

FERHAT TANMAN

TECHNICAL ARTIST

Portfolio: www.ferhattanman.com
Contact: ferotanman@gmail.com
Location: Izmir / TURKEY

I am an artist with a foundation in programming and a solid understanding of rendering pipelines. With my broad skills covering a large part of the production process, I have gradually evolved into a technical artist.

Skills & Tools

Shader Development:

GLSL, HLSL/CG, Unity ShaderGraph, Unreal Engine

Scripting:

Blender Python API, Unity C#

Game-Ready assets creation:

Sculpting, Modeling, UV Mapping, Topology, Texturing, Rigging, Animation

Vfx Design & Implementation

Unity Built-in, VFX Graph, Niagara, Blender

Optimization:

Asset Optimizations, LODs, Profiling

IDEs : VS, VsCode, PyCharm **Version Control:** Git, SVN

Familiar with: Houdini, 3ds Max, Javascript, CSS, WebGL

Languages

GLSL, HLSL/CG
Python
C# (Unity)

Engines

Unity
Unreal Engine

DCC Tools

Blender
Zbrush
Maya
Substance Painter
Substance Designer

Experience

TIPLAY STUDIO - TECHNICAL ARTIST

MAY 2021 - JUL 2021, Denizli / Turkey (Remote)

- Trained and mentored a team of game developers and game artists, on the subject of shaders. Mostly focused on Unity Shadergraph and URP to create shaders for mobile games.
- I created shader based solutions for game mechanics.

FREELANCE- 3D GENERALIST

MAR 2016 - JUL 2021, Multiple Locations (Hybrid)

As a freelancer I provided both artistic and technical solutions for a variety of clients.

- Created, rigged and animated realistic and stylized game-ready characters and props.
- Created shaders and VFX in Unity, Unreal Engine and Blender.
- Created product visualizations and real-time demonstrations.

LUGCAP - GENERALIST

FEB 2017 - MAR 2018, Izmir / Turkey (Hybrid)

Worked on a casual game for mobile platforms with a team of 6. My responsibilities were:

- Creating, rigging and animating 2d sprite game characters in Unity.
- Creating sprite shaders & VFX in Unity.
- Designing the UI and building the scenes in Unity

UNFORESEEN (Personal Game Project) - 3D GENERALIST

NOV 2014 - JAN 2016, Izmir / Turkey

We created a playable tech demo of a 3d first-person-adventure game project with a team of 3. I was responsible for creating characters, rigging, animation and designing in-game cinematics.

Education

Anadolu University, Eskisehir / Turkey - Bachelor's Degree, Economics