



Los Angeles, CA 90293

917.832.5260

www.aybarsturan.com

info@aybarsturan.com

COMPUTER SKILLS

Software: Autodesk Maya, Autodesk Mudbox, Autodesk Alias, ZBrush, Mari, Modo, Nuke, Adobe Photoshop, Adobe Illustrator, UV Layout, Keyshot, V-Ray, Adobe After Effects, Mental Ray, 3D Coat, Arnold, Unity, xNormal

EXPERIENCE

SR. DIGITAL CONCEPT MODELER – TESLA MOTORS – HAWTHORNE, CA

Sep 2015 – present

- Responsible for modeling car interior and exterior parts.
- I work with the designers and create their visions from sketch to real life size milled concept parts.
- Digital model creation for milling, 3d printing, engineering and virtual reality.

LEAD 3D ARTIST - PLAYSTUDIOS – BURLINGAME, CA

May 2013 – August 2015

- Responsible for Modeling, Texturing, Shading and Rendering Characters according to 2D Art work and reference images.
- I create high poly and low poly characters for marketing and game engines specifically for IOS/Android platforms
- Managing outsource 3D vendors and review the deliveries.
- 8 shipped game titles as a lead character and 3D Artist

FREELANCE LEAD 3D CREATURE SCULPTOR - HB PRODUCTIONS– SAN FRANCISCO, CA

December 2013 – August 2015

- I worked on Terry Whitlatch's project The Ecorche of the Pyrosuvius.
- Responsible for creating 3D creature models. Art work and art direction provided by Terry Whitlatch.

3D CHARACTER ARTIST - MIXAMO - SAN FRANCISCO, CA

June 2013 – August 2013

- I worked on a short animation called "UnPlugged"
- Worked on FacePlus+ Technology.
- Created the main character's suit (Modeling and texturing)

3D MODELER - BREAK FREE (ANIMATED SHORT FILM) - SAN FRANCISCO, CA

January 2011 - May 2011

- Created environment assets and props.

EDUCATION

ACADEMY OF ART UNIVERSITY – SAN FRANCISCO, CA

- **MFA**, Animation & Visual Effects – Graduation 2013

THE NATIONAL ACADEMY MUSEUM AND SCHOOL OF FINE ARTS - NEW YORK, NY

- **Diploma**, Sculpting – Graduation 2010

KOCAELI UNIVERSITY - TURKEY

- **BFA**, Sculpting, Painting – Graduation 2008