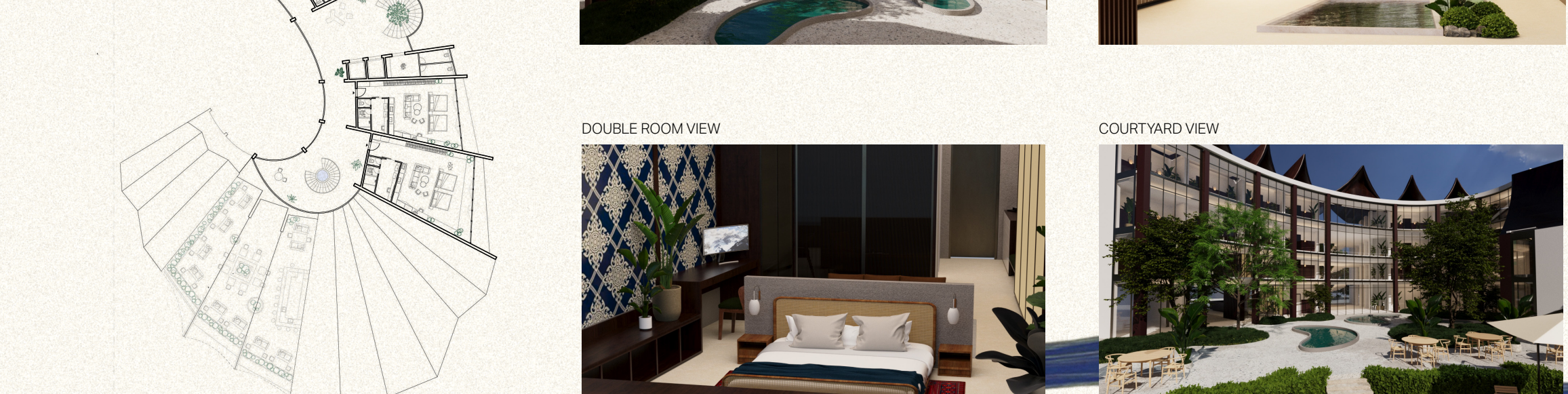
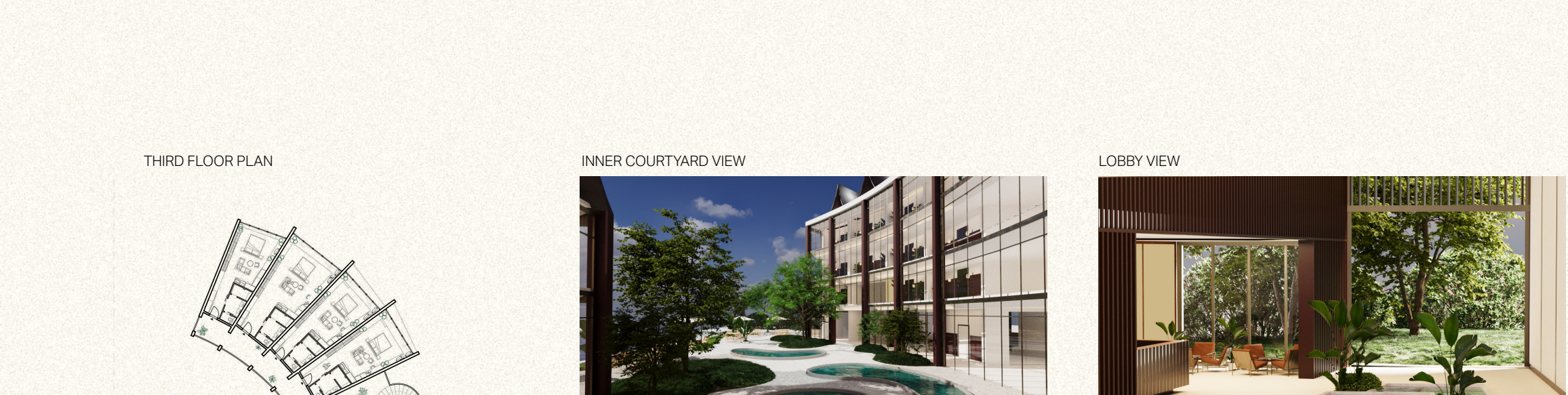
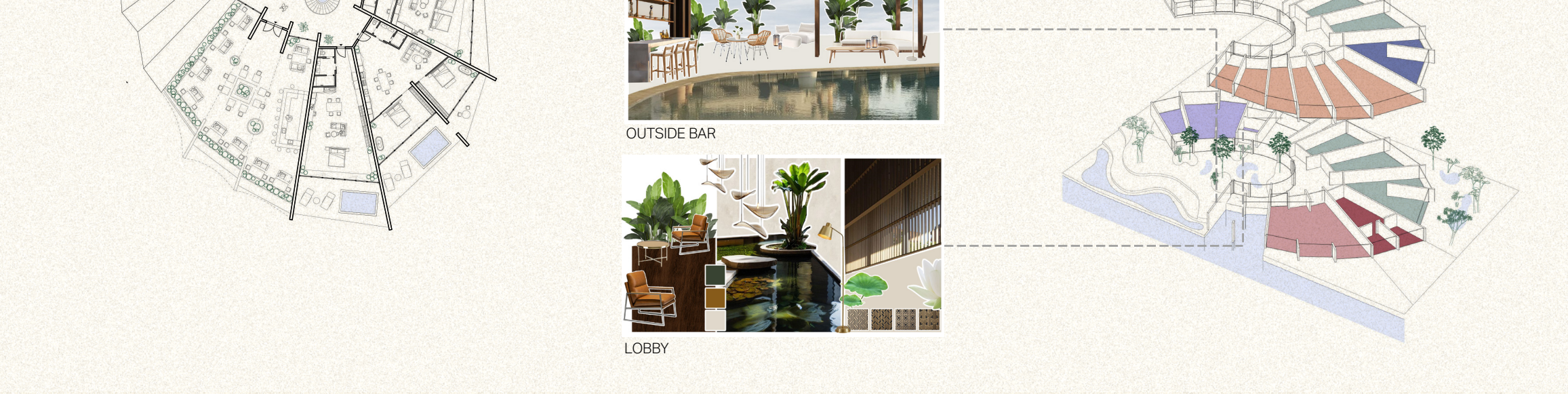
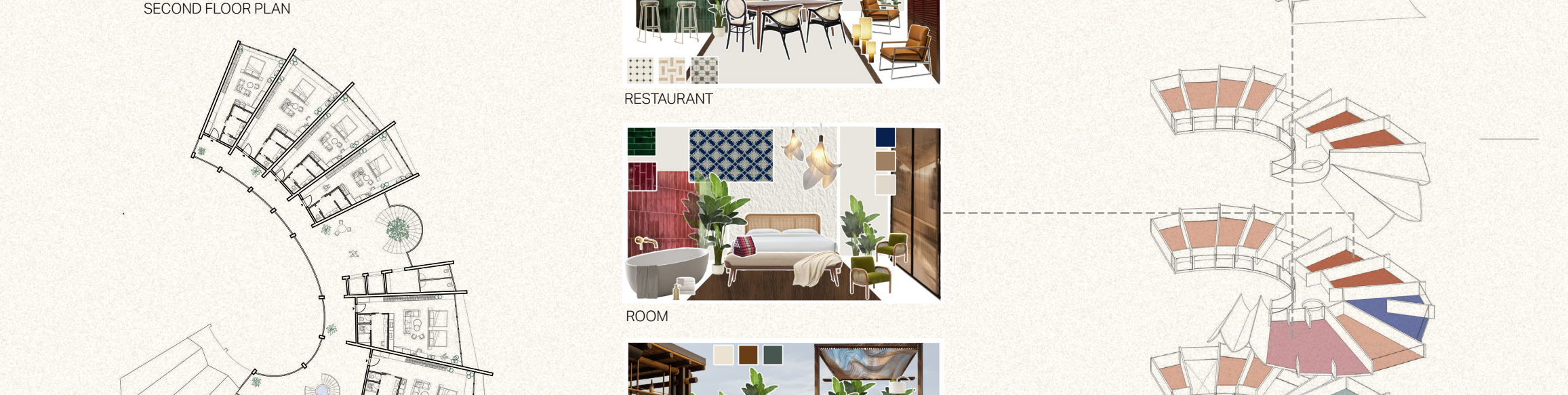
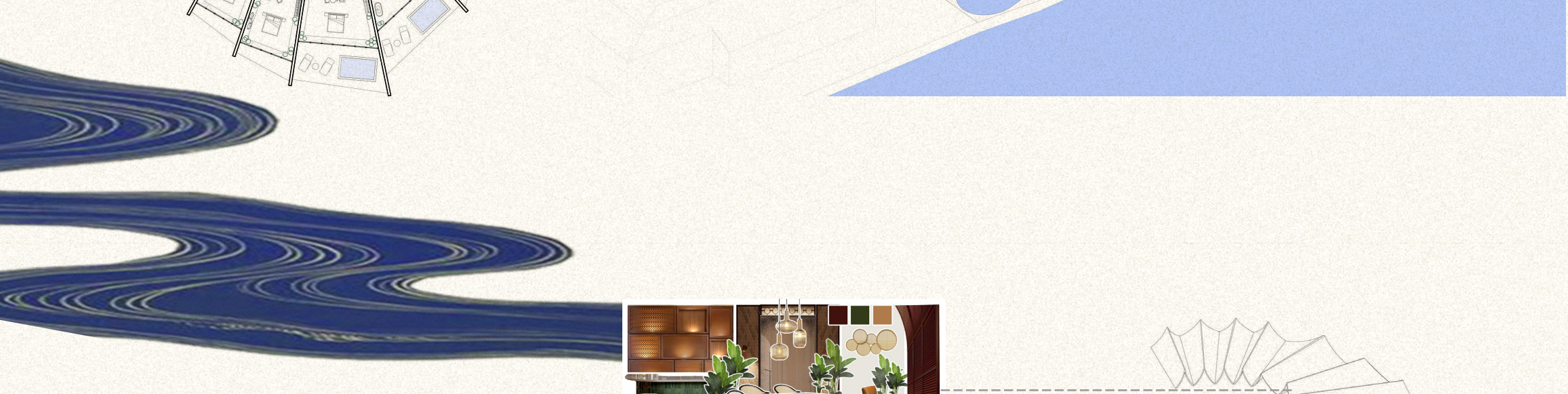
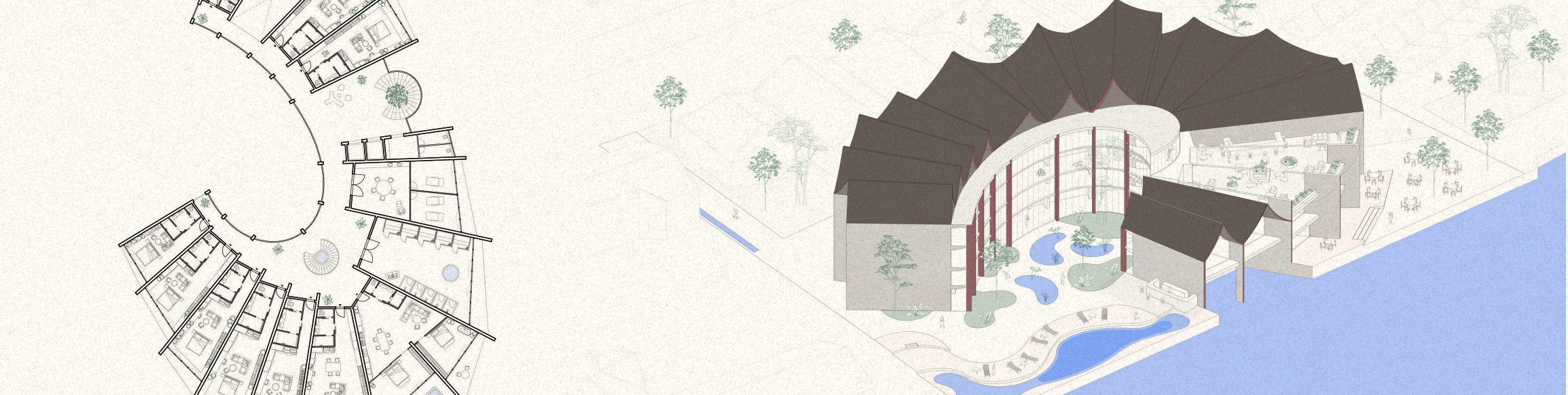
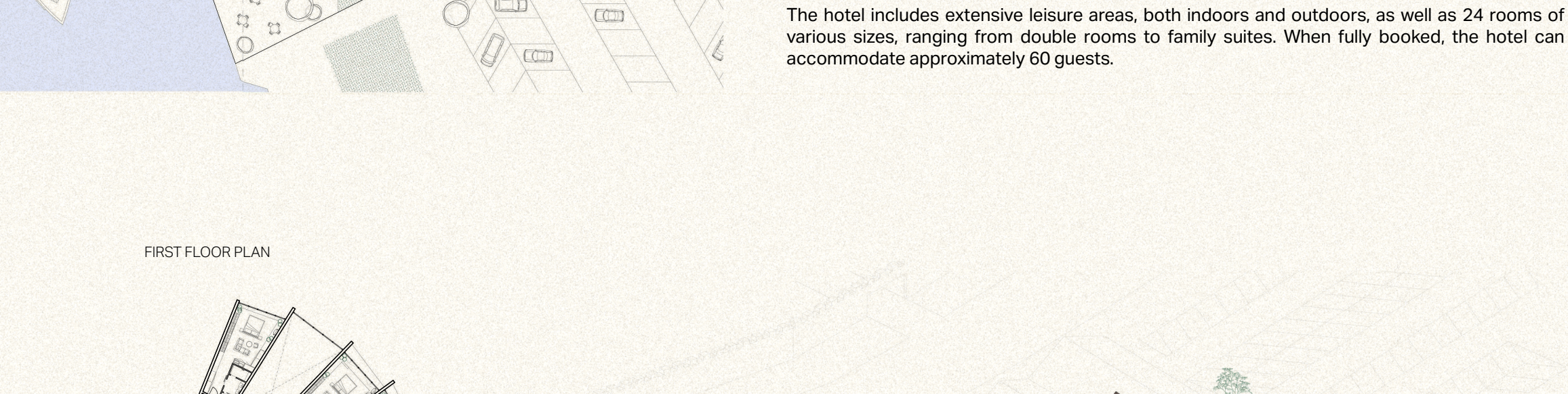
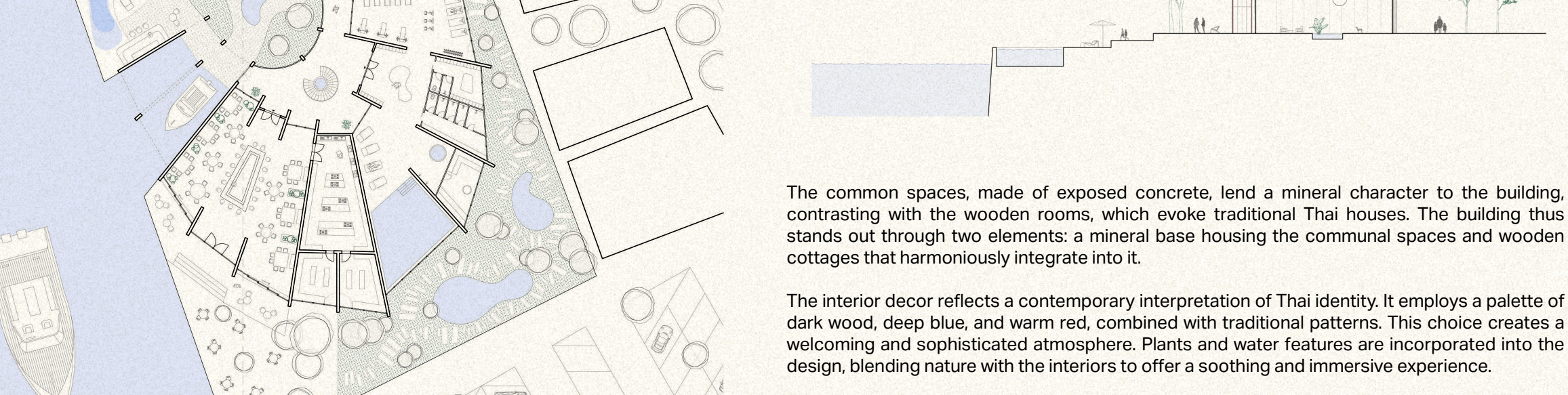
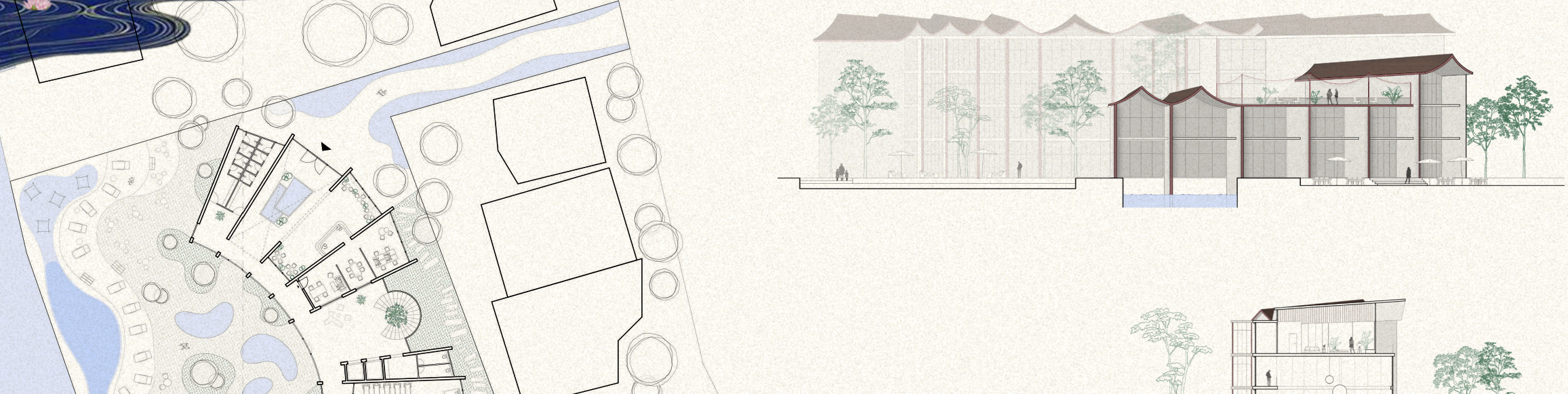
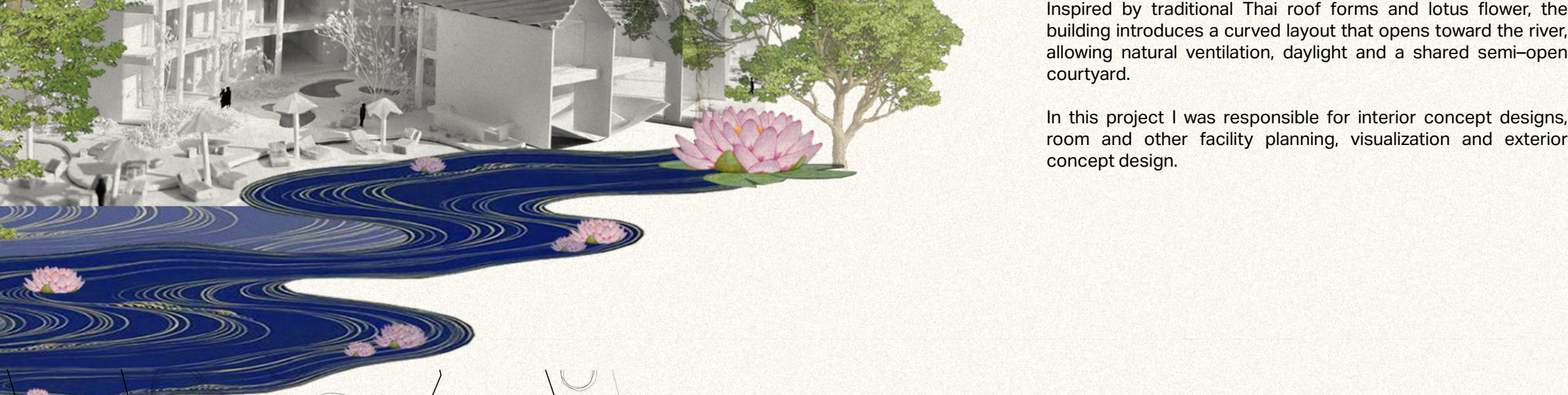
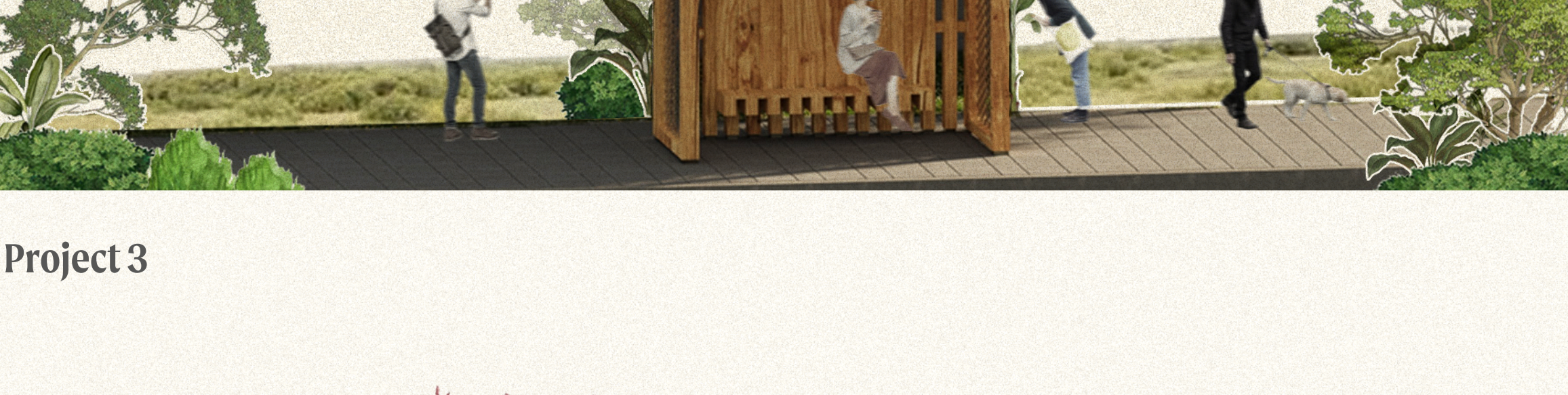
