Samed Tümer

Senior Technical Artist

info@samedtumer.com
samedtumer.com · linkedin.com/in/samedtumer
İzmir, Türkiye

PROFILE

Technical artist with six years in games and 100+ shipped mobile titles at Rodd Games, built on a background in industrial design. Most recently Senior Technical Artist on The Rusted, a 2D platformer on Steam, where I owned scene composition, lighting, VFX integration and shaders, and built five Unity editor tools the team used every day. I work between art and code: I make artists faster and keep games running well on low-end phones.

The Rusted

Steam · 2D platformer · Senior Technical Artist · 2025–2026

- Five Unity editor tools: depth-based Sorting Tool, Spine–VFX animation linker, Spritesheet Generator, Sprite Animation Creator and Blur Studio 2D (blur bake).
- Scene composition, lighting and atmosphere: layer depth, fog and colour balance that keep the character and gameplay readable.
- Shader and material setup for URP 2D; animation and VFX integration with camera shake and FOV timing.

Unity 6 · URP 2D · Spine 2D · Particle System · Editor tooling · All In 1 Sprite Shader · ProCamera2D

EXPERIENCE

Senior Technical Artist
May 2025 – Nov 2026

Rodd Games · İzmir

- Designed Unity tools that removed repeated manual work from daily production.
- Planned animation and VFX and integrated them in engine.
- Set up scene composition and lighting; defined material and shader needs.
- Gave artists and developers technical guidance.

3D Artist
Jan 2022 – May 2025

Rodd Games · İzmir

- Casual, hybrid-casual and hyper-casual mobile games: 3D props, characters and vehicles with animation; 2D/3D VFX; Spine 2D and UI animation.
- Draw-call and memory optimisation for low-end phones; level design and UI implementation.
- Bridge between 2D/3D artists and Unity developers.

3D Game Artist / Unity Technical Artist
Oct 2020 – Jan 2022

Rodd Games · İzmir

- Characters, mounts, armour and weapons with animation; 8/16/32-direction spritesheets.
- Spritesheet implementation and optimisation, scene design and lighting, level setup.

Industrial Designer
2014 – 2021

Algebra Global · Grau Design · Teka · estudioAMA

Algebra Global (2019–2021): automotive interiors, a vending machine, a hydrofoil and a tracking device, with real-time VR showrooms in Blender Eevee. Founder of Grau Design (2016–2020). Earlier: Teka, estudioAMA (Portugal), Izmir University of Economics.

A' Design Award · Design Turkey · Desita · Mikser Festival International Design Competition

SELECTED GAMES · 100+ SHIPPED

The Rusted
Pizza Guy
Kitchen Nightmare
Chariot Race
Julius Platform
Mayhem Arena
Gear Heroes
The Seeker
Pixel Warriors
Hole Warriors
Hole Attack
Digit Loop
Miner Hero
Swords Master
Stacker Hands

SKILLS

Engine
Unity (URP 2D, editor tooling, Particle System, ScriptableObjects)

3D
Blender: modelling, rigging, animation, Eevee rendering

2D
Spine 2D, spritesheets, Adobe After Effects

Tech art
Shaders and materials, VFX, lighting, draw-call optimisation

LANGUAGES

Turkish (native) · English (full professional) · German (limited working)

EDUCATION

BA Industrial and Product Design, İzmir University of Economics, 2011–2016

PORTFOLIO

Videos, tools and breakdowns at **samedtumer.com**