AZRA ROSNA ALKAN

Creative Director | AI & Real-Time Technology Leader

Vancouver, Washington | azralkan@gmail.com | linkedin.com/in/azralkan

Professional Summary

Award-winning Creative Director with 12+ years of experience across film, games, advertising, and technology. Brings a strong artist background alongside deep technical expertise and creative leadership, defining both the intended look development and the technical frameworks required to achieve it. Grounds creative and technical decisions in audience experience and real-world delivery, drawing on years of hands-on production and department leadership to translate creative and technical realities into clear direction for stakeholders, while mentoring teams across AI, real-time, and traditional pipelines.

Core Competencies

Creative & Technical Leadership: Technical Direction & Pipeline Design | AI & Real-Time Production Strategy | Visual Standards & Quality Control | Cross-Disciplinary Team Direction

End-to-End Production Ownership

- **Pre-Production:** Creative Vision | Look Development | Concept Visualization | Previsualization
- **Production:** On-Set Creative & Technical Direction | Virtual Production Oversight | Lighting Direction
- **Post-Production:** Compositing Supervision | VFX Supervision | Look Development | Color Grading | Finishing

Technical Fluency: Unreal Engine | Python | Nuke | Houdini | Blender | DaVinci Resolve | Maya | Machine Learning Tooling

Professional Experience

Senior Technical Artist | TEKsystems (META Consulting)

November 2025 - Present | Greater Seattle Area

Leading technical consultation and strategic AI integration for META's generative AI initiative, bridging the gap between AI research teams and creative production. Translating complex machine learning capabilities into scalable workflows that artists can actually use. Partner with technical and creative leadership to align technology roadmaps with creative vision and business objectives.

- Lead cross-functional collaboration across AI developers, VFX artists, and executives to troubleshoot pipelines and keep projects moving
- Streamline generative AI integration while maintaining quality standards and optimizing resource allocation
- Strategic advisement on ethical considerations, data governance, and IP concerns in AI-driven content
- Drive tool adoption and organizational change through hands-on R&D and team enablement

Compositing Supervisor & Art Director | Azra Alkan L.L.C

February 2022 - Present | Vancouver, Washington

Leading creative production and directing teams from concept through final delivery for clients including Disney, MPC, Zero VFX, Dell, and Laundry Studios. Manage projects across feature films, commercials, and real-time content. Focus on operational innovation—implementing new technologies and automated workflows that maximize creative output while optimizing production efficiency and profitability.

- **Pipeline & Automation Leadership:** Built Python-based workflow tools that cut manual processes significantly while raising the quality bar and improving project margins
- **Team Development & Mentorship:** Lead and mentor artists on compositing, look dev, and emerging real-time/AI tools; focused on building technical depth and scalable capabilities
- **Client & Agency Management:** Translate between technical teams and clients/agencies, ensuring everyone understands what's possible and what it takes to get there; manage project scopes and budgets
- **Virtual Production:** Lead on-set supervision for VP workflows, troubleshooting real-time pipelines to hit cinematic standards on tight schedules
- **Strategic R&D:** Constantly testing new production methods—real-time cinematics, machine learning tools—to maintain competitive advantage and expand service offerings

Cinematic Artist | Turn 10 Studios (Microsoft)

March 2025 - July 2025 | Greater Seattle Area

Created real-time cinematics for Forza in partnership with RUN STUDIOS. Optimized Unreal Engine pipelines for AAA game production, ensuring visual consistency and quality across complex sequences under aggressive deadlines.

- Collaborated with directors, technical artists, and audio teams for cohesive delivery
- Resolved rendering pipeline risks in real time to maintain delivery timelines under aggressive production schedules

Look Development & Senior Compositing | ZERO VFX

March 2022 - March 2024 | 2 years 1 month

Led look development teams on award-winning feature films and television shows. Managed compositor teams across multiple concurrent projects. Pioneered machine learning integration for pipeline automation—training models to handle repetitive tasks so artists could focus on the creative work that actually matters.

- **Automation Leadership:** Developed workflow efficiencies for texture generation, roto, and QC
- **Team Leadership & Mentorship:** Mentored compositors and raised the technical and creative bar across the team
- **Quality Standards:** Established visual benchmarks to ensure shot-to-shot continuity

Concept Art Director & Senior Compositor | NOISE

November 2023 - February 2024 | Los Angeles, California

Led art direction on high-profile commercial campaigns for Coca-Cola, Pinterest, and other major brands. Delivered creative solutions under fast-paced production cycles.

Real-Time & Compositing Mentor | CG Spectrum College

March 2022 - 2024 | 2 years

Taught real-time workflows and compositing fundamentals to aspiring artists. Built curriculum that translates complex technical concepts into practical, hands-on learning. Continuously updated material to stay current with emerging tools.

Unreal Engine Artist & Senior Compositor | MPC

February 2023 - May 2023 | Montreal, Quebec, Canada

Delivered real-time workflows for major studio projects. Consulted with technical directors on pipeline optimization and rapid troubleshooting.

Broadcasting Consultant | Epic Games

June 2022 - July 2022

Technical consultant for NY Broadcasting Events using Unreal Engine. Advised production teams on real-time rendering and workflow optimization.

Compositing Supervisor & Realtime Artist | Zoic Studios

September 2021 - February 2022 | Los Angeles, California

Supervised and led compositing teams on episodic television while implementing real-time workflows. Managed artist development and quality control across tight broadcast schedules.

Unreal Filmmaker | VashiVisuals (Dell Technologies & NVIDIA Partnership)

June 2021 - September 2021

Directed short film using Unreal Engine 4 & 5 in collaboration with Dell and NVIDIA. Experimented with emerging real-time filmmaking techniques to see what was actually possible versus what was marketing hype.

VFX Supervisor | Barnstorm VFX

March 2021 - September 2021 | Burbank, California

VFX Supervisor on CW's Superman & Lois. Supervised and directed VFX teams across episodic production, managed shot quality, artist workflows, and delivery timelines for broadcast television.

Senior VFX Compositor | Luma Pictures

October 2019 - March 2021 | 1 year 6 months | Santa Monica, California

Unreal Engine Fellowship | Epic Games

October 2020 - November 2020

Selected for Epic Games mentorship program on virtual production and environment creation in Unreal Engine. Intensive training on emerging real-time technologies and production workflows.

Lead Compositor | ZERO VFX

September 2019 - October 2019 | Los Angeles, California

Led commercial project, managing collaboration between creative, VFX, and production teams.

Senior VFX Compositor | Blur Studio

September 2019 | Culver City, California

Terminator: Dark Fate - Delivered final shots under intense deadline pressure

Selected Earlier Experience

Senior VFX Compositor | Luma Pictures, Framestore, Rhythm & Hues, Eight VFX (2017-2019)

Delivered on high-profile features, including Marvel productions and major studio releases

Lead Compositor | Ingenuity Studios Inc. (November 2016 - September 2017)

Led compositor team, established quality standards, and mentored junior artists

Education

Bachelor of Arts (B.F.A.), Visual Effects -Academy of Art University | 2011-2014

Associate of Arts, Film/Cinema/Video Studies - Santa Monica College | 2010-2011

Bachelor of Science, Computer Science - Texas A&M University | 2008-2010

Certifications

• Unreal Engine Fellowship - Epic Games

• Cinema 4D Certified