



CONTACT

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Warsaw, Poland

[Portfolio](#)

SKILLS

- 3D Animation
- Rigging
- Unity, Unreal Engine
- Character design & concept art
- Stylized modeling & texturing
- 2D Animation

EDUCATION

2023 - 2024

BAHCESEHIR UNIVERSITY

- Digital Game Design
- GPA: 3.8/4

2024 - Present

FUTUREGAMES WARSAW

- Game Art

LANGUAGES

- English (Fluent)
- Turkish (Fluent)

NIL KOC

3D ANIMATOR & RIGGER

PROFILE

Motivated 3D animator with strong rigging and animation skills, passionate about creating expressive cutscenes and realistic facial performances. Experienced in 2D animations, stylized 3D art and environment creation with a foundation in character design and concept art.

PROJECTS

- **Dashing Dinos — Futuregames** 2024
Concept Artist & Environmental Artist
 - Created character concept art and environment art assets for a stylized infinite runner game with dinosaur/medieval themes
 - Collaborated with visual team to ensure consistency in style and aesthetic
 - Helped define color palettes, props, and environmental layouts
- **By TOOTH & TAIL — Futuregames** 2024
Animator & Art Lead
 - Led the art direction for the project, ensuring visual consistency and a strong thematic identity across assets and environments
 - Directed the visual style of the game's dungeon environments and characters
 - Created and implemented animations for gameplay, enhancing player feedback and immersion
 - Collaborated with the team to balance stealth mechanics with visual storytelling
- **Asteroid Explorer — Futuregames** 2024 - 2025
Sole Artist (3D & Concept)
 - Created visual assets for the game, including 3D props and concept art
 - Implemented assets in Unity, handling environment layout and scene composition
 - Assisted with animations to support gameplay functionality and player experience
 - Ensured a cohesive visual identity across the entire project as the only artist on the team

GAME JAMS

- Magara Jam '23
- BUG Fall Jam '23
- Sandbox Jam '23
- BUG Spring Jam '24

SKILLS



SKILLS

- **Maya** - Rigging (including non-human beings), creating IK/FK Controls weight painting, skinning, using outsource tools, 3D animation (body mechanics, cutscenes, facial animation), Low-poly/High-Poly modeling, sculpting, UV unwrapping, retopology, stylized asset creation, strong understanding of Graph Editor, Dope Sheet, and weighted tangents; animation-friendly topology
- **Blender** - 3D animation (body mechanics, cutscenes, facial animation), Low-poly/High-Poly modeling, sculpting, UV unwrapping, retopology, stylized asset creation, strong understanding of Graph Editor, Dope Sheet, and weighted tangents; animation-friendly topology.
- **Substance Painter** - Hand-painted and stylized texturing, PBR workflow, material setup
- **Adobe Photoshop** - Character Concept art, Splash art
- **Unity** - Asset integration, animation import, scene composition
- **Unreal Engine** - Asset integration, basic animation sequencing, scene composition, cinematic camera setup, animation retargeting
- **Design** (support skills) - Character design & concept art to strengthen animation storytelling