

Abdulkerim Keskin

3D-2D Senior Game Artist

I specialize in creative 2D drawing, 3D character and environment modelling, animation and Graphic design. Also good to use After effects.

For 8 years I worked with mobile game companies as a game artist.

I love cool, funny, cute, cartoon, anime, fantasy, sci-fi styles. Love to make character designs.

PORTFOY:

<https://abdulkerimkeskin.weebly.com>

Now I am working as **remotely work with a Romanian game company named Firebyte.**

For 6 month **I worked remotely with an Australian game company for a multiplayer PC casual nft game project.**

My first successful game project is a 3D car game called "Mountain Climb 4x4". That game took 5 million downloads in two months. Nowadays it is over 50 million.

<https://play.google.com/store/apps/details?id=com.silevel.mountainclimbstunt>

In **1 year I almost made 50 hyper casual game prototypes.** I worked with famous publishers like Rollic, Crazylabs, Lion Studios, voodoo.

PROGRAMS:

3D Max, Unity, Photoshop, Illustrator, After Effects, zbrush.

I am using Unity well, making scenes, light settings, materials, animators, 2d spine animators, touching fxs and shaders, checking visuals and sending with github.

EDUCATION:

Marmara University Fine Arts Graphics Department.

GAME WORK EXPERIENCES:

Jan 2022 - Oct 2023 - 2 year - **Firebyte - Romanian game company:** 3D Senior game artist
Remote work - 11 Arcade idle and casual game projects
Responsibilities: 3D Character designs, animations, environments, UI.

Oct 2021 - Dec 2021 - 3 months **Australian game company:** 3D game lead artist
Remote work - Pc online multiplayer NFT game
Responsibilities: 3D Character designs, animations, environments, UI.

May 2020 - Sep 2021 - 1,5 year - Vision 4 fun - Turkey game Company: 3D game artist
In 1 year I almost made 50 hyper casual game prototypes.
Responsibilities: 3D Character designs, animations, environments, UI.

June 2019 - April 2020 - 1 year - Boraq group - Syria game company: 2D game artist
4 casual mobile game projects
Responsibilities: UI - Illustrations - Unity spine animations

Nov 2018 - June 2019 - 1 year - **TRT 1- Kardeşim Ozi Tv animation serial:** 3D generalist
Responsibilities: 3D character high poly modeling, vray rendering, layout

Nov 2016 - Sep 2018 - 2 year - Slevel game: 3D game artist
2 variety 3D car casual game projects
Responsibilities: 3D modeling, animations, environments, UI.

Feb 2016 - July 2016 - 7 months - Brokoli ajans: Graphic designer
Mobile apk information graphics

Nov 2011 - Jan 2012 - 3 months - Renkmobil: 3D game artist
Casual game - Racing and platform
Responsibilities: 3D Character designs, animations, environments, UI.

Jan 2002 - Dec 2003 - 1 year - Dinc Interaktif : 2D game artist
2D fighting game for Gameboy Advance
Responsibilities: 2D Character designs - 2D animations

Oct 1999 - Dec 2000 - 1 year - Logomotif Multimedya: 2D game artist.
Education kids multimedia cd
Responsibilities: 2D animations and illustrations

8 years - Daily Turkish newspaper: Information graphic artist.

Contact:

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