

3D Character Artist Arda Koyuncu

Los Angeles, California, USA

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LANGUAGES Turkish, English

OBJECTIVE 3D Character Artist seeks opportunity to invest himself in a company which expects excellence and offers advancement possibilities.

QUALIFICATIONS

- Polygonal modeling for video games, movies and cinematics
- Organic, Hard Surface and Environment Modeling
- Unwrapping clean UV's, texturing and texture painting
- Creating rigging friendly topologies and Retopologizing
- Lighting and rendering with Mental Ray and VRay
- 3DsMax, Maya, ZBrush, Mudbox, Mari, Modo, Bodypaint, Mental Ray, Vray, 3D Coat, Topogun, Photoshop, Marvelous Designer, Ornatix
- Digital and Traditional Sculpting
- Java, Actionscript, Python and Mel scripting
- Some experience with Maya Fluids, Particles and nCloth, Max Cloth

EXPERIENCE

Sony Santa Monica <i>Senior Character Artist</i>	September 2015 – Present Playa Vista / CALIFORNIA
Blur Studio <i>Lead Character Artist</i>	January 2012 - September 2015 Culver City / CALIFORNIA
Academy of Art University <i>Modeling Supervisor</i>	August 2011 - January 2012 San Francisco / CALIFORNIA
Academic Collaborative Project	
Freelance CG Artist <i>Various cinematic and commercial work</i>	2011 San Francisco / CALIFORNIA
Ghost Jack Entertainment <i>Character Artist</i>	2010 - 2011 San Francisco / CALIFORNIA
Ceidot Game Studios <i>Sound & Script Programmer</i>	2007 Metutech / Ankara / TURKIYE

EDUCATION

Academy of Art University <i>MFA in Animation & Visual Effects / 3D Modeling</i>	2009 - 2011 San Francisco / CALIFORNIA / USA
Bilkent University <i>BS in Computer Engineering</i>	2003 - 2008 Bilkent / ANKARA / TURKEY