

Oğuz Kaan Karlıdağ

• Istanbul, 34408
• oguzkaan.art

• +90-544-202-59-66
• artstation.com/kirmiziatciz

• oguzzkk@gmail.com
• linkedin.com/in/oguzkaank

PROFESSIONAL SUMMARY

3D Generalist with 6 years of experience across multiple disciplines in the mobile gaming industry. Specialized in end-to-end 3D production and marketing content creation. Studied top-performing ad campaigns and produced creatives across every major mobile format and art style. Proficient in Blender and Unity, with a strong technical art background.

SKILLS

Software: Blender (Advanced) · Unity · Spine 2D · Substance Painter · DaVinci Resolve · After Effects · Unreal Engine · Maya · Marvelous Designer · Photoshop · Illustrator

Art & Production: Modeling · Texturing · Rigging · Animation · Lighting & Rendering · Look Development · Environment Art

Technical: Procedural Workflows · Shader Creation · Simulation (cloth, fluid, rigid body) · VFX & Particle Systems · Asset Optimization · AI Automation & Scripting

WORK HISTORY

3D Marketing Artist

11/2024 - 03/2026

Bigger Games – Istanbul

- Delivered 3D production: modeling, texturing, rigging, animation, rendering, and compositing.
- Produced marketing content across multiple formats: video creatives, motion graphics, playable ads, and Unity gameplay scenes.
- Studied rival ad campaigns and ad tech on Sensor Tower, reviewed campaign performance data, and shaped new creative concepts from the findings.
- Built the 3D marketing workflow from scratch as the sole 3D artist. Established scene conventions, render templates, and asset/animation library pipelines that became self-sustaining as the team grew, with my role shifting toward technical reference.
- Brought in competitor techniques and shared know-how that expanded the team's creative range.

3D Generalist

08/2023 - 10/2024

Jollify Games – Istanbul

- Rigged and rendered 3D assets in Blender and Maya.
- Rigged and animated 2D characters and assets using Spine 2D and Unity.
- Created marketing videos in Unity and Blender.
- Developed shaders and particle effects with Unity's native tools and Amplify Editor.

3D Artist 03/2023 - 05/2023
MetaShooter – Lithuania – Remote

- Crafted and refined environmental assets and shaders.
- Built the game map for a mobile FPS shooter from the ground up using level design tools.

3D Artist 06/2022 - 02/2023
Hyperlab – Istanbul

- Produced 3D models, characters, animations, and environments with model and texture optimization for real-time game applications.
- Collaborated with engineers on animation pipelines, rigging, and integration of final assets into game engines.
- Delivered marketing materials and creative ad renders; built procedural shaders and VFX in Blender and Unity.
- Trained interns and juniors on Blender.

3D Artist 12/2021 - 06/2022
Alsa Games – Istanbul – Remote

- Produced casual and hypercasual game assets for Alsa's own games.
- Created modular game assets and performed real-time optimization on existing assets for Alsa's outsourcing services.

3D Artist 03/2020 - 09/2021
Freelancer – Turkey – Remote

- Rendered architectural visualizations.
- Designed marketing materials, ads, and social media renders.

Marketing Intern 07/2018 - 08/2018
Zorlu Energy Group – Kırklareli

- Gained hands-on exposure to marketing operations including market research, client communications, and campaign planning in the energy sector.
- Participated in client meetings and internal strategy sessions.

EDUCATION

Trakya University 09/2016 - 10/2021
Faculty of Economics & Administrative Sciences - Department of Business Administration

- General Secretary of Tugit (Entrepreneurship Club).