

Asaf Guluzade

(+99450) 338 7013 | Sharifzade str 69, Baku, Azerbaijan
asafguluzade@gmail.com | asafguluzade.com

WORK EXPERIENCE

Design Bureau Az

Baku, Azerbaijan.

Architect

April 2026 - Present

- Delivered the WUF (World Urban Forum) project – concept, technical and algorithmic design – and a multifunctional building.
- Producing concept designs, technical drawing sets and visualizations from schematic design through delivery.
- Coordinating with consultants.

Junior Architect

December 2025 - March 2026

- Assisted senior architects with design documentation and 3D modelling for residential and commercial projects.
- Worked and assisted on RIBA Stages 3–4 for high-rise projects.
- Prepared Bills of Quantities (BoQ) and developed a custom Python script to automate the extraction of Bills of Quantities from project documentation.

Meydan Mimarlik

Istanbul, Turkey.

Architect Intern

November 2023-June 2024

- Contributed to restoration and adaptive reuse projects, as well as residential building design.
- Produced technical drawings for industrial facility designs in line with functional and regulatory standards.
- Created architectural renderings and visualizations to support design communication.
- Participated in site work and on-site coordination.
- Attended client meetings, documenting requirements and translating needs into design strategies.

EDUCATION

University College London

UK, London

Master of Architectural Design: Robotic Architecture

September 2024 – September 2025

Robotics 1 (Integration of sensors with Architecture), Robotics 2 (Robotic Operating System, and motor control), Computational Design (Unity, Rhino, Grasshopper Simulation of Robotics Structure) – Grade “Distinction”

Yildiz Technical University

Turkey, Istanbul

Bachelor of Architecture

September 2019 – June 2024

Structural System Design, Building Physics (1,2), Construction Management and Economics, Conservation and Restoration, Daylighting, Computer-aided design, Adaptable Design. Graduated with “Honors” Degree.

AWARDS, HONORS AND EXHIBITIONS

Best Computation Design Award of the Year – UCL, Bartlett School of Architecture

Issued by Bartlett School of Architecture · Sep 2025

UK, London

The project “MOBAS” was chosen as the best computational design project of 2024-2025.

Exhibition – Autumn Show’25

Bartlett School of Architecture · Sep-Oct 2025

UK, London

MOBAS (Modular Bending Active System) is an interactive prototype integrating robotics, sensors, and Artificial Intelligence to create a responsive architectural space that dynamically adapts its form to user needs.

Exhibition - World Internet Conference (WIC) Cultural Heritage Digitalization Forum

Cyberspace Administration of China · Sep 16, 2025

Xi'an, China

The project garden of "Living Bells" was exhibited under theme of protection and inheritance, technology and innovation.

Champion - Digital Heritage 2025, Global Innovator Competition

Issued by Digital Heritage | UNESCO · Aug 2025

Nanjing, China

"Garden of Living Bells" reimagines the temple's lost bells and wind chimes as a living field of flexible, sensor-embedded rods that respond to wind and touch, creating an immersive soundscape that blends history, memory, and technology. The installation is scheduled for construction by October 2026 in Nanjing, China and is part of a UNESCO-partnered competition.

Third Place - Azerbaijan Design Awards 2024, Branding Design

Issued by Azerbaijan Design Awards · May 2024

Baku, Azerbaijan

By bending perspectives, literally and metaphorically, project crafted a visual identity that pushes beyond the expected, where every element is an invitation to rethink how design companies present themselves.

PUBLICATIONS

Garden of Living Bells, Project

Research/design featured internationally through press releases and news coverage in major outlets including Financial Times, CCTV.com, China Daily, CRI Online, and Global Times, as well as syndicated on platforms such as Financial Content, EQS Newswire, and numerous other global media portals.

SKILLS

Languages: Azerbaijani - native; English – Proficient User; Russian – Elementary User, Turkish – Proficient User

Programming & Scripting: Python

Documentation: AutoCAD

Parametric & CAD Modelling: Rhino, Grasshopper

3D Design & Simulation: SketchUp, Blender, Unity

Rendering & Visualization: Lumion, D5 Renderer, Adobe Creative Suite (Photoshop, Illustrator, InDesign)

Robotics & Responsive Systems: Arduino, Processing, Max/MSP, ROS

Others: Figma, Revit, Dialux, Design Builder, Microsoft Office

Skills obtained/improved through work, research, competition experiences: Ability to work under pressure with tight deadlines, structured thinking, multitasking, analytical skills, teamworking, being detail oriented.

HOBBY AND LANGUAGES

Graphic design, with experience in packaging, social media, and brand identity. UI/UX design, drawing on both academic projects at UCL and independent freelance work. Sports Activities: Swimming, table tennis, pool game.

English (IELTS 7.5 – Working Proficiency), Turkish (Working Proficiency), Russian (Limited Working Proficiency), Azerbaijani (Native).