

# BORA DEMIRBILEK

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## PERSONAL STATEMENT

I'm a London based designer who worked on a variety of projects for clients such as Honda, EA Games, Sony, Balfour Beatty and Virgin Media. My key skills lie in video, animation, 3D design and art direction as well as a keen interest in sound design and musical composition.

**WAI (Art Director)** Feb 2014 – Present  
www.weareignition.com

At WAI, I've been in charge of the look and feel of all visuals that come and go. I also supervise the 3D and animation work and storyboarded, illustrated and prototyped pitch work.

**MINDSTORM (Game Designer)** Jan 2012 – Jan 2014  
www.mindstorm.com

I was one of the game designer at Mindstorm, responsible for conceiving, 3D modelling and animating game asset that went into Unity3D for the bespoke touchscreen devices made in house at Mindstorm.

**COLLECTIVE LONDON (Motion Graphics Artist)** Aug 2008 – Jan 2012  
www.collectivelondon.com

I worked at Collective as one of their motion graphics and 3D artists. My roles there included producing 3D content, animating, rendering, compositing, motion graphics and storyboard artist.

## SKILLS

Art Direction  
Animation  
Motion Graphics design  
3D Modelling & Rendering  
Game Design  
Storyboarding  
Visual Development & Concept Art  
Interaction Design

## EDUCATION

Middlesex University Sep 2005 – Jun 2008

BA Honours Visual Communication Design | Graduated with a first

## REFERENCES

References available upon request.