

AKINBILGIC

MODELER / GENERALIST

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OBJECTIVE

To work in a creative environment with a talented team of artists producing the highest quality computer graphics imagery.

QUALIFICATIONS

Modeler

Experienced in creating production-quality characters, creatures, environments, and props ranging in style from photorealistic to highly stylized. Extremely efficient modeling technique including all-quad topology, rigging-friendly edge flow, and clean UV layout. Knowledgeable in high-poly and low-poly modeling workflows.

Generalist

Broad production experience in modern computer graphics pipelines, including: Modeling, Texturing, Shading, Lighting, Rendering, Compositing, Matchmoving, and 360° HDRI acquisition and processing.

EXPERIENCE

Oculus Story Studio – San Francisco, CA – 11/2015 - Present

Modeler / Generalist - Unannounced VR Short Film.

Hasbro – Pawtucket, RI – 07/2015 - 08/2015

Modeler - Toy Sculpting for 3D rapid prototyping.

Apple – Cupertino, CA – 01/2015 - 07/2015

Generalist - iPhone 6s, iPad Pro, Apple TV launch ads.
Pipeline TD - HDRI acquisition and material library development.

Blur Studio – Los Angeles, CA – 02/2014 - 01/2015

Character Artist - Halo 2 Anniversary, Dishonored 2 cinematics.
Environment Artist - Halo 2 Anniversary cinematics.
Lighting / Rendering / Compositing - Halo 2 Anniversary, Angel Stone cinematics.

Moonbot Studios – Shreveport, LA – 10/2012 - 06/2015

Modeler - Taking Flight film for Radio Flyer, Diggs Nightcrawler game for PlayStation.
Modeler / Lighting / Rendering - Silent film for Dolby.
Modeler / Texturing - The Scarecrow film for Chipotle.

Rapid Eye Digital – San Francisco, CA – 02/2012 - 01/2014

Modeler / Generalist - Various Projects.

California Academy of Sciences – San Francisco, CA – 02/2012 - 04/2012

HDRI Timelapse Photographer - Earthquake Planetarium film.

Bully! Entertainment – Baltimore, MD – 08/2011 - 12/2011

Modeler - Sheep & Wolf PSA, Todd's TV ads.

Laika – Portland, OR – 06/2011 - 08/2011

Modeler (Intern) - Toys R Us Holiday, Honda Pilot ads.

Walt Disney Animation Studios – Burbank, CA – 06/2009 - 08/2009

Modeler (Intern) - Tangled, Pinocchio's Peckish Pest films.

EDUCATION

Academy Of Art University – San Francisco, CA – 8/2008 - 6/2012

MFA in Animation & Visual Effects. (Pending)

George Mason University – Fairfax, VA – 8/2003 - 6/2006

BFA in Digital Art & Animation / Minor in Film & Media Studies.

SOFTWARE

General – Maya, 3ds Max, Mari, ZBrush, Mudbox, 3D Coat

Rendering – V-Ray, Arnold

Compositing – Nuke, Fusion, After Effects, Photoshop

HDRI – PTGui, Photomatix

Matchmoving – PFTrack, MatchMover

Editing – Premiere Pro

OS – Windows, Linux, Mac

Beta Tested For – V-Ray, Arnold, ZBrush, 3D Coat