DIGITAL PORTFOLIO

KERIM ONURHAN KILIÇ

UI DESIGN **BACKGROUND ART**

GAME ART **PERSONAL WORKS**

CV

EDUCATION

Minor degree / Ceramics & Glass
Marmara University/Istanbul, Türkiye(2021-22)
Studied.

Erasmus+ Program / Design
Accademia di Belle Arti di Verona/Verona, Italy(2019-20)
Studied 3rd year in Italy, Verona via Erasmus+ program.

Bachelor's Degree / Industrial Design
Marmara University/Istanbul, Türkiye(2017-21)
Studied and graduated with 3.22 GPA.

CONTACT

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◎ kerim.draws.stuff

EXPERIENCE

Lead 2D Game Artist / UI Artist
Gulliver's Games Studio/Istanbul, Türkiye(2022-2025)
Preparing visual designs, game ready assets, background illustrations and User Interfaces.

Industrial Product Designer
Northeastern University/Remote (2022-2024)
Developed concept products for engineering students and delivered print-ready 3D designs for academic use.

Comics & Children Books Artist
İsimsiz Dünya Fanzine/Freelance(2021)
Worked as Comic Book Artist for multiple published stories and fully illustrated children books.

UI WORKS

App Icon & Sketches

Item Effects

WORDJONG
PUZZLE
Game Logo

TITLE TEXTS
Subtitle Texts UI text
Body Text 1 Body Text 2

Text Styles

UI Icons

Button Button 2

Button 3
**Button Flaps**

Switch 1 Off
Switch 2 On

Buttons

WORDJONG PUZZLE

  Wordjong is a word puzzle game based on the traditional Mahjong game. To combine this feeling with modern digital era, I made all the elements look like the tiles of the old table top games. From the game icon to the UI elements, I followed this specific vision.

GET IT ON
Google Play

Download on the
App Store

UI WORKS

Home

Core Gameplay

Weekly Challenges

**Events**

UI WORKS

Game Logo

Props

App Icon & Sketches

PUZZLE ODYSSEY

  Puzzle Odyssey was a cancelled mobile game. The goal was to solve the maze blocks by rotating them while paying attention to the road hazards and occasional bandits.

 It was super fun to work on this project and discovering new styles!

Characters

Title

Button

Button 2

Switch 1 Off

Switch 2 On
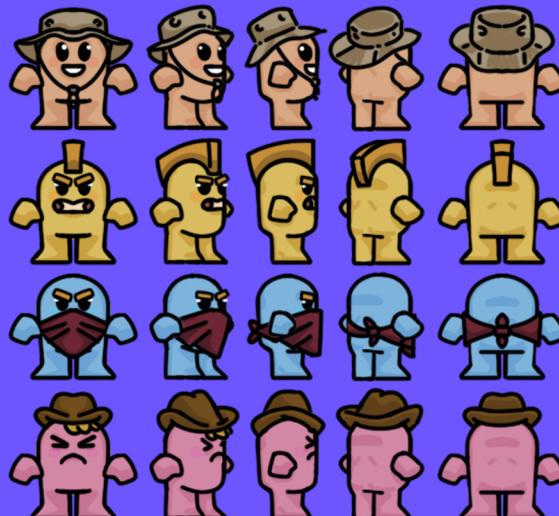
Buttons

UI WORKS

PUZZLE ODYSSEY
TREASURE HUNT

Loading...

Loading

02:30

Go!

100   100   100

Core Gameplay

02:30

Thorn & Shield[X]

You need Shield 🛡
to survive the Thorn 🔺.

