

# ENES BOLAT

3D Artist & Technical Artist

+09 507 358 77 51

enesbolatarim@gmail.com

LinkedIn

Pattern Games

Istanbul, Turkiye



## ABOUT ME

Technical Artist with hands-on experience across indie production at Pattern Games and AA pipelines at TaleWorlds. I create **optimized, stylized 3D assets** and integrate **AI-assisted** tools into the production pipeline to speed up iteration. Comfortable working end-to-end in **Unity** from asset import and prefabs to materials and **scene optimization**. Winner of the Renault Trucks international design competition, my work moved from screen to a real Renault truck on European roads.



[PORTFOLYO PDF](#)



[ART STATION](#)



[ITCH.IO](#)



[YOUTUBE](#)

## EDUCATION

### ISTANBUL TOPKAPI UNIVERSITY

Digital Game Design

2022 - Currently

### BORUSAN ASIM KOCABIYIK VOCATIONAL HIGH SCHOOL

Information Technologies

2017 - 2021

## SKILLS

- o **3D Modelling:** Blender, Substance Painter
- o **Engines:** Unity, Unreal Engine
- o **VFX:** HLSL, Shader Graph
- o **2D:** Adobe Creative, Spine 2D
- o **Scripting:** C#, HTML/CSS
- o **AI Tools:** Claude, ChatGPT, Gemini, Vibecoding, Meshy

## LANGUAGE

- o English

## REFERENCES

### Muhammet Umeyr Günyol

Paxie Games - Game Developer

+90 532 340 13 77

### Ege VERİM

Istanbul Topkapi University - Lecturer

+90 539 862 67 12

### Emirhan KIZILKAYA

Battal Entertainment - Product Specialist & QA

+90 506 135 13 28

### Soner SAN

Graphic Art - General Manager

+90 544 528 82 52

## EXPERIENCE

### TALEWORLDS ENTERTAINMENT - ART INTERN (Jun 2025 - Oct 2025)

- Supported the art and technical teams during the production of in-house titles. Assisted with asset preparation, integration, and **optimization** processes. Gained experience in professional **AA production pipelines** and cross-department collaboration.

### PATTERN GAMES - TECHNICAL ARTIST (Apr 2022 - Jun 2025)

- Owned in-engine art integration on a story-driven FPS within a seven-person team: imported and set up **3D models** in **Unity** (asset pipeline, prefabs, materials), built level/scene layouts, and handled **lighting** and overall **visual setup**.
- Optimized scenes for performance and supported asset creation, texturing, cutscenes, animations, **VFX**, and UI/UX. [Details](#)

### ROGUE DUCK INTERACTIVE - FREELANCE (Apr 2026 - Currently)

- Editing promotional **game trailers** as a freelance video editor, drawing on **cinematic** and YouTube & Steam production experience.

### BORUSAN OTOMOTIV - IT INTERN (Sep 2020 - Jun 2021)

- Completed a 9-month vocational high school internship in the IT department: system maintenance, documentation, and end-user support.

## AWARDS

### RENAULT TRUCKS × SCS SOFTWARE INTERNATIONAL DESIGN CONTEST – WINNER [Details](#) [Interview](#)

- Won an international livery design contest for **Euro Truck Simulator 2**, selected by global community vote among hundreds of entries. Designed and textured a custom livery for the Renault Trucks T High; **it shipped as official in-game content and was applied to a real Renault Trucks T High** a first-of-its-kind virtual-to-physical collaboration.

### SCS SOFTWARE VIDEO CONTEST (Feb 2020)

- Selected as one of five international winners by **SCS Software's own judging team** for a trailer-style video set in Euro Truck Simulator 2, chosen from entries submitted worldwide for its cinematic editing and presentation. [Details](#)