# **atilla** kurt concept artist



### CONTACT

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|------------|------------------------|
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| <b>Q</b> : | Kagithane / ISTANBUL   |
|            | 23/11/1984             |
| Bē :       | behance.net/atillakurt |

## EDUCATION

2002 • SULTANAHMET INDUSTRIAL VOCATIONAL 1999 HIGH SCHOOL /Istanbul Levelling

# LANGUAGES

| Turkish       | : | Native   |
|---------------|---|----------|
| English       | : | B2 level |
| Azerbaijanese | : | C1 level |

# **COMPUTER SKILLS**

| 3ds Max         | Adobe Photoshop   |
|-----------------|-------------------|
| V-Ray Render    | Substance Painter |
| Corona Render   | Procreate         |
| Arnold Render   | Maya              |
| Redshift Render | ZBrush            |
| Octane Render   | Quixel            |
| Unreal Engine   | Mari              |

ABOUT ME

Atilla is a concept artist born and raised in Istanbul and specialized in environment design, key art and all kind of 3D works. He offers what is known as immersive design, with his strong ability in traditional drawing, CG modeling and visualizing, making him a highly valuable link in the design process. He brings the years of valuable konwledge to these projects and is highly respected within the industry for his wide range of skills and creating a design process that allows for the highest level of control and detail over the look of the final product.

#### **EXPERIENCES**

| 2018           | <b>TRT2</b> /Reality - UE4 Level Designer<br>Studied on low poly architectural design and visualization,<br>designed virtual studios for television programs in 3D<br>design department. |
|----------------|--|
| 2018<br>2015   | DREAMBOX /3D Generalist<br>Worked on interior-exterior design, modeled low-poly<br>game assets, developed visual concept arts and<br>illustrations.                                      |
| 2015 •<br>2014 | <b>CAVE VFX</b> /3D Visualizer<br>Studied in lighting, shading and rendering process of<br>products.   |
| 2014 •<br>2010 | FREELANCE DESIGNER<br>Worked on lighting, shading and rendering projects.  |
| 2009<br>2006   | FREELANCE DESIGNER<br>Designed and modeled environment for products and<br>made hardsurface models.  |
| 2005 •<br>2003 | <b>METANORM ALUMINIUM</b> /3D Visualizer<br>Modeled and rendered architectural visualizations.   |
| 2003<br>2002   | <b>TROYA DIGITAL AGENT</b> /3D Artist<br>Worked on web design, commercial animations for<br>products and interactive CD's.   |

#### REFERENCES

- CAVE VFX / Deniz Taylan (Founder) 0532 547 41 67 / deniz@cavevfx.com
- DREAMBOX / Çağrı Öztoksoy (Creative Director) 0532 633 00 37 / cagri.oztoksoy@dream-box.tv