

Sevinc Ege Oktar

CG Supervisor | Art Director | 3D Lead Artist | Lead Environment Artist | Technical Artist | XR Specialist

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Dual Citizenship: Canada & Turkey Citizen and Passport holder - Address: 61 Yorkville Avenue - Toronto, Ontario, Canada M5R 1B7

Willing to Remote, Hybrid, On-Site and Relocation Working Conditions

- Overview -

Innovative Artist & Leader with 14+ years of experience delivering cutting-edge 3D solutions and immersive XR experiences across industries, including Film/TV, Gaming, Architecture, Automotive, HMI, Education, Metaverse, Digital Twin, and Interactive Broadcasting. Proven expertise in leading cross-functional teams, optimizing real-time rendering pipelines, and leveraging AI-driven tools to enhance workflows and reduce costs. Skilled in aligning creative vision with technical execution to drive engagement and deliver scalable, high-quality products for platforms such as Unreal Engine, Unity Engine, and Amazon. Passionate about empowering teams, fostering collaboration, and advancing 3D innovation.

- Soft Skills -

Leadership & Communication - Team Management - Mentoring - Problem Solving & Critical Thinking - Professionalism, Patience, Conflict Resolution - Empathy, Listening, Respect - Continuous Learning - Bias for Action, Customer Obsession, Dive Deep, Deliver Results - Empathetic communication to bridge art and engineering disciplines - Thrives in dynamic environments, adapting quickly to new challenges and technologies - Cultural sensitivity and collaboration across global teams and time zones.

- Technical Skills -

3D Modeling, Texturing, Animation, VFX, Lighting, Rendering, Game & Level Design, Game Engine and Tool Design, VR, AR, MR, XR, Real-Time and Offline Rendering, 3D Pipeline Automation including E-Commerce, AI 3D Model Creation Training, AI-Driven 3D Model Generation, Workflow & Pipeline Optimization, Asset Management, Tutorial & On-Boarding Content development, Interactive Broadcasting, 3D Scanning, E-Commerce, WebGL, GLTF, Open USD, E-Commerce Rendering, Photogrammetry, Cloud Architecture & Rendering, Distributed Rendering, Quality Assurance Analyst - Virtual Try On Experience, AR - VR - MR - XR Shopping Experience.

- Software Skills -

3D Modeling & Scanning & Animation & VFX: Maya, 3Ds Max, Blender, E-Cycles, Cinema 4D, ZBrush, Mudbox, Softimage, Houdini, Fusion 360, MOI 3D, VxElements, Creaform 3D Scanner, Reality Capture, Adobe Mixamo, Real Illusion, Ziva

Texturing & Media Production: Photoshop, Substance Painter, Substance Designer, Quixel Suite, Illustrator, Crazy Bump, 3D Coat, XNormals, Premiere, After Effects, Lightroom, Audition, Unity and Unreal Engine Shaders, Blender Geo Nodes, Adobe Substance 3D Suite.

Lighting & Rendering & Game Engines: Cycles, E-Cycles, Eevee, Vray, Redshift, Mental Ray, FumeFx, Krakatoa, Ray Fire, KeyShot, HDR Light Studio, UDK, Unreal Engine 3, Unreal Engine 4, Unreal Engine 5, Unity Engine, CryEngine, Brio, Network & Real-Time & Offline Rendering

AR & VR & MR: Apple Vision OS, Oculus Rift, Microsoft HoloLens, Reality Converter, Playstation VR, Playstation VR2, HTC Vive, Meta Quest.

Ui & Ux & Storyboarding: Figma, Sketch, Miro, Lucidchart, Whimsical, QRef

Production: Shotgun, Kantata, Jira, Airtable, GitHub, Syncketch, Parsec, Plastic, Nvidia Omniverse, AWS Sumerian.

Programming: Python, C#, Apple SDK, Visual Studio.

Ai-Driven 3D Model Generation & Pipeline: Ai Model Creation, Ai Texture Creation, Automation Tools, Workflow Optimization.

Ai Tools: Chat GPT, Gemini, Perplexity, Midjourney, Dall-E, Adobe Firefly, Canva, Shutterstock, Deep Dream Generator, Synthesia, Luma, Dream Studio, Masterpiece Studio, Spline, Stable Diffusions, Poly, Substance 3D Sampler, Materialize, Rodin.

- Professional Experience -

Aequilibrium | Environment Artist & XR Artist

- December 2024 - Present, Toronto

- Working as solo Environment, Prop, Texturing Artist and also Lighting, Rendering for Virtual Reality Educational Content in Unity Engine.
- Creating 2D & 3D Assets compatible with Virtual Reality for Meta Quest and Oculus using Maya, Blender, Adobe suite and Unity Engine.
- Working together with Character Artists and Riggers to produce intractable assets made by cloth simulations and low poly objects.

Curie | CG Supervisor - Art Director - Lead & Technical & XR Artist

- January 2024 - December 2024, Toronto

- Co-developed world's first AI-enhanced immersive AR/VR shopping experience for e-commerce platforms (StockX) on [Apple Vision OS](https://www.apple.com/apple-arc/).

