Cansu Polat

Game Artist and Game Designer

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EXECUTIVE SUMMARY

A game designer and a game artist with more than 3 years of experience in the mobile gaming industry with more than 60 games that have been published on the mobile market.

EXPERTISE

- Game Design
- 2D Game Art
- 3D Game Art

- Business Relations
- Project Management

EXPERIENCE

Kibibyte Games, Istanbul, Turkey - *Co-Founder, Game Artist and Game Designer*
January 2020 - March 2024

> Kibibyte Games was a gaming company specialising in Hyper Casual games. Across the years, our company engaged in multiple partnerships with publishers. Kibibyte Games shipped around 60 hyper casual games that have more than 200,000 downloads.

- As a co-founder, I was responsible for general management and business relationship management.
- As a 3D generalist, I have modelled, rigged and animated characters/assets as needed. I have also imported these assets to Unity to arrange animation controls, blend shapes, materials and qualities such as turning them into ragdolls and designing the scene.
- Skilled in creating 2D art using Adobe Illustrator and experienced in developing sprite sheets for 2D games.
- Analysed the data from the tests we have done with our publisher and made iterations as needed.
- Designed engaging mechanics and implemented them in the gameplay as a game designer.
- After development, I took on the role of a game tester, responsible for identifying and resolving bugs, as well as ensuring the optimal functioning of gameplay mechanics.

Bubu Design, Istanbul, Turkey - *Product Designer*

May 2017 - July 2017

- Worked with clients on various concept designs.

Atölye Izmir, Izmir, Turkey - *3D Modeling Instructor*

May 2015 - July 2015

- Taught the basics of 3D design and technical drawing to students.
- Instructed how to model in Rhinoceros 3D and render in Keyshot software

EDUCATION

Bahçeşehir University, Istanbul, Turkey - *Master of Game Design*

2018 - 2021

Completed the Game Design MA and wrote a thesis about "Women's Representation in Hyper Casual Games".

Sheffield Hallam University, Sheffield, UK - *Industrial Design*

2014

Studied at SHU as an Erasmus exchange student.

Izmir University of Economics, Izmir, Turkey - *Industrial Design*

2011 - 2015

Completed four years of Bachelor's Degree.

ACHIEVEMENTS

LevelUp 2023 *Mentor and Jury* - Mentored the participants throughout the event about game art and game design. Evaluated 37 games at the end of 2 days as a part of the jury committee.

Indieway 2022 *Speaker* - Presented the game that has been developed and funded in the TechCamp Istanbul event.

Techcamp Istanbul 2022 *Winner* - Designed and developed a game about misinformation, which has been chosen to be funded by the US Embassy.

Educathon 2019 *Third Place Winner* - Designed a mobile AR game for kids to learn about the ecosystem and mathematics.

Global Facebook Community Challenge 2019 *MENA Honourable Mention* - Designed a filter game in Spark AR.

50 Years of IED Scholarship Competition 2016 *Winner* - I have proposed an animation short series concept for the competition and have been awarded with a half scholarship by IED Milano for a Master's in Animation.

VOLUNTEERING

New Roots, Sheffield, UK - *Volunteer*

March 2014 - July 2014

New Roots was a non-profit food market that sells vegetarian and vegan products, while supporting fair trade. The main goal was to help asylum seekers, and the shop was run by only volunteers.

Izmir University of Economics, Izmir, Turkey - *Model Making Course Assistant*

2013

Mentored and helped students in the workshop while they worked on their prototype models made from mostly wood and cardboard.

TECHNICAL SKILLS

- *Unity* - Primary game development software I have been using to develop games for more than 6 years.
- *Maya* - 3D software I have been using for game development assets. More than 6 years of experience.
- *Blender* - 3D software I have started to use for recent projects.
- *GitHub* - Actively used GitHub while developing games with the teams I have worked with to keep track of the development easily and avoid making miscommunication and clashes. More than 6 years of experience.
- *Adobe Illustrator* - Main choice while designing in 2D. Actively using it since 2013.
- *Adobe Photoshop* - Actively using it since 2013.
- *Adobe After Effects* - Since 2016.
- *Microsoft Office*

CERTIFICATES

Voice Acting *Başkent İletişim Akademisi & Ministry of National Education, 2022*

Animation with Optical Toys *Animist, 2019*

Animation with Kim Keukeleire *Korean Consulate Istanbul & BAU, 2019*

Short Film Workshop *International Amity Short Film Festival & BAU, 2018*

LANGUAGES

Turkish Native

English Professional

Italian Beginner

German Beginner