

# Yunus Enes Ipek

3D Generalist & Technical Artist

Phone +90 544 857 97 78

E-mail yunusnspk@gmail.com

Location Sakarya, Turkey

LinkedIn linkedin.com/in/yunus3nes

Portfolio yunus3nes.com

Birth Date February 10, 1998

Self-taught 3D Generalist with 10+ years of experience in digital content creation. Specialized in complete 3D pipeline from sculpting to final render - modeling, texturing, rigging, animation, VFX, and compositing. Created 150+ characters for a single project, handling every aspect solo. Strong algorithmic thinking enables quick adaptation to new software and efficient pipeline optimization. Professional motion capture setup for character animation. Currently expanding into web development for personal projects.

## Experience

2013 - Present

### Freelance 3D Generalist

*Self-employed, Remote*

- End-to-end 3D production: sculpting, retopology, UV, texturing, rigging, animation, render...
- Created 150+ unique characters with costumes, accessories, and blend shapes
- Cloth simulation and digital fashion using Marvelous Designer
- Environment and foliage creation with SpeedTree
- VFX and simulation work in Houdini
- Compositing and post-production in Nuke and After Effects
- Motion capture animation with personal mocap suit
- Python scripting for pipeline automation and tool development

2024 - 2025

### Video Editor & Motion Graphics Artist

*Megakent Emlak, Freelance*

- Video editing, color grading, and post-production
- Motion graphics and promotional content

2023 - 2024

### Content & Panel Administrator

*Biribini.com*

- Web panel management and content operations

## Key Projects

### Legends League

Solo production of 150+ 3D characters. Complete pipeline: ZBrush sculpting, Maya retopo/rigging, Substance texturing, iClone/mocap animation, After Effects compositing. Python tools for batch processing.

### The Lego Movie (Fan Project)

3D animation production - modeling, animation, lighting, rendering, and compositing.

### Personal Web Projects

Self-taught web development using Next.js, PostgreSQL, Docker. Built e-commerce platform and portfolio site.

### AI Video Automation Tool

Python-based tool for automated content generation with web scraping.

## Education

Current

### Web Design & Coding

*Sakarya University*

2016 - 2018

### Mechanical Engineering (Discontinued)

*Sakarya University*

2012 - 2016

### High School Diploma

*Seker Fen Lisesi*

# Technical Skills

## 3D Modeling & Sculpting

ZBrush



Maya



Character Creator



Marvelous Designer



## Texturing & Look Development

Substance Painter



Photoshop



## Rigging & Animation

iClone



Character Creator (Rigging)



Motion Capture



## VFX & Environment

SpeedTree



Houdini



Unreal Engine 5



## Compositing & Post-Production

After Effects



Nuke



## Scripting & Technical

Python



Web Development



## Languages

Turkish

Native

English

B1

## Interests

- Chess (1777 ELO)
- Guitar
- Game Development
- New Technologies

## Strengths

- Complete 3D pipeline expertise
- Strong algorithmic thinking
- Quick software adaptation
- Self-motivated learner
- Solo project management
- Creative problem solving