



Melisa Hadimoglu

Game Artist

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ABOUT

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

- **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

- 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

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

WORK EXPERIENCE

- **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

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