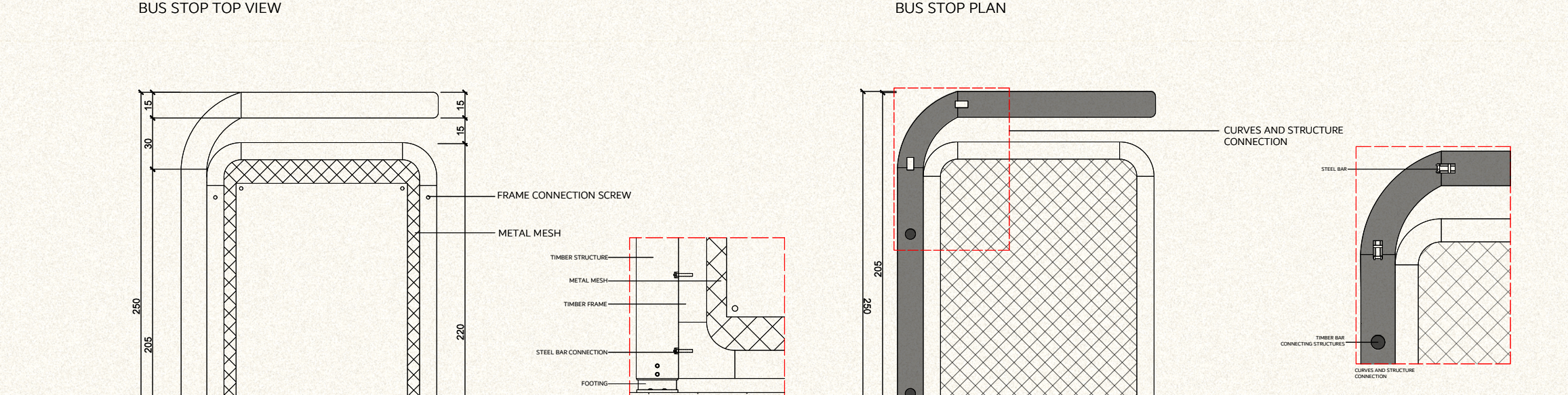
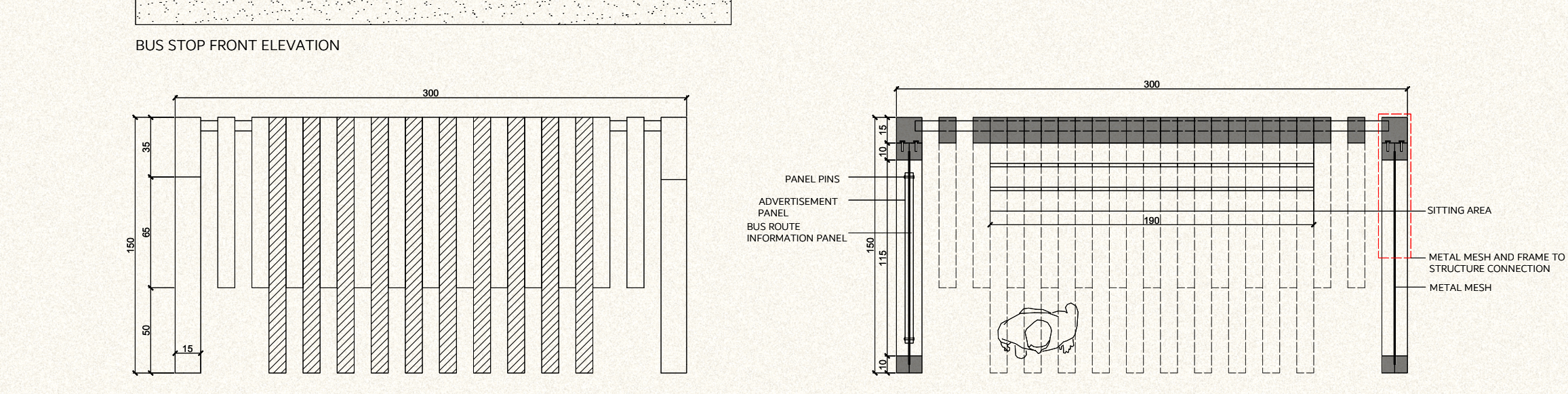
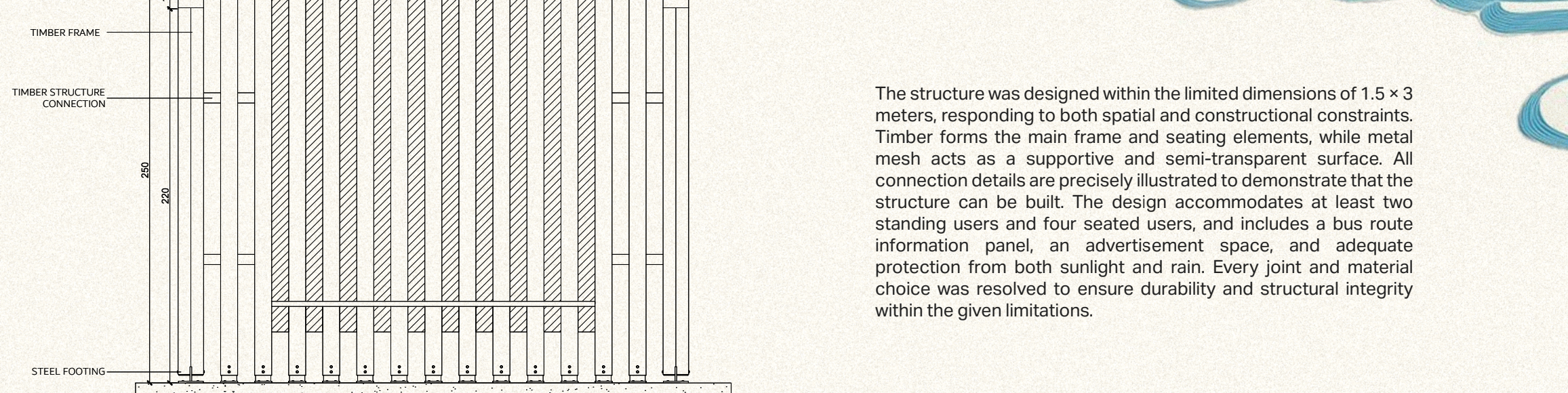
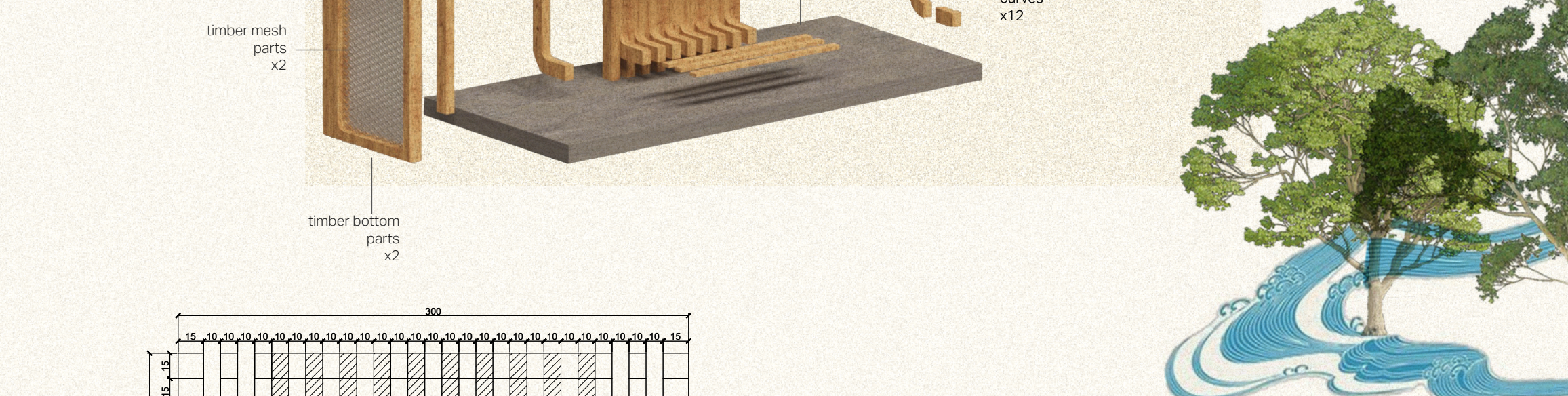
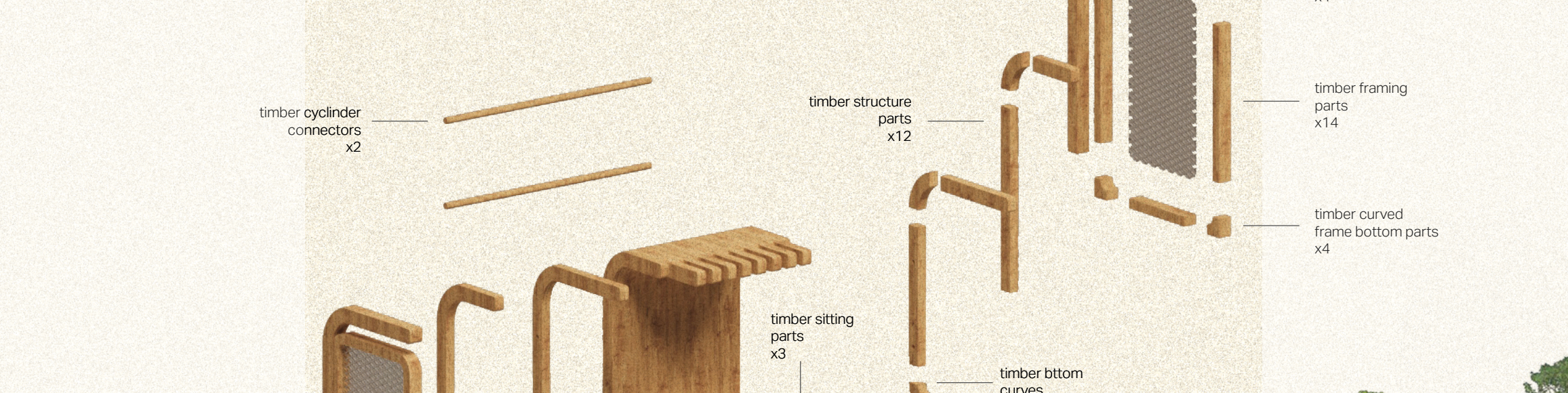
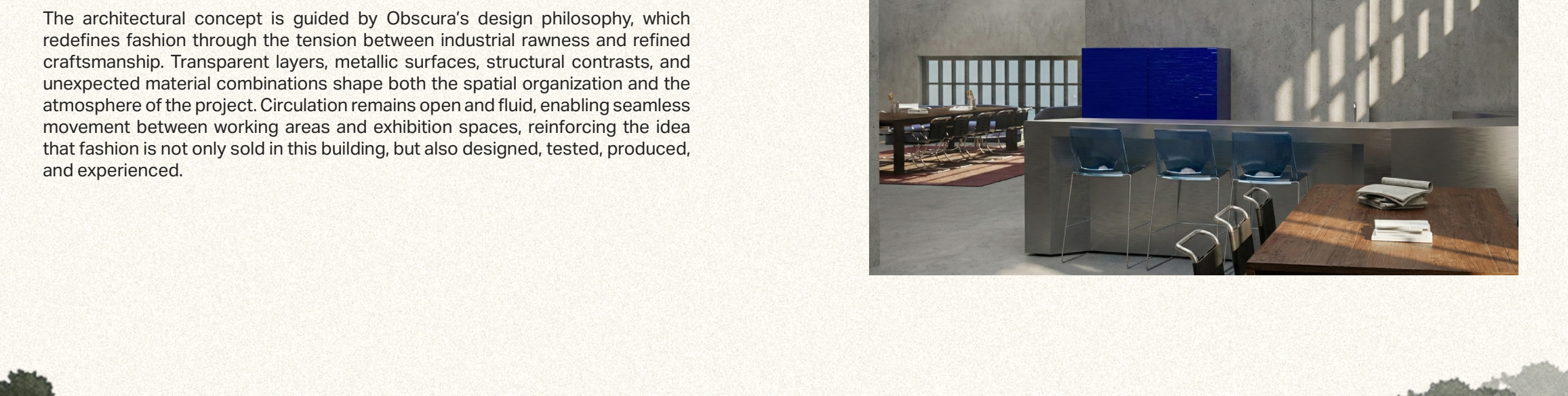
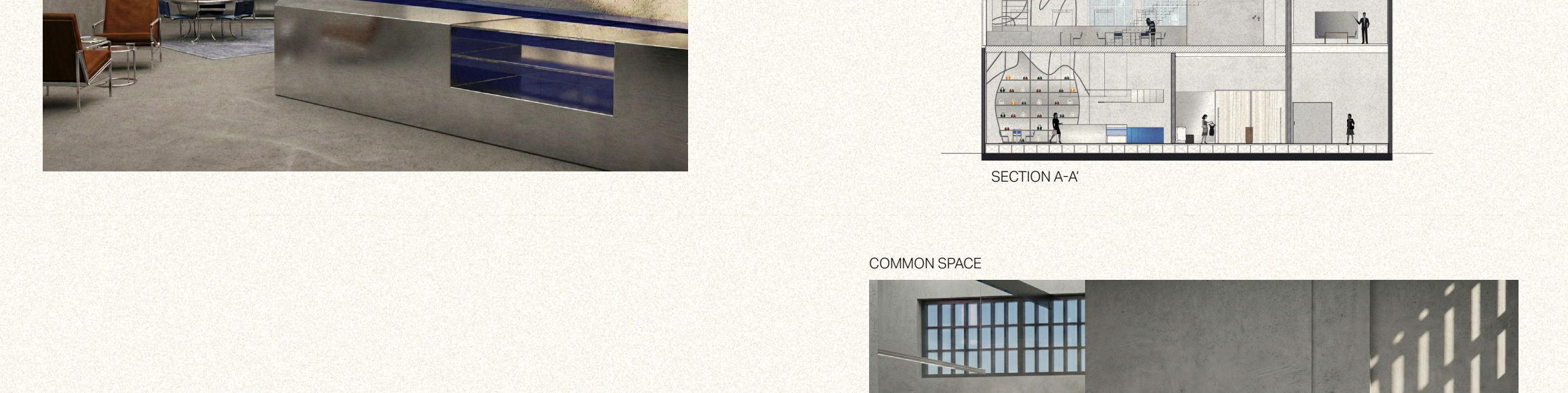
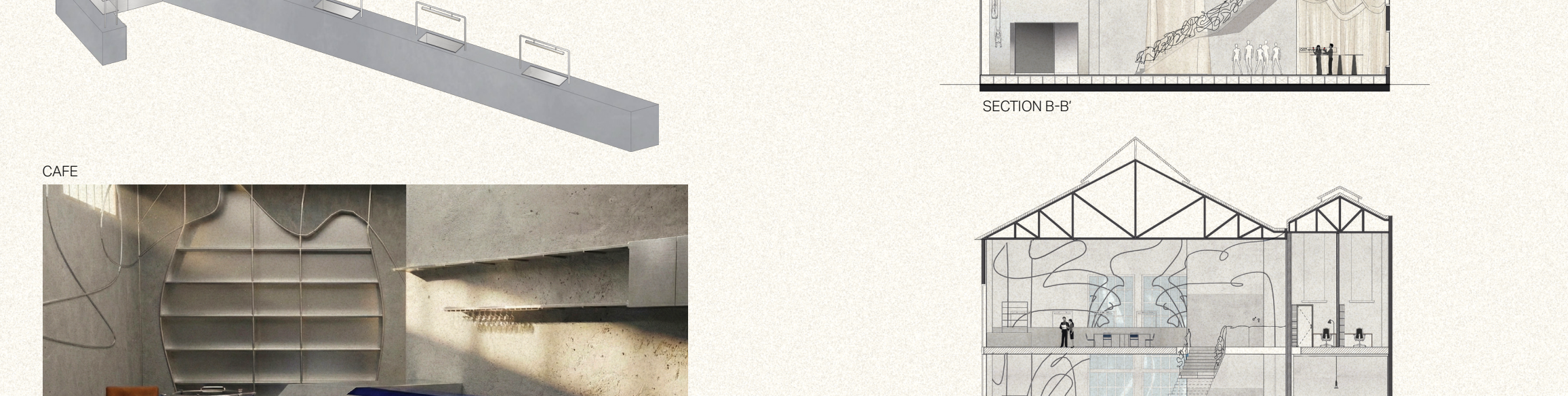
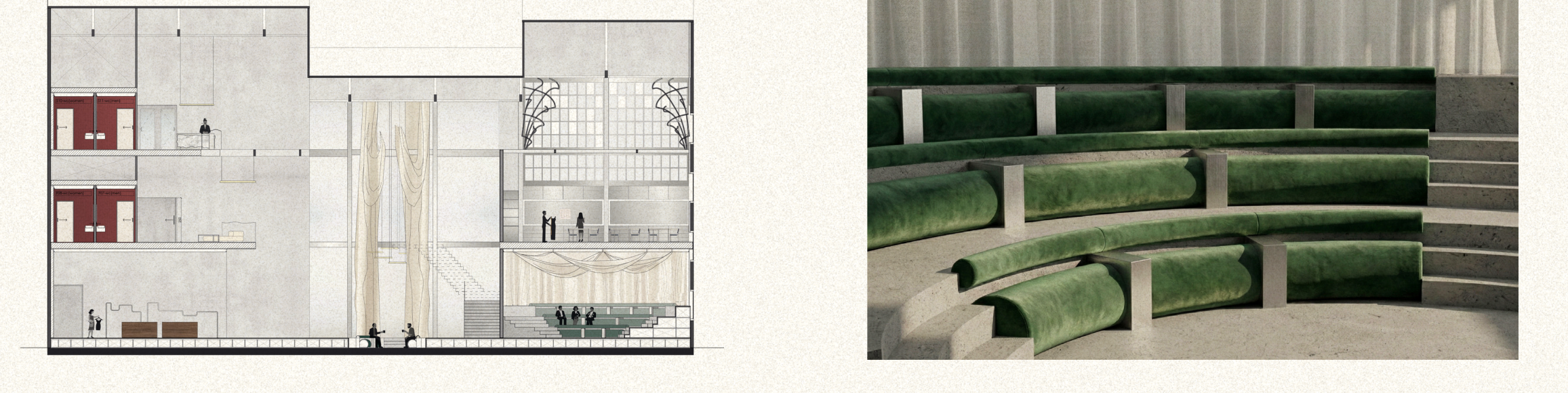
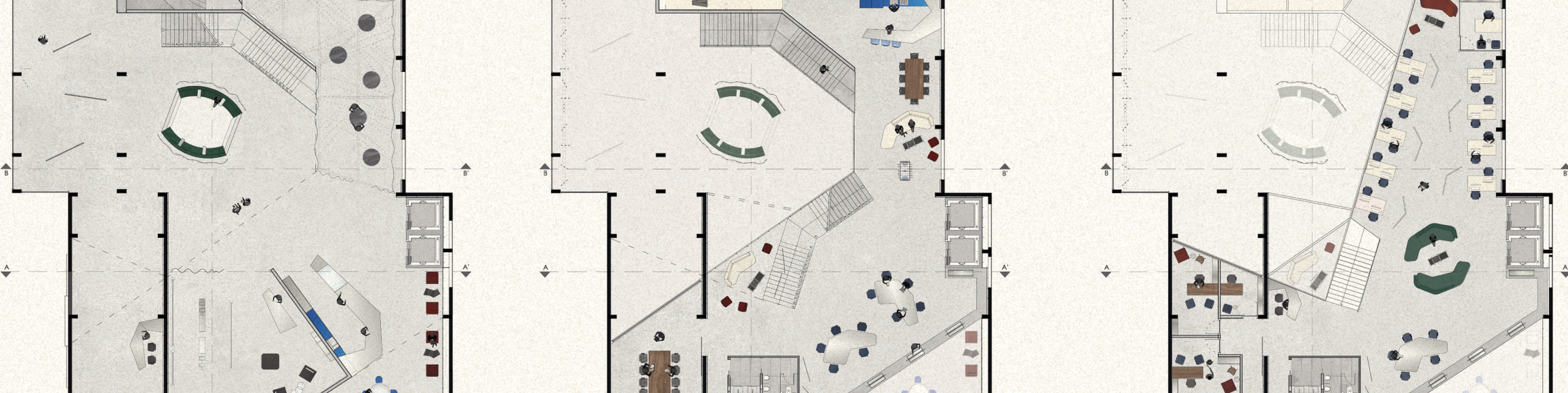
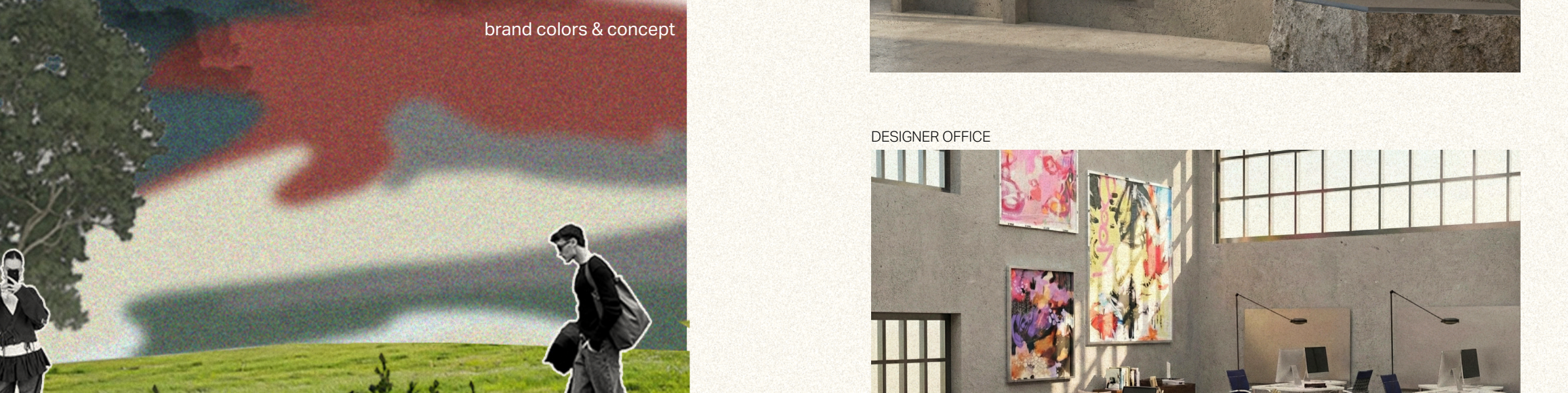
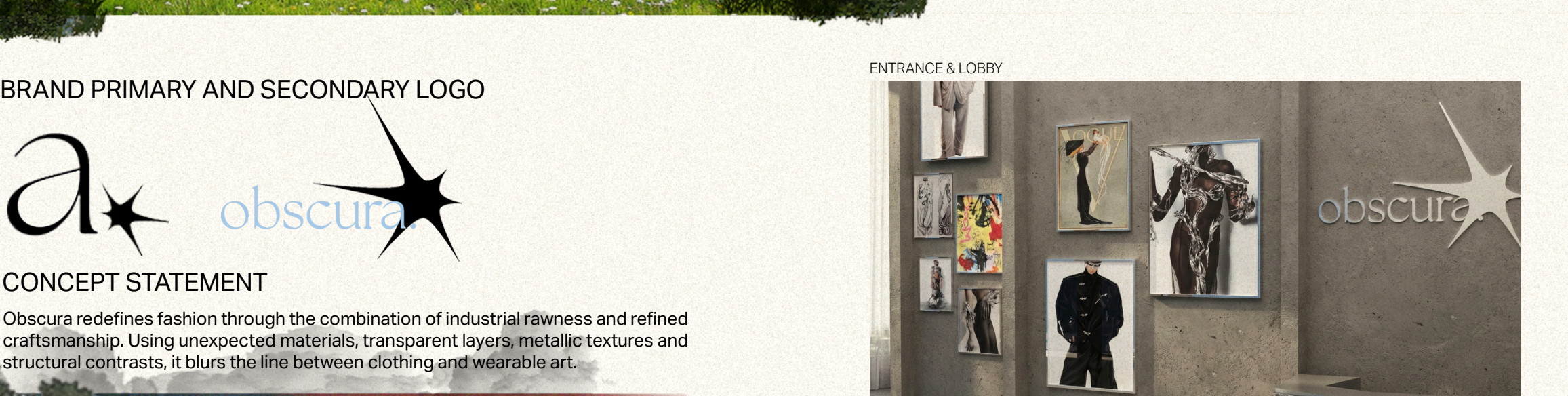
