

BERİL OZBAY

GEN AI VISUALISATION SPECIALIST. CREATIVE TECHNOLOGY

Creative technologist specialising in AI-driven image and video production, embedding generative tools into scalable creative workflows. Experienced in designing hybrid AI and traditional pipelines for rapid prototyping and production-ready output, and in upskilling teams through documentation, hands-on support, and internal tech talks. Recently expanded hands-on practice in node-based GenAI workflows (ComfyUI). Background spans matte painting, photo compositing, video editing, and built-environment visualisation within agency and production settings.

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EMPLOYMENT

Creative Production // AI Lead. BLINK IMAGE . London . 2025- 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
- Test, evaluate and roll out new generative AI tools and techniques across the studio.
- Document workflows, prompt structures and best practices for team adoption.
- Train and support team members in responsible and effective use of AI.

Creative Production Manager . BLINK IMAGE . London . 2022- 2025

- Translate creative and strategic briefs into visual concepts, storyboards.
- Oversee production of films and visuals.
- Workflow improvements into production pipelines.
- Run weekly creative and technology sessions to share experimentation, trends and learnings.

Architectural Vis. 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.

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