

CAN CELLEK

Developer, Designer & Tech Artist

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SUMMARY

I specialize on both art and programming by working on mostly game engines and R&D projects, integrating and combining new technologies and techniques together. Even though I have a BoA degree from Graphic Design, I have been programming since I was 12 years old, started with good old Pascal language.

I know various programming languages such as C#, Python, JavaScript, GLSL and improving my skills on C++. I have worked on different industries from animation to game development which helped me a lot to have a wide variety of knowledge. In my spare time, I like to write tools and play games.

EXPERIENCE

Developer @ Retroket

Dec 2019 - Current | Istanbul

Together with former colleagues from Cultic Games, we have founded a game company called Retroket. Currently we are working on Hyper-Casual games and preparing our next game for PC and Consoles. In Retroket, I am responsible for programming, shaders, tools and animations.

Technical Artist @ Cultic Games

Oct 2016 - Dec 2019 | Istanbul | culticgames.com

As a small studio with multi-disciplinary colleagues we have worked on Stygian: Reign of the Old Ones, a supernatural horror CRPG set in the strange worlds of Howard Phillips Lovecraft. I was working on Gameplay Programming, Tools Programming, UI Programming, Shader Development and DevOps.

Developer + 3D Artist @ Idea Media

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

Co-founded Idea Media with my friends for interactive installations & web solutions. I was responsible for designing, developing and creating art assets for interactive projects using different technologies such as Virtual Reality, Augmented Reality and Mixed Reality. We have also collaborated with other studios to produce new ideas for public events.

Developer + 3D Artist @ illusionist

Jun 2015 - Oct 2015 | Istanbul | illusionist.com.tr

Worked on a few interactive projects such as Göbeklitepe, one of the oldest temple in the world. I have sculpted hi-poly sculpts using only reference images from dig site and created low-poly assets for baking and texturing procedures while working on programming for both Unreal Engine VR application and Unity 3D AR application.

3D Generalist @ Studio Mica

Oct 2010 - Oct 2012 | Istanbul | lucaandsinem.com

I worked with talented duo Luca & Sinem Schenato at Studio Mica where we have created animated TVC and shorts. I was responsible for environment modeling, 3D sculpting, baking, texturing and when needed character rigs and blend shapes.

EDUCATION

Graphic Design, BoA @ Yaşar University

2015 | Izmir | yasar.edu.tr

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

PUBLICATIONS & WORKSHOPS

Workshop @ Yaşar University

📅 Oct 2019 📍 Izmir 🌐 yasar.edu.tr

As a small studio with multi-disciplinary colleagues we have worked on Stygian: Reign of the Old Ones, a supernatural horror CRPG set in the strange worlds of Howard Phillips Lovecraft. I was working on Gameplay Programming, Tools Programming, UI Programming, Shader Development and DevOps.

Workshop @ Bahçeşehir University

📅 Dec 2018 📍 Istanbul 🌐 bau.edu.tr

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

Pano Mag @ İzmir Economy University

📅 Apr 2016 📍 Izmir 🌐 ieu.edu.tr

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

AWARDS & EXHIBITIONS



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 Design Exhibition

One of my design for Poster 4 Tomorrow about working rights have been selected and exhibited in Paris.



WorldStar Student Award 2013

My package design and branding is selected and showcased in Student Works panel.



9. National Packaging Design 2013

My package design and branding have received third place prize and I was awarded a certificate.



Yaşar University Graduate Award of Merit

Graduated with full scholarship with 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

Turkish

Proficient

Swedish

Beginner