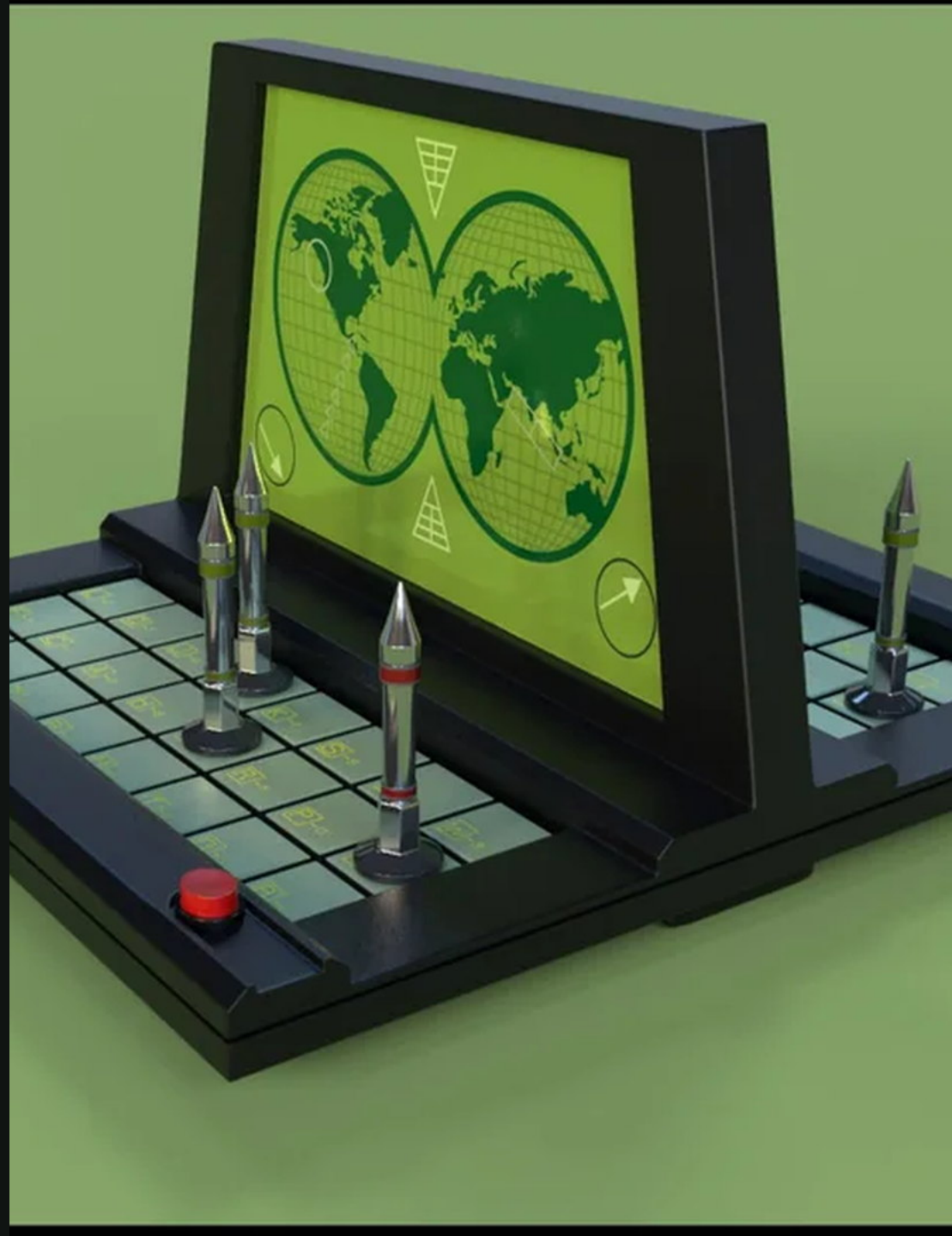
SELECTED WORK / 2026

MUSA ENES GÖKMEN

GAME ART & DESIGN

3D props, stylized characters, environment studies and game prototypes.

