



## EXPERIENCE

**ROTU E&M, LTD.**  
2013 - Present

### HEAD OF VISUAL DEVELOPMENT • ART DIRECTOR

During my stay in ROTU, I have worked on the visual development of numerous projects:

#### PANGEA: THE LAST CRYSTAL CHILD (2017) • MOTION BOOK

CO-CREATOR • ART DIRECTOR • ILLUSTRATOR • CONCEPT ARTIST

Pangea: The Last Crystal Child is a motion book that will be released on Madefire platform in 2017 with 10 chapters in total, with a fantasy, coming of age story revolving around a young girl, trying to save her mother while unaware of her importance to the whole world around her.

#### ENDEAVOR (2016) • DOCUMENTARY SERIES

ART DIRECTOR • LEAD DESIGNER

Endeavor is a group of artistic collaborators who believe in telling great stories through the medium of documentaries and music. The first season will merge the past of the Incas with the future of NASA at the summit of Licancabur.

#### MERCURY UPRISING (2015) • DOCUMENTARY SHORT

ART DIRECTOR • MOTION GRAPHICS

This festival selection documentary short piece to the award-winning documentary, *Amazon Gold*, delves deeper into the issues of climate change, accelerated deforestation of the Amazon rainforest, illegal gold mining and the devastating effects of mercury, the dangerous toxin used in the mining process.

#### ANTHEM FOR THE AMAZON (2015) • MUSIC VIDEO

ART DIRECTOR • ASSISTANT DIRECTOR

Anthem for the Amazon is collaboration to unite the world in a compelling call to action to save the world's greatest rainforest through the universal language of music. 500 children from 50 different countries around the world came together to sing this anthem. I acted as both the art director and assistant director.

#### WELCOME TO EARTH (2015) • LIVE SHOW SERIES

ART DIRECTOR • MAKE UP DESIGNER • CONCEPT ARTIST

The "Welcome to Earth" show of 2013 was a 150 person ensemble of musicians and vocalists from all over 100 countries in the world. I handled the stage design, overall artistic direction and the make up design. The show was showcased to over 50,000 people in Boston Common Park in Massachusetts.

**FREELANCE**  
2015 - Present

#### CRUCIBLE WARRIORS (2015) • VIDEO GAME

ART DIRECTOR • CONCEPT ARTIST

Crucible Warriors was a video game developed by Crucible Studios on Unity Engine for PC. The game was cancelled before release.

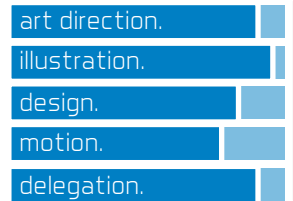
#### YOBI: THE DREAM (2015) • VIDEO GAME

ILLUSTRATOR • GAME ASSET ARTIST

Yobi: The Dream is an Android Mobile Game released in 2015 I took part in as an asset artist, creating 2D collectible assets for the game.



## SKILLS



**INTERESTS**

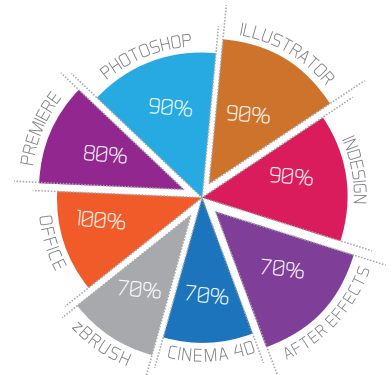
Photography, Writing  
Late Nights, Musicianship  
Composing, Astronomy

**LANGUAGES**

Fluent in  
English, Turkish



## PROFICIENCY



## EDUCATION

**A.A. IN THEATER (2015)**  
**BUNKER HILL COMMUNITY COLLEGE**  
Boston, MA