

Vahit Saygin

Looking for end-of-study internships
as a Game designer and 3D/2D artist

Contact

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Education

HoWest, Kortrijk,
Digital Arts and Entertainment
(DAE)
2022 – now

Secondary School Diploma:
Art and Architecture
Kunsthumaioira Sint-Lucas,
Ghent
2017 - 2019

Profile

I'm an **Independent Game Production** student with a strong passion for Game Design. My journey into design and art began eight years ago in high school, where I studied art and architecture. Later I decided to continue my higher education by combining my creative skills with video games which naturally led me toward a career in the gaming industry

Projects

Paw-ism

Howest GameJam

- Worked closely with a team of seven to develop and design an **original game in just three days**.
- With the **primary role of Game Designer** and secondary contributions to **environment and 3D art**.
- Placed **#4 - fun category, #13 – creativity category**

Missie Maatje

Client Project

- This project was made in a team of five in collaboration with Veilig Huis (*Branch of the Flanders department of justice that looks into domestic violence cases*).
- My primary role being **2D & UI artist with design** as secondary
- Managing to find ways to **efficiently** put out **many assets** in a short period of time.

Skills

Languages: Dutch - native, English - C1, Turkish - native

Software: Unity, Blender, Maya, Substance painter, Unreal engine

Hard skills: 3D Modelling, Organizing, Digital drawing, Narrative writing, Team management