

# İPEK SAKARYA

2D ARTIST

İstanbul, Eskişehir  
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## EXPERIENCE

### **Rollic Games, İstanbul- 2D Artist**

SEPTEMBER 2022 - MARCH 2023

- Provided social media illustrations & visuals and brand designs.
- Participated in the "Icon Project", and made 'out of box' icons that go live every two weeks.
- Helped with game UIs.
- Designed Tangle Master 3D's 'Perfect Move' emojis.
- Used Figma, Photoshop, Illustrator, and Blender.

### **Rollic Games, İstanbul- 2D Intern**

JULY 2022 - SEPTEMBER 2022

- Helped with mockups, vectors, and designs.
- Learned Figma to Advanced level.
- Observed artistic stages a mobile game goes through.

### **Viewerse, İstanbul- 2D Intern**

JUNE 2022

- Provided paintings for cut scenes of a 'live-action' mobile game.
- Used Procreate.

### **Sinefekt, İstanbul- Intern**

AUGUST 2021

- Observed post-production in advertising: Color Correction on DaVinci Resolve; Visual Effects, Compositing, Motion Graphics on After Effects and Flame; 3D Modeling, Rigging on Maya; Sculpting on ZBrush.
- Learned ZBrush to Intermediate level.

## EDUCATION

### **Anadolu University/Fine Arts, Eskişehir- Bachelor's Degree**

SEPTEMBER 2020 - PRESENT

-Participated in ARINKOM - Games United Game Incubation Program:

- Introduced to mobile games.
- Learned Blender to Beginner level..
- Provided low poly assets for hyper-casual games.
- Provided pixel art for a project.

## PROGRAMS

**Photoshop** - Advanced  
Drawing, design, photo manipulation

**Figma** - Advanced  
Vector design, UX/UI

**Premiere Pro** - Intermediate  
Video editing

**ZBrush** - Intermediate  
High poly modeling

**Illustrator** - Beginner  
Typography, vector design.

**Blender**- Beginner  
Low poly assets

**After Effects** - Beginner  
Motion graphics

## LANGUAGE

**English** - C1

**Turkish** - Native