MEHMET ERER

online portfolio www.mehmeterer.com

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Career Objective

My objective is to create fascinating, impressive visual effects by using computer graphics in terms of art, programming and workflow.

Education

2006 - 2009 Savannah College of Art and Design M.F.A Visual Effects (Major)

GPA: 3.94

2002 - 2006 Yeditepe University / TURKEY

Visual Communication Design (Minor)

GPA: 3.41

Work Experience

2011 — Freelance Technical Director

2009 – 2010 Savannah College of Art and Design

Maya Tutor

Dynamics, Particle Effects

MEL Scripting

2009 – 2009 Sinefekt Post Production Studio

Paid Freelance Job

Commercial Post (Inci Aku)

MEL Scripting, Rendering, Modeling, Effects

2005 — 2006 RPM/Radar Advertising Agency

Paid Internship

Commercial Post Production

3D, Editing, Compositing

2004 — 2005 RPM/Radar Advertising Agency

Internship

Commercial Pre-Production

Storyboarding, Graphic Design, Illustration

Technical Expertise

Software:

Maya, Houdini, RenderMan, MentalRay, RealFlow, Shake, Nuke, Boujou, RealViz, Maya/Live, 3D BodyPaint, Final Cut Pro, Panda (Gaming Engine), Adobe After Effects, Premiere, Photoshop, Encore, Flash, Dreamweaver Windows (NT), Linux/Ubuntu, Mac OS X

Programming & Scripting Languages

Maya Embedded Language (MEL), Renderman Shading Language (RSL), Tool Command Language (TCL), PYTHON, BASH, C Programming

Hardware

Panasonic DVX100 Camcorder, Panasonic HD Cam, Arri Lighting Kits, Manfrotto Fluid-Head Tripod, Portable and Studio Green-Screening, Wacom tablets

Relevant Skills and Qualifications

- Involved in art since the primary school. Exceptional in drawing and illustrating. Artwork used several times in university exhibits.
- Artistic skills were approved by professional companies when offered to design logos and billboards for them.
- Mastered in both traditional and digital multiple areas. Capable of drawing, illustrating, modeling, shading, texturing, lighting, rendering, matchmoving, compositing and scripting.
- Capable of contributing projects both artistically and technically which may include sketching a character from scratch or scripting tools for its rig.

Personal Facts & Interests

- A very talented soccer player.
- Snowboarding, Basketball, Tennis, Water Sports, Cinema (VSFX Block-Busters)