

Contact

azralkan@gmail.com

www.linkedin.com/in/azralkan
(LinkedIn)

Top Skills

Maya

Compositing

Nuke

Languages

Turkish (Native or Bilingual)

English (Native or Bilingual)

German (Limited Working)

Python (Professional Working)

Certifications

cinema 4d

Unreal Engine Fellowship

Azra Rosna Alkan

Realtime Artist | Compositing Supervisor | Filmmaker | Trainer @ CG Spectrum

Vancouver, Washington, United States

Summary

Award-winning filmmaker experienced Unreal Engine Artist, and Compositing Supervisor with a demonstrated history of working in the motion pictures and film industry. Skilled in on-set production - on-set supervision, lighting, virtual production- and post-production -Unreal Engine, Python, environment creation, FX, Nuke, Houdini, Vue, Realflo, Maya, and Node-based compositing.-Strong arts and design professional with a Bachelor of Arts (B.F.A.) focused in Visual Effects from Academy of Art University and an A.A in Cinematography and Computer Science.

Experience

Azra Alkan L.L.C

Supervisor

February 2024 - Present (2 months)

Vancouver, Washington, United States

Working with Clients such as MPC, Disney, Zero VFX, Noise, CG Spectrum, and Dell on feature movies, ads, tv, and real-time projects. Services include VP, Real-Time Art, Compositing Supervision, Look Development

CG Spectrum College of Digital Art and Animation

Mentor

March 2022 - Present (2 years 1 month)

Real-Time & Compositing Mentorship

ZERO VFX

Look dev & Senior Compositing

March 2022 - March 2024 (2 years 1 month)

NOISE

Senior Composer

November 2023 - February 2024 (4 months)

Los Angeles, California, United States

MPC

Unreal Engine Artist & Senior Compositor

February 2023 - May 2023 (4 months)

Montreal, Quebec, Canada

Epic Games

Broadcasting Consultant

June 2022 - July 2022 (2 months)

Unreal Artist / Consultant for NY Broadcasting Events

Zoic Studios

Compositing Supervisor & Realtime Artist

September 2021 - February 2022 (6 months)

Los Angeles, California, United States

VashiVisuals

Unreal Filmmaker

June 2021 - September 2021 (4 months)

Short movie done with UE 4 & 5 in collaboration with Dell Technologies and NVIDIA

Barnstorm VFX

Compositing Supervisor

March 2021 - September 2021 (7 months)

Burbank, California, United States

Luma Pictures

Senior VFX Compositor

October 2019 - March 2021 (1 year 6 months)

Santa Monica, California

Epic Games

Unreal Fellowship

October 2020 - November 2020 (2 months)

Los Angeles County, California, United States

Mentored by Epic Games on Filmmaking via Virtual Production and Environment Creation via Unreal Engine.

ZERO VFX

Lead Compositor

September 2019 - October 2019 (2 months)

Los Angeles, California, United States

Commercial project

Blur Studio

Senior VFX compositor

September 2019 - September 2019 (1 month)

Culver City, California

wrapping up Terminator: Dark Fate

Luma Pictures

Senior VFX Compositor

January 2019 - July 2019 (7 months)

Santa Monica, CA

Griffith Observatory

Compositing Supervisor

November 2018 - January 2019 (3 months)

Los Angeles, California

Working on a show in collaboration with NASA data

Framestore

Senior VFX Compositor

August 2018 - October 2018 (3 months)

Los Angeles, California

Luma Pictures

Senior VFX Compositor

May 2018 - August 2018 (4 months)

Santa Monica, California

Rhythm & Hues

Senior VFX Compositor

September 2017 - June 2018 (10 months)

Eight VFX

Senior VFX compositor

November 2017 - November 2017 (1 month)

Freelance Project for Intel commercial

Ingenuity Studios Inc.

Lead Compositor

November 2016 - September 2017 (11 months)

CoSA VFX

Digital Artist / Composer

February 2015 - November 2016 (1 year 10 months)

Tippett Studio

composer

September 2014 - December 2014 (4 months)

composer on stop motion "MAD GOD"

Studio 400A

1 year

Lead Composer

March 2014 - December 2014 (10 months)

Composer

January 2014 - December 2014 (1 year)

Kuul Productions

Visual Effects Supervisor

March 2014 - August 2014 (6 months)

Working on A Festival Short - "Save the Art of Handwriting"

Four Times Films

Visual Effects Artist

December 2013 - January 2014 (2 months)

Helped problem solve with dropped frames & shooting/ on set mistakes.

Assisted the director with Red Log color space.

Assisted the company and rendered with raw file format.

Academy of Art University

Dynamics artist

April 2013 - June 2013 (3 months)

Education

Academy of Art University

Bachelor of Arts (B.A.), Visual Effects · (2011 - 2014)

Santa Monica College

Associate of Arts (A.A.), Film/Cinema/Video Studies · (2010 - 2011)

Texas A&M University

Bachelor of Science - BS, Computer Science · (September 2008 - September 2010)