

İPEK SAKARYA

2D ARTIST

İstanbul, Eskişehir
skryipek@gmail.com

EXPERIENCE

Peak Games, İstanbul - *Intern as 2D Marketing Artist*

JUNE 2023 - SEPTEMBER 2023

- Provided visuals for Toon Blast and Toy Blast's Instagram and Facebook accounts.
- Made motion graphic animations in After Effects.
- Analyzed and discussed new ideas about social media strategies.
- Cooperated content production on TikTok.
- Learned After Effects to Intermediate level.
- Used Photoshop, Illustrator, and After Effects.

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 - *Intern as 2D Artist*

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 - *Intern as 2D Artist*

JUNE 2022

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

Sinefekt, İstanbul - *Intern at Various Departments*

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.

PROGRAMS

Photoshop - Advanced
Drawing, design, photo manipulation

Figma - Advanced
Vector design, UX/UI

Premiere Pro - Intermediate
Video editing

After Effects - Intermediate
Motion graphics, video editing

ZBrush - Intermediate
High poly modeling

Illustrator - Beginner
Typography, vector design.

Blender - Beginner
Low poly assets

LANGUAGE

English - C1

Turkish - Native

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 the project.