

Halil İbrahim Akpınar

AI Video Producer & Creative Technologist

Portfolio ibrakpinar.ai
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Based in Ankara, Türkiye. Open to remote.

Profile

Film school graduate (top of my department) with 1.5+ years making AI video for real products and campaigns: an AI companion app, an AI animated film, real estate campaigns and an automated ad campaign system. I keep characters consistent across hundreds of clips, build repeatable pipelines, and edit for rhythm and emotion the way I learned on film sets.

24%
of the app's total revenue comes from characters I made end to end

~60%
of revenue including characters I supported (Databricks data)

Top 10
my characters' rank in the app's internal performance data

Experience

AI Content Creator · VLMedia — Apr – Nov 2026

AI characters for an AI companion and video chat app, on web and mobile.

- Designed and produced characters end to end: identity, look, profile photos and videos, gifts and standalone in-chat media.
- Generated pre-rendered video chat assets (idle loops, transitions, specials) and integrated them into our in-house state machine.
- Planned every special around a fixed first and last frame so it loops seamlessly back into its state.
- Held character consistency across levels, locations and outfits with ComfyUI workflows and custom LoRAs on in-house RTX 5090 and RTX PRO 6000 machines.
- Produced the landing page videos and all 26 character builder previews.
- Built automation scripts and JSON configs that batch generation and feed the state machine.

AI Artist · Hacıyatmaz AI — Jan – Mar 2026

- One of six AI animators on *Bandırma*, an AI-driven animated children's action film; generated and edited my own draft scenes with Kling 3.0 and Nano Banana Pro.
- Applied shot composition, pacing and continuity to generated scenes, and built pipelines that carried directing decisions into AI animation.

Core skills

Character consistency
Faces, bodies and wardrobe held across hundreds of clips

Narrative editing
Pacing, continuity and cutting for emotion

Creative automation
Brand rules, JSON-driven compositions and one-command batch renders

State-machine video
Seamless loops, transitions and specials with matched frames

ComfyUI and LoRAs
Local workflows, LoRA training and loading

Prompting and pipelines
Repeatable, scripted generation at volume

Toolkit

Video
Kling 3.0 / 2.5+, Veo, Sora, Runway, Wan 3.0 / 2.7 / 2.2, Seedance 2.5 / 2.0, Higgsfield, Omni Flash, H3, Pika

Image
Midjourney, Nano Banana Pro, Seedream 5.5 / 5.0 Pro, Krea 2 with LoRAs, GPT Image 1.5+

Image editing
Qwen image edit (ComfyUI), Ideogram Edit

Edit, color and photo
Premiere Pro, DaVinci Resolve, Photoshop, Lightroom, HyperFrames, Canva

Infrastructure
ComfyUI on RTX 5090 and RTX PRO 6000

LLMs and automation
Claude Code, GPT, Grok, Python, JSON, ffmpeg

Audio
ElevenLabs, sound design

Experience, continued

AI Content Manager · XRE X Real Estate — Jun – Dec 2025

- Led AI video production for international real estate campaigns, growing organic reach on social platforms.
- Cut production time and cost with cinematic AI video, under one brand language across platforms.

Writer and Director · Yumurta (short film) — Jan – Jun 2024

- Wrote and directed my graduation short film through pre-production, shooting and post on a limited budget.
- Premiered at Doğan Taşdelen Contemporary Arts Center and screened at several festivals.

Selected projects

GWAG: Şehri Sustur · ad campaign system — 2026

- Full campaign for a fictional headphone brand: brand rules in one file, 33 generated assets, JSON-driven HyperFrames compositions, auto-timed sound design and beat-aligned music.
- One command renders six videos in three audio versions. I art-directed; Claude Code handled the engineering.

Character work for an AI companion app · 7 characters — 2026

- Four long-form specials of 54 to 68 seconds for one character, the work where my production quality stepped up.
- Two scenario expansions for the app's top-performing character, with intros and 15 specials across two levels.
- A character with three locations, each with its own video chat set, plus specials.
- A character for US users based on my concept research, an anime character and a pair of linked characters.

Also on my portfolio

- *Parlement*, a black-and-white AI fashion editorial restyling 20th-century leaders in contemporary tailoring.
- *Son İnsan*, a six-minute cut built entirely from archive footage.

Earlier experience

Portrait Photographer · Freelance — 2022 – 2024

Portraits for emerging artists: lighting, composition and grading.

Video Production Assistant · HelloWorld Creative Agency — May 2022

Set assistant, sound recordist and editor; live broadcast support.

Concert Photographer and Videographer · Agora Orchestra — Sep 2021

Four-day concert series: concert photo, video and backstage.

Video Editor Intern · Tuğ Medya — Jun – Jul 2021

Set setup, editing and post-production for shoots and live concerts.

Radio Host · Radyo A — Dec 2018 – Aug 2019

News and program host; voice-over and script interpretation.

Portfolio

Advertising, animation, fashion, film
ibrakpinar.ai/work

Education

Başkent University
BA, Film Design (Film, Cinema and Video Studies), 2020 – 2024. Graduated top of my department.

Anadolu University
Film, Cinema and Video Studies, 2018 – 2020. Top of my class.

Recognition

Jury member
Turkic World Documentary Competition

Directing
Projects in collaboration with the State Theatre

Festival screenings
Graduation short film

Languages

Turkish
Native

English
C1, professional working proficiency