Nisa Nur Çelik

Nationality: Turkish | **Phone number:** (+90) 5428113141 (Mobile) | **Email address:** nncelik.art@gmail.com | **Website:**

https://wiirus.artstation.com/ | **Website:** https://wiirus.itch.io/ | **Address:** Yedikule, Istanbul, Türkiye (Home)

ABOUT ME

A highly motivated and **results-driven** professional with a proven ability to think creatively and deliver **innovative solutions**. I excel in dynamic environments requiring **adaptability**, efficiency, and precision. Known for my **strong communication**, **teamwork**, and **problem-solving** skills, I consistently meet and exceed expectations through technical proficiency, attention to detail, and self-motivation.
I thrive in environments that value **emotional intelligence**, reliability, and a **positive attitude**. My **curiosity** drives me to continuously learn. With a growth-oriented mindset, I bring fresh perspectives and resourcefulness to every opportunity.

WORK EXPERIENCE

VOLUNTEER 2D ARTIST – 01/04/2022 – 20/06/2022

- **Designed layouts** and Created **Modular 2D Illustrations** for customization and integration. for a **random sprite generator**.

DIGITECH SOFTWARE TECHNOLOGIES – ISTANBUL, TÜRKIYE
2D GENERALIST – 08/06/2022 – 28/02/2023

- Designed **User Interfaces (UI)** for multiple game projects.
- Created **Concept Art** for **Characters**, **Environments**, and **Assets**.
- **Character Design**, focusing on style and consistency.
- Produced **2D Animation** for characters and environments.
- Illustrated environments and backgrounds for game worlds.

KERRY LOGISTICS – ISTANBUL, TÜRKIYE
Business or Sector Information and communication

SYSTEM ANALYST – 04/10/2023 – 01/04/2025

- Managed and maintained databases using **PostgreSQL** and **Oracle**.
- Automated processes using **JavaScript**, **Python**, **VBScript** with **TestComplete**.
- Designed and optimized **business process models** using **Camunda**.
- Adjusted and maintained custom programs and projects using **C#** and **GitHub**.
- Handled **data management, analysis**, and **visualization** using **Microsoft PowerBI Desktop**.
- The work has been carried out primarily in **English.**

LANGUAGE SKILLS

Mother tongue(s): **TURKISH**

Other language(s): **ENGLISH**

SKILLS

Game Development / Design

Unity | C# | Git | Adobe Photoshop | Adobe Animate | Adobe Illustrator | Adobe After Effects | Aseprite | CLIP STUDIO PAINT

System Analysis

HTML | SQL | PostgreSQL | Oracle SQL | TestComplete | JavaScript | Python | Database Management | Desktop Automation | Microsoft Office | Microsoft (Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Microsoft Outlook) | Microsoft Power Platform (Power BI, Power Apps, Power Automate)

EDUCATION AND TRAINING

01/10/2022 – 01/07/2025 İstanbul, Türkiye
DIGITAL GAME DESIGN Beykoz

Website https://www.beykoz.edu.tr/ | **Final grade** 3.35 | **Level in EQF** EQF level 6