Asli Baltaci

Creative and detail-oriented Master's student specialising in environmental and technical art. Proficient in 3D modelling, shader creation, and real-time rendering, with experience using Maya, Unreal Engine, and ZBrush to produce high-quality digital content. Adept at problem-solving, collaboration, and quickly adapting to new tools and workflows.

Contact

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portfolio:
https://aslibaltaci.github.io
Linked In:
www.linkedin.com/in/asli-baltaci-5662691b4

Work Experience

IT Support Engineer, ALTU Technology Limited
- Designed and maintained the company webpage, ensuring a user-friendly and efficient interface. Improved day-to-day inventory operations by enhancing system functionality.
- Advanced skills in C++ and C# by developing custom tools and scripts.

Animation and Digital Graphics Intern, Sons of Graham
- Created a short character animation integrated into a Coca-Cola advertisement using Adobe After Effects.
- Collaborated with the team to storyboard and produce an animated advertisement.

Barista, Costa Coffee
- Managed high-pressure situations while maintaining quality service and team morale, demonstrating adaptability and interpersonal skills.

Customer Assistant, Morrisons
- Worked as part of a large team, improving communication skills and team leadership.
- Responsible for: packaging and managing stock, ensuring reductions are processed on time every day and organizing orders.

Education

Master of Digital Media (MA)
University College of London
September 2024 - 2025

Bachelor of Games Technology (BSc)
University of West England
Upper Second Class Degree (2:1).
Focused on programming and design development, including participation in multiple game jams. Completed a thesis on echolocation-based gameplay mechanics.

Character Creation for Film Cinematics, CGMA
Completed a professional course on Character Creation for Film Cinematics, mastering ZBrush, Mudbox, and Marvelous Designer. Developed photorealistic 3D models, skin shaders, and clothing for cinematic applications.

Skills

Technical Skills
- C++
- C#
- 3D Modelling
- Communication
- Collaboration/Teamwork

Tools/Software
- Autodesk Maya
- Autodesk Zbrush
- Autodesk Mudbox
- Adobe After Effects
- Adobe Photoshop
- Blender
- Unreal Engine
- Unity
- Git
- Slack
- Trello

Languages
- English (Fluent)
- Mandarin (Intermediate)