

ISMAIL BURAK CENDIK

PRINCIPAL TECHNICAL ARTIST

hello@freyagameworks.com

linkedin.com/ismailcendik

freyagameworks.com

PROJECTS

ARTHUR





PRINCIPAL
TECHNICAL ARTIST

REMIO





SENIOR
TECHNICAL ARTIST

NOT SO SCARY
HALLOWEEN RIDE





TECHNICAL & ART
DIRECTOR

RISE ONLINE





TECHNICAL ARTIST

EXPERIENCE



PRINCIPAL TECHNICAL ARTIST

@Arthur Digital

 June 2024 - Present

 Eindhoven, The Netherlands

XR, PC, WebGL, Unity, Shaders, Texturing, Lighting, Optimization, Editor Tools, Particles



TECHNICAL & ART DIRECTOR

@VRPark Co

 June 2023 - Present

 Eindhoven, The Netherlands

XR, Unity, Unreal Engine, Production Studio Director, Management, Art Direction, Pipeline Direction, Cinematic 360



SENIOR TECHNICAL ARTIST

@RemioVR

 October 2021 - March 2024

 Eindhoven, The Netherlands

XR, PC, WebGL, Unity, Art Direction, Rigging, Modeling, Texturing, Shaders, Particles, Optimization, Lighting



SENIOR TECHNICAL ARTIST

@Zenta Games

 December 2020 - October 2021

 Istanbul, Turkiye

PC, Android, iOS, Unity, Animation, Particles, Optimization, Shaders, Texturing, Modeling

SKILLS

2D APPS	3D APPS	ENGINES	LANGUAGES	DEVELOPMENTS	PLATFORMS
- Photoshop - Quixel Suite - Substance Suite	- Blender - Houdini - zBrush	- Unity - Unreal Engine - Custom Engines	- C# - UE Blueprint - Python	- Git - Rider - PyCharm	- XR - PC - Mobile

WORKSHOPS AND PRESENTATIONS

BEST PRACTICES OF LIGHTING FOR VR

@XR Turkiye

 April 2022

- Presented industry best practices for lighting scenes for VR, demonstrating techniques in Unity and discussing concepts applicable to other tools like Unreal Engine.

OPTIMIZING 3D CONTENT FOR VR

@XR Crowd

 January 2021

- Conducted a session for best practices of 3D Content for VR platforms, focusing on optimizing 3D models for low end hardware platforms like WebGL and Meta Quest.

INTRODUCTORY WORLD BUILDING FOR VR

@XR Turkiye

 July 2020

- Hosted a presentation and live demonstration on VR worldbuilding using Unreal Engine, showcasing an optimized pack I made and techniques for creating immersive environments.

STYLIZED LOW POLY ART WORKSHOP

@Bahcesehir University Game Lab

 November 2018

- Hosted a hands-on workshop on the "Low Poly" art, utilizing Maya, Photoshop, and Unity to demonstrate a workflow in digital game art.