Ismail Burak Cendik

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Summary

Ismail is an experienced Technical Artist seeking opportunities to work on exciting game and interactive software projects with other creators and developers. Having worked on projects from mobile and web to AR and VR, he is highly knowledgeable of multiple production pipelines and a master of the creative tools needed to achieve the best and most optimized artistic results. He is passionate about 3D production and game development and gives his time to mentor and train students from high school to university as well as to consult international institutions in their 3D and spatial initiatives.

He is looking for collaborative and open for international opportunities, so please reach out to connect and talk about the 3D projects that excite you.

Experience

Senior Technical Artist
REMIO
Oct 2021 - Mar 2024 (2 years 6 months)
At Remio, a burgeoning center for gaming, collaboration, and enjoyment, I am proud of our collective achievements and my contribution to delivering captivating experiences across both B2B and B2C sectors. My responsibilities encompassed:

-Designing and defining the aesthetic direction of our games
-Developing pipelines for state-of-the-art, highly optimized humanoid avatars
-Applying procedural texturing and rigging to avatars using advanced editor tools
-Implementing light baking, lightmapping, and optimizations for meshes and textures
-Enhancing experiences with VFX and particle effects
-Leading efforts in optimization strategies and implementation

XR Mentor
Startup Wise Guys
May 2022 - Oct 2022 (6 months)
Startup Wise Guys is the hottest B2B startup accelerator in Europe for early-stage B2B SaaS, Fintech, Cyber, Sustainability, and XR startups.

In this role, I am collaborating with other XR Mentors to decide applicants to receive up to 90K EUR convertible investment, 5 months long and an opportunity to connect with 250+ international experts.

Senior 3D Artist
Zenta Games
Dec 2020 - Oct 2021 (11 months)

At Zenta Games, my role as Senior 3D Artist involves steering the artistic vision and overseeing the asset creation pipeline for casual and hyper-casual mobile games. My key responsibilities encompass:

-Crafting and texturing 3D art assets
-Character and object animations
-VFX creation
-Shader development and art direction
-Lighting
-Asset optimization
-Level design

Additionally, I mentor and train junior artists, utilizing ZBrush, Blender, and Substance Painter to shape our mobile gaming experiences.

Lecturer in Digital Art and Programming
Bilişim Eğitim Merkezi
Aug 2020 - Oct 2021 (1 year 3 months)
At Bilisim Egitim Merkezi, an online education platform, I specialize in delivering lectures on 3D art creation and game development, offering personalized instruction to a diverse audience from university students to industry professionals. My teaching portfolio includes:

-Game-ready asset creation using ZBrush, Substance Painter, and Blender
-Game development with Unity and C# programming
-Blueprint game development with Unreal Engine 4
-Programming complex and simple game mechanics
-Understanding and implementing Entity Component System, Job System, and Burst Compiler for optimized game performance

Founder
Freya Gameworks
Apr 2017 - Oct 2021 (4 years 7 months)
Freya Gameworks, located in Istanbul, specializes in crafting optimized game assets for various platforms, ranging from mobile games to VR and AR applications. Our team is dedicated to supporting creators in bringing their ideas to life, ensuring seamless collaboration and timely delivery of high-quality art. Notable projects include VR training for an international logistics firm and a VR kitchen design app for a leading appliance manufacturer.

Additionally, we offer expert consultation and training services. This includes asset creation workshops for Koc University's KARMA Lab, a center focusing on mixed reality research, and professional development sessions for XR Crowd and Euromersive, networks of XR industry professionals in Europe.

Technical Artist
Noxart Games
Apr 2020 - Aug 2020 (5 months)
At NoxArt Games, I was deeply involved in the development of a cutting-edge proprietary game engine, contributing significantly to the creation and refinement of tools for importing and converting file types,

as well as the development of shaders, and the optimization of models and textures. This position allowed me to accumulate extensive technical knowledge related to game engines, covering a broad spectrum of areas such as animations, rigs, levels, and lightmaps.

As part of my responsibilities, I focused on:

-Development and optimization of tools for file import and conversion
-Creation and refinement of shader programs
-Optimization of models and textures for improved performance
-Advanced techniques in animation and rigging
-Designing and implementing lighting solutions, including lightmaps
-In-depth work in-depth on level design principles

Additionally, I played a key role in educating and guiding the team on these technical aspects, leveraging my expertise to enhance our game engine's capabilities and foster a culture of continuous learning and improvement. My toolkit predominantly included industry-standard software and technologies, enabling me to contribute effectively to our game development processes.

3D Artist
Sarente Bilgi Teknolojileri A.Ş.
Apr 2019 - Jul 2020 (1 year 4 months)
Sarente, an ed-tech firm, focuses on developing gamified learning platforms tailored for both companies and educational institutions. Within this context, I contributed to the GameOn product, focusing on:

-Designing, rendering, and animating objects and characters
-Producing both 3D and 2D art and animations
-Developing character attachments, animated GIFs, props, and visual effects

Developer-in-Residence
VR First
Nov 2016 - Jun 2020 (3 years 8 months)
The VR First Lab was the first XR lab in Turkey and was where I was first introduced to working with HTC Vive and Oculus Rift headsets. While still in high school, I accepted a Developer-in-Residence position and joined the community of the VR First Lab and participated in VR development competitions and hackathons. There I developed my skills to delivery fast and optimized 3D assets for a variety of projects. My team was one of the winning projects in the Babylon Jam Hackathon in 2018, a language learning XR competition funded by the Goethe Institute. Other VR projects to which I contributed 3D art while in this role include a branded VR archery game for a financial institution, a VR Tulip Festival Experience.

3D Game Artist
Aimstar.GG
Nov 2019 - May 2020 (7 months)
At Aimstar.gg, as a contract-based 3D Game Artist, I specialized in crafting realistic game art. My responsibilities included designing 12 unique game maps for Unreal Engine 4. Throughout this process, I utilized Blender, ZBrush, and Substance Painter to create the necessary assets.

Intern Technical Artist

ROKOSOFT

Aug 2018 - Jun 2019 (11 months)

At Rise Online, a prominent MMORPG and significant Turkish game project, I served as an intern tasked with developing props, vehicles, buildings, and other 3D assets. My role also extended to crafting shaders, textures, and ParticleFX, contributing to the immersive quality of this vast virtual world.

Leveraging Unreal Engine 4, my toolkit included Blender, ZBrush, and Substance Painter. Working on such a grand project early in my career was a privilege and a pivotal experience in honing my professional skills.

Education

Anadolu University

Bachelor's degree, Web/Multimedia Management and Webmaster

Aug 2019 - Aug 2023

Skills

Virtual Reality (VR) • Unity • Blender • Adobe Photoshop • Texturing • Maya • Level Design • Substance Painter • 3D Modeling • Lighting