

OVGU 'ARIA' YELES

VISUAL DEVELOPMENT & ENVIRONMENT ARTIST

ovguyeles@gmail.com — ovguyeles.com

PROFILE

Visual Development & Environment Artist with a background in Computer Engineering, combining world-building, visual storytelling, and technical problem-solving. Experienced in environment design, background painting, prop design, color, and lighting, with a hybrid workflow spanning traditional art, 3D, procedural tools, and real-time engines. Brings artistic vision and technical thinking together to build compelling, production-ready worlds for animation, games, film, and other story-driven projects.

EXPERIENCE

Background Artist — Wish Machine Studios (Freelance) | Dec 2025 – Present

- Designed and modeled 3D production props to fit established studio pipelines.

Illustrator — Mercedes-Benz (Freelance) | Nov 2024 – Dec 2024

- Sketched and painted custom digital illustration for a project campaign.

Background Painter — The Hidden Hand Studios (Freelance) | Nov 2023 – Mar 2024

- Painted detailed backgrounds and developed color keys and color scripts for production.

Visual Development Artist — Blauw Films (Freelance) | Nov 2022 – Oct 2023

- Painted background art and refined lighting and color scripts based on Art Director feedback.

Intern — Udo Games (Türkiye) | Jul 2022 – Aug 2022

- Supported character and UI concept work for mobile projects.

UI, 2D/3D Game Artist & Illustrator — Woordy Entertainment (Türkiye) | Mar 2021 – Oct 2021

- Created 2D/3D game assets, UI elements, characters, and logos, integrating them into Unity.

Volunteer Staff — TAAFI | 2022

- Assisted candidate lineups and job interviews at the MARZ VFX booth.

EDUCATION & MENTORSHIP

French as a Foreign Language (DEFLE) — Université Bordeaux Montaigne (France) | 2026 – Present

Bachelor of Science in Computer Engineering (English) — Turkish Aeronautical Association University (Türkiye) | 2019 – 2023

Visual Development Mentorship — Rise Up Animation (Mentors: M. Lago-Kaytis, K. Cronkhite) | 2021 – 2022

- Portfolio feedback and visual development studies.

Tuesday Talks Masterclass — Bill Perkins | 2021

- Focused study on composition, lighting, and color theory.

PERFORMING ARTS EXPERIENCE

Chorister — Leyla Gencer Gençlik Korosu | 2014 – 2018 · Ankara, Türkiye

- Choral training, rehearsals and public performances.

Chorister — Devlet Çoksesli Çocuk Korosu | 2009 – 2014 · Ankara, Türkiye

- Choral training, rehearsals and public performances.

RECOGNITIONS & AWARDS

- Trojan Horse was a Unicorn – Supercell Ticket Winner (Golden Ticket) | 2022
- Trojan Horse was a Unicorn – Creator's Circle Sponsorship | 2023
- Bold Journey – An Inspired Chat with Övgü Yeles | 2025
- Voyage LA – Daily Inspiration: Meet Övgü Aria Yeles | 2024
- CanvasRebel – Meet Övgü Yeles | 2023
- Rise Up Animation Newsletter Feature | 2021, 2022
- My Little Pony / Hasbro Art Contest – Hasbro Turkey Winner | May 2018
- Disney Art Contest – Disney Turkey Winner | Apr 2018

SKILLS

- Visual Development & Environment:** Environment Design, Background Painting, Matte-Painting, Prop Design, Color Scripting
- 3D & Technical Art:** 3D Modeling, Texturing, Procedural Workflows, Unity, Unreal Engine
- Digital Software:** Adobe Photoshop, Procreate, Blender, ZBrush
- Traditional Media:** Gouache, Charcoal, Graphite, Marker
- Languages:** English, Turkish, French
- Interests:** Musical Theatre, Historical Fantasy, Gothic Fiction, Maritime Worlds, Creature Design