

# Rüstem Hazar Çelik

## UI Artist & Technical Artist

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### Experience

#### Leap Games | Technical Artist

Mar 2025 – Present

- Animating and optimizing new maps for **Hidden Tales**.
- Responsible for UI placement & UI animations & art optimization of **Town Match**. I create specs for developers & create UI code / logic / animations / particles that are aligned with the Product Team's vision. I usually adjust developer code for Product Team's revisions.

[App Store Link](#) | [Google Play Store](#)

#### Zobbo Games | Game Artist & Co-Founder

Jun 2024 – Mar 2025

- Worked on Color Jam Escape as the sole artist with a team of 5 people. It was on *soft launch* when I left there.

[App Store Link](#) | [Google Play Store](#)

#### Fantazzie Gaming Technologies | UI / UX Designer

Sep 2022 – Feb 2024

- Designed **Pick Slam** (fantasy sports game) from scratch as the sole designer of the company. Experienced every part of a mobile app building process by working with 5+ person software team and 3+ person business team.
- Designed 3D jerseys for in-app match cards. Automated 3D asset rendering of assets using **Blender**, **Affinity Designer 2**, and **Python** scripting.

#### Universal Music Turkey | Jr. Graphic Designer

Sep 2020 – Mar 2021

- Created album covers, trailers, advertisement videos & images for artists working with the company including Lil Zey, LvbelC5.
- Worked with industry professionals to learn the foundations of graphic design.

#### Boğaziçi University Corporate Affairs Office | Graphic Designer

Jun 2019 – Nov 2021

- Managed the school's Twitter account for 2 years.
- Designed the special event graphics for the social media accounts.

### Education

#### Boğaziçi University | Civil Engineering

2018 - 2025

#### Bahçelievler Anatolian High School | İstanbul

2013 - 2018

### Skills

- Professional at: **Figma**, **Blender**, **Unity**, **After Effects**, **Illustrator**, and **Photoshop**.
- Design automation and workflow optimizations for the whole design process using **Python** & **Illustrator** scripting.