

MAYA IPEKCI

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EDUCATION

Ringling College of Art and Design, Sarasota, FL, May 2023

Bachelor of Fine Arts, Computer Animation, Overall GPA 3.33, President's List

Scholarship Award: Dean's Scholarship

EXPERIENCE

3D

Undisclosed Project, 3D Modeling and Texturing Artist, Istanbul, Turkey, July 2024- November 2024

3D modeled and textured for an animated children's series

- Developed multiple hard surface and organic props and environment assets for production
- Worked with senior leadership in order to enhance the final models

Netflix, VFX Trainee, Istanbul, June 2023-January 2024

Earned a scholarship from Netflix Creative Grow in partnership with Anima School as a VFX trainee out of more than 700 applicants

- Undertook multiple projects pertaining MoCap animation and VFX as well as honing my existing modeling, texturing, lighting and rendering skills

"Groundskeeper," 3D Generalist, Sarasota, FL, January 2022- May 2023

Designed, modeled, textured and lit bipedal characters, sets and props as well as doing layout and animation for the entire film

- Created a 2,5 minutes animated short, a winner in International Istanbul Short Film Festival and Fotofilm International Short Film Festival, a finalist in Oniros Film Awards and a quarter-finalist in the Student World Impact Film Festival

ILLUSTRATION AND DESIGN

Freelance, Visual Development Artist, Istanbul, Turkey, May-June 2024

Worked on an undisclosed children's television show as a visual development artist.

- Designed original characters, props and environments as well as executing character sheets
- Explored many variations of the characters, props and environments, executed final designs and finished renders

Vimbo App, Illustrator, Istanbul, Turkey, June-November 2020

Illustrated multiple stories for "*Vimbo App*", a children's book app using Adobe Photoshop

- Thumbnailed 10 to 20 pages of story in order to best depict the action going on in that page
- Cleaned up, and rendered all pages in order to create a fully finished scene

SKILLS

· **Computer:** Autodesk Maya, Substance Painter, ZBrush and Adobe Photoshop, Adobe Premiere Pro, Procreate (proficient); Nuke (advanced working knowledge); Houdini, Fusion, Adobe Audition and 3D Coat (basic understanding.)

· **Languages:** English, French and Turkish (native); Spanish (advanced working knowledge)