



ART OF SARP SERTER

WORK EXPERIENCE

2018-ongoing

3D CHARACTER ANIMATOR
FRAMESTORE LONDON FILM - (London, United Kingdom)
Worked as an animator for many VFX projects.

- Mowgli: Legend of the Jungle (2018)
- Alita: Battle Angel (2019)
- Spider-Man: Far from Home (2019)
- Wonder Woman 1984 (2020)

2015-17

FREELANCE GAME AND DIGITAL MEDIA ANIMATOR
HALAT ORGANIZATION, PARANORMALPENGUIN - (ISTANBUL, TURKEY)
Having worked in various fields in animation I had a large pallet of skills that enabled me to work as a freelancer in many different projects. I joined in with some of my friends and created 2 different organizations to provide freelance work both for animated projects and for Mobile/VR

2015

3D CHARACTER ANIMATOR
ARC PRODUCTIONS - (TORONTO, CANADA)
I worked as a character Animator at Thomas the Train engine. It thought me a lot about facial animation since we were not able to move the bodies of the trains much and we had the rely on the facial expressions for acting.

2014

3D CHARACTER ANIMATOR
GURU STUDIOS - (TORONTO, CANADA)
I worked as a character animator in the second season of Nickelodeon's beloved Paw Patrol. This Pre School project invovled a lot of adorable puppies which gave me a lot of experience in working with quadropeds. I have done many lipsync scenes as well as some comedic scenes.

2013

3D SCULPTURE ARTIST
ARTLAND ART GALLERY - (MISSISSAUGA,CANADA)
I worked at Artland Gallery as a 3D modeller creating Sculptures for CNC printing. I later took on responsibility in all parts of the pipeline. Designing, Modelling, Sculpting, CNC Machine operating, Retouching sculptures with carving tools.

SOFTWARE

3D SOFTWARES

- AutoDesk Maya ●●●●●
- Pixologic Zbrush ●●●●●
- Autodesk 3dsmax ●●●●●
- Topogun ●●●●●

2D SOFTWARES

- Krita ●●●●●
- Adobe After Effects ●●●●●
- Adobe Animate ●●●●●
- ToonBoom Harmony ●●●●●

OTHER SOFTWARES

- Adobe Photoshop ●●●●●
- Adobe Illustrator ●●●●●
- Adobe Premier ●●●●●

ONLINE

- www.sarpserter.com
- sarpserter.tumblr.com
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