

Character Artist Arda Koyuncu

Los Angeles, California, USA

www.ardakoyuncu.com

ardakoyuncu@gmail.com

LANGUAGES Turkish, English

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

QUALIFICATIONS

- Organic, Hard Surface and Environment Modeling for Movies, Cinematics and Video Games.
- Photography, Photogrammetry
- Artistic and technical supervision, Art Direction
- Facial Blendshapes / Morph Targets
- Texturing and Texture Painting
- Vray, Arnold, Unreal Engine, Unity
- Digital and Traditional Sculpting
- Basic HTML, Java, Actionscript, Python and Mel scripting
- Some experience with Maya Fluids, Particles and nCloth, Max Cloth

EXPERIENCE

Goodbye Kansas Studios <i>Head of Character Art</i>	August 2018 - Present Culver City / CA
Sony Santa Monica <i>Senior Character Artist</i>	September 2015 – August 2018 Playa Vista / CA
Blur Studio <i>Lead Character Artist</i>	January 2012 - September 2015 Culver City / CA
Academy of Art University <i>Modeling Supervisor</i>	August 2011 - January 2012 San Francisco / CA
Freelance CG Artist <i>Various Cinematic and Commercial Work</i>	May 2010 – Dec 2011 San Francisco / CA
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