

KAAN ZORLU

Senior Character Artist & Technical Director | Modeling, Rigging, Grooming, LookDev

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CONTACT

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Los Angeles, California

EDUCATION

Department of Architecture
Beykent University
Istanbul - Turkey
2020-2023

RECOGNITION & SPEAKING

- **Autodesk University 2026**
Speaker (Las Vegas)
- **ACMSIGGRAPH** - Autodesk
Animation Booth
Demonstration
- **Featured Artist** - Autodesk
Member Spotlight

SKILLS

Modeling & Rigging

Stylized & realistic modeling,
facial expression, topology
optimization, character rigging,
XGen grooming

Shading & LookDev

Complex shader networks,
Arnold lighting setups, PBR
texturing, UDIM workflows,
final-render polish.

Pipeline Execution

USD-based Maya↔Houdini
workflows, asset-at-scale pipeline
builds, visual QA at scale.

SOFTWARE

Autodesk Maya
XGEN in Maya
Arnold Rendering Engine
Pixologic Zbrush

PROFILE

Senior Character Artist and Technical Director with 8+ years across television, VR/360°, and large-scale generative production. Featured on **Autodesk Spotlight** and selected to speak at **Autodesk University 2026** on **USD-based** Maya pipeline workflows.

Builds **characters** end to end (organic modeling, character rigging, XGen grooming, and Arnold-based shading and lighting) through to final polished render, with the technical pipeline execution to deliver at scale: architected the shader, texture, and grooming pipeline behind 40,000 unique character combinations across four collections.

Looking for a role where deep technical and creative craft is the priority.

EXPERIENCE

Freelance 3D Artist

Play&Co (for Philips)

Remote, Contract
Jun 2026 – Sep 2026

- Modeled and textured 3D assets for an unreleased Philips mobile app, delivering a hero assets from concept through final texture pass
- Produced animation for in-app and Promotional use, aligned to Philips' brand and product visual standards
- Worked directly with Play&Co and Philips stakeholders across a 4-month freelance engagement, June–September 2026

Co-Founder & Operations Lead

LEO Production Studio

Istanbul, Turkey - Part-time
Dec 2018 – June 2026 / Hybrid

- Personally built environments and historical locations (assets, layout, and textures) for 8 VR short adventure films (8–12 min each), produced for a motion-chair VR tour client.
- Delivered environment builds, technical alignment, and visual immersion for large-scale 3D projection mapping shows, including the Istanbul Archaeology Museum and a large-format immersive 360° hall installation for GTL/GCC in Uzbekistan, featuring custom particle simulations and a signature phoenix character asset.
- Hand-built assets, characters, environments, and final render passes under tight deadlines for TV commercials and brand identity campaigns, including MBC's multi-year Ramadan identity, Dubai TV, CGTN Sports, and Dask Insurance (Turkey)
- Designed and produced a large-scale anamorphic 3D print installation (6m x 4m) for Beymen's New Year key visual campaign
- Managed client relationships and cross-team pipeline coordination from concept development through final delivery

Lead 3D Artist

Replai

San Francisco, CA – Contract
Aug 2025 – Feb 2026 / Remote

- Delivered lighting and lookdev across 120+ individual shots — close-up to wide — on a cinema-quality dragon-centric project in Maya and Arnold, with each shot capped at 6–10 seconds
- Built advanced render layer and AOV/pass setups supporting a roster of 5 dragon characters across 3 elemental variations (Earth/Stone, Ice, Fire), integrating hyper-realistic textures (23 UDIMs per dragon) delivered by the texturing team.
- Established shading networks and multi-tile UDIM workflows for high-resolution hero assets, hitting the studio's highest-quality bar on a compressed timeline

Adobe Substance Painter
Clo Designer
Marvelous Designer
Adobe Photoshop
Adobe Illustrator

Lead 3D Artist
Bulls and Apes LLC

Austin, TX – Full Time
Jan 2022 – Nov 2023 / Remote

- Sculpted and modeled the original main character for each of the 4 collections, then retopologized and refined thousands of team-sculpted variant assets to match the established concept and quality bar
- Authored the original XGen grooming for the primary 3 characters, including a masking system that resolved conflicts between fur and wearable items (e.g., hats masking scalp fur, scarves masking necklace geometry) across thousands of unique combinations
- Built manual, per-asset shader networks supporting layered multi-material setups (e.g., fire shader over base skin shader over groomed fur, each with independent color variation), holding consistent quality across every unique asset
- Owned quality control across the full pipeline over a 1 year 10 month production run, ensuring costumes, accessories, and character variants held one consistent bar across 40,000 unique renders

3D Visual Development Artist
Zag Entertainment

Paris, FR - Full Time
Feb 2018 – Dec 2021 / Remote

- Developed and refined character concepts and designs for unreleased flagship IP in development with Jeremy Zag.
- Matched character modeling and styling to Jeremy Zag's established Miraculous: Ladybug studio vision across multiple in-development projects.
- Produced promotional poster renders and posed production figures for Miraculous: Ladybug characters prepared for mass manufacture.

3D Modeling & Texturing Instructor
Emile Cohl Atelier

Los Angeles, CA - Part-time
Spring 2021 – 2022 / Remote

- Developed and delivered a Maya-based 3D modeling curriculum across two cohorts (10 students year one, 15 students year two)
- Taught live late-night sessions from Istanbul to align with the Los Angeles cohort's daytime schedule
- Mentored students on production-ready workflows and portfolio development; alumni have since placed at Disney (3), Nickelodeon (1), and Skydance Animation (1)