

Kerem Sakar

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Summary

I'm a 3D Environment Artist focused on creating cinematographic, story-driven environments mostly using Blender. I'm comfortable working through the full environment pipeline, from block-out to final render, and I enjoy improving my work through feedback. I'm looking for opportunities to grow as an artist and contribute to a professional production team.

Education

Bilkent University / Graphic Design / 2023–Present

- GRA 317 - Motion Design Studio (2D Animation and After Effects)
- GRA 337 - Visual Narrative (Creating story based comic book)
- Drawing and Foundation Studio (Drawing skills and design fundamentals)

Skills

3D Modeling / UV Unwrapping & Texturing / Environment Design / 3D Animation

Software

Blender / Substance Painter / Illustrator / Photoshop / ZBrush / Unreal Engine / After Effects / Maya

Activities And Interests

- Digital Photography
- Movies / TV Shows and Gaming
- Travel (I collect references for my future projects)

Languages

- English
- Turkish (Native)

Extracurricular Activities

- Unreal Engine 5 Workshop
- Online Courses (Blender, Unreal Engine, Environment Art)

Projects

- **Record Shop Render** - Blender, Substance Painter, Illustrator, Photoshop
 - Cinematic lighting and storytelling-focused composition
 - Based on a reference photo from my trip to Rome
 - Full pipeline: modeling → texturing → final render
 - All assets except human figure is created by me
- **Stairs Render** - Blender, Substance Painter, Photoshop
 - Color theory study for creating a composition
 - All assets except cat, bird, and shoe models are created by me