

TIMUR MEHMET

MODEL AND TEXTURE ARTIST

CONTACT

tim.mehmet@gmail.com
www.limbo3d.co.uk
07791364489

Disciplines:

Modelling, Sculpting,
Texturing, Lighting,
Shader development
(MR/Arnold Render),
Basic compositing.

Software:

Max Maya Softimage
Zbrush Photoshop
Mari Mudbox Fusion
Nuke Cryengine UDK
Unity

I'm a dedicated and passionate 3D Artist with just over 1 years experience in London's VFX industry, and more recently over a year of experience working as a real-time artist, with a focus on mobile platforms. My primary skills encompass modelling and texture work, both high end and real-time. I also have professional lighting and lookdev experience, with a strong understanding of large scale production pipelines and tools.

Education:

University of Hertfordshire
BA hons degree, 3D Digital Animation
Grade: First-class honours

Work Experience:

Freelance Model/Texture Artist

Spiral Game Studios

October 2013 - January 2014

Modelled and Textured a number of Dinosaur models for the upcoming Project Orion Instincts game on PC.

Ref: David Prassell

3D Artist

Apache Solutions

February 2013 - Present

Working on numerous projects, I fill a generalist 3D role, but a majority of my work has been to provide high quality but very optimised models for mobile and pc platforms. As well as shader and art preparation within unity. Working on a wide range of products and applications, most notably the award winning "Become Ironman Experience" in which I was responsible for all the environment modelling, texturing and lighting.

Ref: Adam Vahed

Junior Modeller/Texture Artist

MPC

October 2011 - April 2012 (7 months)

Texture artist for Prometheus-

I worked with the environment team creating rock/pinnacle assets for the planet surface.

Texture and model artist for WWZ

Made a number of costume assets for human and zombie crowds, including some vehicle modelling and texturing, and textures for a digital double hero shot.

Ref: Jennah Rasmussen / Elliot Newman

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Junior Lighting TD

Jellyfish Pictures

August 2010 - May 2011 (10 months)

Planet Dinosaur-

Worked as a lighting TD building scenes, laying out environment, shading and lighting shots. I also contributed towards generating the environment, modelling and texturing various objects.

Ref: Mark Sherwood / Phil Dobree

3D artist/Cryengine layout artist

Foster and Partners

June 2010 - June 2010 (1 month)

I helped create a section of West Kowloon harbour for a realtime demonstration within Cryengine.

Ref: Gamma Basra