

Rüstem Hazar Çelik

DESIGNER & GAME ARTIST

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Experience

Zobbo Games | Game Artist & Co-Founder

Jun 2024 – Present

- Currently working on Color Jam Escape as the sole artist with a team of 5 people. It's on *soft launch*.

[App Store Link](#) (out of date on iOS, pushing Android as of now) [Google Play Store](#) (up to date)

Fantazzie Gaming Technologies | UI / UX Designer

Sep 2022 – Feb 2024

- Designed **Pick Slam** (fantasy sports game) from scratch as the sole designer of the company. Experienced every part of a mobile app building process by working with 5+ person software team and 3+ person business team.
- Designed 3D jerseys for in-app match cards. Automated 3D asset rendering of assets using **Blender**, **Affinity Designer 2**, and **Python** scripting. **I've shortened a whole day's work of rendering 400+ high quality assets to 10 minutes of automated rendering process.**

Universal Music Turkey | Jr. Graphic Designer

Sep 2020 – Mar 2021

- Created album covers, trailers, advertisement videos & images for artists working with the company including Lil Zey, LvbelC5.
- Worked with industry professionals to learn the foundations of graphic design.

Boğaziçi University Corporate Affairs Office | Graphic Designer

Jun 2019 – Nov 2021

- Managed the school's Twitter account for 2 years.
- Designed the special event graphics for the social media accounts.

Education

Boğaziçi University | Civil Engineering

2018 - 2025

Bahçelievler Anatolian High School | İstanbul

2013 - 2018

Skills

- 2D & 3D motion and hard surface asset creation using **Blender & After Effects**.
- Very detailed technical knowledge about **Blender** and **Unity**.
- Design automation and workflow optimizations for the whole design process using **Python** scripting (desktop file automation for 100+ asset productions, add-on development for Blender).
- Professional at: **Figma**, **Blender**, **After Effects**, **Illustrator**, and **Photoshop**.