Merve Kök

Digital Product Designer

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WORK EXPERIENCE

3D Generalist VR (Full-time)

06/2022 - Present

Mindway VR (Ankara, Turkey)

- Proficient in 3D modeling and animation to create high-quality assets for VR scenes.
- · Designed interactive environments using Unity URP Engine, and optimized scenes for VR platforms.
- · Implemented VFX designs, including particle systems to enhance the immersive VR experience.
- UX/UI design for VR applications.
- · Contributed to the development of various product design concepts and prototyped for Vision Pro.

3D Game Artist (Full-time)

07/2020 - 02/2022

- Skyloft (İzmir, Turkey)
- · Proficient in modeling 3D characters and assets for hyper casual games on mobile platforms.
- Skilled in UV mapping, texturing, rigging, blend shaping, and animating characters and assets.
- Designed 3D environments, implemented lighting, shader, and particle effects for game levels.
- Created 2D game user interface elements, store icons and store visuals.

INTERNSHIP

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UX/UI Design (Internship)

06/2018 - 07/2018

- JotForm (Ankara, Turkey)
- Designed the user interfaces and prototyped for the mobile version of JotForm Sheets.
- Created 2D assets and alternative banner designs for the Summer Sale 2018 Campaign.

Industrial Design (Internship)

07/2017 - 08/2017

Arçelik Global Dishwasher Plant (Ankara, Turkey)

- · Redesigned dishwasher spray arms and dishwasher accessories, improving their performance and efficiency.
- Designed a Bottle and Pot Washing Apparatus for Dishwashers, and it was patented by Arçelik in 2018.

EDUCATION

Industrial Design 09/2014 - 06/2019

Middle East Technical University - Bachelor's Degree (Ankara, Turkey)

CERTIFICATION

UX/UI Camp Summer'19 07/2019 - 08/2019

Userspots

SOFTWARES

FigmaUser InterfaceAdobe PhotoshopVisualizationSketchUser InterfaceAdobe Premiere ProVideo Editing

InVisionPrototypingAutodesk Maya3D Modeling, AnimatingAdobe IllustratorVisualizationUnity (URP)Environment Design

LANGUAGES

Turkish Native English Fluent