



Varol Erdin

3D Artist



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Antalya, Türkiye



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SUMMARY

I am a graduate of Çanakkale Onsekiz Mart University Radio, Television, and Cinema. Since my second year, I have been working on and improving myself in 3D modeling. I improved myself in software such as Blender, ZBrush, Marmoset, Substance Painter, Unreal Engine and Unity. My expertise is mostly in cinematography and environment modeling/design.

EDUCATION

08/2020 – 07/2025

Bachelor of Radio, Television and Cinema
Çanakkale Onsekiz Mart University

WORK EXPERIENCE

04/2026 – 06/2026

Antalya, Türkiye

The 4 Masked - Yuka Factory

3D Artist / Environment Artist (Revenue Sharing & Remote)

- Developed and implemented a **modular asset workflow** to streamline environment creation and maximize asset reusability across production pipelines.
- Demonstrated high-level craftsmanship in **environment design** by meticulously crafting atmospheric scenes, composition, and visual storytelling that elevate the overall world identity.
- Sculpted high-fidelity assets and organized clean, optimized topology suitable for real-time performance.

11/2025 – 05/2026

Antalya, Türkiye

The Money Pit - Quince

Level Designer / Environment Artist (Freelance & Remote)

- Designed and structured the layouts of approximately 30 game rooms, focusing on enhancing player experience, flow, and engagement.
- Executed the **set dressing** and visual design for all spaces, ensuring strong aesthetic appeal and thematic consistency across the game.

10/2025 – 11/2025

Antalya, Türkiye

SilverSet Studios

3D Artist (Internship & Remote)

- Created a complete asset pack, handling all modeling, UV unwrapping, baking, and texturing processes.
- Exported assets to Unreal Engine and organized them for in-engine use.
- Additionally modeled a car asset for use in animation projects.

SPECIALIZATION

Modeling

Created a wide range of 3D assets and environments using Blender and; focused on clean topology, efficient UV unwrapping, and optimization for real-time engines; ensured models were ready for texturing and animation pipelines with proper scale and detail fidelity.

Environment Design

Created immersive digital worlds focusing on modular workflows, terrain generation, and material blending; optimized scene layouts and lighting to deliver rich atmospheric storytelling while maintaining technical constraints.

Level Design

Designed engaging gameplay spaces with a focus on player flow, pacing, and movement mechanics; specialized in whiteboxing layouts, implementing parkour systems, and bridging mechanics with visual composition.

Cinematography

Built narrative-driven scenes by balancing light, composition, and camera movement; prioritized storytelling and visual mood over asset complexity, delivering high-impact cinematic renders using Unreal Engine and Blender.

KEY SKILLS

- 3D Modeling
- Texturing/Shading
- Lighting/Rendering
- Compositing
- Props Modeling
- Environment Modeling/Design
- Cinematography
- Collaboration
- Open-Mindedness

LANGUAGES

Turkish

English

German