- Co-developed Ai 3D model generation tool, reduced costs by 95%, achieved 90% automation, optimized AR/VR/MR product visualization.
- Collaborated with engineers to align technical solutions with creative vision, resolving 3D workflow bottlenecks with 85% automation.
- Bridged the gap between artists and developers by providing technical guidance, enhancing asset quality while optimizing performance.
- Directed cross-functional teams and managed GitHub resources.
- Created automation tools in Blender, increased productivity by 90%, optimized scalable e-commerce workflows for internal & external teams.
- Developed scalable real-time 3D rendering pipelines for immersive e-commerce experiences, for Amazon, [StockX product visualization tools](#).
- Directed cross-functional teams and external collaborations, integrating Blender, Reality Converter, Apple SDK for AR/VR/MR/XR projects.
- Co-streamlined onboarding in Airtable for new hires and external studios by creating an automated contract distribution system tool.
- Co-automated resource tracking in Airtable, improving efficiency by 75%.
- Co-developed and designed to cost-saving efforts through a self-QA tool, reducing QA time by 80%.
- Boosted AR product interaction by 35% on e-commerce platforms, enhancing user experience with automated real-time rendering pipelines.
- Co-Developed Python-based 3D model generation tool, cutting costs by 95%, optimized real-time e-commerce rendering in USDZ, GLB, GLTF.
- Streamlined AR/VR/XR workflows for Apple Vision OS, WebGL, leading teams to create scalable pipelines with 90% production automation.
- Handled client relations and demos, resolving conflicts and reducing costs through vendor management.

Unity | Lead 3D Artist - Environment Artist - Technical Artist

- October 2020 - January 2024, Toronto

- Created 2D/3D assets and HDR environments for Mercedes, [Bombardier](#) and [Harley-Davidson](#) in Maya, Unity, and Adobe Creative Suite.
- Contributed to [Unity's first interactive virtual IPO](#) with NYSE, setting a [Billboard tool](#), [Metaverse](#) and [Interactive Broadcasting](#), precedent.
- Led the overhaul of rendering pipelines, saving \$200,000 annually and enhancing data security through advanced tool integration.
- Streamlined asset processes across DCC software with a new tool suite, ensuring pipeline consistency and efficiency.
- Co-developed Python & C# Sun Light tools for [Blender](#), [E-Cycles](#), [Unity Engine](#), reduced lighting setup time by 90%.
- Co-developed the 'Figma Token Tool', achieving a 90% increase in texture generation efficiency and ensuring consistency across platforms.
- Built a cloud-based asset pipeline in Parsec, Plastic, GitHub, Syncsketch and automated rendering workflows, boosting team efficiency by 80%.
- Optimized rendering pipelines, reducing render times by 90%, enhanced visual fidelity by 200%.
- Co-developed cloud-based workflows with Parsec, Plastic, GitHub, reducing 3D rendering times by 90% for large-scale content production.
- Developed and implemented asset optimization techniques for real-time applications, ensuring smooth performance across VR/AR platforms.
- Led teams to deliver innovative 3D solutions, ensuring timely completion of complex projects while improving efficiency through automation.
- Participated in 30 projects for 25+ clients using GitHub, Jira, Figma, Lucidchart, Miro, Syncsketch, ensuring high-quality, innovative solutions.
- Co-founded Leadership Training Sessions to enhance team collaboration and problem solving.

Spin VFX & Spin VR | Senior Artist - Technical Artist - QA Analyst

- August 2019 - August 2020, Toronto

- Worked on technical innovation on Brio Engine, focusing on scalable e-commerce 3D experiences, contributing to its [Adobe Acquisition](#).
- Helped facilitate Brio Engine adoption, improving scalability and e-commerce access globally.
- Contributed to the innovation of cloud-based rendering solutions, improving AR/VR/MR/XR workflows and cutting development time.
- Boosted developer efficiency by 25% with feedback, bug fixes, asset management by also taking on roles in Quality Assurance and Design.
- Enhanced photorealism in [AR/VR/MR](#) workflows through photogrammetry, traditional 3D modeling techniques using Reality Capture, Maya.
- Developed cloud-based distributed rendering, optimizing CGI production and global collaboration.
- Created detailed e-commerce templates for quick adaptation, improving project delivery speed and user onboarding.

IME Productions | Senior CGI Artist - Animator

- May 2019 - August 2019, Toronto

- Solely handled 3D production for a high-realism commercial, combining Maya, V-Ray, precise measurements to deliver top-quality 3D models.
- Achieved a highly realistic 3D model of [MYLE Vape](#) by combining reference analysis, caliper measurements, and meticulous carving in Maya.

SGSCo | CGI Artist - VFX Artist - 3D Scanning Artist - Photography

- June 2017 - October 2018, Toronto

- Saved the company \$75,000 by integrating 3D scanning with Vx Elements and Creaform, creating high-fidelity [3D models for V-Ray rendering](#).

- Utilized VFX expertise and Maya's Bullet Tool to create realistic particle simulations, significantly enhancing visual appeal and product realism.

