

Cansu Aydin

TECHNICAL ARTIST

KEY SKILLS

- Experienced with production planning and team management.
- Skilled in developing tools to streamline asset pipelines and enforce import standards.
- Skilled in creating shaders and rendering pipelines; creating procedural textures, VFX, rigging, and animating.
- Proficient in optimization of video games.
- Experienced with across-platform productions.

EXPERIENCE

Lead Technical Artist

at Mad About Pandas — Berlin, Germany (Remote)

FEB. 2023 - CURRENT

Working with the art and the development team, I built tools in Unity that improve production efficiency and assist the art team. I created shaders, VFX and lighting. I profiled and debugged to find bottlenecks and optimize the video game rendering.

Lead 3D Artist

at Any Games — Istanbul, Turkey (Remote)

JUN. 2020 - SEP. 2022

I formed the art language of the studio and created a pipeline. I managed the art team, rapidly designed mock-ups, and worked on game art including 3D characters, rigging, VFX, shaders, animations, and other game engine implementations.

Art Director (Freelance)

at TEGV, Algo Digital

DEC. 2018 - FEB. 2019

In developing this educational game, my roles were designing game's art, UI/UX design, and managing assets across multi-platforms.

EDUCATION

TH Köln, Germany — *M.A Digital Game Design*

SEP. 2022 - 2025

Bahcesehir University, Turkey — *B.A Digital Game Design*

SEP. 2017 - JUL. 2021

HBKsaar, Germany — *Media Design & Arts, Erasmus Exchange*

OCT. 2019 - FEB. 2020



CONTACT



In der Husarenkaserne 6,
Braunschweig
38108 Germany

 [Portfolio Website](#)

 [Games](#)

TECHNICAL PROFICIENCY

Development

- Unity
- C#
- HLSL
- Python

3D Software

- Blender
- Maya
- ZBrush
- Substance Painter,
Substance Designer

2D Software

- Photoshop
- After Effects