Melisa Hadimoglu
Game Artist

📍 The Hague, Netherlands

✉ melisahadimoglu@gmail.com

📞 +31657638896

ABOUT

Game Artist experienced in Environment Art with a background in Conceptual Art and Interactive Media Design. Skilled in Blender and Unity, I collaborate well with programmers to connect art and tech.

EDUCATION

- **Royal Academy of Art**
  Preparatory year, 2017-2018
- **Royal Academy of Art**
  Interactive Media Design, 2018-2022
- **Unity Games VFX & Graph**
  Online Courses, 2023-2024
- **Game Design Essentials**
  Online Courses, 2025

SKILLS

- Asset production workflow: concept, 3D modeling, unwrapping texturing
- Environment design, in-engine production
- Technical art: Shaders and real-time VFX
- Art Direction and mentorship
- Storytelling & design ideation

LANGUAGES

- English
- Turkish
- Dutch (Basic)

WORK EXPERIENCE

- **Game Artist**
  Lucky Kat Studios, 2022 - Present

  Managed environment creation for "Cosmocadia," from themes to asset production and implementation. Provided technical art support developed Unity shaders, and real-time VFX.

- **Game Art and Storytelling Mentor**
  Royal Academy of Art, 2024

  Hosted a week-long game art workshop. Developed a curriculum for game art, narrative design, and interactive storytelling.

- **Art Director**
  Self-Employed, SR Jewels, 2020 - 2023

  As Co-Founder of a small business, I managed product design, 3D modeling, branding, and social media, creating unique visuals.

- **3D Intern**
  Ado Ato Pictures, 2021 - 2021

  Contributed to a Netflix short film with 3D modeling, particle systems, composition, lighting, and post-processing.

- **Creative Intern**
  Cartoon Production Studios

  Family-owned studio in which I helped out in every step of production in various web and interactive media projects.

SOFTWARES

- Blender
- Photoshop
- Cinema4D
- Unity
- Substance
- Unreal Eng.
- PremierePro
- Adobe CC
- Zbrush