

UK-based Concept Artist & Illustrator with 10+ years' experience in the entertainment industry including feature films, TV, ads, and video games. I'm adept at environment, character, and creature design. I bring a deep understanding of game culture as a veteran gamer and art fundamentals as a traditional artist, and am passionate about creative storytelling.

EDUCATION

Bachelor's degree in Animation at Anadolu University, Eskisehir

CORE SKILLS & PROGRAMS

Concept & Illustration: Environment, Character, Creature, Matte Paint, Storyboard, 2D Drawing.
Design & Modelling: 3D Modelling (Blender)

SOFTWARE PROFICIENCY

Photoshop: Expert, Blender: Moderate, Zbrush & Unreal: Basic

EXPERIENCE

Concept Artist – DPS GAMES, STEEL HUNTERS Guildford, UK (Hybrid) | June 2023 – Present

- Developed mech, character, & environment designs for game exploration and marketing.
- Produced 3D assets and Unreal engine-ready concepts setting mood and map ambiance.

Senior Game Artist / 2D Artist – Matchingham Games Reading, UK (Remote) | Dec 2022 – Mar 2023

- Delivered high-impact concept art & illustrations for mobile games.
- Mentored junior illustrators in Photoshop techniques, shading, & composition.

Senior Illustrator – Jagex Ltd, RuneScape Reading, UK (Remote) | Jul 2021 – May 2022

- Created concept art & illustrations supporting multi-channel marketing campaigns.
- Provided creative mentorship in digital illustration and composition.

Senior Concept Artist / Illustrator – Self-Employed Reading, UK (Remote) | Mar 2020 – Jul 2021

- Produced varied concept art across major projects including mobile/game designs.

Additional Freelance & Studio Experience in Istanbul | Mar 2013 – Sep 2017

- Designed creature mechanics and environments for TV series, films, and indie projects.
- Collaborated internationally, adapting design styles for diverse media productions.

AWARDS & PROJECT HIGHLIGHTS

- Semi-finalist, DeviantArt's Arcane Idol (2020)
- Gargoyle CDC Monthly Theme Winner (2019)
- 2nd Place, Atomhawk Design Challenge (2018)

NOTABLE PROJECTS

STEEL HUNTERS (Hero Shooter, 2025).RuneScape (MMORPG, 2021).ArifV216 (Feature Film, 2018)