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{
  "cvTitle": "Interdisciplinary Creative Director & Generalist",
  "personalInfo": {
    "name": "Uzay (Gürbüz Çömlekçioğlu)",
    "location": "Alicante, Spain",
    "phone": "+34 711 03 82 07",
    "email": "gurbuzcomlekcioglu@gmail.com",
    "links": {
      "mainPortfolio": "https://zero4one.com/gportfolio",
      "animationPortfolio": "https://zero4one.com/animation",
      "illustrationPortfolio": "https://zero4one.com/illustrations",
      "designPortfolio": "https://www.zero4one.com/design",
      "gamesPortfolio": "https://www.zero4one.com/games",
      "qvarxCreativeLab": "https://qvarx.net",
      "qvarxWorks": "https://qvarx.net/works",
      "qvarxInteractive": "https://qvarx.net/interactive"
    }
  },
  "profile": "A visionary and versatile Creative Director, Executive Producer, and strategic thinker with extensive experience in bridging art with technology. My expertise lies in synthesizing knowledge from multiple domains—including XR, AI, Game Design, Animation, and Digital Strategy—to develop holistic, innovative solutions. I am an expert in building and leading multidisciplinary teams to deliver compelling brand identities, cross-media campaigns, immersive experiences, and category-defying projects from concept to completion.",
  "coreCompetencies": {
    "strategicDirection": [
      "Creative & Art Direction",
      "Brand Identity & Development",
      "Executive Interactive Art Production",
      "Cross-Media Campaign Strategy",
      "Concept Ideation & Narrative Development"
    ],
    "immersiveAndGames": [
      "XR (AR/VR/MR) Content Strategy & Prototyping",
      "Full-Cycle Game Direction & Design",
      "Interactive World-Building & Storytelling",
      "AI-Driven Narrative Design"
    ],
    "visualAndContentCreation": [
      "Graphic Design & Visual Communication",
      "2D/3D Animation & Motion Graphics",
      "UX/UI for Web & Mobile",
      "Fashion Photography & Cinematography",
      "Book Cover Design & Illustration"
    ],
    "managementAndStrategy": [
      "Project Management & Team Leadership",

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    "Digital Strategy & Community Engagement",
    "Art Production Pipelines & Management",
    "Creative Coding & Web Design Strategy"
  ]
},
"technicalSkills": {
  "CreativeSoftware": ["Adobe Creative Cloud (Photoshop, Illustrator, After Effects,
Premiere Pro, InDesign, Animate, Firefly)", "Figma", "Canva"],
  "GameEngines": ["Unity", "Unreal Engine", "CryEngine"],
  "3D_VFX": ["Blender", "Maya", "Houdini", "TouchDesigner", "CLO3D"],
  "Generative_AI": ["Midjourney", "Stable Diffusion", "DALL-E", "Runway ML", "Luma AI",
"LangChain"],
  "WebDevelopment": ["HTML5", "CSS3", "JavaScript", "WordPress"],
  "ProjectManagement": ["Trello", "Miro", "Notion", "Jira", "Airtable"]
},
"professionalExperience": [
  {
    "title": "Founder / Creative Director / Executive Producer",
    "company": "QVARX & INTERACTIV.IST",
    "dates": "2020 - Present",
    "description": "Founded and directed a creative technology lab (QVARX) and a platform
for interactive art (INTERACTIV.IST). I lead the conceptualization and production of
large-scale audio-visual shows, interactive XR installations, and manage innovative projects
leveraging AI and game mechanics for various clients.",
    "notableClients": "Microsoft, IBM, Vodafone, Turkish Airlines, The Coca Cola Company,
LG, Intel, Nescafé, Nutella, Ford, Volkswagen, Unilever, Major Turkish Telecom & Tech
Brands"
  },
  {
    "title": "Head of Creative, Art Director, Executive Producer",
    "company": "zero4one Creative Hub",
    "dates": "2020 - Present",
    "description": "Led a multidisciplinary creative hub providing services in brand
management, visual/sound design, interactive experiences, game design, and fashion
photography. Directed campaigns and managed projects for high-profile tech and lifestyle
brands."
  },
  {
    "title": "Graphic Designer, Illustrator & Animator",
    "company": "BOOXTORY",
    "dates": "2023 - 2024",
    "description": "Designed compelling visual identities, book covers, and illustrations.
Created interactive XR animations to promote new releases and enhance the brand's digital
presence."
  },
  {
    "title": "Creative Director & Interactive Storyteller",
    "company": "Animathinks",

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    "dates": "2022 - 2024",
    "description": "Directed interactive animation and VFX projects, managing the entire
visual pipeline from UX/UI design to final narrative development."
  },
  {
    "title": "Game Creator & Director",
    "company": "dna.games / Tabula Rasa",
    "dates": "2013 - 2016",
    "description": "Created and directed 'Tabula Rasa,' an AI-driven narrative XR game. The
project was officially supported by industry leaders Crytek and VRFfirst."
  },
  {
    "title": "Fashion Film & Photography Director/Retoucher",
    "company": "PPR Istanbul & CreamTr",
    "dates": "2007 - 2012",
    "description": "Collaborated on high-end fashion photography and film projects,
responsible for direction, lighting, and advanced retouching."
  }
],
"selectedProjects": [
  {
    "category": "Immersive & Interactive Experiences",
    "projects": [
      {
        "name": "INTERACTIV.IST (XR Fest)",
        "description": "Creative Director for an Interactive Extended Reality Entertainment
Series in major European cities, shaping the event's artistic vision and strategy.",
        "link": "https://interactiv.ist"
      },
      {
        "name": "Stager XR",
        "description": "Creator of an immersive live experience application for interactive
music and XR/AI stage design.",
        "link": "https://stagerxr.com"
      },
      {
        "name": "Immersive Audio-Visual Shows",
        "description": "Directed a series of immersive A/V performances utilizing generative
visuals and spatial audio, presented via large-scale projection mapping and LED
installations."
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  "category": "Game Development",
  "projects": [
    {
      "name": "Tabula Rasa (XR Game)",

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      "description": "Creator and Director of a pioneering XR game featuring an AI-driven narrative, supported by Crytek and VRFirst."
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    {
      "name": "Play Urban XR Games",
      "description": "Designer for a series of XR video games that turn city environments into interactive playgrounds."
    }
  ]
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{
  "category": "Visual Arts & Animation",
  "projects": [
    {
      "name": "mimo",
      "description": "An ongoing personal animation series project, showcasing skills in character design, storytelling, and animation."
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    {
      "name": "Solo Exhibitions",
      "description": "'7 Deadly Sins' (Uni Photofest 2012) and 'Violence & Its Reflection' (Ulis Fotofest 2007) featuring photo manipulation and mixed media artworks."
    }
  ]
}
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"educationAndCertifications": [
  {
    "degree": "Digital Game Design",
    "institution": "Bahçeşehir University",
    "dates": "2016-2019"
  },
  {
    "degree": "MA, Interactive Business",
    "institution": "Bilgi University, Next Academy",
    "dates": "2014-2016"
  },
  {
    "degree": "Photography & Cinematography",
    "institution": "Yildiz Technical University",
    "dates": "2006-2012"
  },
  {
    "degree": "Graphic Design",
    "institution": "Cukurova University",
    "dates": "2001-2005"
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    "certification": "MIT AI and Machine Learning",  
    "institution": "MIT (edX)"  
  },  
  {  
    "certification": "Unity XR Development Pathway",  
    "institution": "Unity Learn"  
  }  
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