



BURAK ÖZÜNALAN

Portfolio

www.ozunalan.com

Contact

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Ankara - TURKEY

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Hobbies

Photography, Automotive,
3D Model, Diorama, Diecast,
Figure Collection, Airsoft

Languages

-Turkish (Native)

-English B2

Skills

- Blender

- Adobe Substance Painter

- Adobe Photoshop

- Adobe Lightroom

- Adobe After Effects

- Unreal Engine 5

- Unity & C#

- Autodesk Maya

- Autodesk 3Ds Max

- Autodesk AutoCAD

- Lumion & Twinmotion

Reference

Prof. Dr. Haşmet Gürçay

Hacettepe University

+90 533 572 34 80

About Me

I am Burak Özünalan, born in Ankara in 1996. I graduated from Çankaya University, Department of Interior Architecture. Due to my interest in 3D design and modeling, I do level design and environment design using Unreal Engine 5 and Unity. I developed 2 games at Google Game and Application Academy. I did my master's degree at Hacettepe University, Department of Computer Animation and Game Technologies.

Education

- Rauf Denктаş High School (2011-2014)
- Çankaya University Department of Architecture Interior Architecture (2016-2021)
- Google Game and Application Academy (2023)
- Hacettepe University Computer Animation and Game Technologies Master (2023-2024)

Work and Internship Experiences

- Çankaya University Interior Arch. Part Time (2018-2020) Assistant
- Faik Atak İnşaat (2019) Intern
- Y Tasarım Mimarlık (2021) Intern
- Inova Scaffolding (2022) Digital Content Manager
- Nightforge Studio (2024) Game Artist
- Mev Film Teknoloji (2026) (3D Artist)

Certificates and Courses

- Google Project Management
Project Management Fundamentals
Starting the Project
Project Planning
Executing the Project
Agile Project Management
Applying Project Management in the Real World
- Unreal Engine 5 Visual Concept Design
- Game and App. Academy Game Development with Unity
- Game and App. Academy Game Art Trainings
- Game and App. Academy Game Jam 2023
- Game and App. Academy of Technology Entrepreneurship
- Game and App. Academy Graduation Cert. 2023
- TeknoFest 2023 Take Off Certificate of Participation
- Leartes Studios 3D Modeling & Unreal Engine Course

Projects and Experiences

- TeknoFest 2023 Take Off (Finalist)
- Symphocycle (UI and 3D Artist, 3D Environment Artist)(Bootcamp)
- Survival Academy (Level Designer)(Game Jam)