

Nur Diker Köksal

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3D Character Artist

EXPERIENCE

Onion Skin Studio, London— *Character Artist*

NOVEMBER - DECEMBER 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.

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.

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).

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 an animated corporate project, directed by Sam Beavis.

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.

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Nexus Studios, London— *Freelance Character Artist*

JULY 2018 - AUGUST 2018

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

Aardman Animations, Bristol— *Freelance Character Artist*

MARCH 2018 - APRIL 2018

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

Anima Istanbul, Istanbul — *Senior Character Artist*

JUNE 2013 - DECEMBER 2017

Made modeling, texturing and shading of character-based tv 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 tv 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

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