

TUBA YALCIN

SR. FX TD

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SUMMARY

- A digital pyromaniac, specializing in fluid dynamics - burning things down and blowing stuff up.
- Over 5 years experience creating natural phenomena in various software.
- Combining an engineering background with an artistic eye and strong organizational & teamworking skills.

PROFESSIONAL EXPERIENCE

Sr. FX TD // Dneg Vancouver // June 2015 - Present (4 months)

- Simulating stormy oceans in Houdini.

Flowline FX TD // Scanline VFX // June 2012 - June 2015 (3 years)

- Simulating fire, explosions, smoke plumes, dust, water using Flowline.
- Rendering in Vray3 via 3dsMax.
- Worked on 9 major films including "Ironman 3", "300: Rise of an Empire" and "Captain America: The Winter Soldier".
- Created explosion enhancements for the Emmy winning episode of Game of Thrones Season 4

Houdini FX TD // Method Studios // Jan 2011 - June 2012 (1 year 6 months)

- Simulating fire & smoke using Houdini.
- Rendering in Mantra.
- Involved in the r&d, lookdev and shot production for "Abraham Lincoln: Vampire Hunter"

FX TD // MPC // Nov 2009 - Jan 2011 (1 year 3 months)

- Simulating snow, muzzle flash and breath using Maya Fluids.
- Rendering in Renderman via Maya.
- Worked on "Suckerpunch", "Sourcecode" and "Fast Five"

Houdini Layout Artist // CIS // May 2009 - Nov 2009 (7 months)

- Creating crowd layouts in Houdini for "Invictus"

Lab Teaching Assistant // Vancouver Film School // Sept 2008 - Feb 2009 (6 months)

- Assisting term 4,5 and 6 students with their demoreels.
- Helping with Maya particles and fluids systems.

Jr. FX TD // Image-Engine Design Inc. // Oct 2007 - Jan 2008 (4 months)

- Simulating swarm particles with Maya for the previz of "The Day the Earth Stood Still"
- Rendering in Mental Ray

EDUCATION

Vancouver Film School // Diploma, 3D Animation & Visual Effects // 2006 - 2007

Koc University // Bachelor, Electrical & Electronic Engineering // 2002 - 2006

SKILLS

Simulation	Rendering	OS
Flowline	Vray3	Windows
Houdini	Mantra	Linux
Maya	Renderman	Mac
Max	Mental Ray	