

Alperen Erol

Real-time 3D Generalist | 3D Technical Artist

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Real-time 3D Generalist and 3D Technical Artist with studio, freelance and independent development experience. My work spans character and asset creation, procedural tools, rigging, animation and simulation.

CORE SKILLS & TOOLS

Character creation, modeling and materials, procedural tools, rigging and animation, simulation and prototyping
Maya | ZBrush | Substance Painter | Unreal Engine | Unity | Houdini

EXPERIENCE

Freelance & Independent

Real-time 3D Generalist & Independent Developer | Jan 2024 - Present

- Contributed to projects for individual clients and private companies while developing independent game prototypes.

Blended Games

3D Technical Artist | Aug 2022 - Jan 2024

- Worked across 83 game projects and prototypes in a studio development environment.

Ellusion

Lead 3D Artist & Visual Director | Jan 2021 - Aug 2022

- Led 3D art and visual direction with a five-person VR team and collaborated with external specialists.

Welt Agency

Co-Founder & 3D Artist | 2018 - 2025 | Concurrent venture

- Co-founded the agency and contributed 3D art alongside studio and freelance work.

SELECTED PROJECTS

Valorium

Team Lead

- The team received Best Art at the Cultural Heritage Game Jam among 116 submissions.

LANGUAGES

Turkish: Native | English: C1