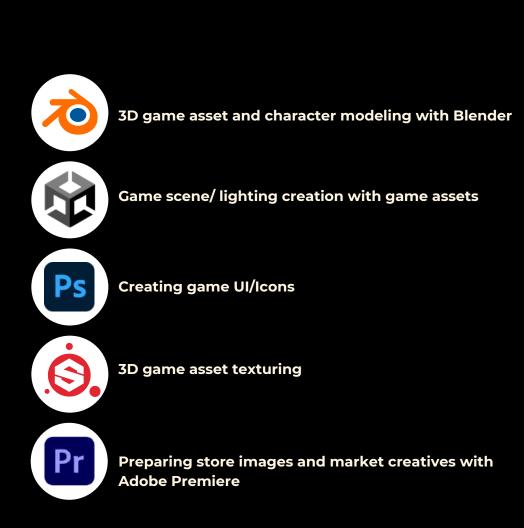


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I have mostly experienced on hypercasual/mid-casual game art. I can create 2d/3d visual assets.



game and portion













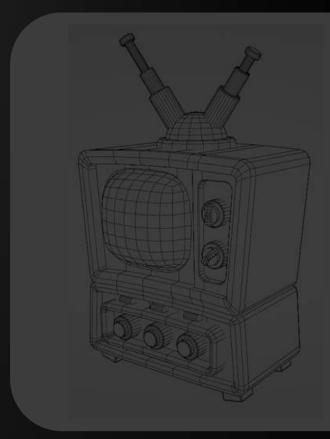


PERSONAL PROJECT ESRA OKMEN 2023







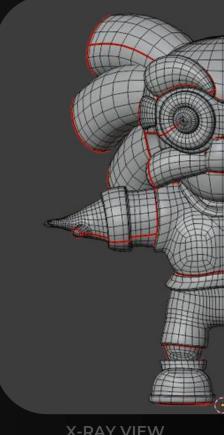


X-RAY VIEW





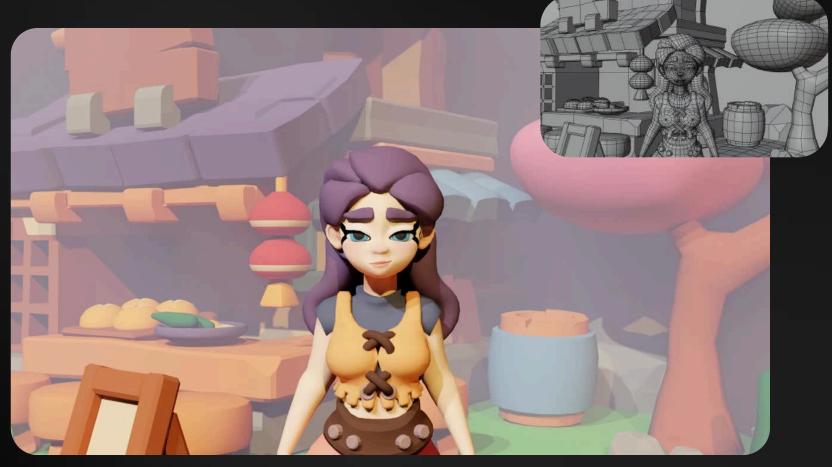


