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ABOUT ME...

I have been a multidisciplinary VFX artist for over 20 years and I have many projects on my portfolio. I have played various roles on various streaming platforms, movies, and commercials. I've now been continuing my work in London and I am using my skills and working with more clients.

WORK EXPERIENCE...

Foundation S3, 28 Days Later: The Bone Temple
Disney and Epic Games Project
Lefter: The Story of the Ordinarius
One Day, Extraordinary S2, Nightsleeper, Alex Rider S3
Sen Hic Atesbocegi Gordun Mu?
ordinary S1, The Midwich Cuckoos, Trigger Point S1, The English
Imagination With Triumph, Build Architecture, Epic Fall Guys
Various Internal Channel Projects
Snapple
Marshall, Huawei
Beefeater Gin, Samsung
2020 Expo Dubai
The Protector, The Gift, ArifV216, Karakomik Films, Deliler etc.
Coca-Cola, Dacia, Algida, Ulker, THY, Karabela etc.
Coca Cola, Ulker, THY, Turkcell, Beko, Vitra, Three Monkeys, etc.
Various Commercial Projects
Various Commercial & Long Form Projects

SOFTWARE...

FLAME......
NUKE......
AFTER EFFECTS.....
PHOTOSHOP......
BLENDER 3D.....
UNREAL ENGINE....
PREMIERE....

EDUCATION...

1997 Fall - 2003 Summer:
BA in Visual Communication Design
İstanbul Bilgi University
2020 Summer:
Unreal Engine Fellowship for Virtual Production

SKILLS...

- COMPOSITING
- KEYING
- MATCHMOVE
- ROTOSCOPY
- 2D & 3D INTEGRATION
- MOTION GRAPHICS
- CREATIVE DIRECTION & PROBLEM SOLVING
- ON-SET VFX SUPERVISION

TEACHING EXPERIENCE...

2022 Spring:

Cinematography in Animation - ANI1202 Bahcesehir University - Cartoon & Animation

2025 Spring:

Visual Effects - ANI3201 Bahcesehir University - Cartoon & Animation

HOBBIES...