

# AYCA OZTURK

## ARCHITECT and ENVIRONMENT ARTIST

<https://www.behance.net/gallery/183969717/Ayca-Ozturk-Portfolio>

I recently graduated from UCL with second class honours masters degree on videogame urbanism. Previous to that I graduated with first class honours on my architecture bachelors course. I was always curious person by nature. During my education I used this personality trait of mine to achieve as much as I can. Firstly, I focused on learning as many sub topics about architecture as I could and got experience in different fields to be able to use this knowledge while designing visually appealing and fun game worlds. With these I also learned how to 3D model various things from reference photos, both stand alone and modular ones. Then I focused on how to work as a team and trust my team mates blindly while becoming a trustworthy team mate. And lastly, I focused on communicating and collaborating, after many stressful projects and tight deadlines, I managed to learn how to keep my teams morale high. I believe this was one of the key skills I had to have as a designer.

### SKILLS

#### CAD (AUTOCAD, REVIT)

6 Years / 3 Years

#### ADOBE CREATIVE SUITE

6 Years

#### BLENDER

4 Years

#### UNREAL ENGINE 5

2 Years

#### DA VINCI RESOLVE

3 Years

#### 3DS MAX

2 Years

#### PHYTON

1 Year

#### Z BRUSH

1 Year

### LANGUAGES

#### ENGLISH

NATIVE

#### TURKISH

NATIVE

#### GERMAN

BEGINNER

### ONLINE COURSES

#### MARC BRUNET - ART SCHOOL

#### TRENT SIVEK

### VOLUNTEER JOBS

#### DEVSCOM(GAMESCOM)

2023 DEVSCOM, COLOGNE, DE

### EXPERIENCE

#### DEMAY ARCHITECTS 2020 INTERN ARCHITECT

I worked in different teams with different leads at the same time, I was expected to do the entire design process, from concept designs to 3D Modelling with my team and get feedback on them to improve the designs. I had to model using reference photos and sketches regularly and make them ready for the deadline.

#### ALEXANDRIA TROAS ARCHEOLOGICAL SITE 2018 ARCHITECTURAL AUTHENTICATION

As a team we were responsible with collaborating with the archeologists in the site and do the architectural drawings of the finds they are responsible with. We did detailed 2D drawings and 3D models of each finds using the pictures and analysis we gathered from the site.

#### ESKISEHIR OSMANGAZI UNIVERSITY 2017 TOPOGRAPHY INTERNSHIP

We were responsible with doing template drawings for a project inside our school campus. We had to gather data from the project site, troubleshoot each problem and make a report to present it in a meeting. The team had different solutions for each problem with high quality models.

### EDUCATION

#### MA DEGREE 2022-2023 URBAN DESIGN, UNIVERSITY COLLEGE LONDON

During my masters course, I focused on learning how to design games. In my course, we learned how to design inside Unreal Engine 5 and create stand alone and modular assets for environments. My team did 2 small games, focusing on building.

#### BA DEGREE 2016-2021 ARCHITECTURE, ESKISEHIR OSMANGAZI UNIVERSITY

On my bachelor's degree I focused on big urban projects and how to create a fun public space for its users. I took as many urban design courses I could take and tried to find ways to use its methods in videogame worlds. I believe urban areas of the city can be used as an example for social aspect of multiplayer games.



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