



Rengin Tümer

Visual development

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Goal

I am a **visual development artist** for storytelling projects in whatever form. My goal is to **inspire other artists with my work** and help them put that inspiration on paper. I love to see an **audience become emotional** because of work that I helped create.

Education

- September 2008 – November 2012** – **International Game Architecture and Design**
NHTV University of Applied Sciences - Visual Art Focus
Breda, Netherlands
- January 2007 – January 2008** – **Course - Visual Art and Design (Not completed)**
Hogeschool voor de Kunsten Utrecht (HKU)
Utrecht, Netherlands
- August 2006 – July 2008** – **International Baccalaureate (IB) A2 Higher Level**
Cals College Nieuwegein
Nieuwegein, Netherlands

Computer/IT

Expert level proficiency in Adobe Photoshop, Autodesk Maya and Adobe Indesign.

Proficient in sculpting software such as Zbrush and Autodesk Mudbox, and animation software such as Adobe After Effects.

I'm equally at home in Windows and Mac.

Languages

Dutch is my mother tongue, and English might as well be.

Projects

Harry & Barry (Animated short)

Role: Art Director

Short made for the Nationale Postcode Loterij about two neighbours, Harry & Barry, who have their relationship tested. Made to engage with lottery players in a different way, this short focuses on emotion and relationships instead of sales.

- ★ Platinum award at the Muse Creative Awards 2018
- ★ Gold award at the European Design Awards 2018
- ★ Silver award at the KIAF awards 2018

Mascot animations

Role: Junior Art Director

Several 3D animations with the VriendenLoterij mascot as the protagonist.

Chewy (PC game)

Role: Art Lead

Student project that was entered into several competitions:

- ★ Best design award at the Independent Propeller Awards 2011 (\$25,000 prize)
- ★ Best game of the year award at the Brave New Game 2011 competition (\$500 prize)
- ★ Diamond award (Best game of show) Festival of Games 2011 in Utrecht, Netherlands

Work Experience

September 2008 – Present – **Freelance Visual Development**

Various clients
illustrations and assets for various clients.

January 2014 – Present – **Motion Designer / Visualizer**

Goede Doelen Loterijen
Storyboarding and art direction for explainer videos, storyboarding for commercials and occasional 3D modeling.

March 2013 – September 2013 – **Junior Creative Designer**

Dutch Filmworks
Created artwork for movies, such as posters, DVD and Blu-ray inlays and banners, as well as accompanying books.

February 2011 – July 2011 – **Concept art Intern - Gatling Gears & Unannounced project**

Vanguard Games
Created artwork for marketing use and concept art for an unannounced project.