

Fatih Gurdal

<http://bb0x.wordpress.com>

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Nationality:

Dutch

Profile: I am a game art enthusiast, skilled in computer graphics, with 3 years of experience in 2d and 3d art.

SOFTWARE

- Adobe Photoshop (proficient working knowledge)
- Maxon Cinema4d (proficient working knowledge)
- Autodesk Mudbox (proficient working knowledge)
- Pixelogic zBrush (working knowledge)
- Unreal Editor 3 (working knowledge)
- xNormal (working knowledge)
- Autodesk Maya (intermediate)
- Autodesk 3dsmax (intermediate)

SKILLS

- 3d modeling
- high and low poly methodologies
- Uv unwrapping
- Sculpting
- Texturing and normal mapping
- Concepting (characters, props)
- Rendering and baking
- Animating, rigging and spriting
- Knowledge and perceptions of different styles and techniques;
- Ability to adapt art to required style
- Performing with strict schedules and milestone delivery
- Eager to acquire new skills and commitment to life-long learning

PROJECTS

2009 – Present

Scrap Planet (unannounced PC puzzle platformer)

Position: Artist

- Creating concepts and both high and low poly models.
- Providing feedback to the programmer of the game.

2008 – Present

RiSE Gaming (on-line project)

Position: Game artist / 3d Lead

- Art assets creation for an MMORPG game for the PC.
- Working on realistic character and creature creation (both concept and models), using Adobe Photoshop, Maxon Cinema4d and Autodesk Mudbox.
- Creating the skin for the RiSE main application.

2007 – 2008

Radakan (on-line project)

Position: Art lead

- Making in-game assets from concept to fully textured game models, using Adobe Photoshop, Maxon Cinema4d and Autodesk Mudbox.
- Providing feedback and art for an in-house level sculpting tool called 'WorldTool'.
- Assigning responsibilities and tasks for the art team. Making sure the models and concepts comply with the art style.
- Creating training videos for junior artists.

2006 – 2007

Sylorn (on-line project)

Position: 3d Art lead

- Making art assets, characters, objects (weapons, furniture, shields, fences, etc.) for an unannounced MMO PC game, using Adobe Photoshop and Maxon Cinema4d.
- Guiding junior members with little to no experience in 3d game art creation.

EDUCATION

2006 – 2009

ROC Mondriaan Vavo

Level: HAVO

2001 – 2006

Aloysius College

Level: HAVO

LANGUAGE SKILLS

Dutch / Turkish: Mother tongues

English: Fluent

French: Intermediate level

TRADITIONAL EXPERIENCE

2009: Waiter at Turkish Grill Specialities Restaurant

2007 – 2008: Sales floor assistant at Albert Heijn ToGo

2007: Information and administrative support with Municipality The Hague

2004 – 2007: Kitchen assistant at Hospital HagaZiekenhuis