DEREK DINCER

MULTIMEDIA DESIGNER

PROFILE

Multimedia generalist, with a focus on game design, who can contribute creatively towards all aspects of game development and production. Well-versed in 2D and 3D design, animation, motion capture, and video production. Keen eye for artistic detail, a passion for visual storytelling and in-depth game knowledge. A team player with exceptional verbal and written communication skills.

EDUCATION

New York University
2017 − 2021

INTEGRATED DIGITAL MEDIA *(major)*
GAME DESIGN *(minor)*

SKILLS

2D Graphics
Photoshop, After Effects, Premiere Pro

3D Graphics / Animation
Maya, Substance, Motion Capture

Coding
Python, GMS 2, Javascript, HTML 5

Photography

French (beginner), **Turkish** (fluent)

INFO

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(917) 704 9031
New York, NY

EXPERIENCE

CAPTURE MEDIA ARTIST
Blizzard Entertainment | May 2022 - present
• Compose media assets for Blizzard IPs, capturing shots, posing characters, and lighting scenes.
• Assist artists as a runner and/or lead group sessions in capturing gameplay footage for a variety of projects.
• Utilize game engine and game editor to maximize capture capabilities in dynamic and compelling ways.
• Troubleshoot game engine issues.

LOCALIZATION GRAPHIC ARTIST
High 5 Games | August 2021 − April 2022
• Localized game assets and content, and worked with scripts to adjust game content for different markets.
• Proposed solutions for linguistic and cultural localization.

GAME CAPTURE SPECIALIST
Electronic Arts - Keywords Studios | June - July 2021
• Worked with a team to compose shots for *Battlefield*.
• Created and recorded gameplay sequences for *Battlefield 2042* trailers.

GAME NEWS WRITER
Valnet Inc. | May 2020 − May 2021
• Created news, guides and opinion pieces for Gamerant.com.
• Published over 130 articles with 350,000+ views.

MOTION CAPTURE SPECIALIST
New York University | September 2018 − May 2019
• Set up props, computers, and the studio for capture sessions.
• Cleaned up all animation data from the recordings.