EGE OKTAR

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3D LEAD ARTIST • XR SPECIALIST • ENVIRONMENT ARTIST • GAME & LEVEL DESIGNER

Dynamic and innovative graphic and technical artist with proven track record of leading creative and technical teams in 3D artistry and XR development. Specializes in crafting immersive and interactive environments across TV & Film, automotive interfaces, and educational metaverse projects. With a robust portfolio of innovative solutions that enhance user engagement and realism, leverages extensive global experience and leadership training. Committed to spearheading groundbreaking designs and fostering cross-disciplinary collaboration to expand digital interaction and game design boundaries. Excels in integrating AI-driven tools to streamline workflows, reduce costs, and deliver scalable, high-quality products.

Core Competencies:

3D Modeling, Texturing & Animation • 3D Pipeline Automation • E-Commerce • Cloud Architecture & Rendering
Virtual Try-on Experience • Photogrammetry • AI-driven Modeling • Quality Assurance • Workflow Management
VFX, Lighting & Rendering • Game Engine & Tool Design • Virtual & Augmented Reality (VR, AR) • Distributed Rendering

PROFESSIONAL EXPERIENCE

EGE & THE COMPANY • Toronto, Ontario, CA   2020 – Present
Lead 3D & Environment Artist and Designer

Serve as strategic client resource, delivering cross-industry bleeding-edge 3D solutions and immersive extended reality (XR) experiences. Leverage global background and cross-functional leadership to realize clients' business needs.

Highlighted projects:

Aequilibrium – Environment & XR Artist: Work as solo environment, prop, and texturing artist and handle lighting and rendering for virtual reality educational content in Unity Engine. Create 2D and 3D assets compatible with virtual reality for Meta Quest and Igloo   using Maya, Blender, Adobe Suite, and Unity Engine. Partner with character artists and riggers to produce interactive assets featuring cloth simulations and low poly objects, enhancing immersive educational VR content.

— **Integrated AI 3D generation tool** to model 56+ models within 2-week sprint, achieving deadline for University of Ottawa for virtual education classroom project.
  - Created realistic model and lighting scenarios using AI tools appropriate for Igloo and Meta Quest VR platforms, balancing technical limitations of real-time environments to maintain 120 FPS; surpassed client expectations.
— **Completed technical artwork,** including light balancing, material optimization, and instancing to reduce drawback calls, achieve higher FPS count, and enhance material display.

Curie – CG Supervisor, Art Director & Lead, and Technical & XR Artist: Created 3D models, secured new outsourced studios, and negotiated fees to create 3D models. Engaged independent 3D artists to complete contract assignments for this company, democratizing virtual showcasing technology and ensuring one-of-a-kind shopping experience for customers. Directed cross-functional teams and managed GitHub resources. Provided technical guidance to bridge gap   between artists and developers, enhancing asset quality and optimizing performance.

— **Co-developed world's first AI-enhanced immersive AR / VR shopping experience,** optimizing integration and display quality of virtual try-ons for StockX standards across Apple Vision OS.
  - Enabled high-resolution displays and model optimization that boosted sales of sneakers and Stanley mugs by enabling customers to preview products prior to purchase.
— **Partnered with Google Brain engineer** to generate 3D models from images using Gaussian Spatz to reduce price   of creating virtual sneakers from $80 to $1.
  - Enhanced quality control and implemented virtual try-ons using AR and VR technologies. Streamlined quality control and automated contract management practices.
— **Co-created and managed quality of AI 3D model generation tool** that achieved 90% automation, optimized AR / VR / MR product visualization, and reduced costs by 95%.
— **Constructed automation tools in Blender,** optimizing scalable e-commerce workflows and boosting productivity by 90% for internal and external teams.
  - Developed process to export models as GLB files and led conversion using Apple SDK into USDZ format, file type read by Apple Vision OS.
— **Grew AR product interaction by 35%** on e-commerce platforms, improving user experience with automated real-time rendering pipelines. Developed models that increased StockX product views through virtual try-ons.

