

ATILGAN ASIKUZUN

CONCEPT ARTIST, ILLUSTRATOR

PORTFOLIO: WWW.ARTLOCK.CO

E-MAIL: asikuzun@gmail.com

IMDB: [Link](#)

I am a UK-based concept artist and illustrator with over 10 years of experience across games, film, television, and advertising. My work spans BAFTA-winning titles (Old School RuneScape), internationally distributed films (Bad Cat, ArifV216), and original IPs. I specialize in environment and character design, matte painting, and visual storytelling, with a strong foundation in game culture and production pipelines.

EDUCATION

Anadolu University, Eskisehir — bachelor's degree in Animation

EXPERIENCE

DPS GAMES – STEEL HUNTERS

Reading-Guildford, UK (Hybrid) — Concept Artist

June 2022 – Present

- Produced Mech designs for exploration, general informative documentation and character designs for marketing team for STEEL HUNTERS video game.
- Produced 3d assets and environment concepts for to testing in Unreal engine. Produced concept arts for the mood and setting of the map.

MATCHINGHAM GAMES – MOBILE GAMES Reading, UK (Remote) — Senior Game Artist / 2D artist

December 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 – RUNESCAPE

Reading, UK (Remote) — Senior Illustrator

July 2021 – May 2022

- 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.

SELF-EMPLOYED

Reading, UK (Remote) — Senior Concept artist, Senior Illustrator

March 2020 – July 2021

JAGEX - RUNESCAPE

- 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 – MOBILE GAME

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

RED DISK GAMES – INDIE GAME

Istanbul — Senior Concept Artist, Illustrator

September 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 colour schemes and alternate costumes for the characters.

FREELANCE / INHOUSE

Istanbul — Concept Artist, Illustrator, Matt painter

March 2006 - September 2017

- Conceptualized mechanical creature designs for Advertisement at **Anima Istanbul**(Remote)
- Created realistic creature design, model & texture for a 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 **1000 Volt**. (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)

GLOBAL AWARDS

Semi-finalist DeviantArt's Arcane Idol competition [USA] – Feb. 2020 [Link](#)

Gargoyle CDC Monthly Theme winner [ITALY] - June 2019 [Link](#)

2nd place winner at Atomhawk Design's challenge 'Into the void' [UK] - Sep. 2018 [Link](#)

INTERNATIONAL PUBLICATIONS

Clarkesworld magazine issue 101 - cover art[USA] [Link](#)

Runescape: The First 20 Years: An Illustrated History [UK] [Link](#)

MENTIONABLE PROJECTS

STEEL HUNTERS	Concept artist	HERO SHOOTER - 2025
RUNESCAPE	Senior illustrator	MMORPG – 2021 -2022
ARIFV216	Concept artist / Matt painter	FEATURE FILM - 2018
COCUKLAR SANA EMANET	Concept artist	FEATURE FILM - 2018
HOUSEWIFE	Concept artist	FEATURE FILM - 2017
DIRILIS: ERTUGRUL	Matte painter	TV SERIES - 2017
BAD CAT	Concept artist	3D ANIMATED FEATURE FILM - 2016
THE MAGNIFICENT CENTURY	Matte painter	TV SERIES - 2011-2013
PRENSESIN UYKUSU	Concept artist	FEATURE FILM - 2010
A.R.O.G.	Matte painter	FEATURE FILM - 2008
KILLING THE SHADOWS	Concept artist / 3D modeler	FEATURE FILM – 2006