

HELLO! There! 🖐️

I am Yağmur 3D Artist

Bringing global Game Art creation into the world of design.



WHO am I?

About Me

Hello! I'm **Yağmur**, a self-taught **3D artist** who has transformed a passion for design into professional game art. I focus on creating immersive and believable game worlds, environment-driven characters, and optimized 3D models ranging from low to high quality.

I place a strong emphasis on visual consistency, in-game performance, and ensuring that every asset integrates seamlessly into real-time gameplay environments.



4+ Years of Experience

10 Project Delivered

ADVANTAGE Skills & Tools



90%



50%



50%



90%



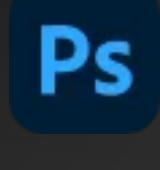
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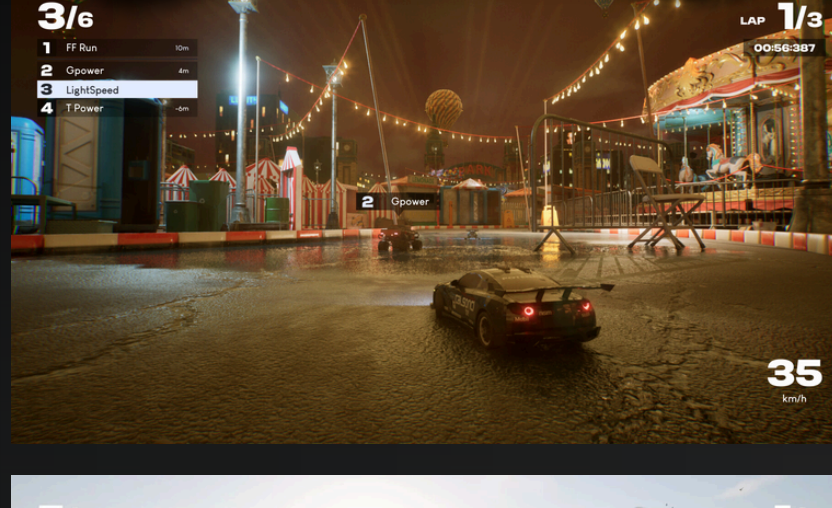


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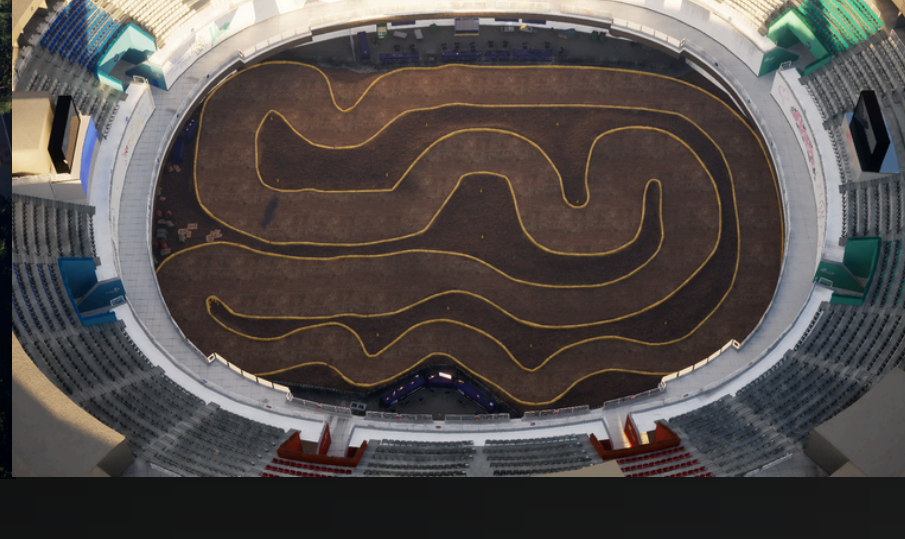
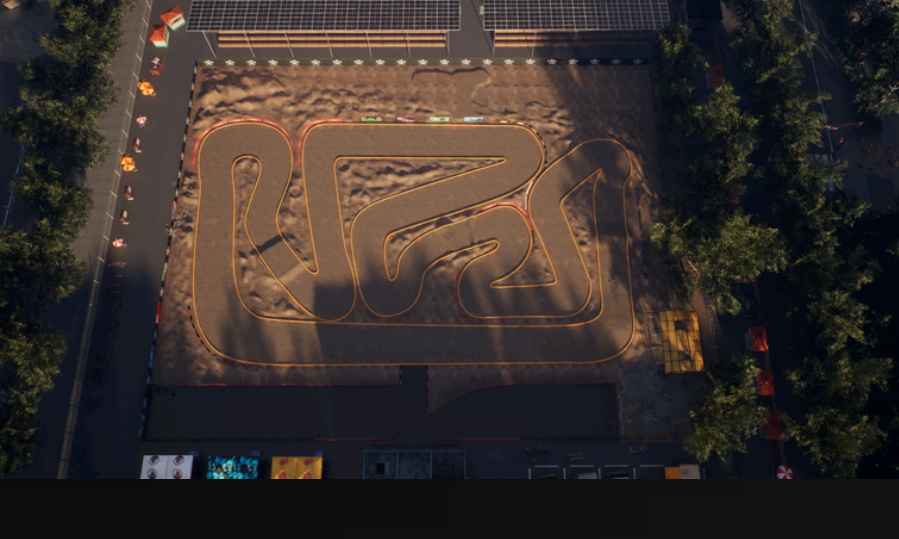


