




Fatih Gurdal - Game Artist

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Profile

As a General Artist, specializing in 3d Characters, I believe in life long learning and sharing of knowledge and have an excellent understanding of Game Art Methodologies.

Skills

3d modelling, high and low poly.
Digital sculpting.
Optimization and retopology.
Uv unwrapping and texturing.
Concepts and illustrations.
Pixel art.
Particle system creation.
Node based shader creation.
Basic rigging and animation in 3d and 2d.

Software

Advanced

Maya, Mudbox, Cinema4d, Bodypaint, Photoshop, Topogun, xNormal, nDo2, Unity3d.

Intermediate

Zbrush, UDK, GameMaker, Dreamweaver.

Basic

3ds Max, Marvelous Designer, Painter, Flash.

Education

HAVO

ROC Mondriaan, The Hague

HAVO

Aloysius College, The Hague

Languages

Advanced

English, Dutch.

Intermediate

Turkish

Basic

French, German.

Experience

Owner. Baykus Studio's. (Freelance) 2013-2014
3d Character Artist @ Astrogun, [Project Shizuka](#)
General Artist @ [MadSilence](#)
General Artist @ [Dumont Studios](#)
General Artist @ Various Private Clients
One Man Team @ Personal Project: [Terasbane](#)

General Game Artist. Catbanana Studios.

([ImagineNations](#), Sandbox Game, 2013-2014)
Art Direction, Node Based Shader Creation, Modelling, Texturing, Rigging and Animation, Concept Art, UI and GUI design, Art Style implementation and documentation, Asset organization.

General Game Artist. RiSE Gaming. 2008-2012

(Epoch Saga, RPG Game Project, 2010-2012)
Art Direction, Team management, Conceptual Design, In-game asset creation, Researching engine capabilities (Unity3d).
(Casual Games, Mobile, 2008-2010)
Leading a team of 3d artists. Asset creation and Conceptual design.

General Game Artist. Internship

Utrecht School of the Arts. 2010

(Serious/Applied Games; [CarKit](#), [MayorGame](#))
Conceptual Design, In-game asset creation, Character modelling (high/low poly), Environment Modelling, Printed Media design.

General Game Artist. (Hobby Projects)

SumoRoll. 2010

CMYK Interactive. 2009-2010

[Radakan](#). 2007

[Sylorn](#). 2006