

# Oğuz Kaan Karlıdağ

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## PROFESSIONAL SUMMARY

3D Artist with 4 years of experience. Possess a strong and broad understanding of the 3D pipeline. Versed in a wide range of art styles, techniques and software. Proficient in Blender and Unity, focused on modeling, texturing, rigging, animation, procedural shaders and visual effects creation.

Passionate about telling stories within the details.

## SKILLS

- Fluent in Blender
- Substance Painter
- Unity
- DaVinci Resolve
- Modelling
- Texturing
- Rigging
- Animation
- Technical Art
- Procedural Workflows
- Marvelous Designer
- Spine 2D

## WORK HISTORY

### 3D Generalist

**Jollify Games** – Istanbul

08/2023 - 10/2024

- 3D rigging and rendering with Blender and Maya.
- 2D rigging and animation with Spine 2D and Unity.
- Creating marketing videos in Unity and Blender.
- Shader and particle effect creation with Unity's native tools and Amplify Editor.

### 3D Artist

**MetaShooter** – Lithuania – Remote

03/2023 - 05/2023

- Creation and editing of environmental assets & shaders.
- Working on the final look of the game map of a mobile FPS shooter game with level design tools.

**3D Artist**  
**Hyperlab – Istanbul**

06/2022 - 02/2023

- Created compelling 3D models, characters, animations, logos, backgrounds, and special features.
- Conducted model and texture optimization for real-time 3D game applications.
- Maintained comprehensive knowledge of character rigs, game animation pipelines, animation integration into game engines, and current animation tools.
- Worked closely with software engineers to produce final animations in formats for integration into game compilation.
- Delivered marketing materials and final renders for creative ads by recreating the games in Blender.
- Created procedural shaders and visual effects with node based systems, both in Blender and Unity.
- Trained interns and juniors on Blender.

**3D Artist**  
**Alsa Games – Istanbul**

12/2021 - 06/2022

- Created casual and hypercasual game assets for Alsa's own games.
- Modular asset creation and optimization for Alsa's outsourcing services.

**3D Artist**  
**Freelancer – Turkey**

03/2020 - 09/2021

- Architectural Visualization.
- Marketing materials, ads and social media renders.

**Marketing Intern**  
**Zorlu Energy Group – Kırklareli**

07/2018 - 08/2018

- Collaborated with team members to help expand marketing channels.
- Shadowed meetings and observed marketing director to grow professional experience.
- Sat with marketing team members to learn new tasks and determine best tactics for solving challenges.

## EDUCATION

**Trakya University**

09/2016 to 10/2021

Faculty of Economics & Administrative Sciences - Department of Business Administration

- General Secretary of Tugit.