

CAN CELLEK

Technical Artist & Geek

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SUMMARY

As a technical artist, I act as a bridge between art and programming departments while integrating assets into different systems such as game engines without sacrificing the artistic vision or exceeding the platform's technical limits. I am also responsible for investigating new techniques, implementing them and training the team. Depending on project requirements I can supervise art and programming departments in technical aspects, work on source control for an efficient pipeline while contributing as an artist or developer.

EXPERIENCE

Technical Artist

Cultic Games

Oct 2016 | Istanbul | www.culticgames.com

As a technical artist, I work on integrating art assets into game engine, shader and VFX programming, creating texture maps for various effects, user interaction programming, implementing new mechanics and responsible for source control to maintain a release-oriented pipeline. I also collaborate with my colleagues about issue tracking while providing fast and efficient solutions. We are currently working on "Stygian: Reign of the Old Ones", a Lovecraftian role-playing game.

Technical Artist

ideaMedia

Dec 2015 - Oct 2016 | Istanbul | www.ideamedia.com.tr

As a technical artist, I work on integrating art assets into game engine, shader and VFX programming, creating texture maps for various effects, user interaction programming, implementing new mechanics and responsible for source control to maintain a release-oriented pipeline. I also collaborate with my colleagues about issue tracking while providing fast and efficient solutions. We are currently working on "Stygian: Reign of the Old Ones", a Lovecraftian role-playing game.

Technical Artist

illusionist

May 2015 - Dec 2015 | Istanbul | www.illusionist.com.tr

I worked on various interactive, animation and projection mapping projects for different clients. I was responsible for programming interactive applications through game engines, 3D modeling, texturing and animation. Through interactive projects, I have implemented Augmented, Mixed and Virtual Reality apps for different platforms while supervising my colleagues.

3D Generalist

Studio Mica

May 2015 - Dec 2015 | Istanbul | www.lucaandsinem.com

As a small animation studio, we have been awarded globally for 3 of our animated shorts. I was responsible for character and environment modeling, sculpting high poly assets baking and texturing while helping out for rigging and animation. While working with tight-deadlines, I was also responsible for researching new and efficient techniques and integrating them to our pipeline. 3 of our animatios featured in "Moving Graphics: New Directions in Motion Graphics" book.

EDUCATION

Graphic Design, BoA

Yaşar University

📅 2015 📍 Izmir 🌐 www.yasar.edu.tr

Graduated with Honors by being 2nd of the Graphic Design department.

PUBLICATIONS & WORKSHOPS

Pano

İzmir Economy University

📅 2015 📍 Izmir 🌐 www.ieu.edu.tr

Pano is an art & culture magazine published in İzmir Economy University. I was asked to write an article about game industry where I wrote about how game industry evolved and in which different fields are game engines being used by.

Bahçeşehir University Workshops

Bahçeşehir University

📅 2016 📍 Istanbul 🌐 www.bahcesehir.edu.tr

As Cultic Games, we are making workshops for Game Design department within Bahçeşehir University. As a team, we are talking about different aspects of game development depending our roles. As a Technical Artist, I talk about the importance of technical aspects and explain different workflows. Within Bahçeşehir University, I also help students with their projects mostly on programming and shader

AWARDS



Moving Graphics: New Directions in Motion Design

3 of our animations in Studio Mica have been featured by Dopress Media's "Moving Graphics: New Directions in Motion Design"



Poster 4 Tomorrow Competition

One of my design for Poster 4 Tomorrow about working rights have been shortlisted by jury and printed for exhibition in Paris.



2013 WorldStar Student Award

In this design competition about packaging design I have received "Certificate of Recognition" with my packaging design.



9. National Packaging Design Competition

In this design competition about packaging design I have received both certificate and the 3rd prize



Yaşar University Graduate Award of Merit

Graduated with full scholarship by being 2nd of the graphic design department and I have been chosen for award of merit.



İş Sanat Gallery Design Exhibition

3 of my poster designs have been selected for İş Sanat Gallery design exhibition.

LANGUAGES

Turkish

Native

English

Proficient

Swedish

Beginner