

# İPEK UNUÇ

## ARCHITECT / 3D GENERALIST

### CONTACT

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### PORTFOLIO

<https://ipekunuc.com/>

### RELEVANT SKILLS

- Rhino 6, Rhino 7 (4/5)
- Rhino Grasshopper (3.5/5)
- Blender (4/5)
- Revit (3/5)
- Twinmotion (5/5)
- Lumion (3/5)
- Substance Painter (2/5)
- Autocad (4/5)
- Photoshop (4/5)
- Illustrator (3/5)
- Phyton (1/5)
- Pico8 (5/5)

### EDUCATION

Department of Architecture

**Bilkent University**

2018-2023

Bachelor of Architecture

### LANGUAGES

Turkish (native)

English (expert)

Italian (beginner)

### PROFILE

I am a recent architecture graduate from Bilkent University with a strong background in 3D modeling, texturing, and rendering. Currently, I am actively seeking opportunities within the game and animation industry where I can use both my architectural education and my expertise in 3D modeling.

### WORK EXPERIENCE

#### Freelance 3D Visualizer

3D Generalist  
2022 Sep. - Ongoing

- Created prop packs for hypercasual game studios and indie developers. These packs include; low-poly weapon models, tree and road packs, parametric road generators, character models, small environments and environment generators.
- Utilized software tools such as **Substance Painter**, **Rhino**, **Rhino Grasshopper**, **Blender**, and **Blender Geometry Nodes** for prop pack creation.
- Developed proficiency in designing low-poly assets made for game environments.
- Other completed commission projects range from student render assignments to creating 3D scenes for architecture firms.
- Demonstrated proficiency in **AutoCAD**, **Adobe Photoshop**, **Twinmotion**, **Procreate**, **Lumion**, and **Grasshopper** for freelance works.
- Specialized in 3D visualization, animation, texture artistry, and rendering techniques to meet specific project requirements.

#### Part-Time 3D Generalist at Hypernova Technology & Gaming

3D Generalist  
2022 Sep. - 2023 Nov.

- Created prop packs including low-poly botanical sets, house packs, letter assets, road packs, traffic signs, and low-poly player characters.
- Developed parametric road building codes for game projects, ensuring versatility and adaptability in game environments.
- Utilized software tools such as **Substance Painter**, **Rhino**, **Rhino Grasshopper**, **Blender**, and **Blender Geometry Nodes** for prop pack creation.
- Developed proficiency in designing low-poly assets made for game environments, ensuring optimization for performance and visual appeal.

#### Internship at S Tasarım

3D Visualizer Intern  
Jun 2022 - Aug 2022

- Worked at S Tasarım, a renowned architecture firm with diverse projects across multiple cities.
- Developed proficiency in rendering techniques using **Rhino 3D**, **Blender** and **Substance Painter**.
- Utilized **Grasshopper** for parametric design solutions.
- Specialized in environmental rendering, producing professional-quality animations and renders.
- Gained insights into crafting industry-standard renders and models, meeting high expectations of the field.
- Observed workflows of housing projects in different cities, resulting with a better understanding of architectural processes.

#### Internship at Türkerler Holding

Construction Intern  
Jun 2021 - Jul 2021

- Worked at ASTALDI-TÜRKERLER, a prominent construction company, specializing in structural engineering.
- Gained insights into various industry-standard software tools, including **Revit**, **Rhino**, and **AutoCAD**.
- Applied software skills actively to contribute to smaller projects within the company.
- Learned to work collaboratively with colleagues, emphasizing proper communication channels and techniques for successful outcomes in the industry.