

MURAT GONUL

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Work Experience

Freelance Houdini FX Artist, Bork Creative Istanbul, Turkey 2016
Responsible for procedural cloud formations and volume smoke simulations.

Freelance Houdini FX Artist, Sinefekt Istanbul, Turkey 2016
Responsible for fluid effects.

FX & Simulation Artist, Mojofx Istanbul, Turkey 2014, 2015
Responsible for procedural modeling, simulations, and integrating 3d geometry between tools.

FX Artist, Blue Voyage Productions Savannah, GA 2012
Designed, simulated, and rendered Blue Voyage Productions new intro sequence.

VFX Supervisor, Savannah Ocean Exchange Savannah, GA 2012
VFX supervisor and Digital Compositor for National Geographic and Digital Exhibition films, FX Artist for the official intro sequence.

VFX Supervisor, Blue Voyage Productions Savannah, GA 2011, 2012, and 2013
VFX supervisor, Digital Compositor, and FX Artist for CSL Plasma industrial videos.

Houdini FX Artist, Decktechs Savannah, GA 2011
Rigid body fractures, rocket smoke, flame. Rendered only smoke and flame. Asset transfers.

Digital Compositor, SpyHop Productions Savannah, GA 2011
Chroma keyed shots for a CSL Plasma commercial.

On set VFX supervisor, SCAD Savannah, GA 2011
Set up and supervised a 20 camera time slice shot for "Double Agent".

Houdini FX Artist, Hephaestus Savannah, GA 2010 and 2011
Simulated and rendered missile smoke and explosion elements, built a universal bullet and debris rig, asset transfers, and related troubleshooting.

VFX Supervisor, SCAD Savannah, GA 2010
Fluid dynamics and compositing for "Block".

Research and Development, SCAD Savannah, GA 2010 - 2013
MFA research thesis about replacing traditional filming equipment with 3D scanners.

Systems Support, SCAD Savannah, GA 2010 - 2011
Linux support for SCAD Montgomery Hall CG workstations. Built a HQueue simulation farm.

Fluid Dynamics, SCAD Savannah, GA 2009
Houdini fluid dynamics and some shader tests for collaborative RSL Oil Shader project.

Digital Compositor, SCAD Savannah, GA 2006 - 2009
Digital Compositor for several graduate student films.

3D Concept Modeler, Lab34 Istanbul, Turkey 2002
Built and textured 3D models as concept art.

IT Support, Nokta Media Group Istanbul, Turkey 2001
Maintained a network of Windows, Novell, and Macintosh computers.

Education

Savannah College of Art and Design, Savannah, GA — Visual Special Effects M.F.A., 2013
Savannah College of Art and Design, Savannah, GA — Visual Special Effects B.F.A., 2009
Vancouver Film School, Vancouver, BC — 3D Animation and Visual Effects program, Visual Effects stream, 2005

Skills

3D software - Houdini, Maya, Reelflow

Programming and Scripting - Python, Mel, Hscript, RSL, Bash, C++, OpenCV

Motion Capture - Vicon, Motion Builder

Digital Compositing and Tracking - Nuke, Shake, Combustion

OS - RHEL, OS X

Hardware - Phidgets, Kinect, PS3Eye, Raspberry Pi

ExtraCurricular

Languages - English, Turkish

Sports - Played rugby in High School and for a short period of time in Savannah, Ga. Rowed for Galatasaray Sports Club located in Istanbul, Turkey.