



BAHAR ORÇUN is a Netherlands-based multidisciplinary artist and designer specializing in narrative spaces and exhibitions. She uses space as a medium to express herself.

Over the years, she has gathered a diverse set of skills from various positions in her career. Her early work as an art director and spatial designer in Istanbul, particularly in stage and set design, laid a strong foundation in visual storytelling and production processes.

Bahar co-founded Studio NokNok, where the team produced elements for sets and stages—including props, decors, masks, and puppets. This experience enabled her to develop a dramaturgical perspective that enriched her creative practice while also providing essential know-how in materials and production.

Seeking a deeper understanding of how spatial practices shape our environments, she completed a Master's in Interior Architecture: Research + Design at Piet Zwart Institute. Her master's thesis, which examined the instrumentalization of certain objects as borders for migrating populations, reinforced her commitment to integrating research into her design practice.

Over the past two years, Bahar has collaborated with several prominent companies in the Netherlands, contributing to narrative-driven spatial design projects. Currently, she is undertaking independent projects and partnering with diverse designers, artists, and organizations.

education

Piet Zwart Institute - Master Interior Architecture: Research+Design (Master Major), 2020 - 2022

Mimar Sinan Fine Arts University - Scenography Design (Bachelor Major), 2011 - 2018

Mimar Sinan Fine Arts University - Interior Architecture (Sub-Major), 2013 - 2018

Accademia Belle Arte di Bari - Scenography Design (Erasmus), 2012 - 2013

certificate programs & workshops

Independent School For The City - Living in the Super Diverse City, 2022

Stipo - City At Eye Level Spring Training, 2020

Acumen Academy - Human Centered Design, 2020

Cross Change & Stimuleringsfonds - Tradition as a Making Tool, 2019

Cross Change - Public Space Workshop, 2018

participations

6th Tallinn Architecture Biennale - Edible; Or, The Architecture of Metabolism - Hands In Deep Grounds, Participated in a group project from Master's Studies, 2022

Global Design Graduate Show 2022 - Ambivalent Mass I Participated with graduation project from Master's Studies I 2022

Bee Breeders: Sansusi Food Court Competition - Special Mansion I 2023

experience

Studio MAST - Spatial Designer / Exhibition Designer, 2024

MAST is a design studio that emphasizes concept-driven storytelling, carefully crafting each project to align with the client's vision, brand, and audience while meticulously planning every aspect of the visitor's experience.

Designwolf - Spatial Designer / Exhibition Designer, 2023-2024

Designwolf is an Amsterdam-based dynamic exhibition design company on the rise. Specializing in spatial storytelling, and experiences that immerse the visitors in playful exhibition experiences, Designwolf sets the stage for unforgettable encounters.

NorthernLight - Freelance Spatial Designer, 2022-2023

NorthernLight is an established creative design agency based in Amsterdam. They create transformative and purposeful experiences for brands, museums, and public spaces.

ADCN - Festival Project Manager + Designer, 2023

Founded in 1966, the Dutch Club for Creativity ADCN works on developing a more creative Netherlands based on the vision that creativity contributes to the progression of people and society.

Independent School For The City - Community Coordinator, 2023 -2024

The Independent School for the City is a non-accredited educational institution that organizes various public events, addressing topics that respond to current relevant issues.

Studio NokNok - Co-Founder + Designer + Maker, 2016-2019

Design studio and workshop for the production of stage decors, props, masks, and puppets.

Projects in highlight:

Pinocchio | The Bird That Is Unfearful Of Cold

Stage Design + Art Direction, 2015-2019

Projects in highlight:


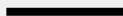

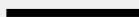


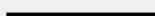

Stage Design - Kenter Theater: 39 Steps | Istanbul state Opea & Bale: Faust | Istanbul state Opea & Bale: Medea

Art Direction - Boyali da Saclarin | Sukut-u Hayal | Sekerci | Tam Da Su An Kamera

soft skills

artistic creativity
spatial thinking + designing
storytelling
critical thinking + writing
strong communication
bridging between groups
organisation + coordination
placemaking
making + craftsmanship
enthusiastic approach
fast learning
cognitive empathy

software skills

sketch-up 
rhino 
blender 
enscape 
photoshop 
premiere pro 
after effects 
indesign 
adobe firefly 