

GÜNEŞ KOÇ

Izmir, Türkiye
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PROFILE

Detail-oriented 3D Artist with a background in Chemical Engineering and over four years of professional experience creating and optimizing 3D assets for AR/VR and digital production. Experienced in developing efficient pipelines, maintaining high visual quality, and collaborating across technical and creative teams. Passionate about cinematic storytelling, stylized environments, and photorealistic materials.

PROFESSIONAL EXPERIENCE

Alterna / Ziyylan Medya — 3D Artist (Feb 2025 – Oct 2025)

- Prepare and optimize photogrammetry-based 3D models for integration into AR platforms.
- Enhance product visualization workflows, improving performance and visual fidelity for e-commerce experiences.

QReal / The Glimpse Group — 3D Specialist (Jan 2024 – Jan 2025)

- Created high-quality 3D assets and animations tailored for brand-specific AR projects.
- Oversaw quality control across the 3D team and provide feedback on modeling, texturing, and lighting standards.
- Developed project-specific methods to optimize asset production and delivery pipelines.

QReal / The Glimpse Group — 3D Generalist (Nov 2021 – Jan 2024)

- Designed and optimized 3D models and environments for AR/VR experiences across multiple platforms.
- Collaborated closely with designers and developers to ensure consistent visual style and performance standards.

CGTrader — Verified Freelancer (May 2021 – Dec 2021)

- Produced high-quality 3D assets meeting strict QA standards for marketplace approval.
- Gained experience in PBR texturing, UV optimization, and real-time asset workflows.

EDUCATION

Anadolu University — B.Sc. in Chemical Engineering (Sep 2005 – Nov 2011)

CG Spectrum College of Digital Art & Animation — Introduction to 3D Modeling (Jun 2020 – Sep 2020)

CERTIFICATIONS

UE5 Blueprint Coding Training — Navras Academy (Feb 2023)

UE5 Visual Design Training — Navras Academy (Dec 2022)

SOFTWARE PROFICIENCY

Blender • Unreal Engine 5 • Substance 3D Painter • Substance Sampler • Photoshop • Marvelous Designer • Lens Studio • 3ds Max • Maya • After Effects

ADDITIONAL INFORMATION

- Open to relocation
- Languages: English (Upper Intermediate), Turkish (Native)

Portfolio: www.gnesko.art / <https://www.artstation.com/guneskoc>

Linkedin: <https://www.linkedin.com/in/guneskoc/>