OGULCAN KARAOGLU
TECHNICAL ARTIST

SUMMARY

7+ years experienced *Technical Artist.* Who worked on production on multi-disciplenary parts of game development process such as game development, shader creation, 3D game asset creation. Worked on multiple projects such as AR/VR game & applications, PC games & mobile games. Developed & published 2 mobile hit games in last 2 years.

SKILLS

Unity, C#, HLSL & Lighting, 3D Asset & Animation Creation, Graphic Design, Game Design, Level Design, Project Management.

CONTACT

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Izmir/Turkey
35110

EDUCATION

2011 - 2015

HIGH SCHOOL DEGREE
ITO FOUNDATION SULEYMAN TASTEKIN TECHNICAL HIGH SCHOOL
Information Technologies

DEMO REEL

Video Link

▶ YouTube

WORK EXPERIENCE

TECHNICAL ARTIST
FUNRIKA GAMES // 2022-Present

-Shader Creation in Unity.
-Scene Creation in Unity.
-Lighting.
-Optimisation.
-Animation.

GAME DEVELOPER / TECHNICAL ARTIST
UNLIT GAMES // 2020-2022

-Prototyping Creation in Unity(C#)
-Leading the studio to create Hyper-Casual games.
-Shader Creation in Unity.
-Game Design & Level Design
-Game Art
-Published 2 Hit Games - Bridal Rush! - PuppetMaster 3D
-Game Portfolio - Video

TECHNICAL ARTIST
MC Games Studio// 2019-2020

-Prop,Environment,Character Modeling&Texturing
-Level Design&Lighting in Unity.
-Rigging&Animation.
-Shader Creation in Unity.

-Building bridge between 3D Artists and Programmers for the project.

TECHNICAL ARTIST

PANDORA REALITY AR&VR SOLUTIONS // 2016-2019

-3D Modeling&Texturing,
-Shader Creation in Unity
-Level Design&Lighting in Unreal and Unity.
-Basic Rigging&Animation.
-Tool developing for Artists in Unity.

-Building bridge between 3D Artists and Programmers for the

project.

SOLO PROJECTS

Drunken Fight Simulator - Steam

Synth Ninja - Steam

Jeff The Killer : Horror Sleep 1 & 2 - GPlay