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Education

2020- present time

İstanbul Aydın University

Communication Faculty Cinema and TV

phd

2015-2017

İstanbul Aydın University

The Graduate School (institute) of Social Sciences

Graphic Design

Master's degree

1990 -1995

Marmara University Faculty of Fine Arts / Graphic Arts

(Illustration and print graphics)

Work Experience

2020-2021

İstinye University

Lecturer, 3D and 2d animation, Game Design
İSU Game-lab, Commercial Coordinator

2019-2020

İstanbul Aydın University:
Lecturer, 3D and 2d animation, Game Design

2017-2019

Suni.us Game and Animation Company
Co-Owner at Georgia Batumi

2015-2017

Imagine Codes Game and Animation Company
Co-Owner and Animation Director

2015-2017

Bahcesehir University
Game Design Lecturer and vr and game design projects

2013-2016

İstanbul Aydın University:
Lecturer, 3D and 2d animation, Motion Graphic

2014-2015

CCE Production
Animation, Motion Graphics

2013

Marmara University Graphic Arts:

Lecturer, 3D and 2d animation, Motion Graphic

2013

Beykent University:

Lecturer, Graphic Design, Interactive Design

2012-2013

For Dedem Turkey:

Animation and Game Directing

Gaming design, character design (2d and 3d)

Stereoscopic 3d animation, Project director, concept and character designs, environmental level and layouts included.

2011

For Global Energy / Switzerland:

Institutional identity, short animations, bar design.

Elf Verlag (publisher) Publisher institutional construction and book works.

(Design, story, sketch and institutional content works.)

2006-2009

To Agencies (Klan, Sonuç Advertising) storyboard, characters for casting and illustration

works, T-shirt, textile designs, book cover sketches.

Santral İstanbul Museum shop Product designs.

(www.santralistanbul.com)

Garanti Bank printed material designs.

2007

For Sonuç Advertising agency consultant and design applications

2000-2006

İstanbul Bilgi University Graphic Agency, Workshop chief

İstanbul Bilgi University's whole institutional designs. On top of that information related institutional activities like, bilgi atöle 111, İstanbul Bilgi University

İssues, Bilgi Eğitim, Design Culture management, Bilgide Sinema, Panel and

Conference organizations' all published materials' design. İstanbul Bilgi University, all institutional materials (Handbook, introduction brochure designs, yearly organizers , education departments' materials, envelope, billhead, business card vs.) and furthermore activities related to the institution , location related responsibilities:

; for Bilgi Eğitim activities, catalog, advert, brochure designs

Bilgide Sinema, brochure, questionnaire, poster, İstanbul Bilgi University Issues, Cover, catalog, brochure, page Design Management, poster.

1999

4M Publications (Akrebin Gölgesi Magazine collaboration), Art Director (monthly 4 different magazines' all graphic designs and applications)

Comic book sketches , caricaturists ,who works in the magazine collaboration, like Ergün Gündüz and Yalçın Didman .Series(comic books) like Yüzleşme, Taş Öyküleri, Deccal.

1998

Sonuc Advertisement Graphic Agency, Art Director.

Erkim Pharmacy All published and promotional product designs.

1997

CAG (Ertan Özyiğit CAG advertisement agency), Designer.

BRT TV institutional identity works and package graphic designs.

1996

Son limited graphic agency, İllustrator and designer.

Package graphic designs for companies like Tikvesli, Çoşkun Et

Academical Publishing

2018

Master Degree Thesis; A STUDY OF MAX PAYNE; "FILM NOİR" THE CINEMATIC GENRE, HAS AN INFLUENCE ON THE VIDEO GAMES

2018

An Academical Artical; İstanbul Aydın Üniversitesi Güzel Sanatlar Fakültesi Dergisi, 4 (7) "Machinima" as a Form of Animation

Published Illustrations and Comic Books

2010

Published by English company flame tree publishing, Illustrations for illustration selection book. The Dragon Art Book.

2006-2008

Hodi Podi Children book images and design.
(book, web, animation www.hodipodi.com)

Özgürlerin Kaderi-ikarus Publisher, book cover and page designs.

Ada Fransa children book series (1-2-3) Kelime Yayınları, sketch and design

Belçika Türkleri-İstanbul Bilgi University Yayınları, cover illustrations and design.

Kediler ve Fareler-Zorlu Company, İllustration and book cover. (Children's Book)

2005

Two comic book works Published in Turkey Rodeo Strip magazine written by Odie Bracy and Barış Müstecaplıoğlu.

2004

Cover sketches for Comic book series (Gypsy rose) Published in United States of America. Science fiction and history related two comic books For the company who published Gyps rose(Comics Conspiracy).

2001

Two sketches and one story for Illustration Flirt Edited by Isabelle Stephen in Canada

1999

Akrebin Gölgesi Magazine Collaboration

Comic book series Yüzleşme, Taş Öyküleri, Deccal

Computer Programs Used

Programs

Autodesk Maya

Blender

ZBrush

Substance Painter

Substance Designer

After Effects

Photoshop

Illustrator