

CAGDAS DEMIRALP

ILLUSTRATOR & CONCEPT ARTIST

CONTACT

🏠 Warsaw, Poland

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PROFILE

Illustrator and concept artist since 2019. Capable of promo art, character design, concept design, matte painting, cover art, splash/key art, prop/item design, 2D art and UI/UX design. Experienced in fantasy illustrations and character concept art. Has basic knowledge of 3d modelling and game design. Hardworking and goal oriented. Pays attention to communication and problem solving.

PERSONAL INFORMATION

Birthdate

14.11.1993

Residence

Warsaw, Poland

Nationality

Turkish

EXPERIENCE

- | | |
|----------------|---|
| 2023 - Present | Paizo Inc
<i>Freelance Illustrator</i>
Working as a freelance illustrator for Pazio Inc. |
| 2024 - Present | Chaosium
<i>Freelance Illustrator</i>
I do illustrations for Chaosium. |
| 2024 - Present | Green Ronin Publishing
<i>Freelance Illustrator</i>
I do fantasy illustrations, character arts and item arts |
| 2023 - Present | Modiphius Entertainment
<i>Freelance Illustrator</i>
I make fantasy illustrations and character arts. |

- 2024 - Present **Effekt Publishing**
Freelance Illustrator, city
Working on western themed game
- 2023 - Present **Legendary Games**
Freelance Illustrator
Working as a freelance illustrator for TTRPG publishing.
- 2023 - Present **Shewstone Publishing LLC**
Freelance Illustrator
Working as a freelance illustrator for TTRPG.
- 2022 - Present **Crippled God Foundry**
Freelance Character Concept Artist
Working as a freelance character concept artist. I make character concept arts for 3D miniatures.
- 2022 - Present **Roll for Combat**
Freelance Illustrator
Working as a freelance illustrator. I make fantasy characters and illustrations for TTRPG.
- 2022 - Present **Schwalb Entertainment**
Freelance Illustrator
Working as a freelance illustrator. I make fantasy characters, illustrations and maps for TTRPG.
- 2022 - Present **Mammoth Factory Games**
Freelance Character Concept Artist
Working as a freelance character concept artist. I make character concept arts for 3D miniatures.
- 2021 - Present **Gaming Ballistic LLC**
Freelance Illustrator
Working as a freelance illustrator. I make fantasy characters and illustrations for TTRPG.
- 2024 - Present **Dice Dungeons**
Freelance Illustrator
I do illustrations, character designs and item designs.
- 2024 - Present **The Dungeon Coach**
Freelance Illustrator
I do illustrations and character designs.
- 2019 - Present **Freelance Illustrator**
I started my career as a freelance illustrator. For the first 2 years, I worked mostly for cartoon works and personal commissions.

AGENCY REPRESENTATION

Allied Artists Illustration Agency

, Freelance Illustrator

I represented by Allied Artists Illustration Agency.

<https://www.alliedartists-illustration.co.uk>

EDUCATION

- 2013 - 2018 **Animation in Bachelor of Arts**
Yasar University, Izmir
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**
University of Economics and Human Sciences in Warsaw, Warsaw
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**
Watts Atelier of the Arts, Encinitas
I'm taking online drawing classes from Watts Atelier to improve my art skills.

SKILLS

Art Skills

Concept Art	<div style="width: 100%; height: 10px; background-color: red;"></div>
Illustration	<div style="width: 100%; height: 10px; background-color: red;"></div>
Character Design	<div style="width: 100%; height: 10px; background-color: red;"></div>
Storyboard	<div style="width: 70%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
UI/UX Design	<div style="width: 30%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
2D Environment Design	<div style="width: 80%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
Matte Painting	<div style="width: 80%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
2D/3D animation	<div style="width: 30%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
Game Level Design	<div style="width: 50%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>

Software Skills

Adobe Photoshop	<div style="width: 100%; height: 10px; background-color: red;"></div>
Maya	<div style="width: 20%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
Unity	<div style="width: 10%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
Vue xStream	<div style="width: 10%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
Adobe Illustrator	<div style="width: 10%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
Adobe After Effect	<div style="width: 10%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>
Cinema 4D	<div style="width: 20%; height: 10px; background-color: red;"></div> <div style="width: 100%; height: 10px; background-color: black;"></div>

LANGUAGES


Turkish (native)
English (B2+)

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. (Trailer on : <https://youtu.be/flAs2NyQdY>)

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