ISTANBUL / 2026



01 / PROFILE

A focused, multidisciplinary practice.

I am a Digital Game Design student at Istinye University, also pursuing a double major in Radio, Television and Cinema.

My portfolio focuses on 3D prop modeling, stylized characters and environment blockouts. Game prototyping and professional video production support that work.



TOOLS & SPECIALISMS

Maya | Substance Painter | Unity | Unreal Engine | Grayboxing

SELECTED FOCUS / JUNIOR GAME ARTIST - 3D PROPS & ENVIRONMENTS

Selected work.

Two game projects and a growing archive of original 3D and pixel art.



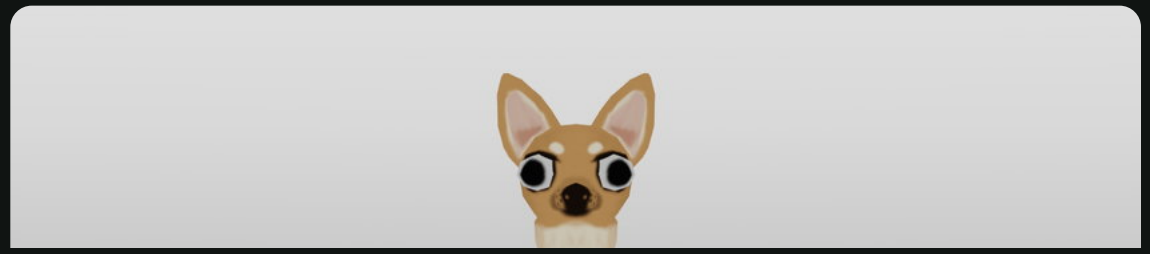
01 UNLIMITED BLACKBOARD

Unity / Arcade Prototype



02 POOP BUSINESS

Unreal / Guilt Engineer



03 CHIHUAHUA VS DOBERMAN

Character Art / Graybox



04 3D / PIXEL ARCHIVE

Props / Characters / Animation

UNITY / ARCADE PROTOTYPE

Unlimited Blackboard







ISOMETRIC PLAYFIELD

ARCADE-STYLE GAMEPLAY

WINDOWS TEST BUILD

UNREAL ENGINE / GAME DESIGN

Poop Business

Guilt Engineer / Work in progress





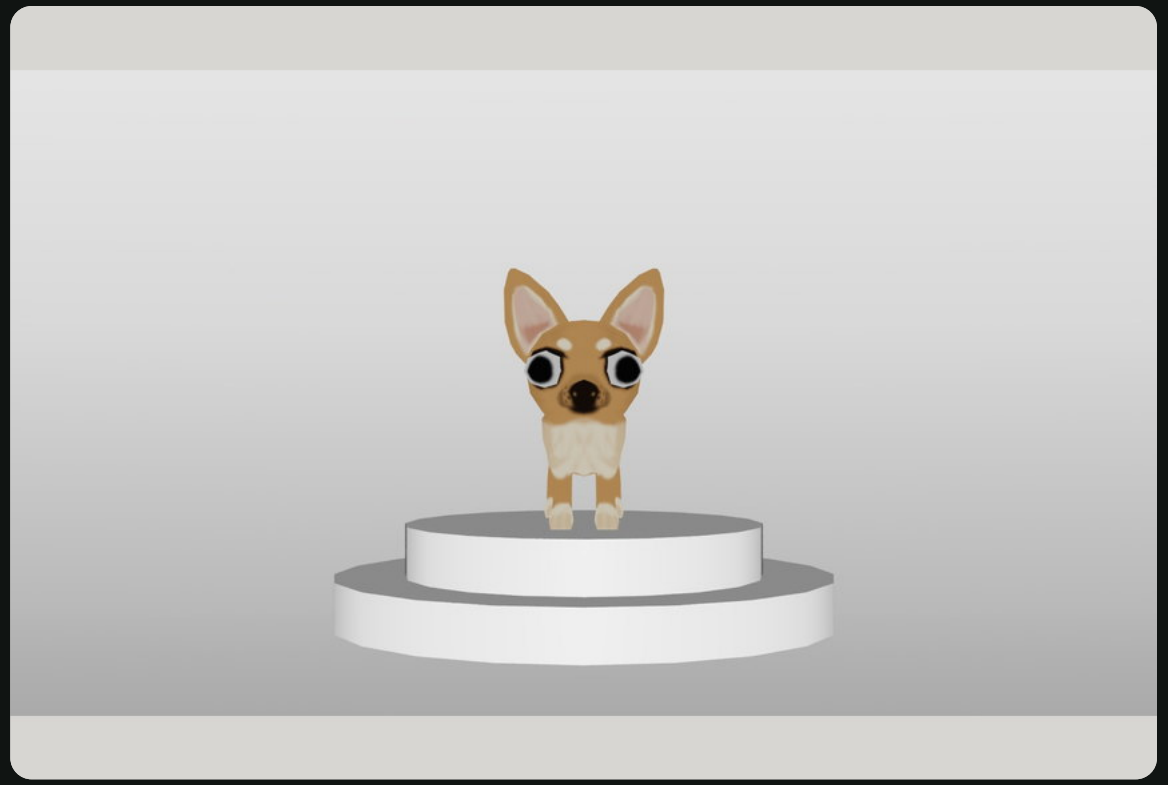


MY ROLE / GAME DESIGNER

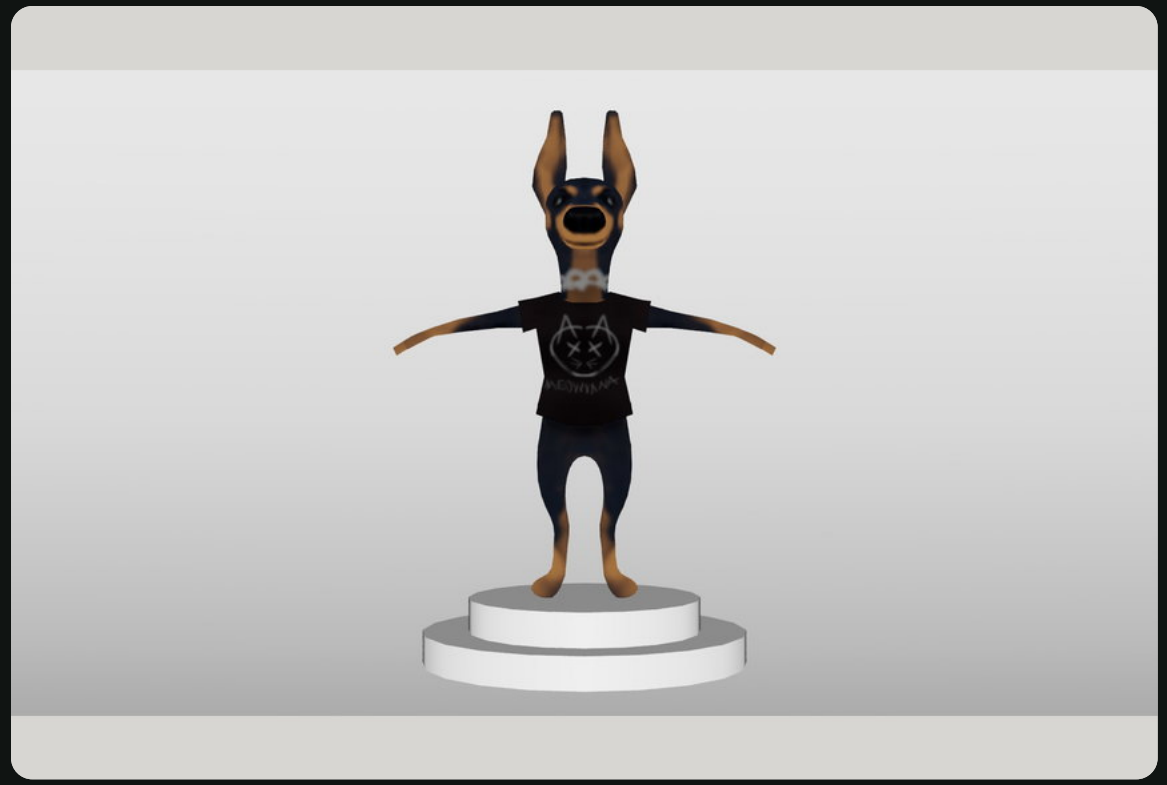
Building placement / Resource interaction / Character movement