UNITY TECHNOLOGIES • Toronto, Ontario, CA   2020 – 2024
Lead 3D Artist / Environment & Technical Artist

Hired at this leading platform that creates and grows games and interactive experiences across all major platforms, from mobile, PC, and console to XR. Led teams in delivering 3D solutions and improved efficiency through automation. Created 2D / 3D assets and HDR environments for 30+ projects and 25+ leading clients, including NYSE, Mercedes, Bombardier and Harley-Davidson, using Maya, Adobe Creative Suite, Figma and Unity.

— **Added value to Unity's inaugural virtual IPO on NYSE** by implementing innovative technologies, including billboard tool, Metaverse, and interactive broadcasting features that enabled employees and guests to participate actively in dynamic, immersive experiences.
  - Saved $200,000 annually by revamping and creating closed-loop rendering pipelines that enhance data security while providing 360-degree experience.
— **Co-constructed Python & C# Sun Light tools** for Blender, E-Cycles, and Unity Engine, reducing lighting setup time by 90%. Oversaw artist to create sun simulation that replicated actual sun's position and characteristics based on specific date, month, and year inputs.
  - Implemented 3D billboard on American Eagle building in Times Square to create enhanced perspective and co-developed interactive broadcasting template for CNBC, facilitating dynamic art changes during segments.
— **Co-developed Figma Token tool,** achieving 90% increase in texture generation efficiency and ensuring cross-platform consistency.
— **Built cloud-based asset pipeline** in Parsec, Plastic, GitHub, Syncketch, and automated rendering workflows, boosting team efficiency by 80%.

SPIN VFX & SPIN VR • Toronto, Ontario, CA   2019 – 2020
Senior Artist / Technical Artist / QA Analyst

Worked on Brio (acquired by Adobe) e-commerce engine, focused on creating 3D immersive experiences; drove adoption, scalability, and global access. Contributed to creating cloud-based rendering solutions that improved AR / VR / MR / XR workflows and reduced development time.

— **Enhanced photorealism in AR / VR / MR workflows** through photogrammetry and traditional 3D modeling techniques using Reality Capture, ZBrush, and Maya.
— **Boosted developer efficiency by 25%** by providing constructive feedback and overseeing bug fixes; assumed additional responsibility for quality assurance and design.
— **Defined pre-configured e-commerce templates,** including scenes, objects, materials, product animations, and lighting (3 and 4-point) setups, enhancing project delivery speed and user onboarding.

IME PRODUCTIONS • Toronto, Ontario, CA   2019
Senior CGI Artist / Animator (Contract)

Managed 3D production for high-realism commercial, combining Maya and VRay measurements to deliver top-quality 3D model for this post-production and visual effects studio. Achieved highly realistic 3D model of MYLE Vape by combining reference analysis, caliper measurements, and carving in Maya.

SGSCO • Toronto, Ontario, CA   2017 – 2018
CGI Artist / VFX Artist / 3D Scanning Artist – Photography Animator

Specialized in creating photorealistic 3D models using Maya and VRay as daily responsibility. Expanded role to include 3D scanning artist, mastered VX Elements and Creaform, achieving $75,000 annual cost savings. Utilized VFX skills with Maya Bullet tool to produce realistic particle simulations, enhancing project visual effects.

KEROSENE VFX • Toronto, Ontario, CA   2017
CGI Generalist Artist

Optimized Rhino CAD models and streamlined production for Discovery Channel's Mighty Ships and Mighty Planes documentary TV program using Maya and Redshift. Translated Turkish narrative for Mighty Ships, strengthening Discovery Channel's connection with studio   .

