

KAAN ZORLU

Lead Character Artist | 3D Modeler | Grooming Specialist

CONTACT

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Los Angeles, California

EDUCATION

Department of Architecture
Beykent University
Istanbul - Turkey
2020-2023

AWARDS

Featured on
Autodesk Spotlight

SKILLS

Character Art: Stylized
Facial Expression
Topology Optimization
XGen Grooming
LookDev & PBR Texturing
Visual Development & QA

SOFTWARE

Autodesk Maya
Pixologic Zbrush
Adobe Substance Painter
Adobe Photoshop
Adobe Illustrator
Clo Designer

PROFILE

Lead 3D Character Artist **featured by Autodesk** with a background in major TV productions. I specialize in translating 2D concepts into production-ready 3D assets, focusing on the charming details that bring stories to life. Beyond Organic Modeling and Grooming, I prioritize Pipeline Efficiency and clear communication with Rigging and Surfacing departments. I am a proactive collaborator committed to delivering cinematic quality on tight deadlines.

EXPERIENCE

Creative Director | Lead 3D Artist

LEO Production Studio

UAE / USA - Hybrid
Dec 2018 - Present

- Led specialized studio producing 8K stereoscopic VR/360° content; authored industry "Playbook" on immersive methodology.
- Oversaw full production lifecycles, bridging narrative storytelling with complex CGI/VR technical execution.

Senior LookDev Artist

Replai

San Francisco, CA - Remote
Aug 2025 - Feb 2026

- Directed Arnold-based look-development and cinematic output for complex dragon-centric environments using Maya.
- Established advanced shading networks and multi-tile (UDIM) workflows for high-resolution hero assets, delivering top-tier quality in record time.

Lead 3D Artist

Bulls and Apes LLC

Austin, TX - Remote
Jan 2022 - Nov 2023

- Directed a global team, authoring asset guidelines and providing visual QA to ensure pipeline efficiency for high-poly stylized workflows.
- Managed the seamless swapping of 1,000s of unique assets in Maya and Arnold, implementing real-time grooming refinements to ensure consistent, maximum visual quality across massive collections.
- Authored fully custom textures for both realistic and stylized assets using Substance Painter, bridging creative concepts with technical execution for large-scale production.

3D Visual Development Artist

Zag Entertainment

Paris, FR
Feb 2018 - Dec 2021

- Worked directly with **Jeremy Zag** to architect visual foundations for flagship IPs including (Melody and Miraculous: Ladybug).
- Established technical 'Visual DNA' for assets aired on **Disney and Nickelodeon**.
- Developed character logic to scale production across global platforms.

3D Modeling & Texturing Instructor

Emile Cohl Atelier

Los Angeles, CA
Spring 2021 - 2022

- Developed a comprehensive Maya-based modeling curriculum and provided technical mentorship to cohorts of 25 students, focusing on production-ready workflows and portfolio development.