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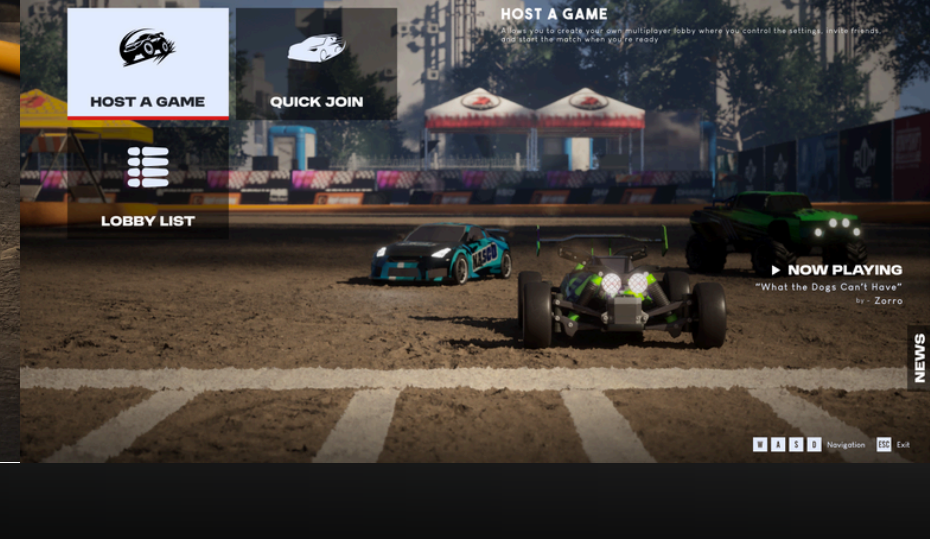
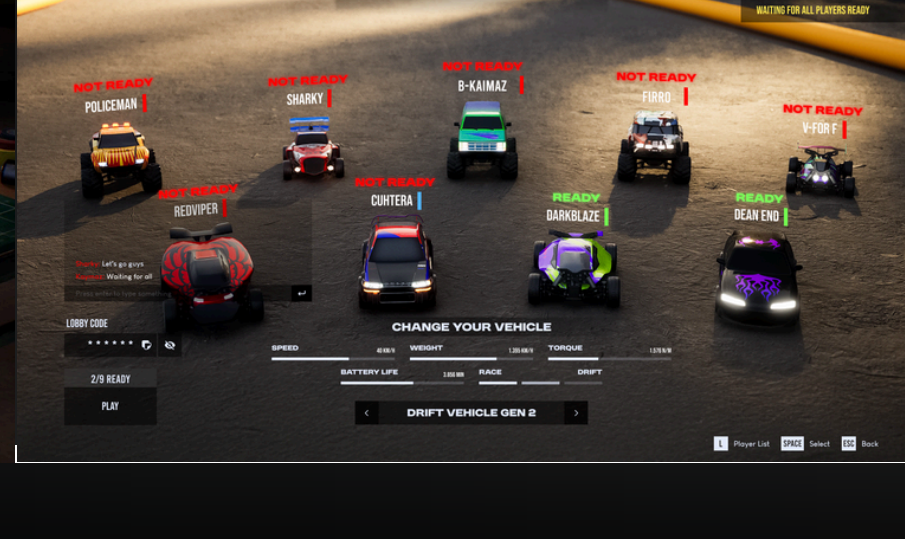
RECHARGE



