

BURCE BORAN

VFX Artist / AI Workflow Designer / Educator

CONTACT

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CORE SKILLS

- Asset Supervision
- AI Workflow Design
- Creator Education
- Tutorial Development
- 3D Texturing & Shading
- 3D Hard-Surface Modeling
- VFX Production
- Artist Support

SOFTWARE

- Autodesk Maya
- Blender
- Adobe Substance Apps
- Foundry Mari
- SideFX Houdini
- Maxon ZBrush
- ComfyUI
- DaVinci Resolve

LANGUAGES

English
Fluent

Turkish
Native

PROFILE

Asset Supervisor with 15+ years of experience across design, visual effects, film, and television. Experienced in leading asset teams, improving workflows, and delivering high-quality 3D assets and textures for film and television. Known for mentoring artists, coaching teams, teaching practical workflows, and creating supportive environments where people can grow while delivering strong production results. Credits include **Final Destination: Bloodlines**, **Borderlands**, **Avatar: The Last Airbender (8 episodes, all 3 seasons)**, **Goliath (10 episodes)**, **The Mandalorian (4 episodes)**, **Star Trek: Discovery (21 episodes)**, **Carnival Row (8 episodes)**, **Colony (6 episodes)**, **See (1 episode)**, **The Stand (1 episode)**, **Midway**, and **Goosebumps 2: Haunted Halloween**. Alongside that production background, brings strong curiosity for new AI tools and emerging technology, now applying that mindset to AI workflow design, ComfyUI education, and creator tooling with a focus on practical systems, knowledge sharing, and artist-friendly pipelines.

EXPERIENCE

Arctic Latent

AI Workflow Designer and Educator & Tool Builder

Toronto, Canada | 2025 - Present

- Created and run Arctic Latent, a YouTube channel focused on ComfyUI tutorials, AI workflow education, and practical guidance for Windows and Linux based creative pipelines.
- Teach advanced node-based workflows for image and video generation, turning complex ComfyUI setups into clear, repeatable processes for artists and creators.
- Building Arctic ComfyUI Helper and other AI-related workflow tools, helping users install, update, and manage ComfyUI, custom nodes, models, and LoRAs across Windows and Linux: github.com/ArcticLatent/Arctic-Helper.

Sony Pixomondo

Asset Supervisor

Toronto, Canada | 2023 - Present

Lead asset teams of 5+ artists across film and episodic productions, coaching and mentoring artists, reviewing quality, aligning delivery priorities, supporting team growth, and improving communication and workflows across the pipeline.

Lead Asset Artist

Toronto, Canada | 2022 - 2023

Led asset creation for high-end VFX projects across a team of 3+ artists, guiding look development, task execution, and consistency across modeling, texturing, and delivery.

Senior Asset Artist

Toronto, Canada | 2021 - 2022

Produced hero and environment assets for film and television, focused on modeling, texturing, shading, and production-ready delivery.

Asset Artist

Toronto, Canada | 2017 - 2021

Built 3D assets for major VFX productions, contributing modeling, texturing, and surfacing across shows and features.

Seneca Polytechnic

3D Surfacing Teacher

Toronto, Canada | 2019 - 2023

Taught surfacing, texturing, and shading workflows to 25+ students, mentoring them in production-ready asset creation, artistic decision-making, and technical pipeline practices.

SPEAKING

Guest Speaker , Toronto TIFF Next Wave Film Festival

April 13, 2024

Spoke about visual effects career development, asset supervision, and production workflows.

Guest Speaker , Eskisehir Anadolu University SATUYAM Seminar

March 4, 2025

Spoke about building a career in 3D modeling and texturing, portfolio development, teamwork, and opportunities in the Canadian VFX, animation, and game industries.

EDUCATION

Game Art and Animation

- Postgraduate Degree, Seneca Polytechnic

2018

Visual Effects for Film and Television

- Postgraduate Degree, Seneca Polytechnic

2017

Visual Communication Design

- Bachelor of Arts, Istanbul Bilgi University

2010