

Adem Dogukan Kon

Izmir, Turkey

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Date of Birth: August 30, 2000

I'm a highly motivated, action oriented, and passionate 3D Artist with 6+ years of experience. Looking for an opportunity to push my creative abilities further.

Portfolio: <https://www.ademkonportfolio.com>

Work Experience

Freelance 3D Artist

Toronto, ON

July 2024 to Present

3D Environment Artist

IMU Studios-Remote

August 2023 to July 2024

Promoted to this position from 3D Modeler position. Participated from the designing to 3D Art of the main environment assets of the 'THUNDER' game.

3D Artist

IMU Studios-Remote

May 2023 to August 2023

Did the modelling and High to Low Poly transition of the character outfits in the 'THUNDER' game

3D Artist

Blazing Gator Games-Niagara Falls, ON

September 2021 to April 2022

<https://blazinggatorgames.itch.io/tardigraid>

Worked on the game assets of the 'TARDIGRAID' game.

Education

Game Development (Advanced Diploma in Game Development)

Niagara College-Welland, ON, CA

September 2018 to April 2022

Skills

- Blender (4 years)
- Adobe Photoshop (6 years)
- 3ds Max (6 years)

- Substance Painter (4 years)
- Unity (6 years)
- Unreal Engine 4 (3 years)
- Adobe After Effects (4 years)
- Mudbox (5 years)