



# İPEK UNUÇ

## 3D GENERALIST / ARCHITECT

### ABOUT ME

3D artist passionate about stylized environments, modular systems, and interactive worldbuilding. I combine my architectural background with technical skills in Blender, Rhino, and Substance Painter to create optimized assets and spaces for games. Experienced in designing maps, procedural tools, and low-poly/mid-poly prop packs. I enjoy building structured worlds that serve both gameplay and visual storytelling.

### EXPERIENCE

#### 3D Artist

Jul 2024 – Present | Remote

Complex Universe

- Created a modular city generation system, enabling dynamic construction of large-scale urban environments using miniature, reusable architecture kits.
- Created stylized urban props: hotels, roads, garden sets, tram systems.
- Designed historically-accurate combat maps with gameplay-mechanical integrations.
- Contributed to core system design, including grand strategy gameplay mechanics tied to region control and terrain.
- Used **Photoshop, Blender, Substance Painter & Unity** for optimized asset delivery.
- Used **Python** to create custom tools for **Blender**.

#### Freelance 3D Generalist & Visualizer

Sep 2022 – Jul 2024 | Remote

Freelance

- Delivered prop packs for indie game studios: low-poly characters, road generators, nature kits.
- Designed small environments and tools for hypercasual games.
- Completed architectural visualizations for firms and students.
- Used **Rhino, Grasshopper, Blender, Substance Painter, AutoCAD, Photoshop, Procreate**.

#### 3D Generalist

Sep 2022 – Nov 2023 | Ankara

Hypernova Technology & Gaming

- Created low-poly prop packs: buildings, signage, traffic sets, characters.
- Developed parametric road generation tools for versatile level design.
- Optimized assets with UV mapping, PBR textures, LODs.

#### 3D Visualizer Intern

Jun 2022 – Sep 2022 | Ankara

S Tasarım

- Focused on architectural renders and animations using Rhino and Grasshopper.
- Produced professional environment shots and observed large-scale housing workflows.
- Used **Photoshop, Illustrator, Blender, Substance Painter, Lumion, Twinmotion and AutoCAD**.

#### Construction Intern

Jun 2021 – Jul 2021 | Ankara

Türkerler Holding

- Observed multidisciplinary construction practices and workflows.
- Assisted in structural modeling and design using **Revit** and **AutoCAD**.

### EDUCATION

#### BILKENT UNIVERSITY

Bachelor of Architecture

2018 - 2023

### SOFTWARES

- Blender
- Rhino 3D
- Rhino Grasshopper
- Unity
- Adobe Substance Painter
- Adobe Illustrator
- Adobe Photoshop
- Revit
- AutoCAD
- Lumion
- Twinmotion
- Python

### SKILLS

- Modular Design
- Parametric Design
- Environment Building
- Map Creation
- 3D Modelling, Texturing

### LANGUAGES

- Turkish (Native)
- English (Advanced)
- Italian (Beginner)

### CONTACT

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