

Ayla Muratoglu

Illustrator/Concept Artist

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650.495.6000

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ravenofthemoon.com

Skills

- Visual Storytelling, Concept Design
 - Traditional Illustration (oil, watercolor, copic markers)
 - Digital Illustration (Photoshop, Illustrator)
 - Texturing with Substance Painter
 - Sculpting characters/environments (clay, Maya, Zbrush)
 - Teaching complex skills efficiently and effectively
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Experience

Project X / Visual Storytelling, Illustration, Character Design

JANUARY 2020 - PRESENT, SAN JOSE

Project X is a Cogswell Polytechnical animation production program where each semester is dedicated to a specific part of the production pipeline to inevitably produce an animated short film. My role is to illustrate story solutions, illustrate impactful scenes, and concept character designs

MediaWorks / Concept design, Illustration, Texturing

JANUARY 2019 - MAY 2019, SAN JOSE

The MediaWorks program of my college was commissioned to create a musical VR experience for MeowWolf. My role in the production pipeline was to provide environment art, articulate shape language of environments, concept potential assets as well as textured 3D models using Substance Painter

SM City FC / Infographics, Logo Design, Soccer Coach

APRIL 2019 - PRESENT, SAN MATEO

I am responsible for designing updated logos, creating infographics for the web page as well as design dynamic exercises for children 8 and younger

Force North / Soccer Coach

JUNE 2010 - DECEMBER 2018, SAN MATEO

I was responsible for designing practices for boys and girls ranging from 3 to 12 years old to efficiently transfer skills as well as directing players to work as a cohesive unit in order to reach a united goal

Education

Cogswell Polytechnical College / Entertainment Design

JANUARY 2017 - PRESENT, EXPECTED GRADUATION: MAY 2021, SAN JOSE

I've gained experience in illustration, concept design, visual development as well as 3D modeling/texturing experience

Software

Photoshop, Illustrator, Zbrush, Maya, Substance Painter