

# İPEK SAKARYA

2D Artist | Motion Graphics Specialist

İstanbul, Eskişehir  
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## EXPERIENCE

### Peak Games, İstanbul - Marketing Artist Intern

JUNE 2023 - SEPTEMBER 2023

- Designed visually appealing social media content for Toon Blast and Toy Blast, increasing engagement on Instagram and Facebook.
- Created motion graphic animations in After Effects, increasing engagement on social media platforms by showcasing dynamic and visually appealing content.
- Analyzed and contributed to innovative social media strategies, resulting in fresher content ideas for TikTok campaigns.

### Rollic Games, İstanbul - 2D Artist

SEPTEMBER 2022 - MARCH 2023

- Delivered high-quality illustrations and brand visuals for social media campaigns, driving consistent follower growth.
- Developed creative, "outside-the-box" icons for the "Icon Project," successfully launched biweekly.
- Designed unique in-game assets, including Tangle Master 3D's 'Perfect Move' emojis, enhancing player engagement and satisfaction.
- Supported UI design for mobile games, improving navigation and user experience across multiple titles.

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

JULY 2022 - SEPTEMBER 2022

- Contributed mockups, vector designs, and creative assets for game prototypes, helping improve concept pitches.
- Observed and participated in the artistic pipeline of mobile game development, gaining valuable industry insights.

### Viewerse, İstanbul - Intern as 2D Artist

JUNE 2022

- Illustrated cinematic cut scenes for a live-action mobile game, enhancing its storytelling and player immersion.

### Sinefekt, İstanbul - Intern at Various Departments

AUGUST 2021

- Gained hands-on experience in post-production, learning tools like DaVinci Resolve for color correction and After Effects for motion graphics.
- Advanced to an intermediate level in ZBrush, contributing to high-poly modeling projects.
- Shadowed industry professionals to understand visual effects, 3D modeling, and compositing workflows.

## PROGRAMS

- **Photoshop**
- **Premiere Pro**
- **After Effects**
- **Figma**

## LANGUAGE

- **English C1**
- **Turkish Native**

## EDUCATION

### Bachelor's Degree of Fine Arts - (Anadolu University SEPTEMBER 2020 - JULY 2025)

- Participated in **ARINKOM - Games United Game Incubation Program:**
- Gained hands-on experience creating low-poly assets and pixel art, successfully contributing to a hyper-casual game prototype.

## PORTFOLIO

<https://ipeksakarya.com>