



Deniz Serra Göksu

CONCEPT ARTIST / BACKGROUND DESIGNER
d.serragoksu@gmail.com • www.dserragoksu.com

EXPERIENCE

SOUL ATLAS - CONCEPT ARTIST

Remote • DECEMBER 2024 - Current

I created detailed prop designs for the character Naresh in the upcoming comic book series **Naresh's Adventure**.

DREAMARCSTUDIOS - CONCEPT ARTIST INTERN

Remote • NOVEMBER 2024 - JANUARY 2025

I worked on the upcoming short movie **"World of Dreams"** creating the movie poster, and doing concepts and layouts for the Kickstarter page.

WANTED 5 GAMES - ART INTERN

Haarlem, The Netherlands • JULY 2022 - OCTOBER 2022

I created 2D concept designs for various locations for a game called **"Cook and Match: Sara's Adventure"**. This experience has solidified my ability to adapt to multiple artistic styles and project requirements. I was also able to create **VFX and UI designs**, create Match 3 **in-game particles** and develop **animation ideas**.

POLYQUE GAMES - MAP CONCEPT DESIGNER

Remote • DECEMBER 2021 - JULY 2022

I created themed map concept designs for the mobile game **"Bombshell"**. I additionally made detailed map illustrations to be played in.

EDUCATION

ANADOLU UNIVERSITY - CARTOON & ANIMATION

2019 - 2023 • ESKİŞEHİR, TURKEY

3.51/4.0 GPA - I graduated with a certificate of high honour.

SKILLS - BACKGROUND DESIGN, CONCEPT ART, CHARACTER DESIGN & MODEL SHEETS, STORYBOARDING, 2D ANIMATION, 3D MODELING & ANIMATION, FLUENT IN ENGLISH & TURKISH

SOFTWARES - CLIP STUDIO PAINT EX, AUTODESK MAYA, ADOBE PHOTOSHOP, ADOBE AFTER EFFECTS, ADOBE PREMIERE PRO, TOONBOOM HARMONY, ZBRUSH, SUBSTANCE PAINTER

REFERENCES -

SONJA VAN VUURE (ART DIRECTOR) sonjavanvuure@gmail.com

PROF. DR. FETHİ KABA (HEAD OF THE DEPARTMENT OF CARTOON & ANIMATION, ANADOLU UNIVERSITY) fkaba@anadolu.edu.tr