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## Summary

My passion is creating realistic simulations and dynamics systems. An education in electric & electronic engineering enhanced my problem solving and analytical abilities, which in turn helped me to succeed in solving complex technical problems.

## Experience

### **FX TD - Method Studios Vancouver (Formerly known as CIS Vancouver)**

January 2011 – Present (1 year 1 month)

Testing and working on fire & smoke tools. Creating fluids/particles rigs for volumetric/particles effects for *Abraham Lincoln: Vampire Hunter*.

### **FX TD - MPC Vancouver**

November 2009 – January 2011 (1 year 3 months)

Worked on snow, muzzle flash, twinkle dust and debris rigs for *Suckerpunch*. Worked on sparks dust & debris for *Sourcecode*. Worked on sprite dust for *Fast Five*.

### **Houdini Layout Artist - CIS Vancouver**

May 2009 – November 2009 (7 months)

Worked on setting crowd demographics and behaviors in Houdini for *Invictus*.

### **FX Artist - Nitrogen Studios**

March 2009 – May 2009 (3 months)

Created smoke, steam, water effects for *Thomas the Tank Engine* animated movie.

### **Lab Teaching Assistant - Vancouver Film School**

September 2008 – February 2009 (6 months)

Assisted term 4, 5 and 6 students with their demo reels.

### **Previz Artist / Junior FX TD - Image Engine Design Inc**

October 2007 – January 2008 (4 months)

Worked on the previz of *The Day the Earth Stood Still* as a particle effects artist.

## Education

### **Diploma, 3d Animation & Visual Effects - Vancouver Film School**

2006 – 2007 (Scholarship student)

### **Bachelor, Electrical & Electronics Engineering - Koc University**

2002 – 2006

## Software

Maya, Houdini, Realflow and associated scripting languages. Nuke, Shake. References are also available.