Tutorial

02:30

Level Completed

💰 250

Next

Tap to continue...
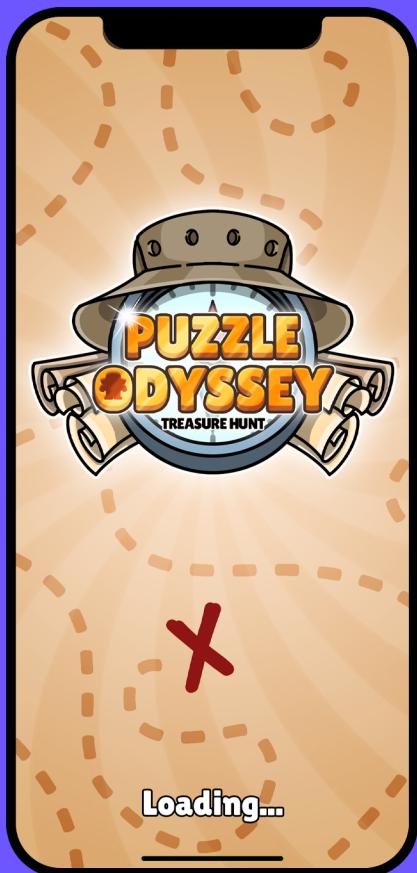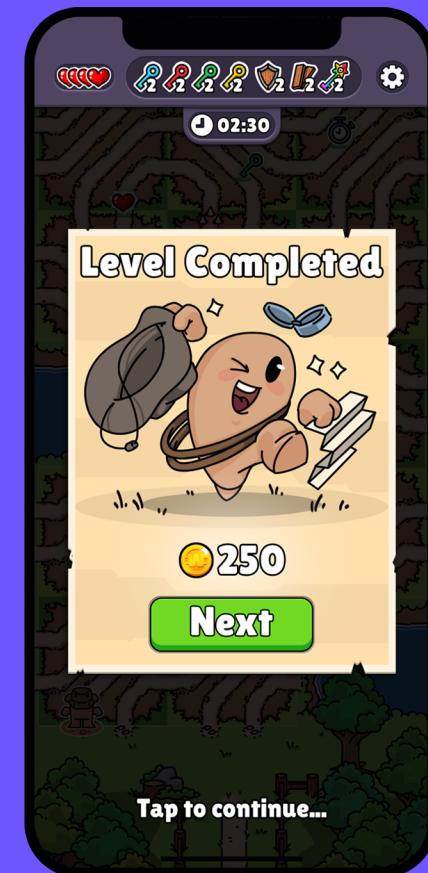
Pop-Ups

BACKGROUND ART

FULLSCREEN SPLASH
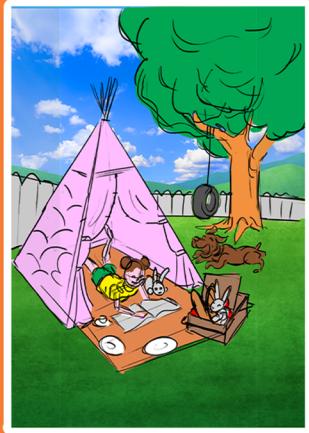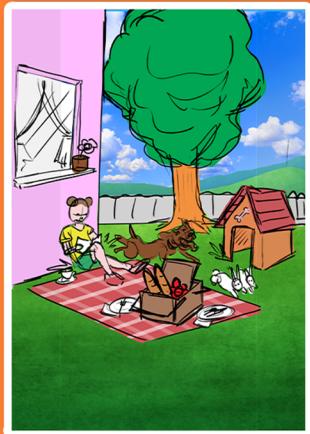
Sketches

Flat colored Sketch

GAME BACKGROUND

My goal with this artwork is to create a peacefull yet fun scenery. During the sketching I added a figure and animals but later we scrapped that idea and keep the background more "serene".

Final Work

BACKGROUND ART
POP-UP SPLASH & ICONS

Fishing Fiesta Sale

Royal Offer

GG

W

J

PUZZLE

Piggy Bank

W

Lotus Event

Fisher's Sale
13h 27m

Royal Offer
13h 27m

Piggy
13h 27m

Lotus
4
13h 27m
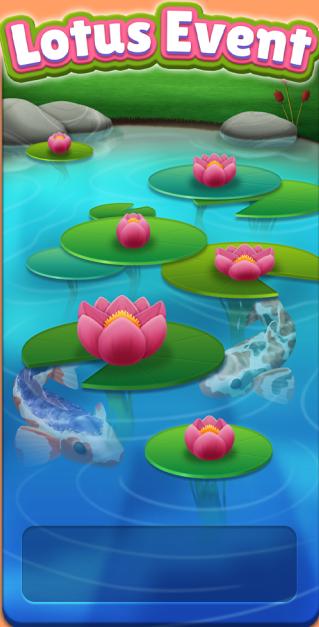
Theme Offers

Events

SPLASH ART

   Painting these pop-up splash arts were incredibly fun and educational for me. I learned how to convey the feeling of depth and mass even in a smaler space.

   Making the titles were a different challenge.

   I wanted them to be captivating, fun and fit for the theme they belong.

GAME ART

Coins

Powerups

League Badges

GAME ART

Boosters

ASSETS

While creating the game assets, compatibility was my ultimate goal. Even with different themes all icons are similar.

Reward Boxes

Event Icons

PERSONAL WORKS

CHARACTER DESIGN

Warlock, Pact of Brimstone

This character was originally a nomad.

Hailing from the desert climates, this Half Elf Warlock found himself in a completely different cultural environment.

