Baransel Can Gülkanat · Senior 3D Artist · Istanbul, TURKEY · **baranselgulkanat@gmail.com** · +90 553 746 5800

BARANSEL CAN GÜLKANAT │ CV

❱ Portfolio: **https://baranselgulkanat.com**
❱ Skills: Maya, Substance Painter, Unity, C#, Python -> Maya Plugins
❱ Interests: 3D Modeling, Hard-Surface, Environment, Game Development
❱ Activities: Video Games, Fitness, Travel, Horse Riding, Tennis, Airsoft
❱ Languages: English (Fluent), Turkish (Native Language)

❱❱❱ Education

2018 - 2020	**Master's Degree, Game and Interaction Technologies**	Istanbul Technical University

❱ GPA: 3.83/4 - Graduated as High Honor Student

❱ **Thesis:** Theory of Mind And Concept Learning Based Mobile Games For Children With Communication Impairment

2010 - 2016	**Bachelor's Degree, Mechanical Engineering**	Pamukkale University

❱ GPA: 3.01/4 - Graduated as Honor Student

❱ **Thesis:** 3D Printed Mobile Robot With Mapping Function

❱❱❱ Experiences and Projects

May 2025 -	**3D Artist**	Rollic

❱ **Twisted Tangle - Seat Away - Hole People**

❱ High Quality Renders, Optimized In-Game Models, Shader/Material Optimization in Unity.

Nov2023 Apr2025	**Indie Game Developer**	CodemosGames.com

❱ **Garage Rivals: Drift & Drag**

Aug2023 May2025	**Freelence 3D Game Artist**	Remote

❱ Racing Games - Simulator Games

Nov2021 Jul2023	**Lead 3D Game Artist**	Sir Studios

❱ **Open World Multiplayer Games - Simulator Games**

❱ Trained and mentored a team of 15 artists (of various expertise).

❱ Ensuring high standard of work - Checking properties of materials, hierarchy, naming etc. using created plugins.

❱ Created high-quality 3D models, textures, environment and city designs

❱ Truck Simulator : World **|** Ultimate Car Driving Simulator **|** Bus Simulator : MAX **|** Flight Simulator: Plane Game

Jan2021 Nov2021	**Senior 3D Game Artist**	Sir Studios

❱ Ultimate Car Driving Simulator **|** Ultimate Motorcycle Simulator **|** Ultimate Offroad Simulator **|** Stunt Truck Racing Simulator

Nov2020 Dec2020	**Technical Artist**	Gybe Games

❱ Hyper-Casual Company

2020	**Mini Games**	Master's Project

❱ The game has 4 game modes in it which are shape match game (with accelerometer sensor), color match game (3D), emotion match game and voice-object match game.

February 2020	**Award Winner**	GameDev.Camp-BilisimVadisi

❱ 3 different hyper-casual games are developed in a week and the team won 1st prize.

2018 - 2020	**Blind Roll	ChibiChanga	Crossbar Challenge	Bottle Flip**	Various Projects

❱❱❱ Certificates

Game Art	**Low Poly Art For Video Games**	by Michigan State University
Game Art	**Lighting, Reflection, and Post Processing Effects**	by Unity
Game Art	**Character Setup and Animation**	by Unity