

YEKTA DEMIRCI

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SUMMARY

Digital Game Design student and Technical Artist with hands-on experience in Unreal Engine 5, character animation, and cinematic production. Skilled in developing character asset workflows, refining animations, and optimizing real-time environments through procedural and technical solutions.

EXPERIENCE

Garage Atlas

Apr 2026 – Jul 2026

Technical Artist & Designer Intern

- Designed and simulated digital garments in Marvelous Designer using custom patterns and draping techniques, preparing character clothing meshes for retopology and deformation.
- Collaborated on **35 motion capture recordings across 7 project teams** using Xsens motion capture suits, MANUS gloves, Xsens Animate, and MANUS Core to capture full-body and finger movements.
- Developed **RepoTool**, a custom Houdini tool that automates the wrapping of AI-generated and handcrafted character meshes onto MetaHuman-compatible or custom target topologies, reducing manual retopology work.
- Reduced level draw calls from approximately **3,500 to 700** by restructuring environment assets using Hierarchical Instanced Static Meshes (HISM), Packed Level Actors, and Blueprint-based instancing workflows.
- Diagnosed Lumen global illumination issues using probe visualization tools and implemented Per Instance Custom Data for material variations across instanced environment assets.

PROJECTS

Kingkiller Chronicles Chapter 50

Feb 2026 – Jul 2026

University–Industry Collaboration | Bahçeşehir University × Garage Atlas

- Markerless Motion Capture: Generated **15 MetaHuman character animations** from self-recorded video footage using Unreal Engine 5.8's MetaHuman Animator Markerless Motion Capture workflow.
- Cinematic Production: Created and assembled cinematic sequences in Unreal Engine 5 Sequencer, handling camera placement, shot composition, transitions, and timing.
- Animation & Keyframing: Refined MetaHuman character animations using **Control Rig**, animated scene objects through keyframing, and baked animation data for cinematic use.
- Cloth Simulation & Integration: Configured garment simulations and integrated simulated clothing into cinematic sequences featuring animated MetaHuman characters.

SKILLS

- Animation & Cinematics: MetaHuman Animator (Markerless Motion Capture), Control Rig, Sequencer, Keyframe Animation, Animation Baking
- Engines & 3D Tools: Unreal Engine 5, Houdini, Marvelous Designer, Blender, ZBrush
- Character & Asset Production: MetaHuman, Cloth Simulation, Photogrammetry, Agisoft Metashape, RealityCapture
- Game Design & Production: Systems Design, Level Design, UX Research, Rapid Prototyping, Notion
- Media Production: Adobe Premiere Pro, After Effects, Motion Graphics

EDUCATION

Bahçeşehir University

Bachelor of Arts in Digital Game Design

Minor in Video Production

GPA: 3.45/4.00 | Expected Graduation: Aug 2027