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(medidog)



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SUMMARY

I am a creative soul living in the Chicago Area. I am dedicated to creating personalized experiences & beautiful designs for all. I develop my own video games, and make music for them in my spare time.

PROFESSIONAL WORK

Indie Game Developer

2016-

- **Impeccable High** - Ongoing Pixel Art RPG Adventure Game Project
- **CyBer//zDvAc**. A game about a robot as a chance to save itself before destruction by answering suitors' questions, is trying to get enough points to get married in a TV show. (**1st Place in CyberpunkJam 2.0**)

Freelance Designer

Various firms in CA, IL and NSW
(remote) 2014 - 2015

- Develop social responsibility games in Adventure Creator & Unity3D
- Model 3D caves, design and program a diatetic UI for the train, integrate C# scripts
- Design logos, business cards, flyers etc..
- Collaborate within a team to develop Kickstarter Project on the video and art assets
- Consult on design templates for Wordpress and design responsive websites
- Draw concept art, characters, environments.

Digital Artist

CERHAS

Cincinnati, OH
Sept 2011- May 2014

HTML Touch Screen Kiosk App in Mound City & Newtown Museum

- Create an app for the kiosk utilizing HTML5 and jQuery plugins
- Recieve feedback from museum reps 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 Earthwork & Mounds 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

Bazturk.com & 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/ UV TEXTURING

Blender
Max
Sketchup

POST PRODUCTION/ DESIGN

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

Advanced Knowledge

GAME ENGINE

Unity3D
UDK/Unreal E4

Intermediate Knowledge

CODING

HTML5/CSS3
JavaScript/Jquery
C#
Wordpress

SKILLSET

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

EDUCATION

2014

University of Cincinnati

MsArch, Cincinnati, OH
Real Time Visualization

DAAP

2011

Izmir Institute of Technology

BArch, Izmir, TURKEY
Design Principles /Architecture

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

Stayed six weeks in Lions Club Summer Camp, Königswinter, Germany

LANGUAGES

Turkish **Native**

English **Advanced**

German **Intermediate**

Japanese **Beginner**