

# Gizem Dincel – Environment Artist

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## Skills

**3D Modeling:** 3DsMax, Blender, VRay, Corona, Maya

**Game Engines:** Unreal Engine, Unity, GameGuru Max

**Digital Art & Design:** Adobe Creative Suite, Figma, Invision

**Programming & Markup:** HTML, CSS, Lua

## Goals & Achievements

I am a designer with 5 years of overall professional experience and expertise in the area of design specializing in UX/UI Design for video games. I have led the design of 5 PC Games and over 40 mobile games ensuring reduced performance issues and appealing design. I have worked on structuring web content using HTML and CSS for developing user-friendly and accessible websites. As a passionate and detail-oriented person, my goal is to create immersive and visually captivating worlds that enhance the storytelling and gameplay experience. My background in architecture provided me with skills such as proficiency in spatial awareness and an understanding of lighting and materials.

## Experience

### Bumpy YouTube Channel

Vancouver BC, Canada

#### Assistant 2D Animator

06 / 2024 – Present

- Assisted the animation team for a children's cartoon series, contributing to a 35% rise in viewership and a 20% longer average viewing time.
- Successfully translated scripts into compelling visual narratives using software such as After Effects, Photoshop and Premiere Pro.
- Went through daily reviews with team, ensuring alignment with creative directions and maintaining brand consistency.
- Conceptualized and designed character movements and expressions enhancing user interactions by 10%.

### Chaos Design Interactive Studios

Ankara, Türkiye

#### Environment Artist / UI Artist

10 / 2020 – 04 / 2023

- Designed websites for over 20 clients in the tech industry including my portfolio using HTML and CSS, enhancing user experience and online presence.
- Created 3D environment art assets, ensuring alignment with the overall artistic direction and project requirements which increased download rate by 25% after launch.
- Worked closely with the Level Design and Environment Art teams to maintain visual quality and performance across various platforms by optimizing the amount of art assets resulting 20% increase in performance.
- Worked as a design lead in PC Game projects such as Ottoman Empire: Spectacular Millenium, Murder Diaries Ankara.

### Oncuoglu Architects

Ankara, Türkiye

#### Interior Architect

09 / 2019 – 09 / 2020

- Developed innovative interior design solutions for various commercial and residential projects that are over 15 storey tall.
- Utilized 3Ds Max and AutoCAD to create detailed architectural renderings and construction documents.
- Designed intuitive spaces that guide users effectively with an understanding of scale, proportion and balance.

## Education

### Canadian College of Technology and Business

Vancouver, BC

Post-Secondary Diploma in User Experience and Interactive Design

09 / 2023 - Present

### Ihsan Dogramaci Bilkent University

Ankara, Türkiye

BA in Interior Architecture and Environmental Design

Graduation Date: 06 / 2018

### Florence Institute of Design International

Florence, Italy

Study abroad coursework in Graphic Design

06 / 2017 – 07 / 2017