# MAYA IPEKCI

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## EDUCATION

**Ringling College of Art and Design,** Sarasota, FL, May 2023
Bachelor of Fine Arts, Computer Animation, Overall GPA 3.33, President's List
Scholarship Award: Dean's Scholarship

## EXPERIENCE

### 3D

**Freelance, 3D Modeling and Texturing Artist**, Istanbul, Turkey, July 2024- current
3D modeled and textured for an animated children's series
· Developed multiple hard surface and organic props and environment assets for production
· Worked with senior leadership in order to enhance the final models

**Netflix, VFX Trainee,** Istanbul, June 2023-January 2024
Earned a scholarship from Netflix Creative Grow in partnership with Anima School as a VFX trainee out of more than 700 applicants
· Undertook multiple projects pertaining MoCap animation and VFX as well as honing my existing modeling, texturing, lighting and rendering skills

**"Groundskeeper," 3D Generalist,** Sarasota, FL, January 2022- May 2023
Designed, modeled, textured and lit bipedal characters, sets and props as well as doing layout and animation for the entire film
· Created a 2,5 minutes animated short, a winner in International Istanbul Short Film Festival and Fotofilm International Short Film Festival, a finalist in Oniros Film Awards and a quarter-finalist in the Student World Impact Film Festival

### ILLUSTRATION AND DESIGN

**Freelance, Visual Development Artist**, Istanbul, Turkey, May-June 2024
Worked on an undisclosed children's television show as a visual development artist.
· Designed original characters, props and environments as well as executing character sheets
· Explored many variations of the characters, props and environments, executed final designs and finished renders

**Vimbo App, Illustrator**, Istanbul, Turkey, June-November 2020
Illustrated multiple stories for "*Vimbo App*", a children's book app using Adobe Photoshop
· Thumbnailed 10 to 20 pages of story in order to best depict the action going on in that page
· Cleaned up, and rendered all pages in order to create a fully finished scene

## SKILLS

· **Computer:** Autodesk Maya, Substance Painter, ZBrush and Adobe Photoshop, Adobe Premiere Pro, Procreate (proficient); Nuke (advanced working knowledge); Houdini, Fusion, Adobe Audition and 3D Coat (basic understanding.)
· **Languages**: English, French and Turkish (native); Spanish (advanced working knowledge)