

ALPEREN ÖZGÜR

3D Artist



info@alperenozgur.com | www.alperenozgur.com | Ankara - Türkiye

PROFILE

Studied in Traditional Art, Design and Architecture fields. Self-taught photographer, musician and CGI Artist. Sci-fi and Dub-Techno enthusiast.

Freelancing since 2016. Worked for clients from Germany, Switzerland etc.

SKILLS

- 3D Modeling
- Texturing
- Rendering
- Lighting
- Digital Sculpting
- 3D Concept Design
- Environment Design
- Environment Modeling
- Hard-Surface Design
- Hard-Surface Modeling

SOCIAL MEDIA

- linkedin.com/in/alperenozgur
- artstation.com/alperenozgur
- instagram.com/alperenozgur
- alperenozgur.tumblr.com

EDUCATION

Çankaya University, 2016

Bachelor of Interior Architecture (Full Scholarship)

Baku State University, 2010

Bachelor of Graphic Design

WORK EXPERIENCE

Kozmonot Animation Studio, Ankara, 2019 - Present Lead 3D Artist

Pipeline and workflow integration. Lighting, texturing, rendering, render management.

BlackShip Studios, Munich, 2017 - 2019 Lead 3D Artist (Remote)

Project Setup and Management, Checking outsourced assets and integrating them to project pipeline. Modeling, set dressing, lighting, texturing, rendering, render management.

GFDS, Ankara, 2017 Rendering and Look-Dev Artist

Project setup, set dressing, lighting, texturing, rendering, render management.

Freelancer, Ankara, 2016 - Present 3D Generalist

Started my career with architectural visualizations, which later made me become more interested with Look-Dev, Texturing, Lighting, Rendering, Modeling.

SOFTWARE EXPERTISE

- Blender
- Redshift
- Substance Designer
- Maya
- Arnold
- Substance Painter
- Houdini
- Octane
- Substance B2M
- Cinema 4D
- V-Ray
- Adobe Photoshop
- ZBrush
- Unreal Engine
- Adobe Illustrator
- Fusion 360
- Unity