A. BERK HAKGUDER
LEAD / Sr Technical Director

Address
2660 3rd Street, San Francisco,
CA, 94107
Phone
310.871.6961
E-mail
berk@berkhak.com
Website
www.berkhak.com

EXPERIENCE

Dec 2018 - Present

Zoox, San Francisco, CA - Technical Director
  -A member of the Simulation team, he is responsible for synthetic sensor data creation to train AI and creating pipeline tools for scalable 3D worlds.

Nov 2017- July 2018

ILM, San Francisco, CA - Sr. FX TD
  -As key creative of QOVAQ, Berk fuels the company with his constant curiosity in art and science and drives it with his dedication for success. He is adaptive to any environment and is a problem solver over many disciplines. He is a leader who can both direct and inspire the people who surround him.

Oct 2017- Present

Qovaq LLC, San Francisco, CA - Co-Founder, Head of Computer Imagery.
  -Responsible for shot execution and tool development for two feature films. As Senior FX TD on Solo: A Star Wars Story, he developed an tool that helps create different elements more efficiently, which can be utilized throughout multiple areas of the visual effects pipeline. For Ant-Man and the Wasp, he worked on shot concept design and shot execution.

Dec 2014- Nov 2017

The Mill, Los Angeles, CA - FX Artist
  -Responsible for shot execution and leading jobs for numerous Superbowl Commercials. Over the course of 3 years he specialized on creating a robust destruction pipeline for the Company.

Nov-Dec 2014

MPC, Los Angeles, CA - FX Artist
  -Responsible for the crowd simulation for the "Nissan Migration" project.

Nov-Dec 2013

Bret Cornish, Project- "Animal Garden", Los Angeles, CA- Compositor
  -Responsible for final grading of the project.

Aug-Sept 2013

Corridor Digital, Los Angeles, CA - Generalist
  -Worked on a shot that was used for a Youtube series.

Sept-Oct 2012

Gnomon Studios, Los Angeles, CA - FX Artist
  -Worked on the "UFO of Santa Clarita" project.

June-Aug 2010

C-Section, Istanbul, Turkey- Graphic Designer
  -Responsible for graphic design for commercial projects and web design.

July-Sept 2008

Era Media, Istanbul, Turkey- Graphic Designer
  - Responsible for graphic design for press.

EDUCATION

Jan 2012- Jan 2014

Gnomon School of VFX, Los Angeles, CA- Individual Classes

Sept 2006- May 2011

Yeditepe University, Istanbul, Turkey-Visual Communication and Design

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ACHIEVEMENTS

Spring 2013	Best VFX Shot- Gnomon School of VFX
Winter 2013	Best VFX Shot – Gnomon School of VFX
2008	Turkish National Amateur Touring Car Champion
2007	Turkish National Radio Controlled Car Champion
2006	Turkish National Radio Controlled Car Runner Up
2005	Istanbul Indoor Archery Championship Champion

TECHNICAL EXPERIENCE

OS	Windows, Linux, OSX
3D Software	Houdini, Maya, Unreal, Zbrush
Render Engine	Mantra, Arnold, V-ray, Mental Ray, Octane, Redshift
Compositing Software	Nuke, Adobe Suit
Scripting Languages	VEX, Python, Mel

LANGUAGES

English (Fluent)
Turkish (Native)
French (Beginner)

ACTIVITIES

Drummer, Skier, Boxer, Cycling,
Wind Surfer