



BİLGE SARIŞIK

CONCEPT ARTIST

 bilgesrsk@gmail.com

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EDUCATION

Maltepe University

Cartoon/Animation

2018-2024

CERTIFICATES

Animaokul

Character Design

Concept Design

QUALIFICATIONS

- Creative output
- Fast at producing ideas
- Likewise fast at sketching out said ideas
- Prone to hyperfocusing

LANGUAGES

- Turkish *Native*
- English *C1*

HOBBIES

- Gaming
- Writing stories
- Watching very long documentaries that has nothing to do with any of my interests

ABOUT ME

I have been interested in drawing since I saw an art tutorial on a social media site when I was 12. I started from drawing fanart for video games, and registering for some art websites when I was around that ages. After I got gifted my first digital drawing tablet, I knew by heart I'm more than interested in art than it just being a hobby. I enrolled in an atelier and studied art for 2.5 years. After that, my education at Maltepe University started. Right now, I want to produce my own comics someday since I'm also very interested in storytelling and being able to create things more people can relate to. I also do clay works, paintings and watercolour.

PAST JOBS

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Carousel Games - İstanbul - 2023-2025

- I designed characters, environments and objects for a Match-3 project. Since this was a startup, it sadly didn't end up having the budget to produce the finished product but I learnt a lot about team work and dynamics between artists-developers-producers.

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Freelance - 2025-Ongoing

- I'm designing environments for a click-point computer game about finding hidden objects&solving puzzles.