

CAN TUNCER

3D Modeler/ O-1 Visa Holder.
mindwork3d@yahoo.com
www.mindwork3d.com
Phone: (001) 415-279-7603

PROFESSIONAL EXPERIENCE

06/21/2010- Current 3D SNR Modeler – DIGITAL DOMAIN
300 Rose Ave, Venice CA 90291

-Hard surface and Creature modeling for unannounced projects.

01/25/2010- 06/04/2010 3D SNR Modeler – IMAGE MOVERS DIGITAL
9 Hamilton Landing, Novato, CA 94949

-Character and environment modeling for Animated Feature: Mars Need Moms
- Painting displacement maps using MudBox, complex UV layout of props, characters
-Character modeling for Animated Feature:Yellow Sub Marine
- Complex UV layout of props, characters

07/07/2008- 12/23/2009 3D Modeler – INDUSTRIAL LIGHT & MAGIC
1110 Gorgas Ave. San Francisco / USA, CA 94129

-Hard surface modeling for the feature film Terminator 4: Salvation
-Modelled hero assets: HunterKiller and Transporter.

-Creature modeling and Facial shapes for Gore Verbinski's Animated Feature: Rango.
-Painting displacement maps using Zbrush, creating new topology using Maya.

- Character modeling for George Lucas's feature film The Red Tails

08/28/2006 - 08/17/2007 3D SNR Modeler - CINESITE
Medius House, 2 Sheraton Street, London / United Kingdom, Postal Code: W1F 8BH

- Creature and character modeling for the feature film Golden Compass: His Dark Materials
- Painting displacement maps using MudBox, Zbrush, creating new topology using Cyslice,
- Complex UV layout of props, characters and creatures.
-Modelled hero assets: Panther, Praying Mantis, Eva Green and gypsy digidoubles.

- Character modeling for the feature film Fred Claus
- Complex UV layout of props, characters and creatures.
-Modelled hero assets: Vince Vaughn, John Michael Higgins Digidoubles.

-Hard surface modeling for the television series Generation Kill
-Complex UV layout of props and vehicles..
- Texture painting from scratch and using photo projection.
-Modelled and painted hero assets: A10 Warthog, Humvee and Drone.

05/30/2004 - 11/25/2005 3D Modeler - WETA DIGITAL
9-11 Manuka Street, Miramar, Miramar/ New Zealand, Postal Code:6003

- Creature, character and hard surface modeling for Peter Jackson's King Kong
- Painting and extracting displacement maps using MudBox, Zbrush and Cyslice,
- Facial shapes for the creatures and blend shapes for the destruction of the Cars.
- Complex UV layout of props, characters and creatures.
-Modelled hero assets: Brontosaurus, PitCrab Creature, Sailor Choy DigiDouble, Adrien Brody's Taxi, and Fordor variants and more sailor digidoubles...

10/28/2003 - 04/01/2004 3D Modeler - DIGI-GUYS
Ealing Studios, Ealing Green, London / United Kingdom, Postal Code: W5 5EP

- Character and hard surface modeling for the Cut scenes.
- UV layout and texture painting of props and characters.
- Game credits include the upcoming title; War Devil

Sept 2002 - Jan 2003 **3D Modeler - ABSOLUTE DIGITAL** (Glasgow, Scotland) Remote BlobHeads
- Modeled and textured high res props.
- Creation of Facial blend shapes for the characters,

3D Freelancer 2001-2008

Sep 2007-June 2008 **3D Freelancer –** Remote Freelancer (Izmir, TR)
-RedFly Studio(Austin, TX.); Silent Hill V, Dawn of Fire
-Digital Panorama (Istanbul, TR); Comercial work

Apr 2006 - May 2006 **3D Modeler - SONY ONLINE ENTERTAINMENT** Remote Freelancer
- Building environments and props for the cut scenes of the video game Desperate House Wives.

Jan 2006 - Mar 2006 **3D SNR Modeler - ANIMA** (Istanbul, TR) Freelancer
- Cartoon character modeling for the Algida Tv Comercial
- Creation of Facial blend shapes of the character.

May 2003 - July 2003 **3D Modeler – BLUE DREAM STUDIOS** Remote Freelancer
- *Dreamland Chronicles Comic - Modeled and textured high res cartoon characters*

2003 **3D Modeler - ANIMA STUDIOS** (Istanbul, Turkey) Remote Freelancer
- *Arcelik Commercial – -Modeled and textured high res props.*

2002 **3D Modeler - CYBER INK STUDIOS** Remote Freelancer
- *Character modeling and texture painting.*

2001 **3D Modeler - 3D-IO Ltd.** Remote Freelancer
- *Character and hard surface modeling.*

EDUCATION

1996-2002 Ege University, Bachelor of Science

1989-1996 Izmir Ozel Turk College (Private HighSchool / English education)

SUMMARY of QUALIFICATIONS

Computer Art Skills:

- High resolution sculpting and rendering of displacement maps with Zbrush and Mud Box
 - Creating new topology using Cyslice.
- Character and Environment modeling using Sub-D and Polygons
 - Complex object UV mapping
- Realistic texture painting in Photoshop and BodyPaint

Professional Skills:

- Experience meeting strict deadlines
- Ability to work independently and as part of a team
 - Good interpersonal and communication skills
- Overall positive attitude and passion for producing quality 3D graphics

Proficient with Software:

- Maya Unlimited · Zbrush · MudBox
- Lightwave · Photoshop · Dreamweaver · Cyslice

Familiar with Software:

- Renderman for Maya · Modo · Shake · illustrator · Deep Paint · 3D Studio ·
- Experience with Linux, Windows NT operating systems

AWARDS

2008 ILM's Internal Award, with his work on Terminator 4.

2003 Animago/ Rank2 Virtual Characters

2003 Apr Cgtalk Choice Award

2003 Feb Cgtalk Choice Award

PUBLISHED ARTWORK

2005 March Wicked RGB Book

2003 July 3D World Magazine issue 41

2003 Apr Noir Art Pack Cover Image

2003 Mar Feedback (Turkey) issue 3

2002 Sep 3d World Magazine issue 29

INTERVIEWS

01/04/2006 Show TV Channel on 7:00PM News (TV interview)

2006 February Formen Magazine Turkish

2006 January CAD Designer Magazine (Chinese)

2006 January <http://www.bakdergisi.com/> (English/Turkish)

2003 3dstation online cg portal (English/French)

<http://www.3d-station.com/pages/interviews/interview.php?id=47&page=1>