

Kerim Onurhan Kılıç

2D Artist / UI Designer / Digital Creative

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2 March 1999

SUMMARY

Creative 2D Artist with 6+ years of experience in Game Art, UI Design and Product Design. Passionate about delivering creative solutions and enhancing user experiences in gaming and interactive media. My experiences in my career helped me to perfect my Communication, Coordinated Teamwork, Problem Solving and Time Management abilities.

WORK EXPERIENCE

Lead 2D Artist / UI Designer

January, 2024 / August 2025

Gulliver's Games Studio

Istanbul, Türkiye

- Designed and delivered over 100 game ready assets including Backgrounds, Characters, Illustrations, UI Elements and App Icons.
- Completed and published the full visual design language of "**Wordjong: Word Tiles**" and "**Word Tiles GO**".
- Assumed multiple roles as Concept Artist, Illustrator, UI/UX Designer and 2D Generalist to overcome different challenges.
- Collaborated with the CEO and Animators to create engaging designs under strict deadlines.

Jr Game Artist

February, 2022 / January, 2024

Gulliver's Games Studio

Istanbul, Türkiye

- Created more than 50 game ready assets for the "**Idle Restaurant Tycoon**" including various kitchen appliances and characters.
- Helped create various Pop-Ups and UI designs to maximise engagement.
- Followed up on finalized designs and feedback under tight deadlines.

Industrial Product Designer

January, 2022 / December, 2024

Northeastern University

Boston, USA(Remote)

- Developed concept products for several different engineering student groups during the 2 year period.
- Created detailed product sketches, rendered images and 3D models for the end-of-the-year presentations.
- Delivered 6 separate print-ready 3D product designs for academic use.

Children's Book Artist

December, 2021 / March, 2023

"Satrancı Hikayelerle Öğreniyorum"

Freelance

- Illustrated and published an educational children's book about Chess.
- Worked with the author Ebru Birgül to provide an engaging art direction.
- Sketched and polished over 15 different scenes, individual characters and book covers.

Freelance Illustrator

Freelancer

2019

Online

- Completed and delivered over 10 separate commissions with multiple returning customers.
- Sketched and finalized several polished characters, maps and concept designs for TTRPG communities.

EDUCATION

Design

Accademia di Belle Arti di Verona - Erasmus+

2019 / 2020

Verona, Italy

- Studied my 3rd year in Italy, Verona via Erasmus+ Program, graduated with 3.12 GPA

Industrial Design

Marmara University - Bachelor's Degree

2017 / 2021

İstanbul, Türkiye

- Studied and graduated with 3.22 GPA.

Ceramics & Glass

Marmara University - Minor Degree

2021

İstanbul, Türkiye

- Studied and graduated.
- Understood and practised with working different materials.

SKILLS

Clip Studio Paint	-	Expert	Adobe Illustrator	-	Intermediate
Adobe Photoshop	-	Expert	Rhino 3D	-	Expert
Figma	-	Advanced	Keyshot Render	-	Advanced
Procreate	-	Advanced	SolidWorks	-	Advanced
Adobe AfterEffects	-	Intermediate	Blender	-	Intermediate

LANGUAGES

Turkish	-	C2, Native	German	-	A1, Basic
English	-	C2, Fluent	Italian	-	A1, Basic

KEY COMPETENCIES

I am confident in my Brainstorming, Digital and Traditional Sketching, Concept Art, Character Art, Polishing; UX/UI Design; 3D Modelling and Rendering skills.

I am Adaptive, Resilient, Cooperative, Responsible and Creative. I can Lead Projects, Help and Manage Teammates, Follow Deadlines and Accept and Apply Feedbacks. Confident in my talent, my vision, my abilities and certainly will be a great asset to the team.