

FULYA AKOZ

3D MODELER AND CHARACTER ARTIST

CONTACT

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SKILLS

Character Modeling
Environment Modeling
Texturing
Lighting
Real-Time Rendering

SOFTWARE

Autodesk Maya
Zbrush
Unreal Engine
Substance Painter
Marvelous Designer
Adobe Photoshop

PROJECTS

PACK MATE, STOP MOTION SHORT FILM JAN 2021 – PRESENT (AVAILABLE APRIL 2022)

- CGI set extension (via Unreal Engine)
- Physical and digital props with traditional, hand-painted textures
- Post-production (editing, sound and SFX)

CONNECTIONS, STOP MOTION SHORT FILM SEP 2020 – APR 2021

- Characters, environments, props & set design
- Post-production (editing, sound and SFX)
- Pipeline help and team motivation

WORK EXPERIENCE

STUDENT WORKER | ARTCENTER EXCHANGE & STUDY AWAY JUNE 2021 – PRESENT

- DEV for ArtCenter's study abroad website
- Design, code (HTML, CSS), and QA site
- Original artwork for social media promotions

STUDENT REPRESENTATIVE | ARTCENTER COLLEGE OF DESIGN JAN 2019 – MAY 2020

- Represented 50+ students
- Managed communications with faculty
- Department website design and QA
- Original artwork for event promotions

TEACHER'S ASSISTANT | ARTCENTER COLLEGE OF DESIGN SEP 2018 – DEC 2018

- "Concept Art 1" with Flammarion Ferreira
- Assisted 13 students
- Managed weekly class recaps
- Administrative duties

EDUCATION

ARTCENTER COLLEGE OF DESIGN JAN 2018 – PRESENT

Bachelor of Science, Entertainment Design, Animation Track

Specializing in 3D art and asset production for feature animation and video game development.