

Nur Diker Köksal

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3D Character Artist

EXPERIENCE

In Maternity Leave

APRIL 2022 - present

Ritz Animation, London— *Freelance Character Artist*

FEB - APRIL 2022

Modelled and textured stylized characters for an animated campaign.

bEpic GmbH, Berlin— *Freelance Character Artist*

FEB 2022

Textured realistic human skin for a UE project.

bEpic GmbH, Berlin— *Freelance Character Artist*

AUG 2021

Sculpted two reindeer characters for a commercial project.

Onion Skin Studio, London— *Character Artist*

NOV - DEC 2021

Sculpted stylized/toon 4 hero characters for a game cinematic. Made one custom topology and adapted it for each character.

Passion Pictures, London— *Freelance Character Artist*

MAY - JUNE 2021

Sculpted a Lemur and a Hare character and made Lemur's topology + expressions ready for rigging for the Compare the Market commercial series.

Ritz Animation, London— *Freelance Character Artist*

JANUARY - FEBRUARY 2021

Worked in design development and sculpted main characters for the video clip of ALBA.

Nexus Studios, London— *Freelance Character Artist*

NOVEMBER 2020 - FEBRUARY 2021

Modelled two characters with full facial expressions for face filter/AR project in social media.

Ritz Animation, London— *Freelance Character Artist*

JULY - SEPTEMBER 2020

Worked remotely to lead a team of Character Modelers for an animated spot about anti-bullying. Besides leading, also was responsible for sculpting, modelling to rig, texturing and look development of two hero characters during this period.

SKILLS

Character Modeling,
Organic Modeling,
Digital Sculpting,
Texturing, Drawing,
Crafts, Design.

SOFTWARES

MAYA, ZBRUSH
SUBSTANCE PAINTER
MARMOSET
MARVELOUS, FUSION
PHOTOSHOP

AWARDS

**2015 Design Turkey,
Prize Design
Competition // 2nd
Winner**

**2005 BOSCH Turkey
Toys for Adults
Competition //**
Honorable mention

LANGUAGES

Turkish(mother
tongue),
English(advanced),
Italian(basic),
Spanish(basic).

TSW Creative, London— *Freelance Character Artist*

JULY 2020

Worked remotely by designing and sculpting two principle characters for an animated commercial for Royal Casino.

bEpic Studio, Berlin— *Freelance Character Artist*

JUNE 2020

Worked remotely for the Berlin-based studio for sculpting and developing the design of a character for a pitch.

Make Believe UK, London— *Freelance Character Artist*

APRIL 2020

Worked remotely to digitally sculpt the busts of some well-known activists for a visualization project.

Nexus Studios, London— *Freelance Character Artist*

MAY 2020

Worked remotely to sculpt for 3D printing of a character for a tv commercial.

bEpic Studio, Berlin— *Freelance Character Artist*

APRIL 2020

Worked remotely for the Berlin-based studio by modelling an animal character for a tv commercial.

Rafa Film & Octopus, Istanbul— *Freelance Character Artist*

DECEMBER 2019

Sculpted, topologized and textured 2 main characters for the tvc of Taze Direkt.

Nexus Studios, London— *Freelance Character Artist*

OCTOBER 2019

Sculpted a stylized character design for a pitch.

TRICK3D, Atlanta/USA— *Freelance Character Artist*

OCTOBER 2019

Made all facial expressions/blendshapes of a toon character for Apple's ARKit experiment.

Nexus Studios, London— *Freelance Character Artist*

SEPTEMBER 2019

Sculpted, topologized and textured a realistic Seabass model for a pitch.

Squint opera, London— *Freelance Character Artist*

SEPTEMBER 2019

Modeled a collection of low poly & fashion stylized characters for an architectural visualization project.

Nexus Studios, London— *Freelance Character Artist*

AUGUST 2019

Sculpted all characters of a short film's pre-production stage, directed by Smith & Foulkes.

Sandboxx, London— *Freelance Character Artist*

MARCH 2019

Modeled facial expressions of the characters for 'Compare the Market! commercial.

Nexus Studios, London— *Freelance Character Artist*

JANUARY 2019 - MARCH 2019

Sculpted and modeled the main characters of a tvc project, directed by Sam Southward.

Animade, London— *Freelance Character Artist*

AUGUST 2018 - NOVEMBER 2018

Made retopology, uv and texturing for the characters appear in an AR project.

Nexus Studios, London— *Freelance Character Artist*

JULY 2018 - AUGUST 2018

Modeled all characters of a tvc project, directed by Johnny Kelly.

Aardman Animations, Bristol— *Freelance Character Artist*

MARCH 2018 - APRIL 2018

Modeled the main and the secondary characters of a tvc project.

Anima Istanbul, Istanbul — *Senior Character Artist*

JUNE 2013 - DECEMBER 2017

Made modeling, texturing and shading of character-based tvc projects, animated tv shorts and animated feature film(Kötü Kedi Serafettin/2016).

1000 Volt Post Production, Istanbul — *Senior Modeler*

APRIL 2011 - JANUARY 2013

Modeled characters, props and environments for tvc and short films.

Ulkutay Design Studio, Istanbul — *Toy & Game Designer, Modeler*

NOVEMBER 2008- APRIL 2011

Designed surprise egg toys and two board games for Ozmo Egg brand, sold in Turkey.

EDUCATION

Istanbul Technical University, Istanbul — *Industrial Product Design*

SEPTEMBER 2000 - JUNE 2005 // BACHELOR DEGREE

Istanbul State Conservatory, Istanbul — *Voice*

NOVEMBER 2006 - JUNE 2010 // PART TIME STUDY, CERTIFICATE FOR OPERA & MUSICAL