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Content



Project 4



Kurgu

"Kurgu" is a furniture design project developed within the scope of a Furniture Making Studio, created as part of a collaborative group of three students. The project explores the relationship between material, structure, and everyday use through the development of a coherent product family under an imaginary furniture brand identity.

Although the project was developed as a group, all of the product family presented in here, the family group of three furnitures, were individually designed by me. As a team, we fully produced one of the designs: the trolley, which was my original concept and design. This process included prototyping, material testing, fabrication, and final assembly, allowing the design to be evaluated through real-world production. AI is also used to alter the existing views.

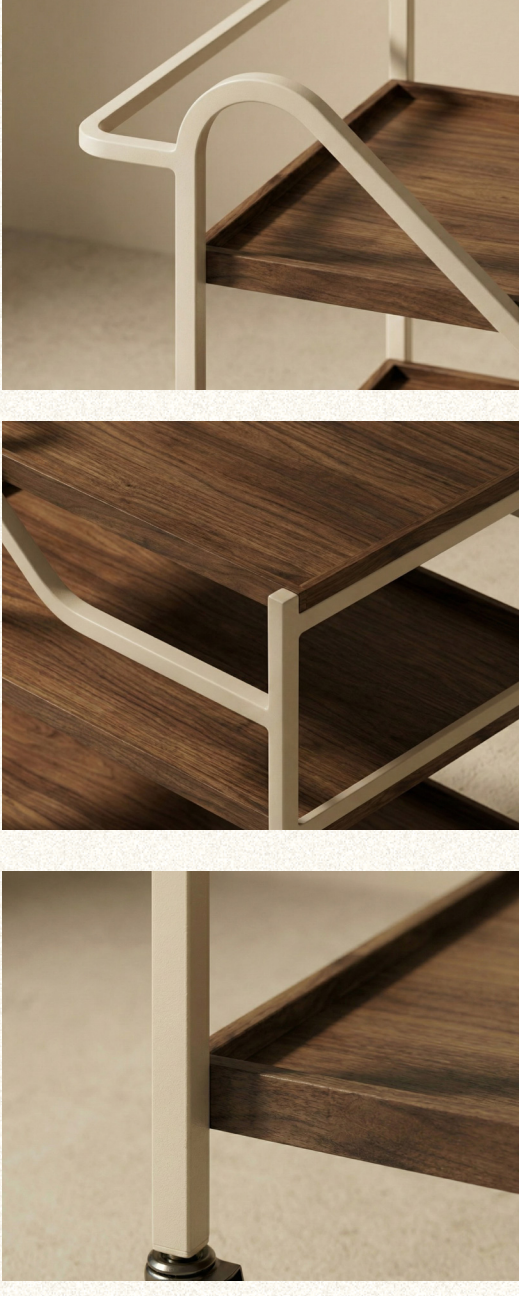
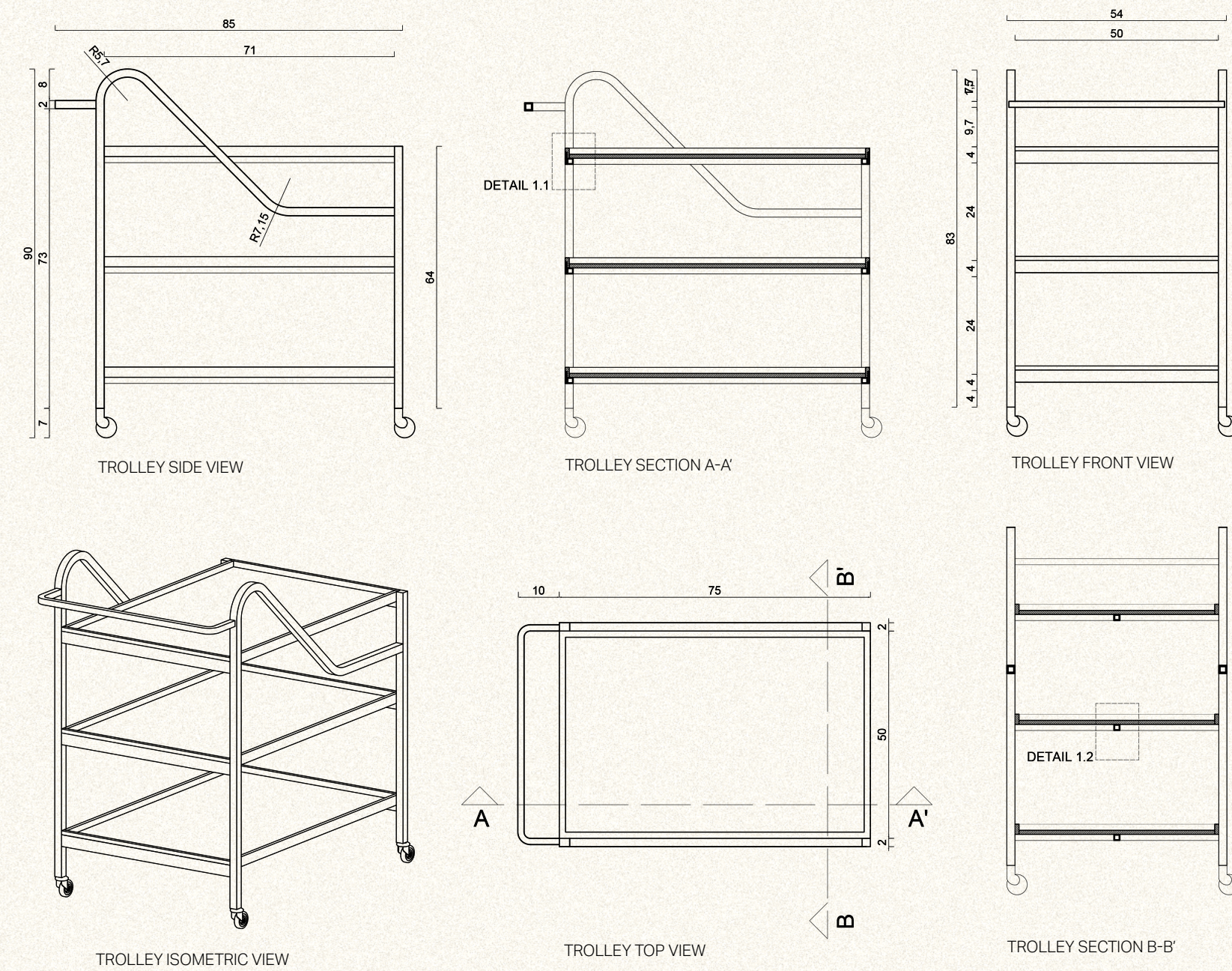
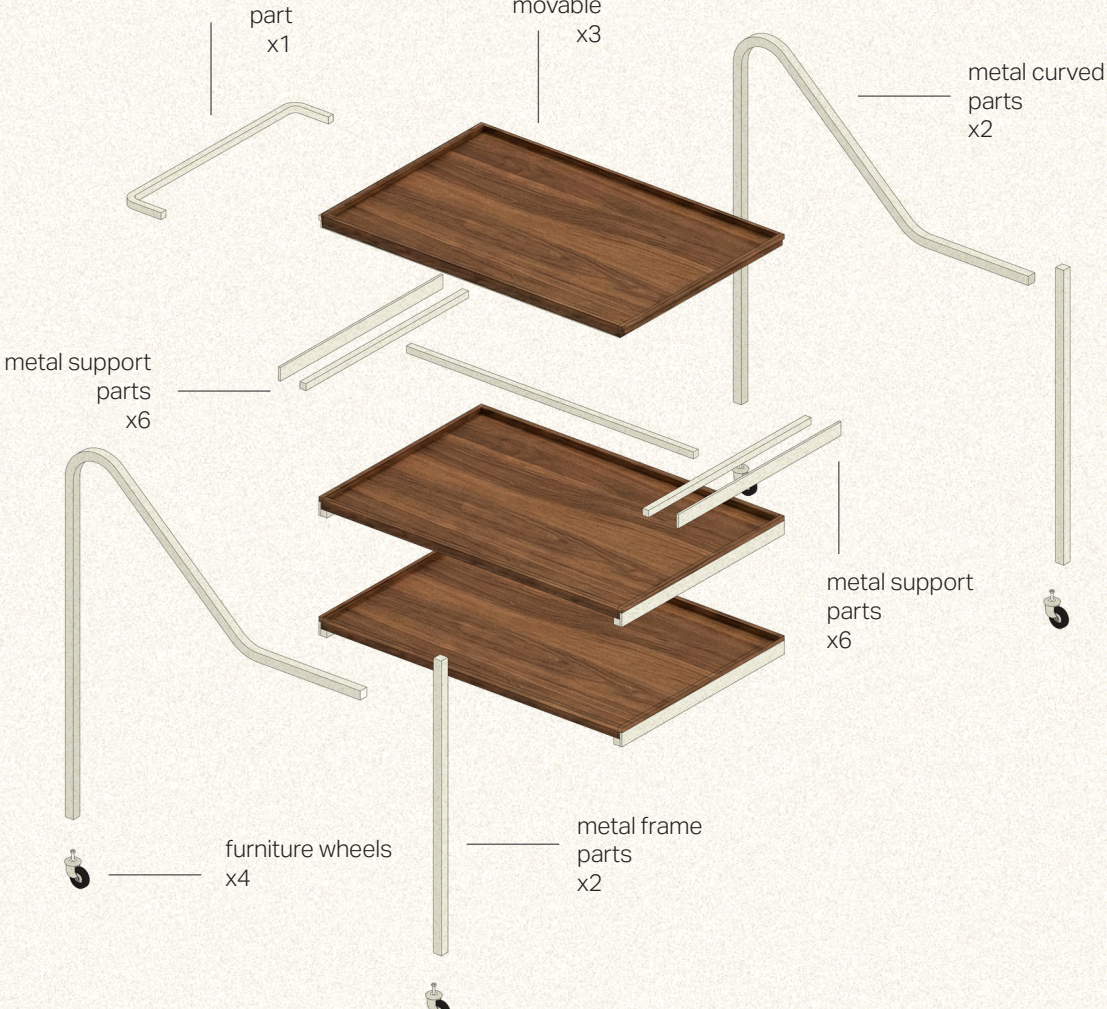
BRAND LOGO & LOGOTYPE



CONCEPT STATEMENT

iz, designs timeless residential furniture for modern and focused living. Inspired by the layers of nature, our pieces combine unexpected and contrasting materials to create thoughtful and focused environments. Each design is made for people who searches quiet elegance with nuances.

REAL PRODUCT IMAGE



Project 5



Sumida Crafts

"Synergy of Craft and Nature" is a housing project located in Sumida, Tokyo, designed in collaboration with a multicultural team of five students. The main intention of the proposal is to connect local craftsmanship with everyday life and create shared environments that bring together people from different generations and cultural backgrounds. The architectural concept inspiration comes from traditional bento box crafted in the region, as well as the area's indigo dyeing techniques. These elements are used as inspirations for both spatial organization and the material choices.

In this project I was responsible for design of family units, architectural visualizing, modelling and technical drawings with concept development.



The project includes four different housing types, with two additional alternative layouts, offering flexible living solutions for a wide range of users. Each typology is designed to respond to the physical, social, and emotional needs of the elderly, creating a sense of belonging for everyone. In Japan, where the population of the elderly, foreign residents, and local artisans continues to grow, the project aims to become a social workshop. It integrates a generous open public area featuring a café, exhibition space, workshops, and seating zones, encouraging interaction, cultural exchange, and community building.

