

MUSTAFA BERKE ŞİMŞEKLER

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Objective: Seeking a 3D Artist internship at a premier game studio to refine my 3D building skills. Leveraging a strong background in digital art from past sector experience and academic studies, along with practical 3D software expertise from personal projects, I aspire to add creative value to your team and advance my professional development.

EDUCATION:

METU, Computer Education and Instructional Tech. (2022-2026)

Zvezdochka High School (2018-2020)

Panfilovka High School (2020-2021)

INTERNSHIP / WORK EXPERIENCE

[ROBLOX] Revenge Studios: Tokyo Revengers Development Team (2023-2024)

- In a 10-person team,
- Lead 3D Designing of the game, proficiency on managing triangle count.

[ROBLOX] Turkish Armed Forces: Army Roleplay Game Development Team (2021-2023)

- In an individual team,
- Front-end Developer, Lead 3D, 2D Artist and 3D Animator of the game, unique design approaches with proficiency on optimization,
- Published two games.

[ROBLOX] Ragno Games, a game development cooperation, Founder (2021-Now)

- In an individual team,
- Designing / Applying all aspects of the games, modern design approach,
- Published one game.

[UNITY] Global Game Jam 2023 (2023)

- Joined with GDSC Game Team consisting of 7-person,
- Game Designing of the game,
- Published one game.

Tutoring (2023-Now)

- Tutor for CEIT Department Among Students

LANGUAGES

Russian (A2), English (C1)

COMPUTER SKILLS

3D Arts, 2D Arts, 3D Animating, HTML,

ACTIVITIES

Luau, JavaScript, CSS, Firebase

METU Computer Club, Board Member

- Metu CCLUB Game Development Study Group Rakoon Studios: Design Team Lead

HOBIES

Football (Played as GK at mini-football team Galacticos FC, became 3rd in KFC Tournament made in Kyrgyzstan), Developing Games, Star Wars Lore-Reading.