

BERIL 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.

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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

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