

Arda Koyuncu

PRINCIPAL ARTIST / ART DIRECTOR



Los Angeles, United States
ardakoyuncu@gmail.com

• SKILLS

- Art direction, artistic and technical supervision, pipeline/workflow development
- Worldbuilding and IP Development
- Digital and Traditional Sculpting
- Modeling for Movies, Cinematics and Video Games
- Photography, Photogrammetry
- Managing offsite artists and outsourcing teams
- Facial Blendshapes / Morph Targets
- Texturing and Texture Painting
- Vray, Arnold, Unreal Engine, Unity
- Basic HTML, Java, Actionscript, Python and Mel scripting

• EXPERIENCE

Art Director at Riot Games

April 2024 - Present

Los Angeles / CALIFORNIA

Associate Art Director at Riot Games

May 2021 - Present

Los Angeles / CALIFORNIA

Principal Character Artist at Riot Games

November 2019 - May 2021

Los Angeles / CALIFORNIA

Head of Character Art at Goodbye Kansas Studios

August 2018 - October 2019

Los Angeles / CALIFORNIA

Senior Character Artist at Sony Santa Monica

September 2015 - August 2018

Los Angeles / CALIFORNIA

Lead Character Artist at Blur Studio

January 2012 - September 2015

Los Angeles / CALIFORNIA

• EDUCATION

Master of Fine Arts in Animation / VFX, Academy of Art University

2009 - 2011

San Francisco / CALIFORNIA

Bachelor of Science in Computer Engineering, Bilkent University

2003 - 2008

Ankara / TURKIYE