

# Sibel-Filis Vuap

3D Artist & Visual Storyteller with a focus on modelling, mise-en-scène, and artistic research methods.

Address	Rotterdam, Netherlands	Phone	+31687613421 +40758271924
Email	sibelfilisv@gmail.com	Website	<a href="http://sibelfilisvuap.com">sibelfilisvuap.com</a>

## TECHNICAL SKILLS

- Autodesk Maya
- Autodesk Arnold
- Perception Neuron MOCAP System
- Unreal Engine
- Adobe Creative Suite
- Substance 3D Painter

## SOFT SKILLS

- Creativity
- Analytical & Detail-Oriented
- Advanced Research Skills
- Critical Thinking
- Creative Problem Solving
- Ability to Work in a Team
- Ability to Organize Own Work

## EXTRA-CURRICULAR

### Tufting Artist | 2023 - Present

Self-taught in the art of tufting, I now make rugs as a hobby and on commission.

### Game Artist | 2020

Bristol, UK

at Global Game Jam 2020

As part of the Global Game Jam, I worked in a team to develop a 2.5D game during the course of one weekend.

I was in charge of creating the 3D environment, as

### Volunteer | 2017 - 2018

Amsterdam, NL

at KLIK Amsterdam Animation Festival

During my time volunteering I was assigned various tasks, such as build-up/build-down of props, virtual reality assistant, and guide.

## INTERESTS

- Rug Making
- Artistic Research
- Cinematography
- Reading
- Ethnography
- Installation Art
- Symbolism
- Mythology

## EXPERIENCE

### 3D Artist | 04/2024 - Present Remote

Freelance

During this period I am also investing time into learning & improving my CGI skills in order to grow as an artist.

### Student Representative | 09/2019 - 07/2020 Rotterdam, NL

for Willem de Kooning Academy

During my 3rd year of study I served on the Student Advisory Panel, where my roles consisted of:

- representing the interests and the concerns of the Animation BA students
- consulting with the tutors on the curriculum plans for future generations

### Freelance 3D Artist | 01/2020 - 02/2020 Rotterdam, NL

for Experimental Game Project "Anxiety World" by Alexia M.

For 1 month, I was commissioned to work on an experimental game project due to be presented at the Dutch Design Week Festival. My roles consisted of:

- 3D modelling, rigging and weightpainting low-poly characters based on the reference sheets provided
- ensuring Unreal Engine 4 asset import optimization

### Graphic Design Intern | 04/2014 - 05/2014 Granada, ES

for D.S.I. Spain

Through EU work education program "Leonardo DaVinci", I had the opportunity to do a short-term international internship in graphic design. My roles consisted of:

- designing posters, flyers, and website banners for various client products

## EDUCATION

### Willem de Kooning Academy | 2017 - 2022 Rotterdam, NL

Bachelor of Design in Animation, Minor in Critical Studies

- developed as a 3D Generalist, while experimenting with different CGI techniques and assuming various production roles
- specialized in Artistic Research methods

### University of West England | 2020 - 2020 Bristol, UK

Erasmus+ Exchange in Animation

- expanded on 3D skills
- learned the Unreal Engine software and produced two walking simulator games

### National College of Arts "Regina Maria" | 2003 - 2015 Constanta, RO

Baccalaureate Diploma & Design Certificate

- followed the Fine Arts program
- specialized in Design with a focus on Costume Design