



Onder Yetiskin **3D ARTIST**

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**Demoreel:** <https://vimeo.com/389211124>

**Password:** demoreel2020

I'm very motivated CG Artist with 15 years in traditional and digital media. Equipped with an excellent work ethic and capacity to effectively manage creative projects for high profile clients. I'm responsible for managing a team of artists, devising the commercial visual style and directing the production of all visual material throughout development as well as creating exemplary art in regards to character design, color theory, layout, shape language and animation. Excellent time management and communication skills, problem solver, fast learner, organized, receptive to critiques, ability to adapt to and develop new techniques.

## Personal

**Location:** Los Angeles, CA | **Visa Status:** Permanent Resident | **Educational Status:** Bachelor's Degree

## Experience

**Pixomondo (pixomondo.com)** **2017 – Current**  
**3D Modeler, Texture and Light Artist** **Los Angeles, CA**

I worked various projects at Pixomondo for build 3D characters, creatures and environments for the concept art. Worked with other leads and supervisors to establish production and pipeline standards across departments. UV layout, blend-shapes and texturing and look-dev. Build high-resolution assets for both organic and hard surface. I used a variety of programs such as Maya, 3DS Max, Zbrush, Substance painter, Nuke, After Effects, Unreal Engine, Deadline, Shotgun . Shot lighting in Vray and Arnold per project.

**Star Trek Picard** - Modeling and Texturing for Borg cube and props (2019)

**Star Trek: Short Treks (Animated)** - Lighting (2019)

**The Orville Tv shows**- Modeling and Texturing (2019)

**Jurassic World Live Tour** - Modeling and Texturing

**Warner Bros. Moves 'Tom And Jerry'** Modeling props (2019)

**Game of thrones** Modeling props (2017-2018)

**Midway** Modeling props (2018)

**Fox** (alien Vs predator Theme Park) Modelling Enviroiment and Character (2017)

Many various TV Shows.

**Westwood Production (www.wwprod.com)** **2011 – 2016**  
**3D Generalist / Motion Graphic Artist** **Los Angeles, CA**

Teamwork and individual CG set designing, concept environmental modeling, texturing, and lighting.

**Imaj Post Production (imajonline.com)** **2001 to 2010**  
**Senior Art Director / Motion Graphic Artist / 3D Generalist** **Istanbul, Turkey**

Designed and produced on screen broadcast of various graphics. Rotoscoping keying, tracking, and compositing detail oriented for many commercial and future film. Provide graphic design and art direction for variety of clients.

## Education & Certificate

**Academy of Entertainment at Santa Monica Collage** (Certificate Program) **2014 – 2016**  
Modeling, Character rigging, Animation, Shading, Lighting and Rendering. Create production-ready for 3D models. Organic and inorganic modeling with polygons, NURBS and subdivision surfaces.

**Bachelor of Fine Arts at Ataturk University** (GED) **1996 – 2001**  
Painting, Sculpture, Pottery, Anatomy, Perspective, Printmaking, Watercolor, Art history, Ex libris, Silk screen printing, Digital arts, Digital drawing, Communication design, Web design, Poster, Logo, Brochure Design, Photography.

## Software & Skill

**3D Software:** Maya, 3ds Max, Z-brush, Substance, Mari, Unreal, Cinema 4D, Vray, Anrold

**Matte paint & Comp:** Nuke, After effects, Photoshop, Encoder, Boujou, Mocha, Flame

**Pipeline:** Shotgun, Deadline, Maya, 3ds Max and Nuke pipeline

**Art Design:** InDesign, Illustrator, Photoshop, WordPress

Animation and modeling (Hard Surface & Organic) high & low poly, UV layout, Retopology, Rigging

Texture mapping, painting (diffuse, bump, displacement, specular):

Thinking Particles, Fluids and Rigid body dynamics: Realfow, Max, Maya.

Shading, Rendering and Texturing: Vray, Arnold, Mental Ray

Special effects and restoration, Matte painting, Tracking, Green screen, Rotoscope

Art Composition, Digital illustration, Graphic Arts Design and Storyboarding, Magazine Print and Logo design