

ATILACEYLAN

3D Character / Creature Artist

SKILLED - CREATIVE - EFFICIENT

education

GAMES COLLEGE VIENNA, SEP 2007 - JUL 2009
ARTS & ANIMATION

technical experience

PIXOLOGIC ZBRUSH - AUTODESK MAYA - CHAOSGROUP VRAY
PEREGRINE*LABS YETI* - ADOBE PHOTOSHOP - THE FOUNDRY NUKE
THE FOUNDRY MARI - CRISTI PREFAC'S TOPOGUN - SANTIAGO ORGAZ' XNORMAL

professional experience

MR. X INC., JAN 2011 - CURRENT

CRIMSON PEAK, 2015

LEAD CHARACTER / CREATURE ARTIST, MODEL, TEXTURE, LOOKDEV & HAIR DEVELOPMENT OF THE HERO GHOST
SEVERAL OTHER GHOSTS

THE STRAIN, 2014

LEAD CHARACTER ARTIST, MODEL TEXTURE, LOOKDEV OF THE MAIN CHARACTER (THE MASTER)
SEVERAL DIGITAL DOUBLES AND CREATURES

POMPEII, 2014

CHARACTER ARTIST, MODEL TEXTURE, LOOKDEV OF SEVERAL DIGITAL DOUBLES

CARRIE, 2013

CHARACTER ARTIST, MODEL TEXTURE, LOOKDEV OF SEVERAL DIGITAL DOUBLES

THE MORTAL INSTRUMENTS: CITY OF BONES, 2013

CHARACTER ARTIST, MODEL TEXTURE, LOOKDEV OF A HERO STATUE

PACIFIC RIM, 2013

PREVIZ ARTIST, VISUALIZING EARLY CONCEPTS

THE LAST EXORCISM PART II, 2013

DIGITAL ARTIST, MODEL TEXTURE, LOOKDEV OF PROPS

RESIDENT EVIL: RETRIBUTION, 2012

CHARACTER / CREATURE ARTIST, MODEL TEXTURE, LOOKDEV OF THE WINGED CREATURE AND
SEVERAL DIGITAL DOUBLES

THE THREE MUSKETEERS, 2011

CHARACTER ARTIST, MODEL TEXTURE, LOOKDEV OF SEVERAL DIGITAL DOUBLES

GKSM, DEC 2009 - MAR 2010

TUTOR, WORKSHOP FOR 3D CHARACTER CREATIO

LEMONAUT CREATIONS, AUG 2009 - DEC 2009

3D ARTIST, MODEL, TEXTURE, LOOKDEV OF CHARACTERS, CREATURES AND ENVIRONMENT
FOR VIDEO GAME CINEMATICS AND COMMERCIALS

MI'PU'MI GAMES, JUN 2009 - JUL 2009

3D ARTIST, MODEL, TEXTURE OF PROPS FOR A VIDEO GAME

LEMONAUT CREATIONS, JUL 2008 - SEP 2008

INTERNSHIP, MODEL, TEXTURE FOR VARIOUS ASSETS FOR VIDEO GAMES AND COMMERCIALS

declaration

I HEARBY DECLARE THAT THE ABOVE WRITTEN PARTICULARS ARE TRUE TO THE BEST OF MY KNOWLEDGE AND BELIEF.



+1 647 607 1505

ceylan_atilla@hotmail.com

<http://atilla.carbonmade.com>