ALI ENGIN KOKTEN
Computer Graphics Artist

KADIKOY/ISTANBUL/TURKEY
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alienginart.com

Personal Statement:

Highly motivated creative minded professional. Demonstrates the ability to develop unique ideas and design into all aspects of artistic work. Ability to work from environment to character, and in many genres. Able to perform with high motivation and self direction.
Keeps a high standard working relationship with fellow team-mates. Feeds of criticism and gets the job done with a mature and positive manner. Understands instructions given in art direction and will work well within a team environment.

Technical Proficiency:

Software
Maya-Mudbox-Zbrush-3Dcoat-AfterEffects-Photoshop-PFTrack-Boujou-Premier-Illustrator
(V-Ray/Arnold)

Traditional
Sculpture-Storyboard - Conceptual desing

Primary skill focus
Lighting - Look DEV- Modeling(Character/Enviroment/Props) - Texture/UV - Compositing

Secondary skill focus
Animation - Riging - Cloth and Fluid simulations - Sound editing - voiceover

Work Experience:

(2018 MAR-JUL) HesGames: *Project Lead/Consultant*

- Set creative direction ,managed project schedules ,developed story structures ,designed game mechanics
- Coordination between team of artists and programmers

(2017 MAR) GLITCH STUDIOS: *Production Designer/Freelance*

- Responsible for visual design interactive experience in VR
- Coordination between team of artists and programmers on VR projects

(2015 DEC -2017 MAR) DDA/FREELANCE: *Creative Consultant/Coordinator*

- Assist various companies on budgeting, financial plans and third party management.
- Creation and management of new theme park projects.
- Lead and assist team of artists both digital and traditional.

(2015 JUN -2016 NOV) FREELANCE: *CG Generalist / Photographer/Coordinator*

- World Energy Congress ; Accreditation Supervisor
- U.N Midterm Review of IPoA Antalya Center of Operations; Assistant Supervisor
- World Humanitarian Summit Ministry of Foreing Affairs ; Registration Officer
- Logo design and motion graphics for various companies and youtube channels
- Event Photography)
- Product visualization

(2014 JUL. - 2015 JUN) MGA/OUTDOOR FACTORY : *CG Lead / 3D Generalist*

- Project lead for theme park concept creation.
- Leading other Junior artists and Team management.
- Digital asset creation for 3D print and architectural production.

(2013 AUG - 2014 APR) ULKUTAY CREATIVE : *CG Genaralist*
- Creation and management of new projects.
- Coordination between teams.
- Creation of CG assets for TV commercial pipeline . (Modelling, Texture, Look Dev, Lighting, Render Management, Offline Editing)

(2013 MAY - AUG) EKSERIYA SOFTWARE: *CG Generalist*
- Leading junior Designers for Concept creation.
- Creating 3D assets and technical animations.

(2012 SEPT. - 2013 JAN.) BILGIKUM / MORSPY ENTERTAINMENT :
- Supervision of 3D team .
- Creative lead on projects.
- 3D asset creation for TVC and Games.

(2012 JAN. - SEPT.) Freelance :
- Production designer and CG Generalist.

(2011-2012) BIRMEDYA / Ki-Frame ANIMATION STUDIO: *Cg Generalist*
- Responsible for Character and Environment modelling ,Texture/UV, animation.

(2009-2011) 3D AKADEMI Animation and VFX School: Instructor for Maya Foundation, Low Poly Game modelling in Maya and Mudbox Digital Sculpting

Bilkent university Microsoft XNA Game studio and Game development ; as Lecturer
ODTU Microsoft XNA Game studio and Game development ; as Lecturer
Kadir Has University japanese Culture festival ; as 3D Akademi Maya instructor
Bogazici University Microsoft XNA Game studio and Game development ; as Lecturer

(2008-2009) AGAIN INFORMATION TECHNOLOGIES: *Cg Generalist*

(2007) Freelance: *Sound Engineer*

Recorded Razorscar Bands EP also Designed cover art and cd layout

(2005-2006) TANITIM GRAPHIC AGENCY: *Graphic designer*

Education:

2001 : York University Language school (Ontario/CANADA)
2003 : Sheridan Collage Language /Animation school (Ontario/CANADA)
2007 : Marmara University Faculty of Fine Arts / Sculpture
2010: Ryan Kingsley's ZbrushWorkshop

Projects:

"Good Night Kiss", Short Animation Project : Art Direction , Rendering, Character Modeling, Texture, Lighting, Environment Modeling, Character Setups, Animation.

"Hayalbaz Cocuk Tiyatrosu", Environment Modeling,Texture and Lighting, Animation ,Render.

"Project Dark World " Bioware's Dragon Age Mode development team : Concept Designer /High Poly Modeller.