



# EFE ÜLGEN

## 3D Artist

Proficient in; 3D Modeling, Digital Sculpting, Texturing, Rendering  
Knowledgeable; Rigging, Cinematography

**Portfolio:** [www.efeulgen.com](http://www.efeulgen.com)

### **Personal Information:**

Adress: Akşemsettin St. 6/5/ Göztepe/ Istanbul  
Tel.: +90 532 314 5631  
e-mail: [efe\\_ulgen@outlook.com](mailto:efe_ulgen@outlook.com)  
Birth Place and Date: Kadıköy/Istanbul 05.10.1993

### **Education:**

2019 April – November: Anima Okul 3D Modelling&Rendering Workshop

2012 – 2016 Bahçeşehir University, Istanbul, Turkey  
-Faculty of Communication/ Film&Television Department

2007 – 2012 Liceo Italiano di Istanbul(Istituti Medi Italiani)

### **Experience:**

**2019 November – 2020 January : Otomat Film, 3D Artist**

**Job Description:** Recreating Karsan Factory(Bursa, Turkey) as digital environment for deep learning project. The digital assets were textured in Substance Painter and imported to Unity game engine.

**2018 February – 2019 April: Freelance Videographer / Motion Graphics Designer**

**Job Description:** Creating social media content for local brands and social media agencies.

**2017 March – 2018 February: Socialthinks, Istanbul, Turkey; Videographer**

**Job Description:** Shooting and editing videos as social media content.

**2016 August – November: Creafilm, Istanbul, Turkey; Videographer**

**Job Description:** Shooting and editing videos as social media content.

**2016 March – May: Habertürk Daily Newspaper (Internship)**

**2014 August – September: TRT(Turkish National Television Station) Editing Department (Internship)**

**Language Skills:**

Italian (advanced)  
English (advanced)  
French (advanced)  
Turkish (Native)

**Computer Skills:**

Autodesk Maya, 3dsMax, Blender, ZBrush, Substance Painter, Arnold Renderer, Adobe Suite, Microsoft Office Applications.