

DILARA TOK YÜCEL

3D/2D Game Artist



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🌐 <https://dilaraty.onepage.me/>

📍 Germany

EDUCATION

Bachelor Degree

Architecture, Yasar University

AWARD

WORLD ARCHITECTS 35th Cycle (2020)

(Project Name: ODYSSEY)

LANGUAGE

Turkish (Native language)

English (Professional)

German (Intermediate)

KNOW-HOW

CORE SKILLS

3D Modeling
Rigging/Skinning
Animation
Clean Topology
Clean UV Mapping
PBR Material Creation
Procedural Materials
Retopology

SOFT SKILLS

Leadership
Communication
Team Collaboration
Problem Solving
Time Management
Adaptability
Attention to Detail

WORKFLOW & COLLABORATION

Version Control (Perforce, Git)
Agile Development
Optimization
Design Principles

FREELANCE

GBLOCK	LEAD ARTIST
UNIVERSAL	2D/3D ARTIST
FIVER	3D ARTIST/ANIMATOR
YASAR UNIVERSITY (2019-21)	3D ARTIST
VAMPAWN	3D ARTIST
DRENGRTEC	3D/2D ARTIST

REFERENCES

SABRİ FIRAT DEMİR

TITANVERSE ENTERTAINMENT
FOUNDER/ 3D ARTIST

Email : sabrifiratdemir@gmail.com

WORK EXPERIENCE

FULL TIME EXPERIENCES

3D GENERALIST / CINEMATIC ARTIST 2024 Aug- Currently
CONCEPT ATELIER GMBH

At Concept Atelier, I lead the creation of cinematic 3D animations for innovative brands – turning corner billboards and technical assets into immersive, three-dimensional visual experiences that elevate storytelling through lighting, camera direction, and motion design.

3D GENERALIST 2023 Dec - Currently
VAMPAWN (TITANVERSE)

At Titanverse, I delivered comprehensive 2D and 3D art services for external clients, focusing on casual and hyper-casual games. Managed asset creation from concept to final optimization, ensuring game-ready quality for diverse projects. Responsible for adapting to various client styles, including assets for the Vampawn Asset Market, I consistently aligned deliverables with client needs and industry standards.

TECHNICAL ARTIST 2023 Jan - 2023 Dec
SUNDAY GMBH

I was responsible for the full asset development process, including modeling, rigging, animation, weight painting, texture creation, and Unity integration. I also contributed to the creation of marketing visuals such as videos and feature graphics to support brand visibility. Additionally, I developed custom visual effects and UI components in Unity to enhance gameplay and user experience.

LEAD ARTIST 2022 Aug - 2023 Jan
KOBGAMES

As Lead Artist, I managed a team of six 2D and 3D artists, assigning tasks based on individual strengths and providing technical support. I contributed to concept development, optimized the art pipeline, and implemented UI improvements, ensuring cohesive design and alignment with project requirements. My role also involved facilitating team communication and reporting project progress.

3D GAME ARTIST 2021 June - 2022 Aug
F13 ENTERTAINMENT

In this role, I handled all aspects of 3D asset creation, including modeling, animation, shader development, and VFX integration. I also contributed to UI design and created marketing visuals to boost engagement, supporting the team in delivering a visually engaging final product.

SKILLS

3D /2D DESIGN & ANIMATION

Blender: Modelling, Rigging, Skinning, Animation, Scene Setup, Rendering
ZBrush: Sculpting

Substance Painter: Texturing, Smart Materials

Substance Designer: Procedural Texturing, Node-based Texturing

Substance Stager: Scene Setup, Rendering

Marvelous Designer: Cloth Simulation

Photoshop: Image Editing, Alpha Channels, Digital Painting

After Effects: Video Editing, 2D Animation

TECHNICAL ART

Unity: Shader Graph, Shuriken Particle System, VFX Graph, Asset Implementation, Level Design, Lightning

Unreal Engine: Material & Shader Blueprints, Asset Implementation

Perforce/Git: Version Control