MAP



CAR CAPSULES AND CUSTOMIZATION ASSETS



RECHARGE

A true sim-cade RC racing game that combines arcade fun with simulation-focused control.



Recharge is a sim-cade racing game where you race with remote-controlled (RC) cars. The game blends the fun of arcade racing with the realistic physics of simulation.

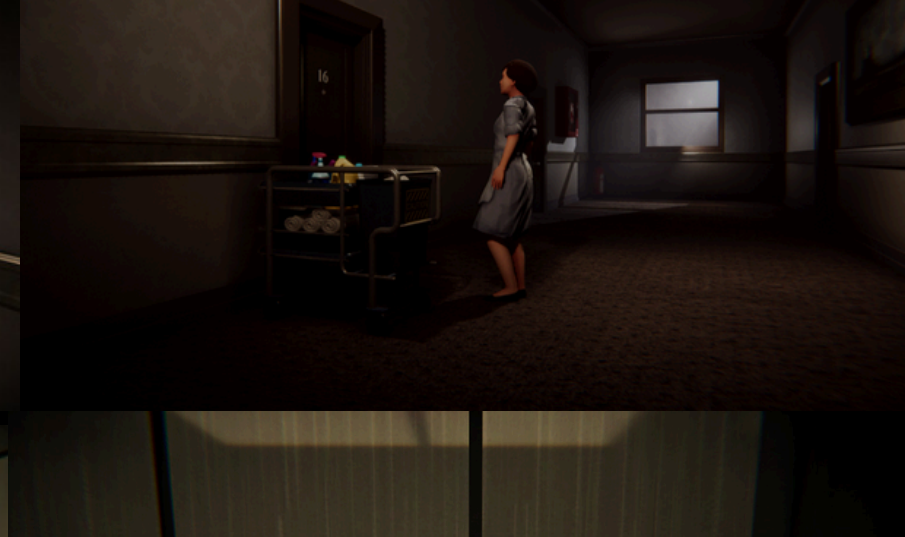
Players control small but powerful RC vehicles across various tracks, accelerating, jumping, and drifting to achieve the best lap times. Each car can be customized with different parts such as motors, tires, and bodies.

Thanks to its realistic physics system, every surface and maneuver feels unique.

Recharge offers multiple modes, from single-player time trials to online races, delivering an authentic RC driving experience.

