

# İPEK UNUÇ

## ARCHITECT

### CONTACT

535-031-60 15

unucipek@gmail.com

### PORTFOLIO

<https://1drv.ms/b/s!AnITNe0lJOea-RpU9nY-trIT7Pht?e=2rv0eA>

### RELEVANT SKILLS

- Rhino 6, Rhino 7 (4/5)
- Rhino Grasshopper (3.5/5)
- Blender (4/5)
- Revit (3/5)
- Twinmotion (5/5)
- Lumion (3/5)
- Substance Painter (2/5)
- Autocad (4/5)
- Photoshop (4/5)
- Illustrator (3/5)
- Phyton (1/5)
- Pico8 (5/5)

### EDUCATION

Department of Architecture

**Bilkent University**

2018-2023

Bachelor of Architecture

### LANGUAGES

Turkish (native)

English (expert)

Italian (beginner)

### PROFILE

I am a recent architecture graduate from Bilkent University with a strong background in 3D modeling, texturing, and rendering. Currently, I am actively seeking opportunities within the game and animation industry where I can leverage both my architectural education and my expertise in 3D modeling. I possess a strong aptitude for rapid learning and am enthusiastic about gaining additional experience in related fields.

### WORK EXPERIENCE

#### Internship at ASTURK Hospital Complex Project

ASTALDI-TÜRKERLER ORTAK GİRİŞİMİ

ASTÜRK is a prominent company specializing in the field of construction. I had the privilege of interning with them in the realm of structural engineering. During this internship, I had the opportunity to gain valuable insights into a wide array of software tools commonly utilized within the industry, including 3D software like Revit, Rhino, and AutoCAD. I actively applied these software skills to contribute to smaller projects.

Furthermore, during my time at ASTÜRK, I had the chance to immerse myself in understanding company dynamics and the importance of teamwork. I learned to work collaboratively with colleagues, appreciating the significance of proper communication channels and techniques in achieving successful outcomes in this industry.

#### Internship at S Tasarım

S Tasarım

S Tasarım is an architecture company known for its diverse projects spanning various cities. During my internship with this esteemed firm, I acquired a wealth of knowledge and skills in rendering software, presentation techniques, and 3D modeling that meets industry standards. Notably, I honed the ability to animate and render 3D models to professional quality.

My specific area of focus during the internship was environmental rendering, and I had the privilege of delving deep into this aspect. I gained valuable insights into crafting industry-standard renders and models that met the high expectations of the field.

Moreover, my time at S Tasarım provided me with a unique opportunity to witness the intricate workflows of various housing projects in different cities, further enriching my understanding of architectural processes and practices.

#### Various Commision Works

I have had the privilege of receiving a diverse range of commission projects, spanning from student render assignments to the creation of 3D prop packs tailored for use in games and game prototypes. For these endeavors, I've primarily employed software tools such as Rhino, Blender, and Substance Painter. This experience has allowed me to sharpen my skills and adapt to the specific requirements of each project, fostering versatility and expertise in my work.