



Ayberk Kaba

03.09.1987 • Eskişehir

3D Artist

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Alinda Evleri C-Blok D:4 Eskişehir



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ABOUT

Born in 1987 in Eskişehir. Graduated from the Department of Animation in Eskişehir Anadolu University. I studied at Scenography Department in Art Academy of Latvia (2011-2012).

I'm an experienced 3D Artist and Animator skilled in high and low poly modelling, texturing as well as animation. I have a good understanding of organic anatomy, cartoon, quadruped and environmental. Besides I have great patience to recreate clean topology and open smooth UV.

Mainly using Maya, Zbrush for modeling. Mari, Substance and Photoshop for texturing. V-Ray and Arnold for rendering. I have great patience to recreate topology and open smooth UVs.

Besides, I well know rigging, 3D Animation and illustration.

Teamwork always important for me. I'm always glad to co-operate with my co-workers. I grew up with animation and games. Both of them are still passion for me.



LANGUAGE

Turkish
English



EDUCATION

2001-2005
Gazi Vocational High School
[Graphic Design](#)

2011-2012 Erasmus
Art Academy of Latvia
[Scenotography](#)

2008-2013 BA Degree
Anadolu University Fine Arts Faculty
[Animation](#)

2013- MA Degree
Anadolu University Fine Arts Institute
[Animation](#)



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SOFTWARES

Maya
ZBrush
V-Ray
Arnold
Substance Painter
Mari
Photoshop
Unreal Engine
Unity
Mudbox
Motion Builder
Adobe After Effects

SKILLS

3D Animation
3D Modeling
3D Environment Modeling
Texturing & Shading
Rigging
Xgen Hair & Fur
Lighting & Rendering
Game Design
Motion Capture & Retargeting
Illustration

INTERESTS

FRP
MMORPG
Computer Games
3D Art
Digital Painting
Augmented Reality
Motion Capture
Virtual Reality
Illustration
Orientalist Motifs
Miniature Painting
Sculpture
Screen Printing



WORK and EXPERIENCES

Anadolu University

Senior 3D Artist - Motion Capture Artist, 2013 - 2017

GFDS Inc.

Atatürk & Anzac Documentary

Freelance, 3D Modeler - Rigger, 2015

Anima İstanbul

ING Bank Ben Dijitalim

Motion Capture Artist, 2016

Fikrin Becerin (Tolga Gariboğlu)

Mir on TV

Freelance, Lead 3D Artist - Shading Artist, 2016 - 2017

Mandrake (personal short animation)

Director, 3D Modeler - Texture Artist - Compositing, 2015

Sense De Luxe Hotel, Manavgat

Freelance, 3D Modeler - Lighting Artist - Render Artist, 2015

Nowhere Studios

Freelance, Motion Capture Artist, 2016

Ti Engineering and Software Inc.

Freelance, 3D Modeler, 2014

Engel & Völkers, Florida ABD

Freelance, Graphic Designer, 2016

AWARDS



German Embassy, Turkey
"Climate Change, Environment & Me" Contest
Short Film Award "Mandrake"

4. Ataçehir National Short Film Contest
Professional Category, 1st Price "Mandrake"

Largo Movie Awards
Best Animation "Mandrake"

Feel the Reel, ABD
Animation Category, 3rd Price "Mandrake"

23. FICMA Awards, Barcelona
Screening "Mandrake"

32nd. Cartoon Club Rimini Festival, Italy
Cartoon Club Award Screening "Mandrake"
Signor Rossi Award Screening "Mandrake"

4th Golden Plane Tree Film Festival
National Animation Category, Finalist "Mandrake"

5. Atif Yılmaz Short Film Contest
Animation Category, Finalist "Mandrake"

2. Marmaris International Short Film Festival
Animation Category, Finalist "Mandrake"

17. İzmir Short Film Festival
Animation Category, Finalist "Mandrake"

21st IFF Etiuda & Anima, Poland
Video Art Screening "My Dream"



REFERENCES

Assist. Prof. Fethi KABA

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