



Yusuf Salih Ozdemir

• SUMMARY

I'm passionate about 3D, CGI, and art, especially in the gaming industry. I love being a 3D Generalist, finding joy in continuous learning and embracing new challenges.

More on the website.


• CONTACT


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• SOCIAL

 www.artstation.com/y2art

 www.linkedin.com/in/y2art

• SOFTWARES

- Blender
- ZBrush
- Adobe Photoshop
- Adobe After effects
- Unreal Engine
- Substance Painter
- Substance Designer
- Marmoset Toolbag
- Marvelous Designer

• EDUCATION

Associate Degree

Yalova University Cınarcık MYO
Media and Communication
(2018-2020)

Bachelor's Degree

İstanbul Arel University
Visual Communication Design
(2020-2022)

Master's Degree

Bahcesehir University
Game Design
(2023-2025/Student)

• EXPERIENCE

Freelance Graphic Designer

I have worked on logo and corporate identity projects for various brands during this process, including Yalova University and Playerbros.
2016 - 2019

Freelance 3D Artist

I have been working in the field of graphic design while gradually starting to work in the 3D sector. During this process, I created assets for many casual games in a junior position.
2019 - 2021

Algebra Global Technologies

3D Artist
January 2021 - December 2021 (freelance)

VISION 4 FUN

Lead Artist
October 2021 - April 2023
Team Lader
April 2023 - Still Working (Full Time)

TOGO

3D Art Mentor
January 2023 - March 2023 (Seasonal)

Blender Turkiye Toplulugu

I am the founder of the Discord channel located at www.blender.org/community/#tr, where we gather Blender users in Turkey. We have been active since 2022.

Celestia Studio

I am involved in creating asset packs for markets like Unity Asset Store with a small team, and in the future, we plan to undertake larger projects as part of our venture. We have been operating since 2023.
<https://assetstore.unity.com/publishers/85696>