PERSONAL INFORMATION

Gürbüz ÇÖMLEKÇİOĞLU

⦿ Remote / Online / Current Location SK

📱 +421 903 462 754

✉ gurbuzcomlekcioglu@gmail.com - g@zero4one.com

🌐 www.zero4one.com/gurbuzcomlekcioglu

💬 @gurbuzcomlekcioglu

Too see the portfolio scan the QR code!

PERSONAL STATEMENT

Multidisciplinary Creative Director – NFTs & Metaverse & Game Creator – Ai Research Scientist, Machine Learning Engineer – UX UI Designer - Animator – Interactive Storyteller

WORK EXPERIENCE

(See Ai Web3 Projects Below)

Freelance Multidisciplinary Creative Director – Animator – Interactive Storyteller
Animathinks (Interactive Animation & VFX Studio) (2022 – Present)

www.animathinks.com

Interactive Storyteller, Animator, UX UI Designer

Freelance Executive Creative Art Director
zero4one (Multidisciplinary Creative Hub / Online Portfolio Website) (2020 – Present)

www.zero4one.com/gurbuzcomlekcioglu

Brand & Project Manager, Sound & Visual Designer, Game Designer, Cinematographer

Project Creator / Manager
redgamebox / Tabula Rasa Xr Video Game (BUG Game Lab, BAU) (2016 – Present)

www.redgamebox.com

Brand Owner, Creative Director, Project Creator, Director, Game Designer, Musician

Project Manager – Creative Director
VrFirst (Project Manager & Creative Director) (2016 – 2019)

https://www.vrfirst.com/

Creative Director, Project Manager, Game Level Designer, Musician

Creative Director
Vega Agency&Events (Events) (2012 – 2015)

www.vegaajans.com

Creative Director, Visual Designer, Photographer, Editor

Photographer – Cinematographer - DOP
PPR Istanbul (Photography) – Kornea Production (Cinematography –DOP) (2010 – 2012)

www.ppristanbul.com – Kornea has no website anymore

Photographer, Cinematographer, DOP, Ligting Assisstant, Retoucher

Photographer

CreamTr (Photography) (2007 – 2010)
Photographer, Ligting Assisstant, Retoucher

Editor & Art Teacher

Galata Fotoğrafhanesi (Education)
Editor, Art & Photography Teacher (2005 – 2007)

EDUCATION AND TRAINING

- Bilgi University, Next Academy Interactive Business School, Master (2014 -2017)
- Bahçeşehir University, Digital Game Design, Unity, Cry Engine, Unreal Engine (2016 – 2019)
- Yildiz Technical University, Faculty of Art and Design, Photography and Cinematography (2006 – 2012)
- Galata Fotoğrafhanesi, Photography (2005 – 2006)
- Pera Fine Arts, Piano – Guitar - Solmization (2005 – 2006)
- Cukurova University, Faculty of Fine Arts, Graphic Design (2001 –2005)

PERSONAL SKILLS

Mother tongue(s) Turkish

English

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
C2	C2	C1	C1	C2

Slovak

B1	A2	A1	A1	A2

Communication skills ▪ good communication skills gained through my experience as project manager

Organisational / managerial skills ▪ leadership (currently responsible for a freelancer team of 22 people)

Job-related skills
▪ Communication.
▪ Ability to work under pressure.
▪ Decision-making.
▪ Time management.
▪ Self-motivation.
▪ Conflict resolution.
▪ Leadership.
▪ Adaptability.
▪ Strong written skills.

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient User	Proficient User	Proficient User	Proficient User	Proficient User

- good command of Adobe suite & 3D Software (Ae, Ps, Id, Pr, Ai… Maya, Blender, UE, Unity) & Ai Tools: Stable Diffusion, Kaiber, Gan, Midjourney, Mubert, Aiva, and more
- good command of photo and video editing software gained as a professional photographer, director

Other skills
- Game Design, Graphic Design, Music, Guitar, Piano, Flute, Storyboard, Animation, Character Design, Interactive Business Marketing, Social Media Management, Photography, Film Making, Script Writing, Sound Design, Concept Artist, Artificial Intelligence & Machine Learning, Deep Learning, Ai Research Scientist, Training Models...

ADDITIONAL INFORMATION

Erasmus
- Erasmus for Young Entrepreneurs, Project Manager, Art Therapist Germany, Cologne, 2019/2020

Presentations
- Tabula Rasa: Visual Dimensions of the Literature, InterKultur Association - Education - Schooling - Inclusion in Cologne, Germany, 2019
- Tabula Rasa, Bahçeşehir University Game Lab, Crytek, VrFirst, Istanbul, 2017

Workshops
Projects
- Tabula Rasa, Bahçeşehir University, VrFirst, Istanbul, 2016 (Interactive Animation & Xr Video Game)
- memo://into.the.web, Istanbul, 2017 (Ongoing Animation Series)
- FaL, Documentary, Istanbul 2010 – Kosice 2020 (Postponed)

Exhibitions
- Project / Forward: 2047, Kenya, Nepal, Colombia, Indonesia, Peru, Jordan, Hong Kong, Austria, Italy, Spain and Australia / 2020 / 2021 (https://www.instagram.com/tv/CJHyvRdAI3b/)
- Uniphotofest, Photography, Personal Exhibition, Istanbul, 2012
- Ulisphotofest, Photography – Paintings – Video Art, Body Performance, Personal Exhibition, Istanbul, 2007
- Pera Fine Arts, Piano – Guitar - Solmization (2005 – 2006)

Courses
- Bahçeşehir University, Digital Game Design (2016 – 2018)

Certifications
- Adana Ressamlar Derneği, Artist Certification

Ai WEB 3 PROJECTS

eonox
- Ai Audio-Visual Project & Next-Gen Visual and Music Platform
  Website: https://www.eonox.space/

Booxtory
- Next-Gen Storytelling & Publishing Hub, Interconnected by Ai
  Website: https://booxtroy.com

GAEA Visuals
- Branding & Visual Design with Ai Tools
  Website: https://gaea.life

Space Time Codes
- Science Streaming Platform Powered by Ai
  Website: https://www.spacetime.codes

Brands Gallery
- Virtual Exhibitions in Metaverse
  Website: https://www.brands.gallery/

United Creative Souls
- A creative space, bringing together people and Ai
  Website: https://www.unitedsouls.life/