WORK IN PROGRESS / STYLIZED 3D

Chihuahua vs Doberman



CHIHUAHUA / CHARACTER

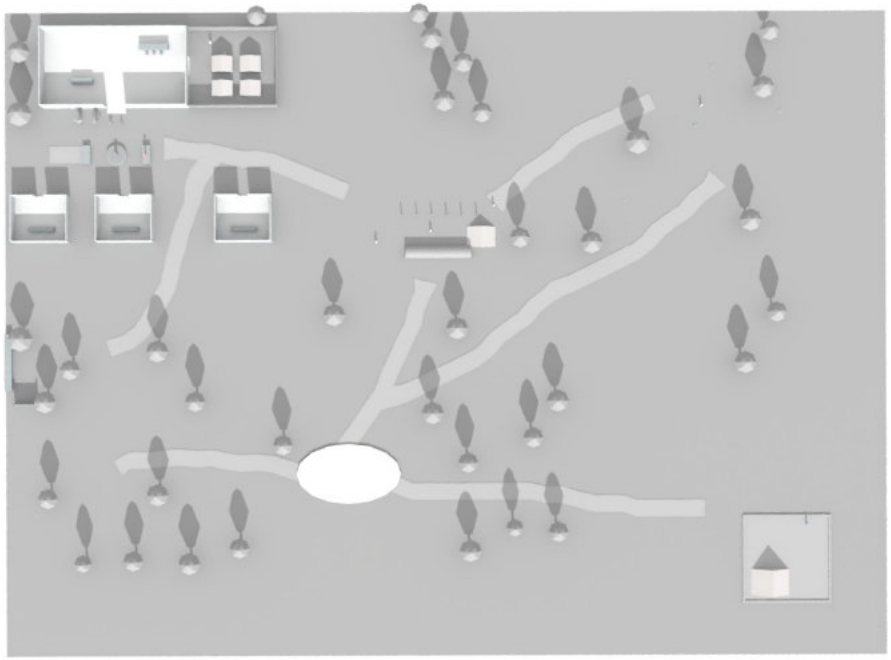


DOBERMAN / CHARACTER

Original character renders from an in-development isometric game project.

