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| ATILGAN ASIKUZUN**Concept artist, Illustrator****ONLINE PORTFOLIO:** [**WWW.ARTLOCK.CO**](http://www.artlock.co) |  Reading, Berkshire, UK**(+44) 7726851357**[**LinkedIn**](https://www.linkedin.com/in/aasikuzun/)**asikuzun@gmail.com**[**IMDB**](https://www.imdb.com/name/nm2312739/?ref_=nv_sr_srsg_5) |
| SUMMARY With 16 years of experience in the entertainment industry, I have worked on a variety of projects like feature movies, TV series, adverts, and video games.  My roles have ranged from being a modeler, texture artist, storyboard artist, and matte painter, but I mainly focus on concept art and illustration. Currently based in the UK, I have had the privilege of working with esteemed companies such as Jagex, Matchingham Games, and DPS Games.  In my free time, I enjoy playing video games, Dungeons and Dragons, and watching movies and anime.EXPERIENCEDPS GAMES, Reading, UK (Remote) — Concept ArtistJune 2022 – * Producing concept art for an upcoming AAA game.

MATCHINGHAM GAMES, Reading, UK (Remote) — Senior Game ArtistDecember 2022 – March 2023* Produced concept art & illustrations with the Art team for mobile games.
* Mentored junior illustrators about techniques in photoshop, shading and composition.

JAGEX LTD, Reading, UK (Remote) — Senior IllustratorJuly 2021 – May 2022**JAGEX*** Produced concept art & illustrations for the Art team within Creative Services to support the whole publishing group including marketing campaigns, brand key art and social media assets.
* Mentored a junior illustrator about techniques in photoshop and composition.

Freelance, Reading, UK (Remote) — Senior Concept artist, Senior IllustratorMarch 2020 – July 2021**JAGEX*** Produced concept art & illustrations for the Art team within Creative Services to support the whole publishing group including marketing campaigns, brand key art and social media assets.

**MYNET*** Conceptualized character designs and illustrated for a mobile game. Alternated between work styles to speed up the creation process.

**SINEFEKT*** Structured a city matte painting plate for an advertisement. Bought newly released stock photos to speed up the process.

RED DISK GAMES, Istanbul — Senior Concept Artist, IllustratorSeptember 2017 - March 2019* Defined the artistic look of the video game with target scenes. Balanced the detail of the look while considering the team’s production limit.
* Created character concept arts, assets & props, weapons, and graphic elements for the game as the project’s sole visual artist. Textured every design I’ve made previously. Created color schemes and alternate costumes for the characters.
* Worked closely with the game director and delivered fast results with minimum to no revisions.
* Guided my modeler friend’s whole model progress to ensure desired quality since character sheets have blind spots.
* Involved in the recruitment process and able to recruit 1 key person the team needed.

Freelance, Istanbul — Senior Concept ArtistMarch 2013 - September 2017* Conceptualized mechanical creature designs for Advertisement at Anima Istanbul(Remote)
* Created realistic creature design, model & texture for an arthouse film. (Housewife) at 1000 Volt(Remote)
* Delivered stylized character designs for a 3D animated feature pitch. (Remote)
* Produced matte paints for a TV series for 1 season at Genius park. (Dirilis: Ertugrul). Worked closely with Composition and 3d team. Supervised the team’s younger talents.
* Created Concept art & matte paintings for a feature film at 1000volt.. (ArifV216)
* Collaborated in a 3D animated feature film, created concept art, car designs, Environment concept arts, and textures with my team members at Anima Istanbul. (Bad Cat)

DIGIFLAME, Istanbul — Concept ArtistJanuary 2011 - March 2013* Revised and designed characters & concept art for animated TV series, TV series, Supervising model process ensuring good quality.
* Collaborated with the 3D and comp team (total of 14) and produced matte paintings for a TV series (2 seasons), (The Magnificent Century)
* Mentored an intern to become a matt painter within my time in there.

IMAJ ANIMATION, Istanbul — Concept ArtistJanuary 2009 - March 2011* Acted as creature concept artist & background artist for a feature film. (Prensesin Uykusu)
* Developed concept arts & render touch-ups for advertisements.

Freelance, Istanbul — Concept Artist, Matte painterJune 2006 - January 2009* Developed matte paintings for a feature film. (A.R.O.G) at Sinefekt.

Created creature model, texture & design for a feature film. (Killing the shadows) at Anima Istanbul.* Created 3d Toy models for advertisements at Anima Istanbul.

EDUCATIONAnadolu University, Eskisehir — *Bachelor’s Degree in Animation*September 1998 - June 2003PROJECTSRunescape — MMORPG - 2021Monstrous — Indie Video Game - 2019ArifV216 — Feature film - 2018Cocuklar Sana Emanet — Feature film - 2018Housewife — Arthouse film - 2017Dirilis: Ertugrul — TV series - 2017Bad Cat — 3D animated feature film - 2016The Magnificent Century — TV series - 2011-2013Prensesin Uykusu — Feature film - 2010A.R.O.G. — Feature film - 2008Killing the Shadows — Feature film - 2006AWARDSSemi-finalist Deviantart's Arcane\_Idol competition - June 2020 [Link](https://www.deviantart.com/team/journal/Original-Character-Challenge-Arcane-Idol-826986635)Gargoyle CDC Monthly Theme winner - June 2019 [Link](https://characterdesignreferences.com/winners5/winners-of-the-gargoyles-grotesques-challenge)2nd place winner at Atomhawk Design's challenge ‘Into the void’ - Sep. 2018 [Link](https://atomhawk.com/news/the-results-of-our-2018-atomhawk-into-the-void-art-challenge-are-in/) | SKILLConcept artCharacter designCreature designillustration3d modelTextureMatte paintStoryboardSequential artPROGRAMSPhotoshopBlenderMayaSubstance PainterZbrushAWARDS**SEMI-FINALIST DEVIANTART'S ARCANE IDOL COMPETITION - JUNE 2020** .**CHARACTER DESIGN CHALLANGE MONTHLY “GARGOYLE” THEME WINNER - JUNE 2019**.**2ND PLACE WINNER AT ATOMHAWK DESIGN'S CHALLENGE (INTO THE VOID) - SEPTEMBER 2018.**LANGUAGESTurkish, English |

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