

OZGUR KAHRAMAN

3D Artist & Immersive Visual Designer

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PROFILE

3D Artist & Immersive Visual Designer focused on realtime 3D, projection mapping, TouchDesigner-based interactive systems and spatial visual content. Experienced in creating 3D environments, product visuals, motion-driven installations and immersive room content for physical events and digital experiences. Combines Unreal Engine, Blender, TouchDesigner, HeavyM and AI-assisted workflows to prototype and deliver polished visual systems.

KEY EXPERTISE

Immersive Visual Design • Projection Mapping • Realtime 3D Environments • TouchDesigner Systems • Interactive Installations • Product Visualization • Motion Design • Audio-Reactive Visuals • Exhibition & Event Content • 3D Asset Optimization • Rapid Prototyping

TECHNICAL SKILLS

Realtime & 3D

Interactive / Immersive

Motion & Design

AI Production

Unreal Engine 5, Blender, Substance Painter, Marvelous Designer
TouchDesigner, HeavyM, Projection Mapping, Audio-Reactive Visuals,
Motion/Time-Based Triggers, Spatial Interaction Prototyping
After Effects, Adobe Photoshop, Adobe Illustrator
AI-assisted image/video generation, concept development, reference building

SELECTED IMMERSIVE / PROJECTION PROJECTS

XP Zone Emaar Launch - Projection Mapping Visuals - Designed projection mapping animations for a launch environment, creating visuals that appeared to interact with physical objects.

Immersive Room Interaction R&D - Infinia - Prototyped floor interaction workflows and spatial visual behaviors for immersive room video systems.

Marketing Istanbul / Marketing Turkiye - Immersive Event Visuals - Created and adapted projection-based and immersive visual content for large-scale marketing events.

WORK EXPERIENCE

3D Artist | Infinia Advanced Elektronik | Ankara, Turkey | Feb 2024 - Jul 2026

- Built realtime 3D environments, product visuals and promotional animations using Unreal Engine and Blender.
- Developed TouchDesigner-based interactive visuals synchronized with audio, motion and time-based triggers for physical spaces.
- Applied HeavyM projection mapping workflows for standard surfaces and immersive room setups.
- Created and adapted immersive and projection-based visual content for major marketing events including Marketing Istanbul and Marketing Turkiye.
- Designed projection mapping animations for the XP Zone Emaar launch, with visuals built to interact with physical objects.
- Prototyped R&D workflows for floor interaction and spatial visual behavior in an immersive room video project.
- Collaborated with design, software and systems engineering teams to prototype, test and deliver realtime 3D and interactive visual systems.

Freelance 3D Artist | Selected Clients: Neurolanche X Labs, Imaginatrix, YachtingVerse | Jul 2022 - Feb 2024

- Designed stylized characters, 3D assets, virtual world environments and promotional visuals for international clients.
- Modeled client-ready assets using Blender, Substance Painter, Marvelous Designer and Unity / Unreal Engine workflows.
- Delivered platform-specific animations, marketing content and cross-platform visual packages through direct client collaboration.

EDUCATION

Baskent University | Bachelor of Arts, Cartoon and Animation

Graduated Jun 2022 | Department Valedictorian | GPA: 3.79 | Success Scholarship Recipient | Founding Member of Anicade

LANGUAGES

Turkish - Native / Bilingual | **English** - Professional Working Proficiency