Alican Aktürk

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Address: 255 Lewisham Way, SE4 1XF, London

Birth: 19 / 12 / 1986
Languages: English (Fluent)
German (Beginner)
Turkish (Native)

Work Experience

- Platform design and the creative application of game engines and interactive technologies in investigation.
- Spatial analysis and 3D reconstruction (modeling and animation) of the area of research.
- Design and development of a workflow that produces photorealistic 'synthetic datasets' in Unreal Engine to support train computer vision ML algorithms.

Researcher / Creative Technologist
Forensic Architecture

Period: July 2018 - June 2019
Job type: Full-time

- Online portfolio available at www.alicanakturk.com
- Specialized in architectural and industrial photography.
- Succesfully completed 50+ professional assignments shooting offices, factories, products and portraits.
- Extensive retouching and colour grading skills.

Photographer
Alican Aktürk Photography

Period: January 2013 - Present
Job type: Freelance

- Delievered lectures on photography and video production for the undergraduate students of Visual Communication Design and Photography and Video departments.
- Redesigned the "Cyber-Culture and Virtual Worlds"course syllabus and lectured 12 classes over four years.
- Advisor of 10+ graduation projects.

Part-Time Instructor
Istanbul Bilgi University

Period: September 2010 - June 2016
Job type: Part-Time

- Zero organized thematic events at unique one-off locations such as abandoned factories, dockyards, museums etc.
- Produced animations and video content for experimental display surfaces like smoke screens, domes, holographic displays and indoor & outdoor projection mappings.
- Clients include Nike, Pernod Ricard, British American Tobacco.

Art Director
Zero Event & Marketing

Period: August 2010 - August 2011
Job type: Full-Time

- Assisted in research and generated presentations and teaching materials for undergraduate courses on photography.
- Teaching assistant for several courses. Maintaining records, grading papers, and delivering practical software workshops.

Research Assistant
Istanbul Bilgi University

Period: September 2009 - Sept 2010
Job type: Full-Time

Education

- Production driven course focused on 3D modelling and digital sculpting to development in Unity and Unreal engines.
- Graduated with distinction, dissertation examined implementing 3D real-time engines in the practice of Forensic Architecture investigations.

MA, Computer Games Art & Design
Goldsmiths, University of London
(2017 - 2018)

- Granted for a full scholarship starting from the second year.
- Graduated with honours. Research and AV project on 'Media facades: Projection mapping on 3D surfaces'

BA, Photography and Video
Istanbul Bilgi University
(2005 - 2009)

Tools & Techniques

Unreal Engine	Adobe Photoshop	Interaction Design and Immersive Environments
Unity3D	Adobe Premiere	VR / AR Development & 360° Video
TouchDesigner	Adobe After Effects	Physical Interfaces (Raspberry & Arduino)
Autodesk Maya	Autopano Video Pro	Photogrammetry
Pixologic ZBrush	SideFX Houdini	Photography & Video
Substance Suite	DaVinci Resolve	Editing, Compositing and Colour Grading