

Berk Bayazit *Technical Artist*

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SKILLS

Unreal Engine



Professions:

- Realtime Vfx / Shaders
- Environment Art
- Artistic Tools in Unreal
- Rendering / Optimization
- Animation Graph and Logic

Technical Art



Collaborated for 5 years within diverse artistic and programming teams, employing software tools like RenderDoc, Unreal Engine, Python, and other technical tools.

Blender



Creating both realistic and stylized 3D models for my environments And optimization needs.

Substance Painter



Creating Both P.B.R & Hand Paint Textures for Props

As an accomplished **Technical Artist** in **Unreal Engine**, I'm **passionate about creating Real time Vfx and environments** through projects and **continually learning, evolving in my roles**, I prioritize delivering **high-quality outcomes in every way possible**. **As an Unreal Engine Technical Artist**, I bring stories to life through **captivating environments and procedural tools**, ensuring every **artistic details** aligns with the project's vision and meets the **highest quality standards**. I am **committed to pushing boundaries** in both my technical and artistic roles.

PROJECTS

V.O.L.T, *Senior Technical Arits*

present

Full-Production PC, Console Game, 120 vs 120 total 240 player MMOFPS game with Unreal Engine 5.

Created Visual Effects, Animation Code And Graph, Both Character and Environment Materials, Vehicle Prototyping for multiplayer Latejoin, Prediction, Correction with snapshot interpolation and Chaos only (client) side physics.

Main tasks were: Both 1P, 3P Animation logic, Prototyping Multiplayer Features, Visual Effects, Materials and Destruction system.

On 2x2km big Maps, CPU & GPU optimization were my responsibilities aswell for smooth gameplay.

RISE ONLINE (MMORPG), *Senior Technical & Environment Artist*

July 2023 - present

Worked in a Full-Production PC Game and **Open world MMORPG** with Unreal Engine 4. Created Visual Effects and some environmental parts according to the Art team needs and helped non technical coworkers for their technical needs, created old school looking **materials** that fits the project.

Main tasks were: Setting up pipelines for both Art & Programming teams, creating tutorials(in company) for environment art & Vfx team, in order to artist to be get familiar with **unreal(technical parts)**, **creation of materials, in engine tools and niagara vfx**.

CPU & GPU optimization were my key roles, I generally use Render Doc and Unreal Insights in order to track Each engine loop and detect what needs to be optimized. Create better pipelines for teams according to my insights.

REFLECTION: THE GREED, Technical & Environment Artist ☑
Things I was responsible were; Lighting, Environments, Optimization, I created tools for blender, this tools was responsible for fixing topology mistakes and reducing unused faces from props.

December 2021 -
2023

ORGANIZATIONS

Control X Studios, Project lead
While still at university, I embarked on an ambitious journey with a few friends, driven by a shared dream of creating PC games. We founded "Project: X," recruiting a passionate team of 20 volunteer members. Despite facing challenges such as economic crises, which led to the departure of some team members, our dedication never waned. The project, still a prototype, remains a testament to our determination and is preserved on my drive.

January 2020 -
May 2021
istanbul, Türkiye

EDUCATION

3D Design and Animation, İstanbul Topkapı University ☑
Before I started, I already knew the principles of 3D and its branch principles, when I started the school my goal was already set to become a Digital Artist, and over time I discovered my passion for project management. While studying me and 5 members big team created 2 PC games for our school in only 1 month per game.

March 2020 -
January 2022
Istanbul, Turkey

AWARDS

Fate Of Gladiator, School Project ☑
We were chosen for being the best PC game that has been made in 1 month for our school.

July 1st, 2020

Cryptical (GJ), MagaraJam 4 ☑
We awarded for hitting 5th game in 400 games made under 72 hours.

REFERENCES

Enes Çam, Sr.Unreal Engine Generalist
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Serhat Öztürk, Sr.Art Director
ozturk-serhata@hotmail.com

Ayhan Dorman, Program Manager, Codex
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