

Büşra Özge Cantürk

3D Artist

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WORK EXPERIENCE

3D Artist, Freelance

2021 - Present

- Created models, rigs and animations for various projects, including mobile games, PC games and 3D prints.
- Collaborated with teams to meet project goals and deadlines, ensuring the delivery of optimized assets.
- Adapted to remote work environments, maintaining effective communication and time management skills to meet client expectations.
- Utilized industry standard tools to improve myself.

3D Artist, Looney Game (Start-up)

01/2024 - 06/2024

- Collaborated with a team of friends to develop game projects as a Kickstarter initiative, focused on securing deals with publishers.
- Created different games in the hyper-casual and casual game genres.
- Responsible for providing models, rigs and animations for the games.
- Managed projects using Agile methodology, breaking tasks into sprints and organizing workflows through Jira.

3D Artist, DRepublic

12/2022 - 12/2023

- Modeled game-ready characters for a mobile game; afterward, created characters and assets for their AAA game by maintaining the style applied.
- Had the opportunity to work with team members from different time zones and nationalities.
- Worked closely with the art director to ensure that the models aligned with the artistic vision of the game and met the technical requirements.
- Demonstrated adaptability by working across different game genres and platforms, contributing to both mobile and AAA titles.

Intern, Netco Animation Studio

09/2022 - 10/2022

- During the internship, designed and modeled characters and assets for clients.

3D Character Artist, NovaRally

01/2022 - 09/2022

- Responsible for creating characters as a character artist in a team of 18 people.
- Modeled over 20 semi-realistic characters and game assets utilizing a variety of techniques including high to low poly workflows, hard surface modeling and organic sculpting. Continued with game-ready topologies, UV sets, texturing and baking maps on low poly characters.
- Created variations of those characters by adding new accessory and costume changes.

PROJECTS

Tristis ([Behance](#) / [Tristis-Demo-Reel](#))

05/2022

- In a team of 5 BFAs students, designed and sculpted high-poly 3 different organic characters and their accessories, and continued with topologies, UV sets, textures and baking maps on low poly characters.

Ouroboros

05/2021

- In a team of 4 BFAs students, was responsible for modeling, rigging and making animation of a hard surface character and some objects.

EDUCATION

Cartoon and Animation, Bachelor of Fine Arts, Kütahya Dumlupınar University

09/2018 - 09/2022

LANGUAGE

- Turkish - Native
- English - Fluent