



FATIH GURDAL GAME ARTIST

fatih.gurdal@live.nl | www.bb0x.com | Van Ostadestraat 333 2526EX Den Haag | +316 42 97 58 04

Profile

I am a game art enthusiast, skilled in computer graphics, with over 5 years of experience in 2d and 3d art. Eager to acquire new skills and committed to life-long learning.

Skills

3d modelling, high and low poly, Digital sculpting, Optimization and retopology, Uv unwrapping and texturing, Concept painting, Sprites creation, Particle system creation, Node based shader creation, Basic rigging and animation in 3d and 2d.

Software

Advanced

Maya, Mudbox, Cinema4d, Bodypaint, Photoshop, Topogun, xNormal.

Intermediate

Zbrush, Unity3d, UDK, Dreamweaver.

Basic

3ds Max, Painter, Flash.

Education

2006 - 2009

HAVO

ROC Mondriaan, The Hague

2001 - 2006

HAVO

Aloysius College, The Hague

Languages

Advanced

English, Dutch.

Intermediate

Turkish

Basic

French, German.

Experience

2008 - Present.

RiSE Gaming.

Art Director, All-round Game Artist.

(Indie RPG Project, 2010 - present)

Team management, Conceptual Design, In game asset creation, Researching engine capabilities (Unity3d).

3d Lead, Concept Artist.

(Indie Casual Games, 2008 - 2010)

Leading a team of 3d artists. Conceptual design.

2010

SumoRoll.

All-round Game Artist. (Indie Casual Game)

Conceptual Design. Character modelling (high/low poly). Enviroment modelling.

2010

Highschool for the Arts Utrecht.

Internship, All-round Game Artist.

(Serious/Applied Games)

Conceptual Design, In-game asset creation, Character modelling (high/low poly), Environment Modelling, Printed Media design.

2009 - 2010

CMYK Interactive.

Lead Artist. (Indie Casual Games)

Conceptual Design, In-game asset creation, gameplay design.

2007

Radakan. Art Director. (Indie RPG project)

Team Management, Conceptual Design, In-game Asset creation.

2006

Sylorn. 3d lead. (Indie RPG project)

Team Management, Conceptual Design, In-game Asset creation.