





YUSUF CEYLAN

STUDENT 3D AND VFX
ARTIST

CONTACT

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SKILLS

3d, 2D Design
3d, 2D Animation
Shaders and Texturing
Blender,
FL Studio, Bandlab
Unity, Unreal Engine
Html, Css, JavaScript
C#,

September 2021 - present
UNIVERSITY OF GREENWICH
BSc Games Design and
Development

LANGUAGES

English     
Turkish     

PROFILE

I am currently a Games development student at the University of Greenwich, specializing in VFX, 3D-2D modeling, and animation. I am passionate about developing video games, specifically when it comes to making artwork in games. I have experienced challenges that come with a team and developed myself by attending group projects and game jams at the university. However, I have specifically experienced teamwork under stress with limited time in the places I have worked. I am currently working as a part-time worker.

EXPERIENCE

3D and Logo Designer

Hype 2024 - present

- I made 3D models and animations for a small amount of people in a team called hype.
- It is a small newly formed group that arranges parties mostly for university students in Turkey
- It was a project that required me to model a 3D model of their name and animate to be used to advertise the team.
- I was also asked to design their logo for social media account, which is where they connect with people.
- The 3D scenes and the logo are being used on the social media account.
- The group is formed by young university students who are specialised on different areas such as music, social media, environment design, and 3D and 2D designs

3D, Game and Level Designer, Programmer, Visual And Sound Artist

Phaze 2022 - 2023

- For this project, I intended to make a simple 3D platformer puzzle game in a team of 3 people.
- My job was to combine some of mine and other 3rd party assets for the level design.
- The other 2 members of the team had left the project after a short while so I had to finish the game alone.
- I have programmed most of the mechanics and designed the levels as well as the environment of them.
- Made a music for the game and added simple sounds.

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WORK EXPERIENCE

Chef, Manager

Zuzu Bistro Bar

2021-2023

- I worked in a small kitchen for approximately 2 years where I learned new skills at the first and started managing the place it after a while.
- Worked under pressure with limited time.
- One of my jobs was to teach the new employers how everything worked and help them gain the skills required to work efficiently.
- Since it was a small place, I learned how to get a work done by myself and solve problems without having anyone to get help from.

HOBBIES

- Playing games
- Producing sounds and musics for games
- Producing music for cinematics
- Reading
- Training
- Watching videos about science
- Drawing
- Watching Movies