Volkan Mengi

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Date of Birth:	03.01.1987
Place of Birth:	İstanbul
Nationality:	Turkish

Educational Status: PhD Hungarian University of Fine Arts (Hungary) – Doctoral School, ongoing student 2017 - ...

MA London Metropolitan University (England) – Digital Film and 3D Animation 2011

BA University for the Creative Arts (England) - Graphic Design & Visual Communication 2010

Research Interests: Animation, Music, Data Visualization, Architectural Visualization, Game Design

MA thesis: Semiotic Assessment of Two Funerals: Churchill's and Fadlallah's. Supervisor: Michelle Salomon

BA thesis: AKP's impact on Turkish caricature. Supervisor: Phil Jones

Employment Status: Hungarian University of Fine Arts - Video editing course for the Department of Painting 2017 - 2020

Eötvös Loránd University - Video editing course for the Department of Media and Communication 2019 - 2020

Istanbul Aydin University – Fine Arts Faculty, Cartoon and Animation BA Course – Lecturer, March 2012 - 2017

London Metropolitan University, Department assistant, September 2010-February 2011

Pixeldust Animation Studios, Animator, London, England. Internship for 2 months February-March 2011

Green Group, Graphic Designer, Kent, England. Internship for 3 months June-August 2010

Administrative Duties: Istanbul Aydin University, Fine Arts Faculty, International Relations Coordinator, 2014 - 2017

Istanbul Aydin University, Graphic Design BA course, Erasmus Coordinator, 2012 – 2017

Workshop: Budapest Metropolitan University, workshop about animation, 10 February 2020

Universitat de Girona, visiting lecturer, between 6-10.04.2017

Poznan School of Social Sciences, workshop related to 2D animation with After Effects, between 11-15.04.2015

Poznan School of Social Sciences, giving workshop about 3D Animation, Maya software, between 24-28.09.2012

Music:	Founder of Budapest Guitar Society - 2018
	Sevenoaks Three Arts Festival 2010 Classical Guitar Duet competition winner.
	Maidstone Music Festival 2009 Classical Guitar competition winner.
	Member of Wealden Guitar Society, Kent, 2010.
	Member of Chesterfield Guitar Society, Chesterfield, 2009
Concerts:	Maidstone Music Marathon, Kent, England, 9 July 2011 (fund-raising event)
	Classical Guitar Concert, Invicta Grammar School, Maidstone, Kent, England, 5 December 2009.
Short Course:	London Metropolitan University - Sir John Cass Department of Art, Media & Design - Guitar Making 2011
Exhibitions:	2020 – Explorers 3.0, group exhibition, Budapest Projekt Galéria, 07.10.2020, Budapest
	2020 – "Darkness before birth", group exhibition, Harom Het Galeria, 27.09.2020, Budapest
	2020 – Parallel Hungary - Hungarian University of Fine Arts, Aula, 30.01.2020, Budapest
	2020 – Transparent Sound New Music Festival, as a video artist, 09.01.2020, Budapest
	2020 – Host and Hostility – Online exhibition commissioned by Peter und Irene Ludwig Stiftung
	2019 – Phase shift - group exhibition, 05.11.2019, Artus Studio, Budapest
	2019 – Heroines of Sound Festival, Judit Varga – Anamorphose 01, as video artist, Berlin
	2019 – Artus Studio, Unseen-Unheard-Unspoken, as video artist, Budapest
	2019 – A Madách Galéria megnyitó kiállítása, group exhibition, Gymnázium Imre Madácha, Budapest
	2018 – Unplastered Exhibition, Hidegszoba Stúdió, 12.09.2018, Budapest
	2018 – Zeneakademia, Live Animation, Studio 5 concert, as video artist, Budapest
	2018 – Ó, Te Ló! - group exhibition at 2B Gallery Budapest 06.03.2019, Budapest
	2018 – Body Politics Course with Tobias Zielony – group exhibition (Ludwig Foundation, Budapest, Hungary)
	2015 - "Karma Sergi" Aydın Sanat Galerisi, İstanbul
	2011 – "Final Show", student exhibition of London Met, Calcutta House, London
	2011 - "The Shape of Things", group exhibition, CASS Gallery, London
	2010 - "Exhibition Design Market" Old Truman Brewery, London
	2010 – Graduation Show – UCA Maidstone, student exhibition, Kent, the UK
Software:	Graphic Software: Maya (Vray, Maxwell, Arnold) After Effects (Stardust, Trapcode, Element 3D, Plexus, Boris Continuum plug-ins) Cinema4D, Adobe Collection.
	Music Software: FL Studio with Kontakt plug-in (VSTs: Omnisphere, LABS (Spitfire Audio), VocalSynth (iZotope), Metropolis 4)
	Game Design: Gdevelop, BuildBox
	Projection Mapping: Resolume Arena 6, MadMapper, Arkaos GrandVJ XT
	Web Design: Axure RP 8, Framer X
Blog:	http://www.volkanmengi.com/portfolio.html