

BERİL OZBAY

GEN AI VISUALISATION SPECIALIST. CREATIVE TECHNOLOGY

Creative technologist specialising in AI driven image and video production, focused on embedding generative tools into scalable creative workflows. I design and implement hybrid AI and traditional systems that support rapid testing, iteration, and production ready output. I have introduced six AIxCGI visualisation products. My background combines matte painting, photo compositing, video editing and visual storytelling, with a strong foundation in built environment visualisation and international studio experience across London, Istanbul, Copenhagen, Malmö and Manchester.

EMPLOYMENT

Creative Production Manager . Blink Image . London . 2022- current

- Design and maintain AI driven image and video workflows integrated with CGI and post production pipelines
- Produce high quality AI enhanced visuals for live projects and pitches, balancing speed, realism and consistency
- Translate creative and strategic briefs into visual concepts, storyboards.
- Test, evaluate and roll out new generative AI tools and techniques across the studio.
- Document workflows, prompt structures and best practices for team adoption.
- Run weekly creative and technology sessions to share experimentation, trends and learnings.
- Train and support team members in responsible and effective use of AI.

Architectural Visualisation Specialist . Blink Image . London . 2021-2022

- Delivered films, stills and virtual experiences from brief to final output.
- Led visual development, compositing and enhancement using traditional and experimental workflows.
- Supported rapid visual ideation for pitches and early concept stages.
- Integrated workflow improvements into production pipelines.

3D Post Production Artist . Blink Image . Remote . 2019-2021

- Delivered post production for more than 20 CGI films and stills
- Specialised in photo compositing, lighting refinement, colour and realism.
- Tested new tools and techniques to improve visual quality and efficiency.

Founder / Director . GIGA PROJEKT . Istanbul . 2018-2019

- Managed budgets, schedules, clients and final delivery
- Produced imagery and animations for 15 architectural schemes

Lead Visualisation Artist . MAM . Istanbul . 2014- 2018

- Led and delivered visualisation on more than 50 animations and stills
- Assigned and reviewed tasks to maintain delivery discipline

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CORE CAPABILITIES

Generative AI image and video workflows

Hybrid AI and traditional production

Photo compositing, colour grading

Rapid visual prototyping

Workflow documentation and training

Creative ideation for pitches

Graphic design, 3D, video editing

Adobe Creative Suite

Google Workspace

Emerging creative technology research

Matte Painting

EDUCATION

MSc Sustainable Urban Design

Lund University - Lund

B.Cp City Planning

METU . Ankara

Internships

COBE . Copenhagen

Broadway Malyan . Manchester

AWARDS

Swedish Institute

Global Leaders Scholarship

Full MSc funding + leadership training

Erasmus Exchange Grant

University of Manchester