

DILARA TOK

TECHNICAL ARTIST



Technical Game Artist specializing in Technical Art and Stylized Environment Art, with over 5 years of professional experience and a strong focus on bridging artistic vision and technical implementation.

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EDUCATION

Architecture

Yasar University
2015-2021



AWARD

WORLD ARCHITECTURE DESIGN
AWARDS 35th Cycle (2020)

Project Name : ODYSSEY



LANGUAGE

English (Professional)
Turkish (Native)
German (Intermediate)

★ 5+ Years Game Art Experience • 60+ Mobile Games • PC Game Development • Unreal Engine • Unity • Blender

Technical Game Artist specializing in Technical Art and Stylized Environment Art, with over 5 years of professional experience and contributions to 60+ shipped mobile games. Experienced across the full game art production pipeline, including environment art, modular asset creation, materials, shaders, VFX, animation, optimization, level design, and game engine integration. Proficient with a wide range of industry-standard tools and workflows for both mobile and PC game development, with a strong focus on bridging artistic vision and technical implementation.



SOFTWARE

- Unreal Engine 5
- Unity
- Blender
- Photoshop
- Substance Painter
- Substance Designer
- ZBrush



TECHNICAL ART

- Material & Shader Development
- Unreal Material Editor
- Unity Shader Graph
- Unreal Blueprint
- Unity VFX Graph
- Shuriken Particle System
- Performance Optimization
- Renderin & Lightning
- Asset Integration
- Technical Prototyping



GAME ART

- Environment Art
- Modular Asset Creation
- Stylized Art
- Level Assembly
- UV Mapping
- PBR Texturing
- Character Art
- Animation
- Rigging



PIPELINE & PRODUCTION

- Mobile Game Development
- LiveOps Production
- Rapid Prototyping
- Cross-Engine Workflow
- Art Pipeline Development
- Marketing Creatives
- Product Visualization and Animation



EXPERIENCES

2024 Aug -
Currently

Germany, Frankfurt
Hybrid

TECHNICAL ARTIST Concept Atelier GmbH

- Contributed to the full production pipeline from concept development to final delivery, including 3D modeling, material creation, scene composition, lighting, animation, VFX, simulations, rendering, and post-production.
- Created product visualizations, marketing animations, digital billboards, and promotional content for international industrial brands.
- Developed high quality real-time and offline visual experiences using Blender, game engines, and industry-standard content creation tools.
- Designed materials, lighting setups, and visual workflows to achieve realistic and engaging presentations while maintaining efficient production pipelines.
- Collaborated directly with clients and stakeholders to transform complex technical products into compelling visual stories.

2024 Aug -
2026 Feb

Germany,Hamburg

Remote

TECHNICAL GAME ARTIST

DrengTec IT Solutions

- Contributed to the development of Viking-themed and puzzle-based PC/console game projects, creating characters, environments, level art, and gameplay assets.
- Managed the full asset production pipeline, including modeling, UV mapping, texturing, materials, lighting, VFX, parallax effects, optimization, and engine integration.
- Designed and implemented game ready assets following PBR workflows, clean topology standards, and performance requirements.
- Collaborated closely with the team to rapidly prototype, iterate, and deliver high quality visual content within production deadlines.
- Focused on visual quality and optimization through efficient material usage, and real time rendering techniques.

2023 Jan -
2024 Dec

Germany,Frankfurt

Remote

TECHNICAL ARTIST

Vampawn

- Contributed to the development of virtual environments, cinematic experiences, and casual game prototypes using Unreal Engine.
- Created 3D assets, modular kits, kitbash environments, materials, lighting setups, animations, and visual effects from concept to final implementation.
- Developed Unreal Engine tools and workflows, integrated assets into production pipelines, and optimized content for real-time applications.
- Produced marketing visuals, interactive presentations, and promotional content while adapting to a wide range of artistic styles and project requirements.
- Collaborated with external clients to deliver high-quality game-ready assets and visual experiences across multiple projects.

2023 Feb -
2023 Dec

Germany,Hamburg

Hybrid

TECHNICAL GAME ARTIST

Sunday GmbH

- Contributed to both live and in-development mobile game projects, creating characters, animations, visual effects, UI elements, environments, and gameplay assets.
- Managed the full asset production pipeline, including modeling, texturing, rigging, skinning, animation, weight painting, optimization, and Unity integration.
- Implemented and polished game content in Unity (URP), ensuring visual quality and performance across mobile platforms.
- Collaborated with UA and game teams to create A/B tested marketing creatives, gameplay videos, feature graphics, and playable prototypes.
- Developed visual effects, gameplay presentations, and user-facing content to enhance player experience and support live game updates.

2022 Aug -
2023 Feb

Israel,Tel Aviv

Remote

LEAD GAME ARTIST

KobGames Studios

- Led a 6 person art team, managing art production pipelines, workflows, and asset integration across multiple hyper-casual mobile game projects.
- Contributed hands on to game development by creating 3D assets, animations, visual effects, shaders, UI elements, and gameplay content.
- Developed custom Blender tools and technical solutions to accelerate production workflows and improve team efficiency.
- Collaborated closely with game design and marketing teams to produce A/B tested creatives, marketing videos, and rapid game prototypes.
- Implemented and optimized content in Unity while maintaining visual quality, performance, and fast iteration cycles throughout development.

2021 Jun -
2022 Aug

Turkey, Bursa

Office

GAME ARTIST

F13 Entertainment

- Contributed across the full game development lifecycle in a fast-paced startup environment, supporting both production and live game needs.
- Created 3D assets, shaders, visual effects, UI elements, gameplay content, and marketing creatives for mobile game projects.
- Played an active role in a soft launch title, supporting asset production, content implementation, store creatives, and feature development.
- Collaborated closely with design and development teams, rapidly iterating on game features, visual quality, and player facing content.
- Applied an A/B testing mindset to creative production, helping optimize marketing materials and in game visual experiences.

2020 Jan -
2021 Apr

Turkey, Izmir

Office

GAME ARTIST

Yasar University

- Contributed to the development of Yaşar University's Virtual Campus project, designed as an interactive VR experience.
- Created and optimized 3D environments, architectural assets, materials, lighting, and visual content for real-time applications.
- Participated in environment design, asset production, scene assembly, and performance optimization to support immersive user experiences.
- Collaborated with multidisciplinary teams to transform real world campus spaces into a virtual and interactive environment.