Kerosene VFX | CGI Generalist Artist

- April 2017 - June 2017, Toronto

- Optimized Rhino CAD models and streamlined production for Discovery Channel's [Mighty Ships](#) and [Mighty Planes](#) using Maya and Redshift.
- Translated Turkish narrative for Mighty Ships which strengthened ties with Discovery Channel with the studio.

Cyclone Creative | CGI & Multimedia Artist - Game & Level Design

- February 2017 - April 2017, Toronto

- Worked with a cross-functional team for [Kia car build and price](#) experience, with WebGL, VR, AR, MR for Oculus Rift and Microsoft HoloLens.
- Tested, optimized and deployed 5 scenes independently in Visual Studio for Microsoft HoloLens and Oculus Rift.

Joy Game | CGI Generalist - QA Analyst - Game Design

- July 2011 - October 2012, Istanbul

- Created 2D and 3D assets, animations for [Joy Game's logo in Cinema 4D](#), designed website and video reel content for company introduction.
- Worked on projects [Wolfteam](#), [Kehanet](#), [Cengizhan 2](#), [Fashion Dream](#), [Rakion](#), [Son Destan](#), [S2 Son Silah](#), [MStar](#), [Jamia Online](#), [Zombie Rock](#).
- Utilized QA skills to report bugs and refine game mechanics, translated game content from English to Turkish to enhance user experience.

Anima Studio | CGI Generalist

- November 2010 - May 2011, Istanbul

- Created 2D and 3D assets for TV series [Magnificent Century](#) (Netflix), [National commercial \(D-Smart\)](#), and [Advertising campaign \(Hell's Farm\)](#).
- Rapidly integrated into team workflow, contributing to VFX and 3D asset creation in Maya, accelerating project completion by a week.

Agora Construction Company | Digital Marketing - Management

- September 2009 - October 2010, Izmir

- Led marketing, sales, and business development teams for [Meda Somine](#). Drove market expansion and revenue growth.
- Conducted market research in collaboration with the management, to lay the foundation for establishing a new chimney factory [Poujoulat](#).

Iduna | Game & Level Design - Translator - QA Analyst

- October 2009 - November 2009, Izmir

- Collaborated on [Swon6](#), web-based space game development. Optimized game mechanics and user experience.
- Reduced production costs by 25% by optimizing Game Development process and by translating content (English-Turkish).

- Education -

Centennial College | Game Art and Design

- Diploma

- August 2013 - October 2015, Toronto

Centennial College | Art and Design

- Diploma

- December 2012 - July 2013, Toronto

Istasyon Art Studio | Art and Design

- Certificate

- September 2012 - December 2012, Istanbul

3D Academy | Maya Advanced

- Certificate

- July 2010 - September 2010, Istanbul

3D Academy | 3Ds Max

- Certificate

- July 2010 - September 2010, Istanbul

3D Academy | Maya

- Certificate

- October 2010 - February 2011, Istanbul

Baskent University | Tourism & Art History

- Bachelor's Degree

- September 2004 - August 2009, Ankara

- Awards | Achievements -

2024 - Supervised and released all 3D Models for world first Immersive Shopping Experience for Apple Vision Pro for StockX Brand.

2021 - 2024 - Contributed to the world's first UPO experience in collaboration with NYSE and Unity.

2004 - 2012 - Competed in University, Professional, EFAF European Leagues. Played in the National Team, as Captain and Team Coordinator.

2007 - 2008 - Baskent University Indoor Soccer Champions

2007 - 2008 - Counter Strike Turkish Siber Arena Champions

1997 - 2001 - Multiple medals in Slalom Skiing

- Released Titles -

Games: [Wolfteam](#) (FPS), [Kehanet](#) (MMORPG), [Cengizhan 2](#) (MMORPG), [Fashion Dream](#) (Dress Up), [Rakion](#) (RPG), [Son Destan](#) (MMORPG), [S2 Son Silah](#) (MMOFPS), [MStar](#) (MMO), [Jamia Online](#) (Sims), [Zombie Rock](#) (Action), [Swon6](#) (Web Based), [Dark Descent:Blue Rose](#) (JRPG)

TV & Film & Advertisement: [Magnificent Century](#) (Netflix), [D-Smart Mazlum](#) (Commercial), [Cehennem Ciftligi](#) (Pilot Animated), [CNBC Virtual IPO](#), [Myle Vape](#) (Commercial), [Discovery Channel Mighty Ships](#) (Documentary), [Discovery Channel Mighty Planes](#) (Documentary), [Times Square Billboard Tool](#) (Advertising)

Interactive Broadcasting & Metaverse: [NYSE Virtual IPO](#) (vIPO Experience), [NYSE Metaverse](#) (Real Time), [NYSE Interactive Broadcasting](#) (Broadcasting)

Car & Product Customization: Mercedes (Car Configurator), [Harley Davidson](#) (HMI Configurator), [LiveWire](#) (vIPO)

XR: [Brio](#) (AR & VR, E-Commerce), [StockX Apple Vision OS](#) (E-Commerce)

- Volunteering -

Geneva Centre for Autism | Lead Graphic Artist - Project Management - August 2013 - September 2013, Toronto

- Led the creation of visuals and design projects to improve awareness and resource efficiency.