# Sinem Çevik
Technical Artist

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## — Summary —

Technical Artist with a Computer Engineering degree and 2+ years of experience bridging art and engineering in game production pipelines. Skilled in developing automation tools, optimizing assets, and ensuring visual and technical consistency across projects. Experienced in Maya, Houdini, Blender, 3ds Max, Adobe Creative Suite, PopcornFX, and custom engines. Passionate about creating systems that make creativity flow — combining structure, clarity, and precision to remove friction between artists and technology.

## — Experience —

**Technical Artist** — Noxart Studio 2023 – Present

• Developed automation scripts improving export, validation, and shader-setup workflows in a custom engine pipeline.
• Designed and prototyped Material Library Editor and Asset Manager tools improving team efficiency and consistency.
• Built Python utilities for repetitive prop-pipeline tasks (naming, cleanup, optimization).
• Collaborated closely with artists and engineers to diagnose asset issues and maintain real-time performance.

**3D Artist** — Freelance / Early Career 2021 – 2023

• Produced optimized models and stylized environments for interactive media.
• Managed texture baking, LOD creation, and material balancing for visual coherence.

## — Education —

**B.Sc. Computer Engineering** — Akdeniz University, Türkiye Graduated 2024

## — Skills —

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| Python (Maya API, tool scripting) | Shader authoring |
| Node-based systems | VFX and particle logic |
| Asset validation tools | Data-driven workflows |
| Material and rendering pipelines | Environment & prop modeling |
| PBR material setup | UV optimization |
| Maya / Houdini / Blender / 3ds Max | Substance / PopcornFX / Photoshop / Unreal |
| Automation / Optimization / Pipeline design | Debugging / Technical documentation |

## — Languages —

Turkish — Native

English — Fluent