



BİLGE SARIŞIK

CONCEPT ARTIST



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www.daiiro.com

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
- Good researcher

LANGUAGES

- Turkish *Native*
- English *C1*
(IELTS)

HOBBIES

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

STRONG SUITS

I'm fast and efficient when it comes to sketching out and creating ideas/variations. I have a good idea about colour theory and colour scripting in both characters, objects and backgrounds. I create moodboards, do research about the history/ethnicity of the subjects I'm working on so it can be as accurate as possible while being aesthetically pleasing. I also happen to have a good photographic memory, and I mix and match my own experiences to get a more "humane" touch.

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. After I got gifted my first digital drawing tablet, I knew I was more than interested in art than it just being a hobby. I enrolled in an atelier and studied traditional art for 2.5 years. After that, my education at Maltepe University started. My goal is, at some point, producing my own comics someday since I'm also very interested in storytelling and being able to create an escapade 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 was tasked with designing 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 tasked with designing environments, concepts, objects and puzzles for a 2D hand drawn click-and-point game.