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## WORK EXPERIENCE

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### 3D DESIGNER - VR/AR DEVELOPER @ DOB-ACADEMY, DELFT - 12-2017/CURRENT

At DOB-Academy (De Oude Bibliotheek Offshore Wind Academy) I am responsible for creating and managing 3D content at the studio. Alongside creating assets and interactions for applications, I also participate in animation and visualization tasks. DOB-Academy is an associate company to DOT (Delft Offshore Turbine) and Ampelmann for whom we their engineering teams with various visual content.

#### Tasks:

- Responsible of creating and managing of 3D content
- Developing VR / AR/ Mobile and Desktop applications
- Animation & visualization

#### Clients & projects:

- DOB Academy VR Demo for the Offshore Energy conference and Exhibition'19. (Game Designer and Developer)
- Lagerwey Wind (Animation Team lead - Drafting - 3D Visualization - Animation - Quality Control and Heuristics for VR)
- SIF (3D Visualization - Animation - Actor)
- Rijkswaterstaat (Drafting - 3D Visualization)
- RH Marine (3D Visualization - Animation)
- IMSystems (3D Visualization - Animation)

#### Programs used:

- Blender
- Rhinoceros



- AutoCAD
- Inventor
- Adobe Creative suite
- Unreal 4 Game engine

### VISUALIZATION INTERN @ HEEREMA MARINE CONSTRUCTORS, LEIDEN - 02-2017/09-2017

At Heerema Marine Constructors I created content for various offshore projects as well as maintaining 3D twins of HMC vessels up to date, including preparation of their deck-lay outs for different projects.

#### Tasks:

- Creating visual content for various offshore projects for animation and simulation purposes.
- Developing a business model for HMC Model factory - Digital Asset Management.

#### Projects & Clients:

- Culzean-Maersk (3D Visualization)
- Gjøa semi-submersible floating production platform-Aker oil (3D Visualization)
- Gina Krog jacket installation-Equinor (3D Visualization & Animation)
- Johan Sverdrup-Equinor (3D Visualization)
- 3D Model factory - Heerema Marine Contractors (Creation of the business modelling tool, Digital Asset Management and conceptualization)

#### Programs used:

- 3DS Max
- Rhinoceros
- Blender
- Microstation & other supportive Bentley Systems software
- Adobe Creative suite



## JUNIOR PRODUCT DESIGNER @ ARÇELİK A.Ş., ISTANBUL, 2011-2012

At Arçelik A.Ş. I designed home appliances such as coffee makers and washing machines.

Tasks:

- Concept Creation
- Concept Sketching
- 3D Rapid Prototyping

Projects:

- Arçelik In love - Washing machine

Programs used:

- Rhinoceros
- 3ds Max
- Adobe Suite

## YACHT INTERIOR ARCHITECTURE & FURNITURE DESIGNER @ MODUS İÇMİMARLIK & TASARIM, ISTANBUL, 2010-2011

At Modus I worked on designing interior plans for yachts and vessels.

Tasks:

- Drafting interior plans for yachts
- 3D Visualization

Projects:

- Sailing boat Merlin (interior plan)
- Expedition vessel My E&E (interior of cabin crew and guest suite)

Programs used:

- AutoCAD
- Rhinoceros



## EDUCATION

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2013-2017 TU Delft Industrial Design Engineering, Strategic Product Design

- Design management
- User research
- New product development
- Service design and strategy.

2008-2012 Kadir Has University, Industrial Product Design – Istanbul Bachelors degree with honors in Industrial Design

- Manufacturing
- Product development
- Product semantics
- Design for sustainability
- Product design studies and practices

2004-2007 Yeditepe University, Faculty of Economics and Administrative Sciences  
Economics – Istanbul

- Business administration and economics

## SOFTWARE SKILLS

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|---------------------------|-----------------|-----------------|
| • Unreal Engine 4         | • Inventor      | • InDesign      |
| • Microsoft Visual Studio | • AutoCAD       | • Premiere      |
| • Rhinoceros              | • Luxology Modo | • Solidworks    |
| • 3ds Max                 | • Microstation  | • After Effects |
| • Blender                 | • Illustrator   |                 |
| • Autodesk                | • Photoshop     |                 |



## EXPERTISE

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- Virtual Reality - Unreal Engine and C++
- 3D Modeling
- 3D Animation
- Service & Product Design
- Maritime and Offshore CAD drawings and 3D models
- Service design and strategy for product service systems
- Service Design: Business modeling Design management
- Brand and strategy development Design for sustainability
- Project management and teamwork

## LANGUAGE SKILLS

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- Fluent in English
- Native in Turkish
- A2 level Dutch

## ABOUT ME

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I started my path in Industrial Design because of my passion in drawing, tinkering “things” and aesthetics. During my journey, I realized that design is not only functionality and aesthetics. It is also the interaction between people and tangible and intangible products and systems as well as their built environment.

Even though I am specialized in and passionate about 3D and VR, I believe it makes me a better designer when I am able to understand the interactions, creating new connections between users, markets and the product to shape a better future with some creativity. That is why I decided to improve myself in strategic design as well.

Strategic designers have the ability to see the innovation opportunities in a specific context for their clients. This can be reflected by designing product service systems, business models and branding and marketing strategies.

I am a nomad who seeks his destiny in design and self-improvement and I believe that you must have fun with what you do.

