

İletişim Bilgileri

alisarptanyeri@gmail.com

www.linkedin.com/in/alisarptanyeri
(LinkedIn)

www.alisarptanyeri.com (Portfolio)

En Önemli Yetenekler

Zbrush

Digital Sculpting

Character Animation

Languages

Turkish (Native or Bilingual)

English (Full Professional)

Certifications

Organizasyon Sorumlusu

GGJ EGE 2019

GGJ EGE 2018

GGJ EGE 2020

GGJ EGE 2017

Ali Sarp Tanyeri

Freelance 3D Artist

Türkiye

Özet

My interest in games has never diminished since I was a kid. On the contrary, this increased interest allowed me to conduct research on the visuals of the games. My gaming experiences that have been accumulating since then have given me a different perspective.

When I finished High School, went in the Animation section with great desire. After finishing Plato Vocational School, Computer Aided Design and Animation section, increased my knowledge by dedicating myself to 3D art. Learned how to sculpt, texture, and UV patterns by high poly and low poly. Joined Global Game Jam Ege in 2017 and 2018.

I want to develop this section as a profession for myself.

Deneyim

Freelance

3D Character Artist

Aralık 2020 - Present (2 yıl 1 ay)

Pan Games

Lead 3D Artist

Eylül 2021 - Şubat 2022 (6 ay)

Ruby Games Studio

3D Artist

Ağustos 2020 - Aralık 2020 (5 ay)

Working on various mobile games.

Private Lecturing

3D Generalist

Ocak 2016 - Ağustos 2020 (4 yıl 8 ay)

Eđitim

Yařar Üniversitesi

Lisans Derecesi, Animasyon, İnteraktif Teknoloji, Video Grafiđi ve Özel Efektler · (Eylül 2018 - Haziran 2022)

İSTANBUL TOPKAPI ÜNİVERSİTESİ

Computer Based Design And Animation · (2013 - 2015)