Mert Ozan Katipoglu

TECHNICAL ARTIST

www.mozankatip.com
contact@mozankatip.com

Experience

Technical Artist
Superbloom Games

2023 - Present
Remote, United Kingdom

- Architecting and building art&content pipeline solutions
- Optimizing inefficient workflows and processes
- Writing automation tools for Blender and Unity
- Setting up and maintaining 3D asset management tools
- Integrating assets into Unity
- Mobile asset optimization
- Documentation for tools, pipelines, and technical specifications

Technical Artist
Blended Games

2020 – 2022
Istanbul, Turkey

- Mobile games for IOS & Android
- Technical art direction
- Preparing roadmaps for technical problems in 3D DCC
- 3D modeling, UV & textures, character rigs & animations, prop animations
- Integrating assets into Unity
- Shaders & particle FX
- Mobile asset optimization
- Research & development for new technology trends and new game mechanics

Technical Artist (Contract)
Blackship Studios

2019
Munich, Germany

- Client projects
- Cleaning up assets
- Integrating 3D assets into Unreal Engine
- Level design, animation, lighting, PP
- Setting up camera sequences & rendering of cinematic scenes
- Realtime performance optimization
- UE4 Blueprints

3D Generalist & Technical Artist
Dark Zone Game Studio

2017 – 2019
Ankara, Turkey

- Virtual Reality & mobile games
- 3D modeling, UV & texturing
- Integrating assets into Unity & level design
- Character rigs & animations, particle FX, lighting & PP in Unity
- C# scripting for virtual interactions
- Memory and performance optimization

Education

Middle East Technical University   2011 - 2016
Bachelor of Architecture   Ankara, Turkey

Skills: Maya Tools, Blender Tools, Python, C#, JavaScript, Optimization, Scene Implementation, Procedural Materials, 3D Modeling, Texturing, UV, Rigging, Shader Creation, Lighting, Rendering, VFX, Animation,

Software: Maya, Blender, Unity, Unreal Engine, Zbrush, Substance Designer, Substance Painter, Photoshop, GitHub, Jira