

MERT ERGÜDEN

SENIOR 3D CHARACTER ARTIST

CONTACT

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Istanbul, Turkey

SKILLS

Expertise in all principles of crafting optimized assets for Movies, Cinematics and Video Games.

Experience in providing artistic and technical supervision, alongside workflow and pipeline development.

Experience in managing off-site artists and outsourcing teams.

Expertise in the FACS pipeline, creating blendshapes and wrinkle maps for real-time and cinematic projects.

Softwares: Maya, ZBrush, Mudbox, 3ds Max, Blender, RealityCapture, Agisoft, Photoshop, After Effects, 3D Coat, Substance Painter, Substance Designer, Mari, V-Ray, Arnold, Redshift, Renderman, Marmoset Toolbag, Unity, Unreal Engine.

PROFILE

Senior Character Artist with a decade of experience in crafting detailed 3D characters for notable games and cinematic projects. Adept in digital and traditional sculpting, backed by a solid understanding of anatomy and artistry. Proven leader in managing off-site artists and ensuring consistent quality across projects. Freelanced for prestigious clients including NVIDIA and Ubisoft, showcasing a continuous drive for creative excellence.

WORK EXPERIENCE



Senior 3D Character Artist

2020-2023

Riot Games

Los Angeles, California, United States

Played a pivotal role in the Character Library development, contributing significantly to the execution and supervision of over 80 characters. My primary responsibilities and accomplishments include:

- Character Execution:** Transformed concepts provided by the Central Creative team into fully realized in-game and cinematic characters, adhering to various technical constraints while ensuring the highest quality standards.
- Pipeline Enhancement:** Proactively identified and implemented tools and methods to streamline the character art pipeline, resulting in improved efficiency and output quality.
- Documentation:** Created comprehensive documentation to capture new implementations and best practices within the pipeline, facilitating knowledge sharing and continuity.
- Outsourcing Management:** Supervised and guided outsource partners, providing clear and constructive feedback to ensure consistency with Riot's high standards of excellence.
- Collaboration and Communication:** Engaged in regular dialogue with Art Directors and leadership, ensuring alignment in feedback to outsourcing partners and contributing to a cohesive creative direction. Extended support to teams across AR, XR, and cinematic projects, regardless of my direct involvement.
- Producer Responsibilities:** Assumed a producer role when necessary, assisting teams in navigating the Character Library to locate required assets. Coordinated with different teams to acquire source files for cinematic projects, subsequently standardizing formats and contributing to a unified character work library across all teams at Riot Games.

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REFERENCES

Arda Koyuncu
Art Director - Riot Games

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Kevin Margo
Creative Director - NVIDIA

kmargo@nvidia.com

Jaime Canfield
Senior Manager - Riot Games

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Charles Joslain
COO - VFX Los Angeles

charlie@vfxlosangeles.com

WORK EXPERIENCE



Facial Modeler & Character Artist
Goodbye Kansas Studios
Stockholm, Sweden

2019-2021

In my tenure at GBK, I seamlessly blended the roles of a Facial Modeler and Character Artist, crafting emotive and visually captivating characters that enhanced narrative storytelling. Here's an overview of my multifaceted contributions:

- Designed and executed high-fidelity 3D characters for various productions from real-time to cinematic, blending artistic aesthetics with technical precision.
- Sculpted and animated facial expressions using a rich library of blendshapes.
- Developed detailed textures and shaders for realistic skin, hair, accessories, and props.
- Collaborated on refining modeling and animation pipelines, improving workflow efficiency.
- Utilized cutting-edge performance capture technologies for realistic facial animations.
- Worked closely with animation directors and riggers, iterating models to align with creative visions.
- Documented processes and techniques, fostering a culture of knowledge-sharing within the team.
- Stayed updated on the latest modeling and animation technologies, integrating innovative tools to enhance project outcomes.



Senior Character Artist
Freelance
Istanbul, Turkey

2012-Present

Embracing the freelance realm as a Senior Character Artist, I've navigated a diverse spectrum of projects, from R&D to contributing to revered gaming and cinematic ventures. My journey reflects a synergy of artistic and technical mastery, honed across collaborative engagements with industry-leading studios.

- Delivered high-quality character art for a range of industry-leading projects including NVIDIA GTC 2021 and 2022, and R&D projects for NVIDIA and Google.
- Contributed character modeling expertise to renowned gaming and cinematic projects such as Assassin's Creed - Valhalla, Cyberpunk 2077, and Halo TV Series.
- Collaborated with diverse teams at Psyop, Ubisoft, Rocksteady, and Riot Games, showcasing versatility across different styles and platforms.
- Applied advanced modeling techniques such as the FACS pipeline, across various productions like Battlefield 2042 and Suicide Squad - Kill the Justice League.
- Maintained a self-driven and adaptable workflow, meeting the high-standard demands of freelance engagements while contributing to iconic gaming franchises like League of Legends, Valorant, and Teamfight Tactics.