

## Contact

azralkan@gmail.com

[www.linkedin.com/in/azralkan](http://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.

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## Experience

### Azra Alkan L.L.C

Supervisor

February 2024 - Present

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)

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## 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)