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| ATILGAN ASIKUZUN **Senior concept artist, Illustrator**  **ONLINE PORTFOLIO:** [**WWW.ARTLOCK.CO**](http://www.artlock.co) | Reading, Berkshire, UK  **(+44) 7726851357**  [**LinkedIn**](https://www.linkedin.com/in/aasikuzun/)  [**asikuzun@gmail.com**](mailto:atilgan@artlock.co)  [**IMDB**](https://www.imdb.com/name/nm2312739/?ref_=nv_sr_srsg_5) |
| SUMMARY I’m a concept artist & illustrator with over a decade of experience in the entertainment industry. I’ve created creature & character concept art, illustrations & matte paintings for 7 feature films, 2 video game companies, and many adverts. EXPERIENCEMATCHINGHAM GAMES, Reading, UK (Remote) — Senior Game ArtistDecember 2022 – Present  * Produced concept art & illustrations with the Art team for mobile games. * Mentored junior illustrators about techniques in photoshop, shading and composition.  JAGEX LTD, Reading, UK (Remote) — Senior IllustratorJuly 2021 – May 2022 **JAGEX**   * Produced concept art & illustrations for the Art team within Creative Services to support the whole publishing group including marketing campaigns, brand key art and social media assets. * Mentored a junior illustrator about techniques in photoshop and composition.  Freelance, Reading, UK (Remote) — Senior Concept artist, Senior IllustratorMarch 2020 – July 2021 **JAGEX**   * Produced concept art & illustrations for the Art team within Creative Services to support the whole publishing group including marketing campaigns, brand key art and social media assets.   **MYNET**   * Conceptualized character designs and illustrated for a mobile game. Alternated between work styles to speed up the creation process.   **SINEFEKT**   * Structured a city matte painting plate for an advertisement. Bought newly released stock photos to speed up the process.  Red Disk Games, Istanbul — Senior Concept Artist, IllustratorSeptember 2017 - March 2019  * Defined the artistic look of the video game with target scenes. Balanced the detail of the look while considering the team’s production limit. * Created character concept arts, assets & props, weapons, and graphic elements for the game as the project’s sole visual artist. Textured every design I’ve made previously. Created color schemes and alternate costumes for the characters. * Worked closely with the game director and delivered fast results with minimum to no revisions. * Guided my modeler friend’s whole model progress to ensure desired quality since character sheets have blind spots. * Involved in the recruitment process and able to recruit 1 key person the team needed.  Freelance, Istanbul — Senior Concept ArtistMarch 2013 - September 2017  * Conceptualized mechanical creature designs for Advertisement at Anima Istanbul(Remote) * Created realistic creature design, model & texture for an arthouse film. (Housewife) at 1000 Volt(Remote) * Delivered stylized character designs for a 3D animated feature pitch. (Remote) * Produced matte paints for a TV series for 1 season at Genius park. (Dirilis: Ertugrul). Worked closely with Composition and 3d team. Supervised the team’s younger talents. * Created Concept art & matte paintings for a feature film at 1000volt.. (ArifV216) * Collaborated in a 3D animated feature film, created concept art, car designs, Environment concept arts, and textures with my team members at Anima Istanbul. (Bad Cat)  Digiflame, Istanbul — Concept ArtistJanuary 2011 - March 2013  * Revised and designed characters & concept art for animated TV series, TV series, Supervising model process ensuring good quality. * Collaborated with the 3D and comp team (total of 14) and produced matte paintings for a TV series (2 seasons), (The Magnificent Century) * Mentored an intern to become a matt painter within my time in there.  Imaj Animation, Istanbul — Concept ArtistJanuary 2009 - March 2011  * Acted as creature concept artist & background artist for a feature film. (Prensesin Uykusu) * Developed concept arts & render touch-ups for advertisements.  Freelance, Istanbul — Concept Artist, Matte painterJune 2006 - January 2009  * Developed matte paintings for a feature film. (A.R.O.G) at Sinefekt.   Created creature model, texture & design for a feature film. (Killing the shadows) at Anima Istanbul.   * Created 3d Toy models for advertisements at Anima Istanbul.  EDUCATIONAnadolu University, Eskisehir — *Bachelor’s Degree in Animation*September 1998 - June 2003PROJECTSRunescape — MMORPG - 2021Monstrous — Indie Video Game - 2019ArifV216 — Feature film - 2018Cocuklar Sana Emanet — Feature film - 2018Housewife — Arthouse film - 2017Dirilis: Ertugrul — TV series - 2017Bad Cat — 3D animated feature film - 2016The Magnificent Century — TV series - 2011-2013Prensesin Uykusu — Feature film - 2010A.R.O.G. — Feature film - 2008Killing the Shadows — Feature film - 2006 | SKILLS Concept art  Character design  Creature design  illustration  3d model  Texture  Matte paint  Storyboard  Sequential art PROGRAMS Photoshop  Blender  Maya  Substance Painter  Zbrush AWARDS **SEMI-FINALIST DEVIANTART'S ARCANE IDOL COMPETITION - JUNE 2020** .  **CHARACTER DESIGN CHALLANGE MONTHLY “GARGOYLE” THEME WINNER - JUNE 2019**.  **2ND PLACE WINNER AT ATOMHAWK DESIGN'S CHALLENGE (INTO THE VOID) - SEPTEMBER 2018.** LANGUAGES Turkish, English |

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