

CAGDAS DEMIRALP

ILLUSTRATOR & CONCEPT ARTIST

CONTACT

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PROFILE

Senior-level Illustrator and Concept Artist with over five years of experience in the game industry, specializing in high-quality promotional art, splash art, card art, and cover illustrations for fantasy settings. Experienced in character concept art for 3D miniature games, concept development, and production-ready designs tailored to both stylized and realistic aesthetics. Adept in using 3D tools to support composition, perspective, and lighting. Skilled in photobashing, hand-painted texturing, and supporting full pipelines for AAA and TTRPG titles. Collaborative, deadline-oriented, and fluent in remote production workflows.

PERSONAL INFORMATION

Birthdate
14.11.1993
Residence
Warsaw, Poland
Nationality
Turkish

EXPERIENCE

2025 - Present	Cubicle 7 Warhammer Fantasy Roleplay (Games Workshop license) <i>Freelance Illustrator</i> Warhammer Fantasy Roleplay (Games Workshop license) Created illustrations for officially licensed Warhammer Fantasy TTRPG. Delivered client-approved artwork aligned with IP guidelines and lore.
2023 - Present	Paizo Inc <i>Freelance Illustrator</i> Working with Pathfinder RPG and Starfinder RPG. Created illustrations, character designs and item designs for Pathfinder and Starfinder supplements.

2024 - Present	Chaosium <i>Freelance Illustrator</i> Working with Rivers of London RPG Delivered cover art and interior pieces for narrative-driven RPG projects.
2024 - Present	Green Ronin Publishing <i>Freelance Illustrator</i> Illustrated fantasy characters and items for published game books.
2023 - Present	Modiphius Entertainment <i>Freelance Illustrator</i> Created narrative-driven illustrations for RPG publications.
2024 - Present	Effekt Publishing <i>Freelance Illustrator, city</i> Produced genre-specific environment and character art for a western-themed TTRPG.
2023 - Present	Legendary Games <i>Freelance Illustrator</i> Contributed interior illustrations and character designs for fantasy adventure content.
2023 - Present	Shewstone Publishing LLC <i>Freelance Illustrator</i> Illustrated TTRPG visuals including item designs and character vignettes.
2022 - Present	Crippled God Foundry <i>Freelance Character Concept Artist</i> Designed detailed character sheets and turnaround concepts for 3D miniature production.
2022 - Present	Roll for Combat <i>Freelance Illustrator</i> Created fantasy characters, splash art and environmental illustrations for ongoing game modules.
2022 - Present	Schwalb Entertainment <i>Freelance Illustrator</i> Developed character illustrations, creature designs, narrative-driven scene illustrations and map designs for dark fantasy and fantasy games.
2022 - Present	Mammoth Factory Games <i>Freelance Character Concept Artist</i> Worked as a character concept artist for miniature wargames, creating detailed character designs tailored for 3D modeling and production. Collaborated closely with 3D artists by delivering precise turnaround sheets and orthographic views. Designed weapons, props, and items for RPG books, ensuring consistency with the visual style and setting of each game module. Contributed to the visual development of collectible miniature lines with production-aware silhouette and form clarity.
2021 - Present	Gaming Ballistic LLC <i>Freelance Illustrator</i> Created character designs and key illustrations and cover art for multiple supplement titles for fantasy role play games.

2024 - Present	Dice Dungeons <i>Freelance Illustrator</i> Provided item and character illustration work for TTRPG components.
2024 - Present	The Dungeon Coach <i>Freelance Illustrator</i> Created illustrations for fantasy rpg.
2019 - Present	Illustrator & Concept Artist <i>Illustrator & Concept Artist</i> Began my professional illustration career in 2019 by creating custom cartoon-style portraits and stylized character illustrations for private clients. During this period, I developed a strong foundation in digital illustration and client communication. These early commissions allowed me to refine my artistic style and workflow. In late 2021, I transitioned into the tabletop role-playing game (TTRPG) industry, where I have continued to grow and specialize as a fantasy illustrator.

EDUCATION

2013 - 2018	Animation in Bachelor of Arts <i>Yasar University, Izmir</i> I graduated from Animation B.A. I learned fundamentals of 2D and 3D animation, storyboarding, character design, 3D modeling and game design.
2022 - Present	Process and Project Management MA <i>University of Economics and Human Sciences in Warsaw, Warsaw</i> I am studying Master's degree in Process and Project Management at the University of Economics and Human Sciences in Warsaw.
2021 - 2023	Online Drawing Classes <i>Watts Atelier of the Arts, Encinitas</i> I took online training at Watts Atelier for about two years, where the traditional Reilly method helped me further develop my charcoal drawing skills

TECHNICAL SKILLS

Art & Design:

Concept Art, Illustration, Character Design, Matte Painting, Item/Prop Design, 2D Environment Design

Software:

Adobe Photoshop, Blender, Vue xStream

Workflow & Tools:

Photobashing, Hand-painted Textures, 3D Blocking, Version Control Awareness (Git/Perforce), Agile & Remote Collaboration

LANGUAGES

Turkish (native)
English - B2+ (Professional Working Proficiency)

COURSES & CERTIFICATES

2016 - 2016 **ANIMA OKUL CONCEPT DESIGN COURSE**
Anima Okul, Istanbul
I've learned fundamantels of concept art.

ACHIEVEMENTS

Art Competitions

 Winner of the Fabisad Gio 2018 Illustration Award in Turkey.
2023, Gio Fabisad Illustration Top 5 Achievement Award

Exhibitions

 UTAS Graduation Projects Exhibition , Izmir, 19.10 – 30.11.2018
Dragon Exhibition, Istanbul, 2024

Bachelor's Degree Graduation Project

 Designing and developing a 2D, action-platformer, pixel art computer game.

TRAITS

Creative, fair, fast learner, hardworking, art lover

HOBBIES

Drawing
Playing guitar (Had amateur rock band)
Reading fantasy novels
Playing games
Watching anime and cartoons
World building