ENVIRONMENT / LEVEL BLOCKOUT

Dog Park — Graybox



BLOCKOUT RENDER / FIRST REGION

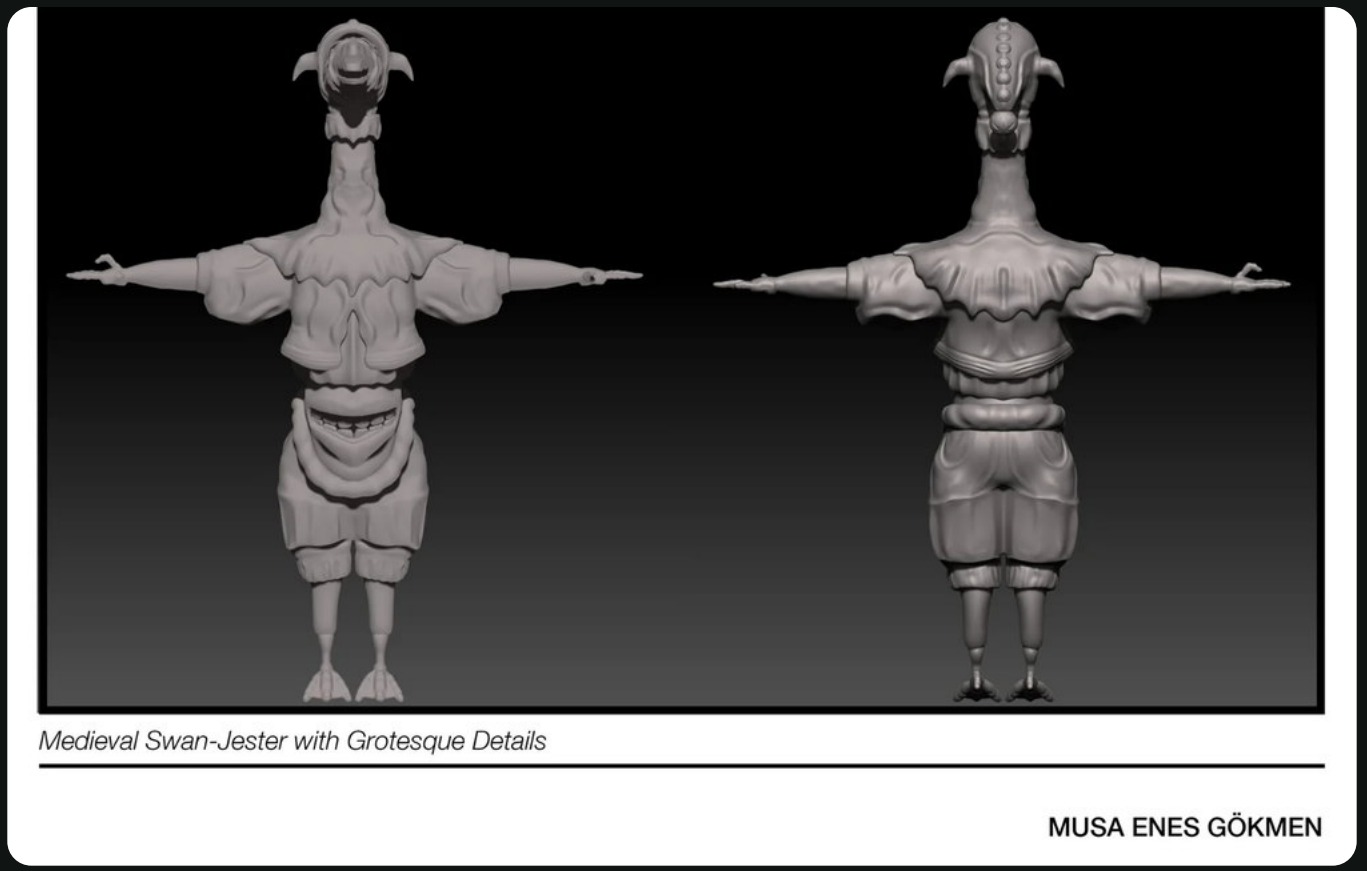
PROCESS STUDY

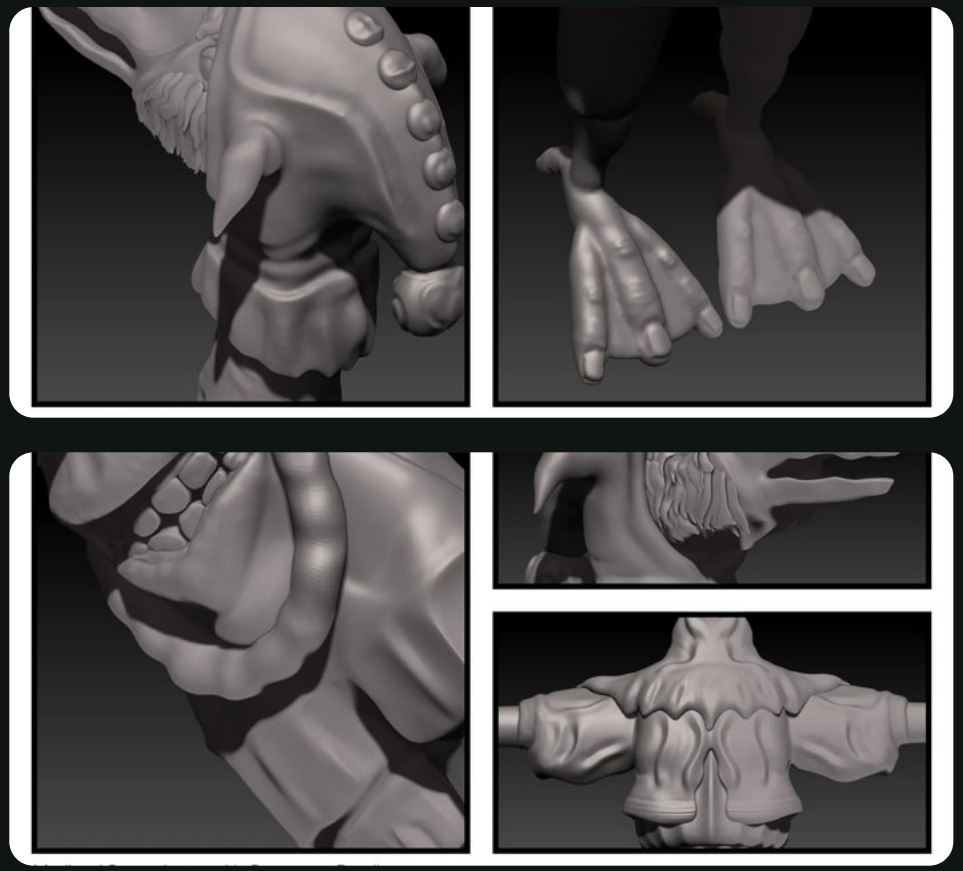
Top-down graybox showing the first game region: paths, central hub, buildings and environmental landmarks.

