

Ceyhan Kapusuz

www.ceyhankapusuz.com
ceyhankapusuz@gmail.com

VFX & Technical Artist

About

Summary:

My professional career began in 2006, focusing on 2D and 3D visual artistry. I started as a generalist artist and later specialized in character setups and FX. Since 2016, I've had the privilege of working as Lead FX and Lead CFX at renowned VFX studios like DNEG and Framestore, contributing to blockbuster films such as *Dune 1 & 2*, *Venom 1 & 2*, *Shazam*, and *Pacific Rim*. My role involved crafting setups, designing looks, and guiding teams with technical and artistic expertise.

Alongside my VFX career, I develop stylized games in Unreal Engine and Unity as a solo indie developer, with one published title and another in development. I also build Python tools, trading algorithms, and real-time graphics projects, combining technical problem-solving with creative development.

Education:

- 2001–2009 Department of Tourism Administration , Bosphorus University , Istanbul
- 2010–2012 Master's Degree in Video and Television Haliç University, Istanbul

Programing Languages

- Python
- C#
- Vex
- Mel
- HLSL
- GLSL

Softwares

- Maya
- Houdini
- Unity
- Unreal
- Zbrush
- Nuke
- AfterFx

Portfolio Links

- Portfolio & Showreel :
www.ceyhankapusuz.com
- Linkedin Profile :
<https://www.linkedin.com/in/ceyhan-kapusuz-893b9714/>
- Imdb :
<https://www.imdb.com/name/nm4299802/>



Dune: Part Two 2024 Fx Lead Sandstorm

2019-2024 Dune & Dune: Part Two

Lead Fx Td , Dneg: Responsible for the water an sandstorm FX setups, including look development approval, creating the setups, and leading a team of artists to implement the setup across multiple shots.



Shazam! Fury of the Gods 2023 Fx Lead Procedural Anim

2022 Shazam! Fury of the Gods

Lead Fx Td , Dneg: Responsible for procedural building animation rigs, Leading team of artist for applying the setup across multiple shots.



Infinite 2021 Fx Lead Destruction Fx

2022 Infinite

Lead Fx Td , Dneg: Responsible for ground destruction fx, building setups and leading team of artist for applying the setup across multiple shot.



Venom: Let There Be Carnage Fx Artist Transformation Fx

2018 - 2021 Venom & Venom: Let There Be Carnage

Senior Fx Artist , Dneg :Venom & Carnage seperation & transformation Fx.



Pacific Rim: Uprising 2018 Fx Artist Destruction Fx

2018 Pacific Rim Uprising

Senior Fx Artist , Dneg, Water Sims & Destruction Fx.

- 2018 , Avengers: Infinity War
- 2017, Wonder Woman
- 2017, Guardians of the Galaxy Vol. 2
- 2015, 125 Years Memory
- 2015, 8 Saniye
- 2013, Karaoglan
- 2010, Prensesin Uykusu

Ceyhan Kapusuz

VFX & Technical Artist

www.ceyhankapusuz.com
ceyhankapusuz@gmail.com

Solo Development Projects



2024 Land Of Hatti

an open-world survival game, using Unreal Engine with C++ and Blueprints.

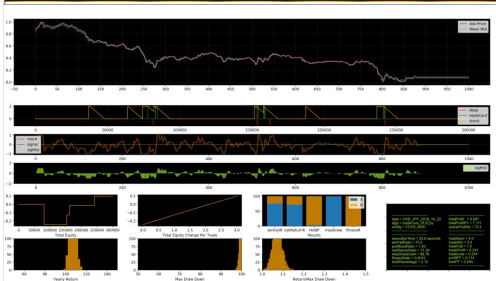
[ProjectLink](#) [DevLink](#) [DevLink2](#)



2021 Ministry of Pandemic

Developed and released as a strategy simulation game in 2021, built in Unity using C#.

[ProjectLink](#) [DevLink1](#) [DevLink2](#)



2019 TradeRunner

a trading platform, Initially created as an automation tool, it evolved to identify trade patterns.

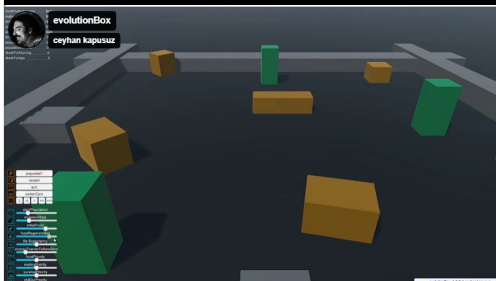
[ProjectLink](#)



2017 Octo

a platform adventure game, featuring mechanical puzzles and traps, built in Unity using UnityScript.

[ProjectLink](#)



2016 Evolution Box

Developed EvolutionBox, a Unity-based simulation exploring evolution as a key mechanism for learning, built in Unity using UnityScript.

[ProjectLink](#)

Work
Experience:

- Sept 2026-present
LeadFx Technical Director , Dneg MTL
- April 2025 - Sept 2026:
Senior Fx Technical Director , Scanline MTL
- Oct 2024 - April 2025:
Senior Fx Technical Director , Framestore MTL
- Oct 2019 -Oct2024 :
Lead Fx Technical Director, Dneg MTL
- Oct 2018 - July 2019:
Lead Creature Fx Technical Director Framestore London
- Jan 2017 - Sept 2018:
Senior Fx Technical Director Double Negative London
- July 2016 - Sep 2016 :
Houdini Fx Technical Director Trixter VFX Munich
- Nov 2013 - Jul 2016 :
Character & Fx Technical Director CherryCherry VFX
- Dec 2011 - Nov 2013 :
Character & Fx Technical Director Freelancer
- Apr 2010 - Dec 2011 :
Character Technical Director & FX artist Imaj Animation
- May 2008 - Apr 2010 :
Character Rigger Anima , İstanbul
- Aug 2006 - Jan 2008 :
2d-3d Generalist / Intern Akrobat Animasyon, İstanbul