

MAYA IPEKCI

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EDUCATION

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

Bachelor of Fine Arts, Computer Animation, President's List

Scholarship Award: Dean's Scholarship

EXPERIENCE

3D

Alpaka Games, 3D Generalist, Istanbul, Turkey, March 2025 – current

3D sculpting, modeling, texturing, rigging and animating for mobile games

- Modeling, UVing, texturing and optimizing characters and props for gameplay
- Rigging and skinning multiple stylized low-poly characters for Unity-based mobile games
- Creating game-ready animation cycles used in production and gameplay

“Rudy & Timmy”, 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, rigged 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

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

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

- Produced thumbnails for 10–20 pages, clearly capturing the action and visual flow of each scene
- Cleaned up, and rendered all pages in order to create a fully finished scene

SKILLS

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

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