

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

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

"Mush and Kai", Picture Book Illustrator, Sarasota FL, September-December 2022

Wrote and illustrated an original 27-page picture book

- Designed original characters and environments as well as executing character sheets

- Thumbnailed, cleaned up and fully rendered 28 pages including the cover

Vimbo App, Freelance 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, Adobe Audition and 3D Coat (basic understanding.)

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