# ALARA KOC

## RIGGER

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alaraartwork.com

# EDUCATION

**SCAD**
**BFA in Technical Animation**
2022 – Present
Dean's List   |   GPA 3.94
SCAD Distinguished Scholarship
Student Recognition Scholarship

# LANGUAGES

- **English, Turkish**

# SKILLS

## Technical Skills

- Maya
- Substance Painter
- Python, C#, Java
- Blender
- Zbrush
- Marmoset Toolbag
- Marvelous Designer
- Adobe Photoshop
- Adobe After Effects

## Soft Skills

- Utilizing AI to research, gather, and organize references and sources of inspiration.
- collaborating with cross-functional teams to help define and execute the vision
- balancing scope, deadlines, and implementation considerations

# EXPERIENCE

**Technical Director | Little Moments**
July 2024 – present

- Conducted look development for animation, collaborating with the creative team to define the visual direction and ensure consistency across all assets, using Blender, Maya and Unreal
- Modeled and rigged 2 main characters enhancing their expressiveness and movement capabilities

**Texture, Shader and Lighting Artist | El Patrimonio de Xiuhcoatl**
Jan. 2024 – July 2024

- Textured cartoon style futuristic props using Substance Painter
- Made and applied shaders and created lighting for 8 shots in Blender

**Freelance Artist**
June 2024 – Present

**3D Artist responsible for**

- conceptualization, modeling, UV unwrapping, texturing, lighting, rendering, and rigging
- meeting clients to discuss and review projects and deadlines, and recommend improvements
- providing technical support to clients to ensure file compatibility and functionality

**Modeler | Persimmons Red**
Sep. 2023 – Dec. 2023

- Modeled various worn out and broken props using cloth simulation in Maya, matching the film's abandoned Vietnamese town style

**Modeler, Rigger | Highway 81**
Jan. 2024 – June 2024

- Modeled and rigged various vehicles using Maya, using self-written python tools to streamline the process