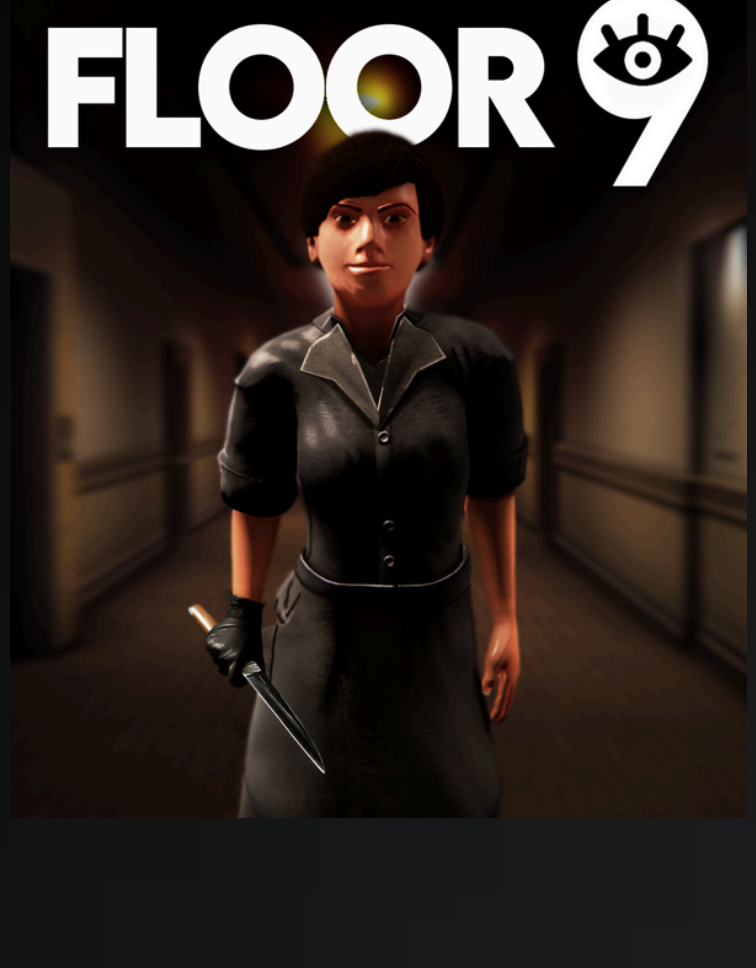
Review / Unit Sold
74% / 10K+

FLOOR 9



FLOOR 9

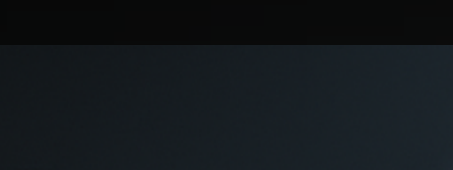
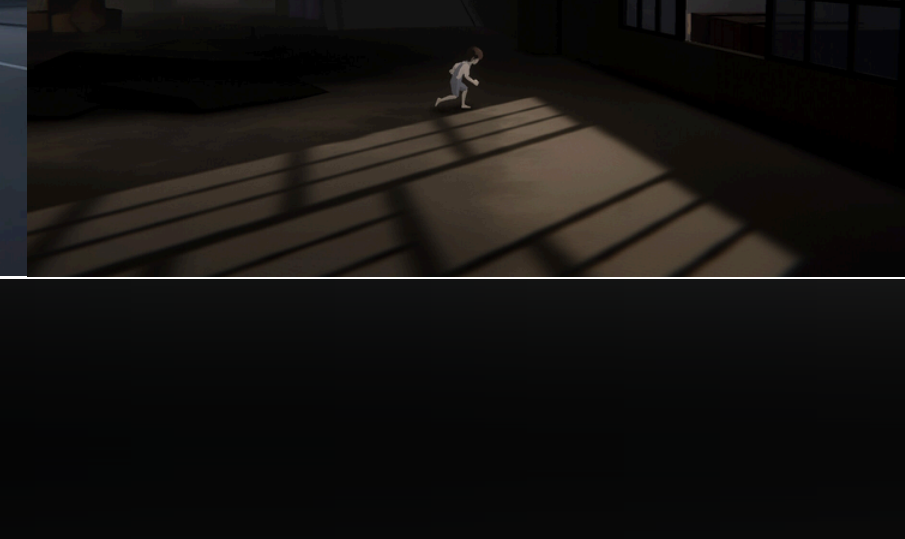
A psychological horror experience where every floor questions your reality



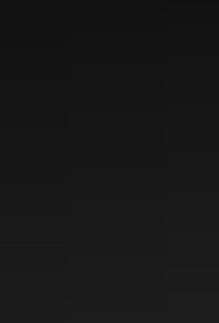
Floor 9 is a first-person psychological horror game set inside a mysterious hotel where time and space constantly distort. Each floor hides a different anomaly; objects shift, corridors change shape, and your own perception becomes the biggest threat. Players must carefully observe their surroundings, identify what doesn't belong, and survive the nightmarish loop that keeps pulling them back to the ninth floor.

