

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 UI Designer

Craftone Games

May, 2026 / September 2026

Remote

- Reworked and published the full visual design language of "**Narco Check**".
- Designed and delivered over 100 game ready assets including UI Elements, Textures and Game Icons.
- Prepared and edited multiple fonts specially aligned with the game's visual language.
- Delivered multiple in-depth design mockups and iterations through Figma.
- Worked under tight deadlines and delivered in fast paced sprints.

Lead 2D Artist / UI Designer

Gulliver's Games Studio

January, 2024 / August 2025

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

Gulliver's Games Studio

February, 2022 / January, 2024

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

Northeastern University

January, 2022 / December, 2024

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

“Satrancı Hikayelerle Öğreniyorum”

December, 2021 / March, 2023

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.

EDUCATION

Design

2019 / 2020

Accademia di Belle Arti di Verona - Erasmus+

Verona, Italy

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

Industrial Design

2017 / 2021

Marmara University - Bachelor's Degree

İstanbul, Türkiye

- Studied and graduated with 3.22 GPA.

Ceramics & Glass

2021

Marmara University - Minor Degree

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	-	Expert	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.