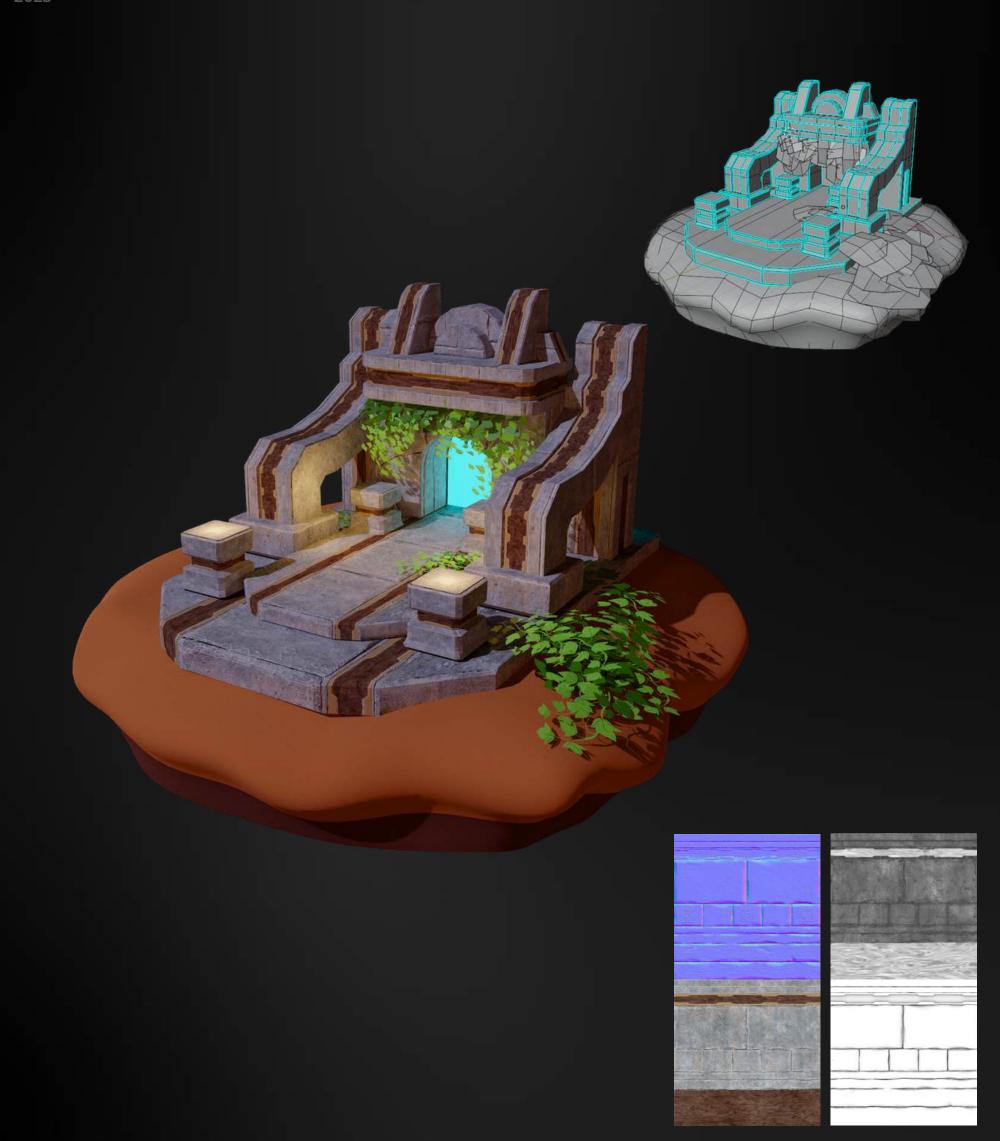


X-RAY VIEW













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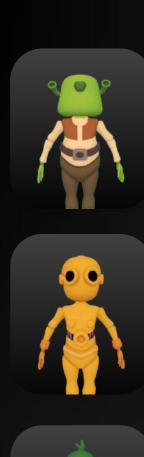






































































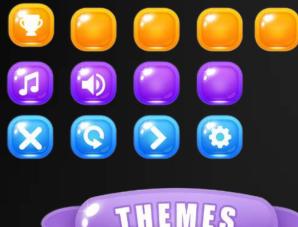




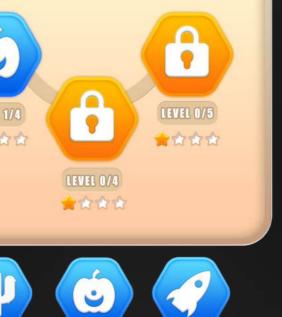


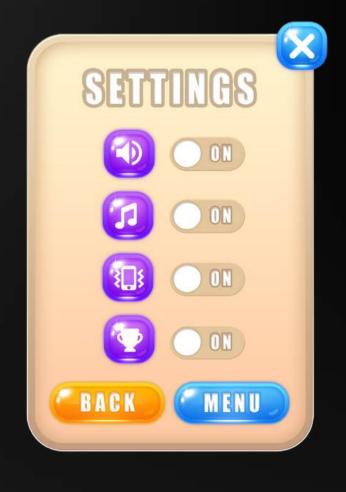














PORTFOLIO

