



# Melisa Hadimoglu

## Game Artist

📍 The Hague, Netherlands

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☎ +31657638896

## ABOUT

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Game Artist experienced in Environment Art with a background in Conceptual Art and Interactive Media Design. Highly skilled in Blender and Unity, I collaborate well with programmers and artists to connect art and tech.

## EDUCATION

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- **Royal Academy of Art**  
Preparatory year, 2017-2018
- **Royal Academy of Art**  
Interactive Media Design, 2018-2022
- **Unity Games VFX & Graph**  
Online Courses, 2023-2024
- **Game Design Essentials**  
Online Courses, 2025

## SKILLS

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- Asset production workflow: concept, 3D modeling, unwrapping, texturing
- Environment design, in-engine production
- Technical art: Shaders and real-time VFX
- Art Direction and mentorship
- Storytelling & design ideation

## LANGUAGES

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- English (Native)
- Turkish (Native)
- Dutch (Beginner)

## WORK EXPERIENCE

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### • Technical Artist

#### **Game Point, 2025 - Present**

Contributed to the implementation of UI layouts, 2D animations, and VFX within Unity. Assisted with project-wide optimization.

### • Game Artist

#### **Lucky Kat Studios, 2022 - 2025**

Managed environment creation for "Cosmocadia," from themes to asset production and implementation. Provided technical art support, developed Unity shaders, and real-time VFX.

### • Game Art and Storytelling Mentor

#### **Royal Academy of Art, 2024**

Hosted a week-long game art workshop. Developed a curriculum for game art, narrative design, and interactive storytelling.

### • Art Director

#### **Self-Employed, SR Jewels, 2020 - 2023**

As Co-Founder of a local retail business, I managed product design, 3D modeling, branding, and social media, creating visuals.

### • 3D Intern

#### **Ado Ato Pictures, 2021 - 2021**

Contributed to a Netflix short film with 3D modeling, particle systems, composition, lighting, and post-processing.

## SOFTWARES

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|-------------|---------------|---------------|
| • Blender   | • Unity       | • PremierePro |
| • Photoshop | • Substance   | • Adobe CC    |
| • 3Ds Max   | • Unreal Eng. | • Zbrush      |