

# Nur Diker Köksal

## 3D Character Artist

London SW19 6EZ  
+44 (0) 7340 690203  
nurdiker@gmail.com  
[www.nurdiker.com](http://www.nurdiker.com)

### EXPERIENCE

#### **Make Believe UK**, London— *Freelance Character Artist*

DEC 2023

Worked in a medical commercial by modelling the nasal cavity.

#### **Nexus Studios**, London— *Freelance Character Artist*

OCT 2023

Modelled and textured the hero character of an animated short for Apple.

#### **Maternity Leave**

APRIL 2022 - SEP 2023

#### **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

#### **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.

#### **TSW Creative**, London— *Freelance Character Artist*

JULY 2020

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

### SKILLS

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

### SOFTWARES

MAYA, ZBRUSH  
SUBSTANCE PAINTER  
MARMOSET  
MARVELOUS  
PHOTOSHOP  
UNREAL ENGINE

### 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).

**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 3D 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 an animation project for BP.

**Nexus Studios, London**— *Freelance Character Artist*

JANUARY 2019 - MARCH 2019

Sculpted and modeled the main characters of Milka Goodness tvc.

**Animade, London**— *Freelance Character Artist*

AUGUST 2018 - NOVEMBER 2018

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

**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 fro Nestle.

**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(Bad Cat/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