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(medidog)



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## SUMMARY

I am a creative soul living in the Chicago Area. I dedicated myself creating personalized designs and experiences. In my free time, I am developing my own video game, and make music for them.

## PROFESSIONALWORK

### Indie Game Developer

2016- ongoing

- **Impeccable High** - Ongoing Pixel JRPG (medidog.itch.io/impeccable-high)

### Freelance Designer

2014 - 2015 & 2018-ongoing

- Created timeline animations, 2d characters, 3d props for game projects
- Developed various social responsibility projects and games throughout years
- Created brands and stationary design for companies and social platforms

### Digital Artist

#### CERHAS

Cincinnati, OH  
Sept 2011- May 2014

#### Mysteries of Ancient Architects (CameraOne.us)

- Created textures, models and camera animations for a company to get them ready for the DVD movie which got awarded for Best Animation and Effects.

#### Touch Screen Kiosk App for both Mound City Museum & Newtown Museum

- Create an app for the kiosk utilizing HTML5 and jQuery plugins
- Receive feedback from museum representatives and implement changes
- Upgrade, maintain and update the touch screen kiosk program for 2 years
- Create a model utilizing 3DSMAX and produce it via Rapid Prototyping Center CNC

#### Ohio's Touristic Website (AncientOhioTrail .com)

- Contribute to website and interactive map build with Bing Map API
- Maintain the website build in Drupal and Joomla throughout the years
- Edit video & audio files, model & render 3D anim., maintain website
- Game conceptualization, creative problem solving, and UI design

Multiple projects completed  
with many strict deadlines.  
Rehired for each project,  
upon successful completion.

### Designer

Amplio Vita (remote)  
Ankara, TURKEY. 2009

#### Numil Idea Factory Widget (numilfikirfabrikasi.com)

- Design a widget for Numil Inc. to share in house ideas across utilizing Adobe Air
- Design Amplio Vita and its products logos (such as Javascript Library etc.)

### Design Intern

Univeristy of Economics  
Izmir, TURKEY. 2009

#### Izmir University of Economics Website

- Create an interactive character (Bazmi the Buzzbee) with Flash and ActionScript3
- Design and print university campaign posters and brochures regularly, attend to meetings and collaborate on the design decisions to improve market materials.

## SOFTWARE & SKILLS

### MODELING/ UVTEXTURING

Blender  
3DMax  
Sketchup

### Advanced Knowledge

### GAME ENGINE

Unity3D  
UDK/Unreal E4

### Intermediate Knowledge

### CODING

C#  
HTML5  
CSS3  
JavaScript  
Jquery

### POST PRODUCTION/ DESIGN

Adobe Photoshop,  
Indesign, Animate,  
Dreamweaver, After FX,  
Premiere, Illustrator

### SKILLSET

Creative critical thinking  
Effective time management  
Adaptability to new tools  
High attention to detail

## EDUCATION

2014

### University of Cincinnati

MsArch, Cincinnati, OH

Game Engines & Architectural Theory



2011

### Izmir Institute of Technology

BArch, Izmir, TURKEY

Architecture/Design Theory

2005

### Izmir Bornova Anadolu

High School, Izmir, TURKEY

Science, Math & German

## AWARDS & HONORS

### Best Animation & FX Award

Mysteries of the Ancient Architects - TAC Intern. Film Festival, Eugene, OR

### Arch Design - Honorable Mention

Manisa Municipality Building Architectural Competition. Manisa, Turkey

### Arch Design - Honorable Mention

Sisli High School Complex Architectural Competition, Istanbul, Turkey

### Logo Design - 1st Prize Award

Underwater Community in Izmir Institute of Technology, Izmir, Turkey

### Lions Travel Scholarship

Lions Club Summer Camp, Königswinter, Germany

## LANGUAGES

Turkish | Native

English | Advanced

German | Intermediate

Japanese | Beginner