

ÖMER SÜALP

Concept art / Visual Storytelling / Illustration

EXPERIENCE

- CONCEPT ARTIST / ILLUSTRATION 2011 - Present
- CONCEPT ARTIST / VISUAL DEVELOPMENT - 02-2015/ 08-2016
Modern Innova
Worked closely with the Lead Designer to create:
-Concept art and storyboards for variety of projects
-Ingame 2D and 3D visuals for VR and Kinect Games
-Cover artwork
-Graphics
- CONCEPT ARTIST / GAME DESIGNER - 06-2012/ 07-2014
BUG Bahçeşehir University Game Lab
-Created concept art and game documentation with the art team
-Worked with the team to develop games from idea to final product
- 3D ARTIST - 2009/ 2011
Cavevfx

SKILLS

Adobe Photoshop, Adobe Illustrator, Adobe After Effects,
Adobe Premiere, Autodesk Maya, Autodesk Mudbox,
Cinema 4D, Zbrush, Unity

CONTACT

Mail: osualpart@gmail.com
Online Portfolio: omersualp.com
LinkedIn: linkedin.com/in/omersualp

EDUCATION

- ISTANBUL UNIVERSITY
Master's Student [MA Student], Cinema
2015 - Present
- LUCIDPIXUL ART MENTORSHIP
Concept art, Illustration and Visual Storytelling
2016
- MIMAR SINAN UNIVERSITY OF FINE ARTS
Bachelor of Arts [B.A.], Sculpture
2006 - 2013

LANGUAGES

- ENGLISH
Native or bilingual proficiency
- TURKISH
Native or bilingual proficiency
- GERMAN
Limited working proficiency (currently learning)

