

Hakki Altan Cebeci

3D ENVIRONMENT ARTIST

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CORE SKILLS

- Unreal Engine 5 (Nanite, Lumen, Path Tracing)
- Procedural Material Creation (Substance Designer)
- PBR Texturing (Substance Painter)
- Modular Environment Design
- Game-Ready Asset Production
- UV Mapping and Topology Optimization
- Real-Time Rendering Optimization
- Hard-Surface Prop Creation
- Terrain Generation (Gaea)
- Blender
- ZBrush
- Marmoset Toolbag

PROFESSIONAL SUMMARY

Environment and Material Artist with 4+ years of experience creating game-ready assets, procedural materials, and modular environments for real-time applications. Specialized in Unreal Engine 5, Substance Designer, and PBR workflows. Strong focus on optimization, topology cleanup, UV refinement, and performance-conscious asset production. Experienced in collaborating with cross-functional teams in indie and simulation-based projects.

PROFESSIONAL EXPERIENCE

Instructor / Freelancer Environment Artist

Freelancer

Oct 2025 – Current

- Creating modular models, hero props in Blender and creating materials in Substance Designer for RedM and FiveM projects
- Providing mentorship in Substance Painter and Blender, focusing on PBR, optimization, and UV techniques.
- Providing constructive feedback on 3D projects
- Producing trim sheet materials with Substance Designer and Blender and selling them on Gumroad and the ArtStation Marketplace.

3D Modeler / CAD Modeler

Turkish Air Force | Antalya, Turkey

November 2024 – December 2025

- Created hard-surface assets and materials for real-time simulation environments.
- Produced optimized game-ready meshes using proper topology and PBR standards.
- Converted 2D technical plans into accurate 3D models.
- Ensured asset performance compliance for simulation systems.

3D Prop Artist (Freelance / Contract)

Sugar Technology

February 2023 – October 2023

- Designed detailed props and materials for real-time AR applications.
- Focused on material readability and surface definition.
- Collaborated with developers to ensure correct engine integration.

3D Environment Artist

GameandArtwork UK

Aug 2022 – Nov 2023

- Created modular props and environment assets for a role-playing game.
- Maintained visual consistency with project art direction.
- Supported material optimization and environment assembly.

EDUCATION

Istanbul University (AUZEF)

Graphic Design Program

2022 - 2026

LANGUAGES

English - Intermediate

Turkish - Native