

Cem Ozan Cetintas

3D Artist · Visual Designer

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Profile

Creative 3D Artist and Visual Designer with a focus on tech marketing, animation, and interactive storytelling. Experienced in shaping brand narratives and crafting impactful visual content across platforms. Trusted by companies like SAP and independent creative studios for concept-driven, technically polished work. Adept at transforming abstract ideas into compelling visuals through 3D modeling, animation, and design thinking.

Experience

Visual Designer - SAP | Oct 2024 - May 2025

- Designed, animated, and delivered 3D promotional videos for global marketing campaigns and physical events, enhancing SAP's brand visibility and audience engagement.
- Created an interactive, web-based 3D experience by collaborating closely with developers, increasing user retention.
- Conceptualized and produced storyboards and visual narratives to communicate design intent clearly, ensuring alignment with SAP branding.
- Produced and delivered a diverse range of 2D and 3D visual assets for campaigns, maintaining accuracy and visual clarity through internal reviews.

3D/Motion Designer (Working Student) - SAP | Oct 2023 - Sep 2024

- Designed and animated 3D assets for global digital marketing campaigns, enhancing visual storytelling and audience engagement.
- Optimized textures, geometry, and rendering boosting web-based 3D project performances and reducing load times.
- Collaborated closely with developers and UX teams to integrate interactive 3D content seamlessly into web environments.
- Contributed to SAP events by creating cross-platform digital storytelling content and booth visuals.

Illustrator, Animator, Designer - Freelance | Jan 2021 - today

- Created illustrations, motion graphics, and 3D animations for various brands, aligning with brand guidelines to boost engagement and strengthen visual identity.
- Produced and animated music videos and animated shorts, including Teoman – Bir Kış Sabahı, which achieved 3.4M+ views.
- Designed concept arts, environments, and 3D models for indie tabletop and video games, contributing to the visual direction and narrative worldbuilding.
- Implemented modular animation workflows and geometry node systems, reducing production time.
- Partnered with clients and creative teams to transform briefs into visual content.

Education

Hochschule Anhalt, Germany
MA, Integrated Design | 2022 - 2024

Istanbul Technical University, Turkey
B.Arch., Architecture | 2012 - 2017
Honoured with thesis project

Language

English (C2 – Professional Fluency)

German (A2 – Basic Proficiency)

Awards

ArchiPrix Tr, Graduation Competition,
3rd Prize 2017

S.O.S Design Competition
Honourable Mention 2017

7th Koçtaş Product Design Competition,
Honourable Mention 2016

Skills

Software:

Blender, Marvelous Designer, Substance Painter, Unity, Davinci Resolve, Adobe Premiere and After Effects, Clip Studio Paint, Adobe Creative Suite, Figma.

Soft Skills:

Creative | Visual storytelling · Concept development · Art direction · Motion aesthetics · Composition & pacing

Strategic | Design thinking · Modular workflows · Problem solving · Brand adaptation · Cross-platform consistency

Collaborative | Cross-functional teamwork · Agile iteration · Feedback integration · Client communication · Project ownership