

Ali Sarp Tanyeri / 3D Character Artist

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Profile

Games we create,
Games we live.

Designing requires perspective, The difference between seeing and looking is based on experience. I enjoy creating things that are to be experienced.

CG SKILLS

- Sculpting both realistic and stylized characters and creatures
- Minimalistic and stylized Coloring
- Modeling and sculpting assets
- Low-poly Stylized creations and Topology for game engines
- Creating stylized animations
- Modular Environment and Character asset design

SOFT SKILLS

- Time management, attention to quotas and milestones
- Attention to detail and quality of project(s)
- Responds well to feedback and constructive criticism
- Strong work ethic; friendly and enthusiastic team member

SOFTWARE KNOWLEDGE

- Blender
- Zbrush
- Substance Painter
- Maya
- Keyshot
- Marmoset Toolbag
- Marvelous Designer
- Photoshop
- Illustrator
- Storyboarder

EXPERIENCE

- Private Lessons – 2016 / Present

Lecturing: - How to learn about creating artistic materials and using them for Character and Environment design.

- Global Game Jam Ege 2017, 2018,2019 and 2020

As Participant.

- Ruby Games / 3D Artist 2020 Aug - Dec

EDUCATION

- Plato Meslek Yüksekokulu – 2013/2015 Computer Aided Design & Animation
- Yasar Universitesi – 2018 Animation