

Guray Ayaokur

Layout Artist

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<http://www.ayaokur.com>

Profile

- ❖ Creative artist with collaborative and interpersonal skills; team player with written and verbal communication abilities. Able to take direction and work independently while being an effective team player.

Experience

- ❖ Team management, distribution and networking with departments
- ❖ Layout, cg asset creation and management
- ❖ Thorough Knowledge of 3d modeling, Animation and Motion editing.
- ❖ Onset Supervision

Technical Proficiency

- ❖ Syntheyes, 3DE4, PFTrack, PFMatchit, Vicon Bojou
- ❖ A. Maya, A. Motion Builder, A. 3D Studio Max. A.XSI
- ❖ A. Creative Suit (Photoshop, After Effects, Premiere)
- ❖ Foundry Nuke

Employment History

Industrial Light & Magic (August 2015 - Present)

<http://www.ilm.com>

Senior Matchmove / Layout TD

3D Camera tracking, match-move and Implementing digital assets including character and backgrounds to interpret a script as visualized by the Director or Supervisors. Training and mentoring new artist to software and pipeline.

Sony Imageworks (March 2015 – July 2015)

<http://www.imageworks.com>

Senior Layout TD

Implementing digital assets including character and backgrounds to interpret a script as visualized by the Director or Supervisors

Industrial Light & Magic (January 2015 – March 2015)

<http://www.ilm.com>

Creature TD

Creating Rigid Dynamics & Cloth SIM on CG Characters

Industrial Light & Magic (June 2013 – January 2015)

<http://www.ilm.com>

Senior Matchmove / Layout TD

3D Camera tracking, match-move and Implementing digital assets including character and backgrounds to interpret a script as visualized by the Director or Supervisors. Training and mentoring new artist to software and pipeline.

NewbreedVFX (February 2013 – May 2013)

<http://www.newbreedvfx.com>

Senior Matchmove / Layout TD

3D Tracking, Match-move and layout.

Industrial Light & Magic (September 2012 – January 2013)

<http://www.ilm.com>

Matchmove / Layout TD

3D Camera tracking, match-move and Implementing digital assets including character and backgrounds to interpret a script as visualized by the Director or Supervisors.

Animal Logic (January 2012 – September 2012) <http://www.animallogic.com>
Senior Matchmove Artist
 Stereoscopic Tracking & Match-move

VFX HUB (November 2011 – January 2012) <http://www.vfxhub.com>
Matchmove Artist (Remote)
 3D Camera Tracking and Match-move

GENER8 Digital Media Corp. (October 2010–October2011) <http://www.gener8.com>
 3D Camera Tracking and Match-move Lead

Animation Brewery (September 2009-November 2009) <http://www.animationbrewery.com>
3D Modeler/Texture Artist
 Responsible for modeling and texturing of 3D characters, Props and environment for upcoming Wii Sports game.

White Hill Production (February 2009-June 2009) <http://www.whitehillproduction.com/>
3D Generalist / Compositor
 Creating the elements for shots including 3D modeling, animation, effects and compositing

Anima Post Production (February 2008-July 2008) <http://www.anima.gen.tr>
3D Generalist / Motion Capture Technician and Motion Editor
3D Camera Tracking / Matchmove
 Onset CG supervision for shot prep and camera tracking.
 Responsible for the preparation and calibration of the motion capture system.

FGP Productions (December 2006-January 2008) <http://www.fgp-productions.com>
3D Animator / Motion Capture Technician / Motion Editor
 Responsible for the Onset coordination as well as preparation and calibration of the motion capture system.

Private Eye Pictures Inc. (May 2007-September 2007) <http://privateeyepictures.com>
3D Generalist / Compositor
 Creating the elements for shots including 3D modeling, animation, effects and compositing

Little Grey Men Productions Inc. (September 2005 – September 2007) <http://www.projectgrey.com>
Freelance 3D Generalist / Compositor
 Creating the elements for shots including 3D modeling, animation, effects and compositing

Satel Multimedia Inc. (November 2001 – July 2002) <http://www.satel.com>
Graphic Designer / Video editor
 Designing projects from concept to completion. Creating designs theme and graphics for medical educational media, training videos and websites. Managing video and sound recordings as well as compositing and editing. Participated in team effort to produce streamline productions of educational CD or DVD materials for medical students

Elit Sanat Art Workshop (September 1996 – June 2001) <http://www.elitsanat.com>
Production Manager
 Managing and coordinating Art workshop for production of clay modeling tool sets and ceramic products. Effectively build, motivate and direct the production team. Coordinate artists and vendors to meet all project requirements. Manage all operational and financial quota, staffing and administrative functions.

Educational Background

St. John Ambulance Emergency First Aid (Level A CPR/AED)	Vancouver, BC	2017
Vancouver Film School 3D Animation and Visual Effects	Vancouver, BC	2004-2005
Anadolu University – Faculty of Education Fine Art Education & Design	Eskisehir, Turkey	1996-2000