



Deniz Serra Göksu

Concept Artist / Background
Designer

Contact

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About Me

Based in İzmir, Türkiye, I am an artist who loves building worlds through visual development, background design, and storytelling. I enjoy creating unique environments, exploring new concepts, and developing visual narratives that inspire curiosity and bring characters and stories to life.

Languages

- **Turkish** - Native Language
- **English** - Fluent
- **French** - Intermediate (B1)

Softwares

- Clip Studio Paint EX
- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- Toonboom Harmony
- Zbrush
- Substance Painter

Experience

Background Artist Lead

Petrikor Production House

AUGUST 2025 - CURRENT

Created background designs for the Turkish online tv platform **Exxen**, for the 7th episode of the show **Karma**.

Coordinating workflow for a small group, **providing feedback** and creating tracking tasks with **Clickup**. Creating concept designs for Cihangir, **style guides**, and **background designs** for an unannounced animated series. Developing original environments and adapt real-world locations into a cohesive visual style.

Concept Artist

Soul Atlas

DECEMBER 2024 - JULY 2025

Created detailed **prop designs** for the character Naresh in the upcoming comic book series "**Naresh's Adventure**". Additionally created **environment paintings** for worldbuilding concepts that helped define the setting, atmosphere, and visual direction of the project.

Concept Artist Intern

DreamArcStudios

NOVEMBER 2024 - JANUARY 2025

Worked on the official movie poster for the upcoming short film "**World of Dreams**" and developed concept designs and visual layouts for the project's Kickstarter campaign page.

Art Intern

Wanted 5 Games

JULY 2022 - OCTOBER 2022

Developed 2D environment concepts for "**Cook and Match: Sara's Adventure**", creating designs across diverse locations with artistic styles and production requirements. Contributed to **VFX, UI design, Match 3 in-game particles**, and develop **animation ideas**.

Concept Artist

Polyque Games

DECEMBER 2021 - JULY 2022

Designed and illustrated, themed game maps for the mobile game "**Bombshell**", Developed detailed **production-ready map artwork**, balancing artistic quality with gameplay requirements

Education

Cartoon & Animation

Anadolu University

2019 - 2023

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

References

Sonja Van Vuure

Art Director

Email: sonjavanvuure@gmail.com

Prof. Dr. Fethi Kaba

Head of the Department of Cartoon & Animation, Anadolu University

Email: fkaba@anadolu.edu.tr