



FULYA GUNEY

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EXPERIENCE

- 2020 - Present INDEPENDENT CONTRACTOR NEW YORK, NY
XR / Art Director (CLIENTS: Psyop, Trigger XR, Imerzi...)
- 2021 - 2023 TRIGGER XR
XR Director
- 2018 - Present SANTA ROSA JUNIOR COLLEGE
Advisory Committee Member - Game Development
- 2015 - 2020 HIGH 5 GAMES NEW YORK, NY
Lead Designer
- 2014 TRIGGER XR LOS ANGELES CA
Senior Designer
- 2013 DISNEY PUBLISHING WORLDWIDE GLENDALE, CA
Storyboard Artist
- 2012 - 2013 DISNEY INTERACTIVE MEDIA GROUP GLENDALE, CA
Graduate Graphic Artist - Core Games
- 2011 - 2012 FIRST PERSON (WESTERNIZED PRODUCTIONS) SAN FRANCISCO, CA
Freelance Motion Graphic Designer
- 2007 - 2008 COSMIC CREATIVE ANKARA, TURKEY
Graphic Designer
- 2006 LEO BURNETT ISTANBUL, TURKEY
Graphic Design Intern

EDUCATION

- 2009 - 2011 Academy of Art University SAN FRANCISCO, CA
MFA in Computer Arts: New Media
- 2003 - 2007 Bilkent University ANKARA, TURKEY
BFA in Graphic Design

AWARDS / PUBLICATIONS

- 2020 Communication Arts - Illustration Competition
Finalist
- 2012 Adobe Design Achievement Awards
Semifinalist - Animation Category
Spring Show Academy of Art University. SAN FRANCISCO, CA
Best Thesis Project Award (Interactive New Media)
RAW Artist: SOLSTICE Show. SAN FRANCISCO, CA
Featured Artist
Interview about "Flake". www.movecraft.com.
- 2011 Spring Show Academy of Art University. SAN FRANCISCO, CA
1st place, Advanced Motion Graphics
- 2010 San Francisco International Art Festival, Magic Bus.
Installation-Video Art
AIGA Juried Art Exhibition, Citrus Cel Animation Festival. JACKSONVILLE, FL
Children's Book Illustration, "Utopia"
Inbox TV, Academy of Art University. SAN FRANCISCO, CA
Opening Credits and Graphic Design
- 2008 - 2009 Trendsetter Magazine. ISTANBUL, TURKEY,
Editorial Illustration
- 2007 IAA, InterAd National Competition. ISTANBUL, TURKEY
Honorable Mention, (Collaborative Project) Exhibition

SOFTWARE

- Photoshop
- Illustrator
- XD
- Bezel
- Cinema 4D
- After Effects
- Final Cut Pro
- Unity
- Aero