

SERVET ULAS

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Vancouver, BC - Canada

TL;DR

I am a programmer/artist hybrid with a BA 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.

I completed my MA degree with a thesis focusing on Storytelling with Environment Design in Video Games . Currently, I am pursuing a PhD degree in School of Interactive Arts + Technology at Simon Fraser University. My keywords would be: **games, HCI, neuroaesthetics, embodied interaction, chronic pain, perspective taking, augmented reality, virtual reality, mixed reality.**

WORK EXPERIENCE

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 campaigns for clients such as FIAT, Pepsi, Perfetti Van Melle and Avon and trained new developers in our workflow.

OCTOBER 2015-CURRENT

RESEARCH ASSISTANT@PAIN STUDIES LAB

In tandem with my PhD. degree, I do research and development at the Pain Studies Lab in Simon Fraser University. Our work focuses on developing technologies and VR content tailored to Chronic Pain patients. I am responsible for UX, creating 3D assets to be used in our VR projects and prototype ideas.

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.

2008-CURRENT

FREELANCE GAME DEVELOPER

Made numerous games for online game portals, worked as a 3D artist and designer in escape-the-room games and [The Family Skeleton](#).

TEACHING EXPERIENCE

During my graduate studies, I had the chance to teach various courses teaching graphic design, game design and programming for designers and artists.

FALL 2015 - FALL 2016

GRADUATE TEACHING ASSISTANT@SIMON FRASER UNIVERSITY

IAT 100 Digital Image Design

IAT312 Foundations of Game Design

IAT210 Introduction to Game Studies: Theory and Design

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

CS450 Arts and Computing



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EDUCATION

2015-CURRENT

PHD@SCHOOL OF INTERACTIVE ARTS + TECHNOLOGY

Simon Fraser University, Vancouver - 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 workflow, lighting & rendering

UNITY -C# scripting, PBR workflow, lighting & rendering

MAYA - modeling, unwrapping for lightmapping.

ZBRUSH - modeling, retopology and optimization workflows.

SUBSTANCE DESIGNER - procedural material creation and their use in Unreal Engine & Unity

PROCESSING - intermediate programming skills, experience teaching designers and artists as an introductory language

ARDUINO - familiar with various sensors and components and have a bizzarely steady soldering hand.

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