SERVET ULAS
PIXELFUL.COM
LINKEDIN

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eulas@sfu.ca

Vancouver, BC - Canada

TL;DR
I am a programmer/designer hybrid with a **BA** & **MA** in Visual Arts and Visual Communication Design and some background in Computer Science. As I speak both **design and code** I act as a bridge between programmers and artists. I have experience designing and developing for AR, VR, games and making electronic, physical prototypes as well as leading and training junior developers and designers in both educational and professional settings.

I completed my MA degree with a thesis focusing on **Storytelling with Environment Design in Video Games** . Currently, I am a **PhD candidate** in School of Interactive Arts + Technology at Simon Fraser University focusing on **Generative Design of Novel Faces using an Evolutionarily Driven Variable Focus Creativity Model** which is basically UX for Generative Creative Tools

My keywords would be: **UX, CAD/CAM, creativity support tools, games, 3D graphics, genetic algorithms**

WORK EXPERIENCE

OCTOBER 2015 - DECEMBER 2020
RESEARCH AND TEACHING ASSSITANT, SESSIONAL INSTRUCTOR
In tandem with my PhD. degree, I also do research and development as well as teaching at School of Interactive Arts and Technology, Simon Fraser University.

OCTOBER 2014 - MAY 2015
CREATIVE DEVELOPER@BLIPPAR
Lead developer at the Istanbul branch of a London based mobile augmented reality company. I lead various projects ranging from advergames to AR ad campaings for clients such as FIAT, Pepsi, Perfetti Van Melle and Avon, hired and trained new developers in our workflow.

JUNE 2013 - AUGUST 2014
DIGITAL ART DIRECTOR@PING DIGITAL
Worked with various brands like Metallica, ING Bank, Vogue, Volvo, RedBull and McDonald's, leading a small team of junior graphic designers creating content for social media campaigns and designing websites. Designed interactive indoor/outdoor ad campaigns and made prototypes for pitches, lead development on approved prototypes utilizing various technologies and gadgets.

TEACHING EXPERIENCE
During my graduate studies, I had the opportunity to teach various courses focusing on graphic design, game design, 3D modeling and animation and programming for designers and artists.

FALL 2019 - FALL 2020
LIMITED TERM LECTURER
IAT343 Animation

FALL 2018
SESSIONAL INSTRUCTOR
IAT210 Introduction to Game Studies: Theory and Design

FALL 2015 - SUMMER 2019
GRADUATE TEACHING ASSISTANT@SIMON FRASER UNIVERSITY
IAT 100 Digital Image Design
IAT312 Foundations of Game Design
IAT210 Introduction to Game Studies: Theory and Design
IAT343 Animation

SEPTEMBER 2010 - JUNE 2013
GRADUATE TEACHING ASSISTANT@SABANCI UNIVERSITY
VA 401/402 Project Studio / Graduation Projects
VA444 Interaction Design
VA325 Interface Design
VA312 History of Visual Communication
VA301 Project Studio / Graphic Design

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EDUCATION

2015-CURRENT
PHD CANDIDATE@SCHOOL OF INTERACTIVE ARTS + TECHNOLOGY (ALL BUT DISS.)
Simon Fraser University, Vancover - Canada

2012-2013
MASTER OF ARTS EXCHANGE@DEPARTMENT OF MEDIA - NEW MEDIA PROGRAM
Aalto University, Helsinki - Finland

2010-2013
MASTER OF ARTS (High Honors & Full Tuition Scholarship)
Visual Arts and Visual Communication Design
Sabanci University

2005 - 2009
BACHELOR OF ARTS (Honors & Full Tuition Scholarship)
Visual Arts and Visual Communication Design
Bahcesehir University

SKILLS

UNREAL ENGINE 4 - Blueprint scripting, PBR workflows, lighting & rendering
UNITY - C# scripting, PBR workflows, lighting & rendering
MAYA - modeling, unwrapping, rigging, animation, python scripting
BLENDER - modeling, unwrapping, rigging, animation
ZBRUSH - modeling, retopology and optimization workflows
SUBSTANCE DESIGNER - procedural material creation
PROCESSING - intermediate programming skills, experience teaching designers and artists as an introductory language
ARDUINO - familiar with various sensors, components and programming
ADOBE PHOTOSHOP, AFTER EFFECTS, PREMIERE, FLASH, ILLUSTRATOR - experince in teaching and use in digital design contexts.

TALKS & WORKSHOPS TAUGHT
2014
Art Session Talk on the work "Take-a-Leak" (2012), ARTSIT - Fourth International Conference on Arts and Technology
2013
Lectures for high-school seniors on hacking and repurposing technology for art
2012
Excellence in Teaching Award from Sabanci University for extra cirrucular workshops teaching art and design students programming, electronics and interaction design.
2011
Amber Festival Introduction to Programming with Flash
Amber Festival AS3 Drawing API
Amber Festival Introduction to Programming with Processing