Designing the character I wanted to show how his original cultural roots melting to his new "home". The ability to set himself on fire was also really cool.

PERSONAL WORKS

LOGO DESIGN

Form explorations

Final Logo

Color Variations

Table of Tales

Creating this RPG server logo, I wanted it to show the escapism I love about this genre. Magic and swords, stylized and realistic, real life and fantasy games. This duality and the feeling of a new world hidden behind a lock always intrigued me. Showing this feeling of a safe haven where adventures are waiting was my main goal designing this logo.
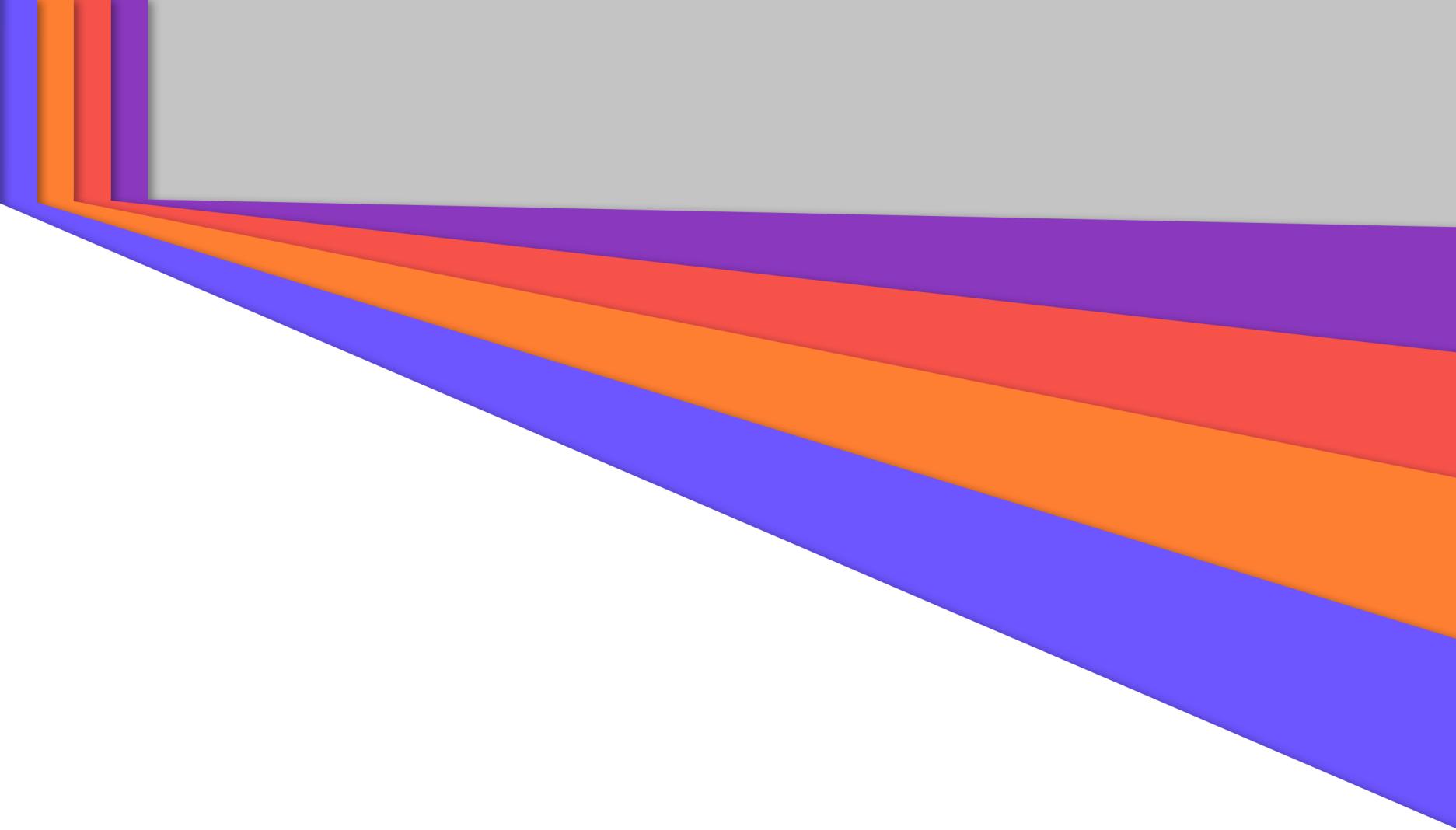
All the here shown works are designed and produced by Kerim Onurhan Kılıç

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