

Emre Onur Yeşiltas

Marketing Artist

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Portfolio: artstation.com/onuryesiltas



EXPERIENCE

Bigger Games

Marketing Artist

Sep 2025 - Present | Istanbul, Türkiye

- Develop HTML5 playable ads for major ad networks, including MRAID integration, asset packaging and network requirements.
- Produce motion and gameplay ads with original assets, animation, compositing and end cards.
- Build 3D marketing scenes with modelling, lighting, camera work, shaders, animation and fluid and rigid body simulations.
- Research casual and hybrid-casual games and competitor creatives; prototype concepts in Three.js and Unity for marketing tests.

Hangar Animation

Freelance Technical Artist

2023 - Present

Provide freelance 3D scene production and animation, alongside product development and R&D.

Lucky Robots

Contract Technical Artist

2024 | 5 months

Created and set up scenes in Unreal Engine, including lighting, asset optimisation and technical troubleshooting.

ToonXR / SuperbPandaClub

Technical Artist - Rigging & Animation

2022 - 2023 | 10 months

Created animations, rigs and 3D scenes.

GoArt / Roofstacks

Rigging & Animation Intern

2022 | 6 months

Worked on technical animation, motion capture editing and R&D.

Siyahmartı Advertising & Animation

3D Animation Intern

2021 | 5 months

CORE SKILLS

3D production

Modelling & lighting
Animation & composition
Shaders & simulation

Motion & video

Motion design
Gameplay editing
Compositing
Kinetic typography

Playable ads

HTML5 & MRAID
Ad network integration
Interactive prototyping

Creative research

Competitor analysis
Game deconstruction
Market & creative trend analysis

TOOLS

Blender · Maya · After Effects
Unity · Three.js · Cocos
PlayCanvas / Luna · PixiJS · Phaser

AI tools

Seedance · Claude Code

EDUCATION

BA, Digital Game Design

Bahçeşehir University
2019 - 2023

Cartoon & Animation

Certificate
Bahçeşehir University
2021 - 2023

LANGUAGES

Turkish - Native
English - High proficiency