

# GÜNEŞ KOÇ

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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 / Zilyan 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](http://www.gnesko.art) / <https://www.artstation.com/guneskoc>

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