

HELLO,



AKÇAY KARAAZMAK

I'm a professional CG generalist, game-developer and composer. My vision is creating unique art and ideas and computer games.

SKILLS

3d Modelling	████████████████████
3d Animation	████████████████████
Music Composing	████████████████████
Sound Design	████████████████████
Visual Fx	██████████████████
Post-pro.	████████████████████
Programming	██████████████
Creative Design	████████████████████
Voxel Art	████████████████████

WORK

HUNGRI GAMES 2022-Present

Lead Level Designer & Music composer

Manages all aspects of the design process, from research and ideation, to creative conceptualization and design.

Make and animate voxel assets in VoxEdit. Level design in The Sandbox GameMaker. Developing game mechanics for the various scripts in the GameMaker.

BLUE ARC STUDIOS 2005-Present

Project Manager / Director

Support my team in all development. Developing creative ideas for client projects.

March 31, 1979

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Instagram/akcaykaraazmak

EDUCATION

Computer Engineering

Eastern Mediterranean University
1998-2002

MSC - Master in Computer Engineering

City of East London
2002-2003

PERSONAL VALUES

Dedication

Curiosity

Creativity

Innovation

Responsibility

Creative

MY RELEASED GAMES

The Dark Inside Me -2 (5 Jun 2021)

store.steampowered.com/app/1263750/The_Dark_Inside_Me__Chapter_II

The Dark Inside Me-1 (6 Jun 2018)

store.steampowered.com/app/345230/The_Dark_Inside_Me

MY RELEASED FEATURE MOVIE

Reminiscence:

IMDB: www.imdb.com/title/tt3036548/

MY TOOLS

3ds Max	★★★★★	Subs. Painter	★★★★
ZBrush	★★★★	PF-Track	★★★★
Mari	★★★★	Studio One	★★★★★
Photoshop	★★★★★	Unreal Engine	★★★★
After Effects	★★★★★	VoxEdit	★★★★★
Premiere	★★★★★	SB GameMaker	★★★★★

LANGUAGES

English ★★★★★

Turkish ★★★★★

Russian ★

German ★

INTEREST

Computer games, Music, Krav Maga, Composing, Sports, Cinema, Anime, Concerts.