# MUSA ENES GÖKMEN



**JUNIOR GAME ARTIST / 3D PROPS & ENVIRONMENTS**

İstanbul, Türkiye · +90 534 052 89 89

Portfolio · musaenesgokmen.com
ArtStation · GitHub · LinkedIn

## PROFILE

Digital Game Design undergraduate focused on stylized 3D assets, hard-surface props, and environment grayboxing. Works with Maya, Unity and game-focused visual pipelines; also brings production and post-production experience.

## SELECTED PROJECTS

**Chihuahua vs Doberman — Graduation Project** | 3D Character Art · Level Blockout · In progress

Created stylized Chihuahua/Doberman character models and a dog-park level graybox for an isometric game project.

**3D Props & Environment Studies** | Autodesk Maya · 3D Modeling

Modeled and presented hard-surface and stylized assets including the Evergreen container, Nuke 'Em board-game prop, modular basement kit and character studies.

**Unlimited Blackboard — Unity Prototype** | Unity · Game Prototype

Developed a playable, arcade-style Unity prototype; gameplay footage and project breakdown are being prepared for the portfolio.

**Guilty Engineer — Game Designer** | Game Design

Contributed to Guilty Engineer as Game Designer, focusing on the game design process.

## RELEVANT EXPERIENCE

**Video Production & Post-Production — IronFrameCreative** | Agency collaboration · 2026–Present

Contributed production and/or editing work for client social-media content, including Bono Lounge, Başkurt Yapı, Ceramicut Granit and Pâye Patisserie. Responsibilities vary by brand.

**Studio Assistant — İstinye University, Faculty of Communication** | Apr 2025–Present

Produced and edited social video content, assisted DSLR shoots and coordinated content with university teams.

## EDUCATION

**İstinye University — B.A. Digital Game Design (English)** | Oct 2022–Present

Undergraduate student.

**İstinye University — Double Major, Radio, Television & Cinema (English)** | Oct 2023–Present

Second undergraduate major.

## TOOLS & LANGUAGES

**3D & GAME** Maya (Intermediate) · Substance 3D Painter (Beginner) · Unity (Beginner) · Unreal Engine
**VISUAL** Premiere Pro (Intermediate) · Photoshop (Intermediate) · Video Editing
**LANGUAGES** Turkish (Native) · English (B2)