

SECKIN YALIN

Senior 3D Animator

 LONDON

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ABOUT ME

Experienced 3D Animator based in London with a demonstrated history of working in the VFX Films, Feature Animations, TV Commercials, TV Series and Previs Animation. If you'd like to find out more about my work and what I can do for you, please feel free to get in touch with me.

WORK EXPERIENCE

AGORA STUDIO - FRAMESTORE / Freelance Senior Animator - Remote (AUG 2025 – DEC 2025)

-*Cartier Commercial*

-*One Piece Season 2*

SPARKE FILMS / Freelance Senior Animator - Remote (JAN 2025 – JULY 2025)

-*Primitive War*

AGORA STUDIO - FRAMESTORE / Freelance Senior Animator - Remote (MAY 2024 – AUG 2024)

-*Prehistoric Planet Season 3*

INGENUITY STUDIOS / Senior Animator - London (NOV 2023 – MAY 2024)

-*The Watchers*

DNEG / Senior Animator - London (DEC 2021 - SEP 2023)

-*Animal Friends (Previs Artist)*

-*Coyote vs Acme*

-*Citadel*

-*Aquaman and The Lost Kingdom*

-*The Flash*

FRAMESTORE / Animator - London (JUNE 2021 - OCT 2021)

-*Moon Knight (3 Episodes)*

FRAMESTORE / Animator - London (APR 2017 - DEC 2020)

-*Tom and Jerry*

-*The Suicide Squad*

-*A Boy Called Christmas*

-*His Dark Materials*

-*Avengers Endgame*

-*Christopher Robin*

-*Thor Ragnarok*

ANIMA / Animator - Istanbul (AUG 2014 - FEB 2017)

-Various TV Commercials

-Limon and Zeytin (Animated TV Series for Disney Channel)

-Bad Cat (Feature Animation)

CORDOBA ANIMATION / Animator - Istanbul (AUG 2010 - OCT 2013)

-Nane and Limon (Animated TV Series)

-Cille (Animated TV Series)

GHOST VFX / Intern - Copenhagen (JUL 2009 - SEP 2009)

-Saturn TV Commercial

EDUCATION

ANADOLU UNIVERSITY, Turkey

-Bachelor's Degree in Animation (Sep 2005 - JUN 2011)

UNIVERSITAT POLITECNICA DE VALENCIA, Audiovisual Department, Spain

-Exchange Student (FEB 2008 - SEP 2008)

GOBELINS L'ECOLE DE L'IMAGE SUMMER SCHOOL, Paris

-Character Animation Training (JUN 2014 - JUN 2014)

SKILLS

Professional Skills:

-3D character and creature animation, photorealistic and stylized/cartoonish animation, working with mocap, previs/postvis animation.

Software:

-Autodesk Maya, Blender, Adobe After Effects, Adobe Photoshop, Gimp, Shotgun

Languages:

-English (Fluent)