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ALTUG YILMAZER

SENIOR LIGHTING ARTIST / 3D GENERALIST

PROFILE

Senior Lighting Artist with over a decade in VFX and animation, specializing in lighting, look development, and compositing for episodic television, feature film, and game cinematics. Proven track record across award-recognized studios delivering high-end photoreal and stylized work under tight production schedules, from sequence lighting and HDRI setup through render optimization and final compositing.

EXPERIENCE

Pixomondo — **Senior Lighting Artist** *Dec 2021 – Present*
Toronto, ON

Moving Picture Company (MPC) — **Key Lighting Artist** *Aug 2021 – Dec 2021*
Montreal, QC

Outpost VFX — **Lighting Artist** *Jul 2021 – Aug 2021*
Bournemouth, UK

Axis Studios — **Lighting & Compositing Artist** *Aug 2020 – Jul 2021*
Glasgow, UK (Remote)

- Lit and composited two cinematics for *League of Legends: Sentinels of Light* (Houdini, Mantra, Nuke, Shotgun).
- Delivered lighting and compositing for *Love, Death + Robots* Vol. 2 ("The Tall Grass") and the *Magic: The Gathering – Kaldheim* trailer (Houdini, Nuke, Arnold, Deadline, RV).

Mikros Animation — **Lighting Artist** *Dec 2019 – Apr 2020*
Montreal, QC

- Lit shots and a full sequence; managed rendering and precomp (Katana, Nuke, Shotgun, RV, Tractor).

Moving Picture Company (MPC) — **Lighting Artist** *Jul 2019 – Dec 2019*
Montreal, QC

- Handled sequence lighting, HDRI creation, cleanup and setup, and shot render optimization (Katana, Nuke, Renderman, Tractor, RV).

Lighthouse Visual Effects — **Lighting & Look Development Artist** *Jul 2017 – Jun 2019*
Istanbul, Turkey

- Owned look development and lighting for TV commercials and animated series; additional compositing and hair/fur grooming (Maya, Substance Painter, Xgen, Arnold, Redshift, Nuke, Deadline).

Earlier Career — **3D Generalist / Graphic Designer** *2009 – 2017*
Prague · Istanbul

- UPP a.s.** (Prague, 2017), **My Liaison VFX** and **Cherry Cherry VFX** (Istanbul, 2015–2017) – 3D Generalist: animation, camera tracking/layout, rigging, and FX (smoke, debris, water) for high-end TV commercials (Maya, Houdini, Redshift).
- Freelance 3D Generalist** (Istanbul, 2014–2015) and **Karbon Görsel İletişim** – Graphic Designer, web & print (2009–2012).

SKILLS

DISCIPLINES

Lighting Look Development Compositing

DCC & RENDERERS

Maya Houdini Katana Arnold Redshift
RenderMan Solaris

COMPOSITING & LOOK

Nuke Substance Painter

PIPELINE / TOOLS

Shotgun Deadline Tractor RV

ASSETS & ENGINE

Speedtree Megascans Unreal Engine

EDUCATION

Bournemouth University
M.A., 3D Computer Animation
2012 – 2013

İstanbul Bilgi Üniversitesi
B.A., Visual Communication Design
2006 – 2010

iAnimate.net
Advanced Character Animation
2011 – 2013

LANGUAGES

English *Full Professional*
Turkish *Native / Bilingual*

CERTIFICATIONS

Verified International Academic Qualifications