Design-stage layout - not presented as final game art.

CHARACTER SCULPT / MODELING STUDY

Medieval Swan-Jester



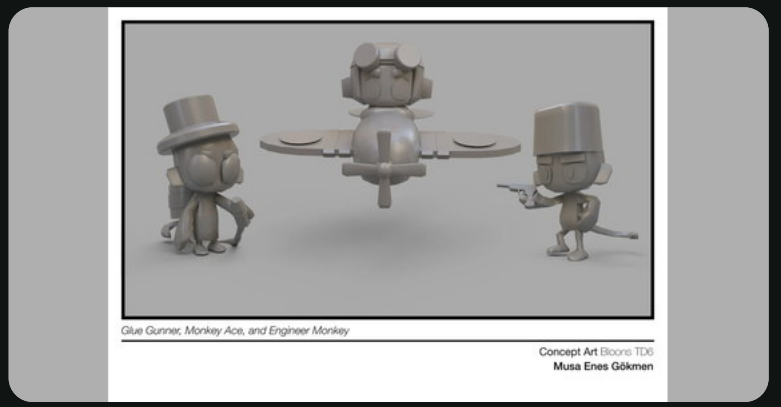


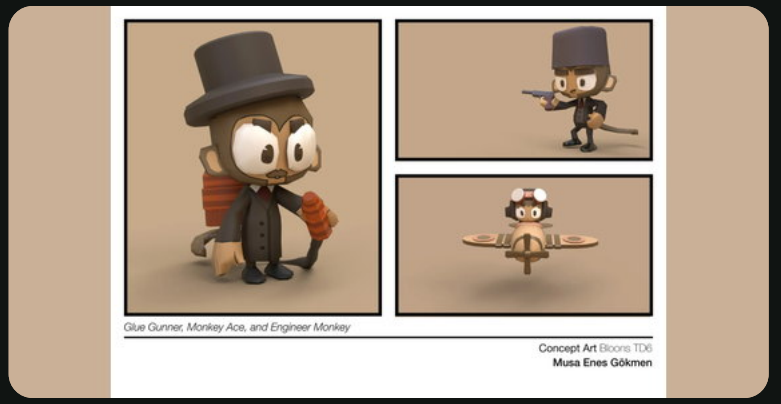
Grotesque medieval character study exploring stylized anatomy, sculpted cloth and an expressive swan-like silhouette.

