

Burak Cinar

Concept/Game Artist

Experience

Lighthouse VFX (2016-2017)

Senior Art Director/Vis Dev Artist

- I worked on several brands, and i was responsible of storyboarding, style framing, art direction and character designing for different animation projects.

Overdose Caffeine (2014-2016)

Senior Concept/ 2d Game Artist

- I worked on Colossus Command, with funding of Square Enix. I made topdown game maps, mecha designs, character portraits, marketing arts, concept designs, ui illustrations, cutscene video assets and game icon.

Gram Games (2013-2014)

Senior Concept/2d Game Artist

- I worked on Robi, Railroad Gangs and an unpublished Airport Tycoon Game. I made isometric building concepts, character designs, ui elements, marketing arts and Gram Games's corporate identity.

Grey Advertising Agency (2012-2013)

Jr. Art Director

- I worked on several brands. Such as Amnesty International, Quiksilver, HSBC, Petrol Ofisi, Ülker, Sütas.

Education

Mimar Sinan Fine Arts University (2008-2014)

Graphic Design /Bachelor Degree

9 Eylul University (2007-2008)

Graphic Design

Contact Address

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Abilities

2d

-2d Asset Making(Bitmap/Vector)
-Concept Design
-Character Design
-Logo,Icon Design
-Basic Sprite Animation
-Graphic Design
-360 painting in 3dcoat

3d

-3d modeling for Concept art workflow
-Voxel Modeling
-Basic Rendering
-Basic Retopology and texturing

Skills

-Photoshop
-Illustrator
-3d-Coat (modeling, Texturing, retopology)
-Keyshot
-Magicavoxel
-Marmoset Toolbag
-Paintstorm

Honors

-Grafist 14 Young Illustrators Exhibition ,
12 Pieces
-Anatolian Rock Revival Project Exhibition,
1 Piece

Language

-Turkish Native
-English Intermediate

References

Emir Arkman

Creative Director
Overdose Caffeine Games
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Andrew Stairs

Creative Director
EscPod Games
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