

# Asli Baltaci

Creative and detail-oriented Master's student specialising in environmental and technical art. Proficient in 3D modelling, shader creation, and real-time rendering, with experience using Maya, Unreal Engine, and ZBrush to produce high-quality digital content. Adept at problem-solving, collaboration, and quickly adapting to new tools and workflows.

## Contact

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## Work Experience

### IT Support Engineer, ALTU Technology Limited

May 2024 - Present

- Designed and maintained the company webpage, ensuring a user-friendly and efficient interface. Improved day-to-day inventory operations by enhancing system functionality.
- Advanced skills in C++ and C# by developing custom tools and scripts.

### Animation and Digital Graphics Intern, Sons of Graham

January 2018 - March 2018

- Created a short character animation integrated into a Coca-Cola advertisement using Adobe After Effects.
- Collaborated with the team to storyboard and produce an animated advertisement.

### Barista, Costa Coffee

August 2023 - August 2024

- Managed high-pressure situations while maintaining quality service and team morale, demonstrating adaptability and interpersonal skills.

### Customer Assistant, Morrisons

September 2021 - December 2022

- Worked as part of a large team, improving communication skills and team leadership.
- Responsible for: packaging and managing stock, ensuring reductions are processed on time every day and organizing orders.

## Education

### Master of Digital Media (MA)

University College of London  
September 2024 - 2025

### Bachelor of Games Technology (BSc)

University of West England  
September 2019 - May 2022  
Upper Second Class Degree (2:1).

Focused on programming and design development, including participation in multiple game jams. Completed a thesis on echolocation-based gameplay mechanics.

### Character Creation for Film Cinematics, CGMA

October 2023 - December 2024

Completed a professional course on Character Creation for Film Cinematics, mastering ZBrush, Mudbox, and Marvelous Designer. Developed photorealistic 3D models, skin shaders, and clothing for cinematic applications.

## Skills

### Technical Skills

- C++
- C#
- 3D Modelling
- Communication
- Collaboration/Teamwork

### Tools/Software

- Unreal Engine
- Unity
- Maya
- Zbrush
- Mudbox

### Languages

- English (Fluent)
- Mandarin (Intermediate)