LOW-POLY CHARACTERS / COLOR & FORM

Three stylized characters.







Glue Gunner, Monkey Ace and Engineer Monkey. Early clay presentation and color/material exploration.

3D PROPS / HARD SURFACE / STYLIZATION

Objects with character.



NUKE ’EM / BOARD GAME PROP



CARTOONY CHEST



RETRO HANDHELD CONSOLE



INDUSTRIAL ROBOT ARM

MODULAR MODELING / SURFACE MATERIALS

Environments & textures.



Steampunk-inspired basement

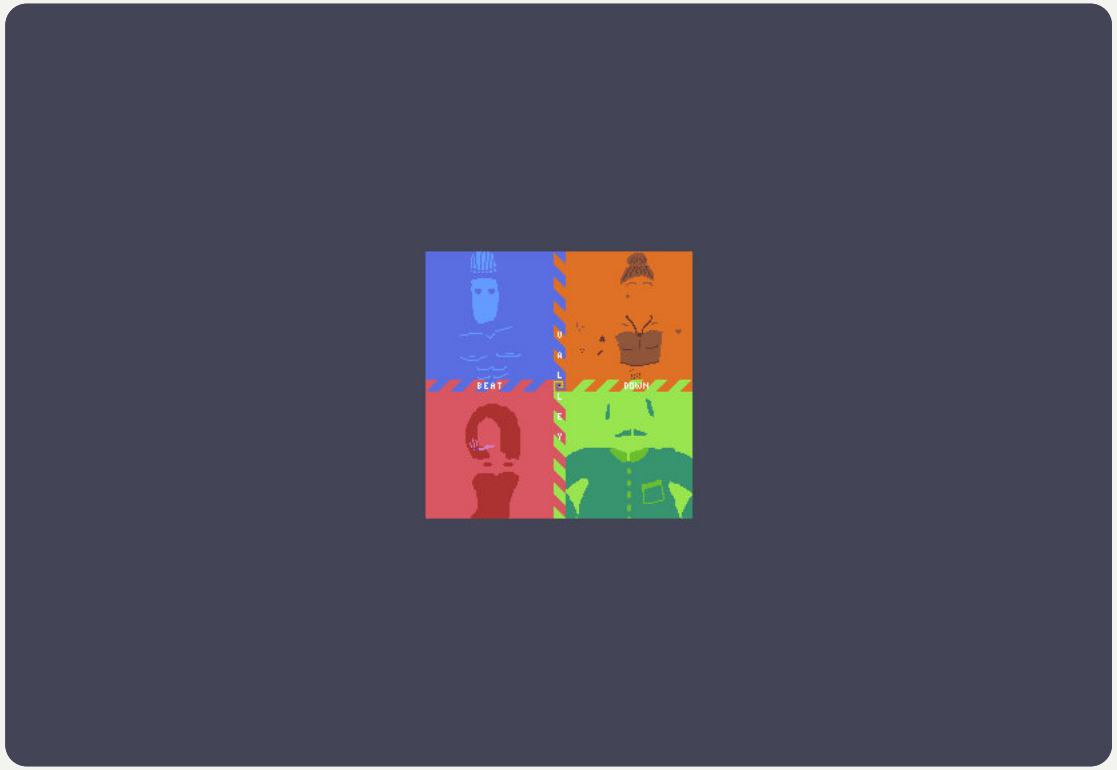




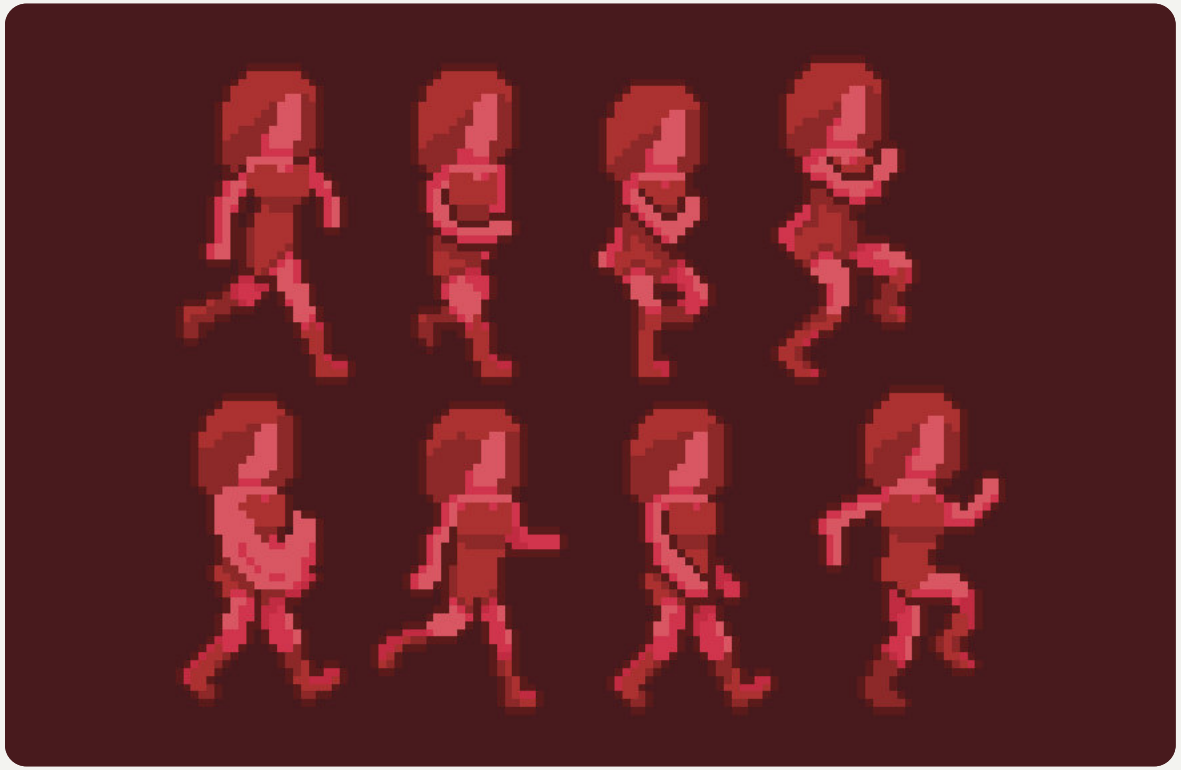
Weathered container / stylized rock

2D ART / SPRITE ANIMATION

Pixel studies.



MULTI-COLOR CHARACTER SHEET



WALK / IDLE / HIT / ACTION STATES

Sprite sheets and animated cycles are shown as stills in this PDF. Looping GIFs are available on the website.

ADDITIONAL PRACTICE / PRODUCTION & POST-PRODUCTION

Beyond game art.

Professional short-form content production and editing through IronFrameCreative. Roles below reflect the supplied production history.

MARIS MIMARLIK

Post-production

BONO LOUNGE

Production / Post-production

BASKURT YAPI

Production / Post-production

CERAMICUT GRANIT

Post-production

PAYE PATISSERIE

Post-production

PAYE ACIBADEM

Post-production

SIDE QUEST

Pre-production / Production / Post / Branding

AGENCY / IRONFRAME CREATIVE

SELECTED CLIENTS / 2026

THANK YOU FOR VIEWING

Explore the full archive.

Visit the live portfolio for gameplay clips, complete model galleries, animation loops and an updated CV.

SCAN TO VIEW

MUSAENESGOKMEN.COM

ARTSTATION

GITHUB

LINKEDIN