Additional Experience:

Cyclone Creative (2017); **Joy Game** (2011 – 2012); **Anima Studio** (2010 – 2011); **Agora Construction Company** (2009 – 2010)

EDUCATION & ADDITIONAL INFORMATION

BASKENT UNIVERSITY • Ankara, Turkey
Bachelor of Tourism & Art History

CENTENNIAL COLLEGE • Toronto, Ontario, CA
Diplomas: Game Art & Design; Art & Design

ISTASYON ART STUDIO • Istanbul, Turkey
Certificate: Art and Design

3D ACADEMY • Istanbul, Turkey
Certificates: Maya Advanced; 3Ds Max; Maya

SOFTWARE SKILLS:

3D Modeling & Scanning and Animation and VFX: Maya, 3Ds Max, Blender, E-Cycles, Cinema 4D, ZBrush, Mudbox, Softimage, Houdini, Fusion 360, MOI 3D, VxElements, Creaform 3D Scanner, Reality Capture, Adobe Mixamo, Real Illusion, Ziva

Texturing & Media Production: Photoshop, Substance Painter, Substance Designer, Quixel Suite, Illustrator, Crazy Bump, 3D Coat, XNormals, Premiere, After Effects, Lightroom, Audition, Unity and Unreal Engine Shaders, Blender Geo Nodes, Adobe Substance 3D Suite

Lighting & Rendering and Game Engines: Cycles, E-Cycles, Eevee, Vray, Redshift, Mental Ray, FumeFx, Krakatoa, Ray Fire, KeyShot, HDR Light Studio, UDK, Unreal Engine 3, Unreal Engine 4, Unreal Engine 5, Unity Engine, CryEngine, Brio, Network and Real-Time & Offline Rendering

AR & VR & MR: Apple Vision OS, Oculus Rift, Microsoft HoloLens, Reality Converter, PlayStation VR, PlayStation VR2, HTC Vive, Meta Quest

UI & UX & Storyboarding: Figma, Sketch, Miro, Lucidchart, Whimsical, QRef

Production: Shotgun, Kantata, Jira, Airtable, GitHub, Syncsketch, Parsec, Plastic, Nvidia Omniverse, AWS Sumerian

Programming: Python, C#, Apple SDK, Visual Studio

AI-Driven 3D Model Generation & Pipeline: AI Model Creation, AI Texture Creation, Automation Tools, Workflow Optimization

AI Tools: Chat GPT, Gemini, Perplexity, Midjourney, Dall-E, Adobe Firefly, Canva, Shutterstock, Deep Dream Generator, Synthesia, Luma, Dream Studio, Masterpiece Studio, Spline, Stable Diffusions, Poly, Substance 3D Sampler, Materialize, Rodin

RELEASED TITLES (Abridged):

Games: Wolfteam (FPS), Kehanet (MMORPG), Cengizhan 2 (MMORPG), Fashion Dream (Dress Up), Rakion (RPG), Son Destan (MMORPG), S2, Son Silah (MMOFPS), MStar (MMO), Jamia Online (Sims), Zombie Rock (Action), Swon6 (Web Based), Dark Descent: Blue Rose (JRPG)

TV & Film and Advertisement: Magnificent Century (Netflix), D-Smart Mazlum (Commercial), Cehennem Ciftligi (Pilot Animated), CNBC Virtual IPO, Myle Vape (Commercial), Discovery Channel Mighty Ships (Documentary), Discovery Channel Mighty Planes (Documentary), Times Square Billboard Tool (Advertising)

AWARDS & ACHIEVEMENTS:

Supervised and released 3D models for world's first immersive shopping experience for Apple Vision Pro for StockX brand (2024)

Contributed to world's first UPO experience in collaboration with NYSE and Unity (2021 – 2024)

Competed in university, professional, EFAF European leagues. Played for national team as captain and team coordinator (2004 – 2012)

Baskent University Indoor Soccer Champions (2007 – 2008)

Counter-Strike Turkish Siber Arena Champions (2007 – 2008)

Multiple medals in Slalom Skiing (1997 – 2001)