With dynamic environments, eerie sound design, and subtle storytelling, Floor 9 delivers a tense atmosphere that rewards sharp eyes and calm nerves. Every wrong move brings you closer to the truth or back to the beginning.

Review / Unit Sold
81% / 8K+



A 2.5D puzzle-platformer set in a bleak, surreal future.



Glix follows a lone child pulled into a corrupted world where surreal architecture and shifting machinery hide the path forward. What begins as a quiet exploration quickly turns into a descent through a decaying realm of steel, dust, and memory. Each area is alive in its own strange way: walls breathe, bridges rearrange themselves, and faint echoes whisper pieces of a story long forgotten. You move through atmospheric side-on spaces, solving layered environmental puzzles that demand both precision and awareness. Every shadow crossed reveals another fragment of the world's collapse. Between moments of eerie silence and bursts of mechanical chaos, Glix invites you to slow down, look closer, and recognize the beauty within distortion. It is a journey about perception, resilience, and the quiet determination to find meaning when everything else has fallen apart.

BUDDIES IN THE SKY



BUDDIES IN THE SKY

A co-op chaos simulator where communication keeps you airborne.



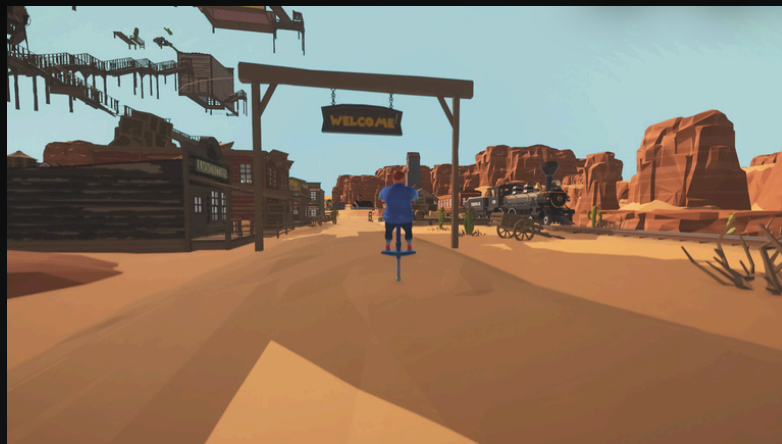
Buddies in the Sky is a high-stakes co-op puzzle game where players must fix malfunctioning airplane modules before it's too late. The entire aircraft depends on your quick thinking, teamwork, and communication.

Every round throws you into a cockpit full of broken systems from overheating engines to flickering navigation panels. Each module requires logic, timing, or quick coordination to repair, but one mistake can trigger a chain reaction.

Work together to decode wires, reroute circuits, and defuse critical malfunctions while the clock counts down. Each flight is different no two disasters are ever the same. Will you land safely, or go down in flames?



JUMPING JACK



JUMPING JACK

Bounce higher or tumble down, no second chances.

**JUMPING
JACK**



Jack wakes up in a world that makes no sense, armed only with his pogo stick. His goal is to climb higher and higher into unknown heights where gravity shifts and terrain betrays you. One mistake sends Jack all the way back.

Every platform, every trap, every leap matters. With built-in speed-run timers and a height tracker, Jumping Jack isn't just about playing it's about mastering each bounce, surviving the absurd, and relishing the moment when you finally break through and reach the next level.

HOMO

ERECTUS



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SOCIAL MEDIA

