

Demir ZIRHLI / Sr. 3D Artist

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Summary of Qualifications & Technology Skills

Skilled, experienced and versatile artist with combined experience in Digital Arts. 3D general process in polygonal modeling, organic and hard surface modeling for gaming, simulation and animation asset production and cinematic CG visualization. Lighting and rendering with Mental Ray, V-Ray, Redshift and Arnold. Through understanding of PBR and shaders. Thorough understanding of animation principles, anatomy, form and character rigging. Extensive background in graphic design, UI design and observation skills with excellent understanding of color theory.

Maya, 3DsMax, Mudbox, ZBrush, Mari, Substance Painter, Adobe CS, Kanzi Studio, Deadline, Mental Ray, V-Ray, Arnold, Redshift, UV Layout. UDK, Unity, Marmoset Toolbag, Lynx Prime, Kanzi, IPG CarMaker, Mel Script, GitLab, Jira.

Experience

RRAI (ROBOTIC RESEARCH) - Sr. 3d Artist

Aug. 2022 Dec. 2023

- Creating and managing geo-typical and geo-specific 3d environments and models for autonomous driving simulation for Robotic Research's fleet of vehicles.
- Modeling, UV mapping and texturing project-based vehicles, environments, and props.
- Developing optimized 3d contents and testing the models and scenes in Car Maker and Truck Maker simulator.

CONCENTRIX CATALYST - Sr. 3d Artist

Feb. 2022 Aug. 2022

- Creating high quality 2D/3D assets for real time simulation using Unity game engine..
- Modeling, texturing and setting up shader nodes for props.
- Developing optimized 3d contents and testing the models and scenes in Unity game engine.

ATF STUDIOS - Sr. 3d Artist

Nov. 2017 - Jan. 2022

- Creating 3D contents for Unity game engine.
- Creating high quality 2D/3D assets for animated TV series.
- Modeling, texturing and setting up shader nodes for 3D characters.

VISTEON CORPORATION - Graphical User Interface (HMI) Design Engineer

Mar. 2017 Aug. 2017

- Creating 3D visualization contents high quality 2D/3D assets for digital automotive clusters using KANZI STUDIO.
- Optimizing contents for target hardware.
- Testing and analyzing logic and graphics on target hardware.

GFDS INC. - Lead 3D Artist

Jan. 2014 - Mar. 2017

- Managing realistic 3D visualization contents for animation videos. Creating 2D/3D assets and storyboard designs for projects.
- Optimizing contents for virtual reality, augmented reality and mixed reality projects.
- Set dressing, compositing and post production. Creating assets and rig systems for characters and props that run in Unity.

ARGELA TECHNOLOGIES - Sr. Digital Artist

Dec. 2012 - Aug. 2013

- 3D Character rigging, skinning, and idle animations.
- Modeling and texturing store accessories for mobile apps.
- GUI design for mobile applications.

KOCSISTEM - KaTron Defense Simulation Technologies Inc.- 3D Artist

Jan. 2011 - Dec. 2012

- Modeling and texturing 3D assets/props
- Environment structures for 3D realistic simulation projects.

Education

Jun. 2005- Jun. 2009

THE ART INSTITUTE OF CALIFORNIA , CA/USA
Bachelor of Science in Game Art and Design

Jun. 2011-

SANTA BARBARA CITY COLLEGE, CA/USA
Multimedia Arts & Technology - Animation