



Ayten Eminhan

PROFILE

I'm a second year Animation student studying at the University West Of England. I'm practicing CG poly modelling & texturing whilst doing concept art working on Adobe Maya, also experimenting on Blender (software) working from basic shapes. I enjoy creating rough sketched characters into a fulfilled model showing off my ideas to specific audiences.

SKILLS

Autodesk Maya - Poly shapes to models

Blender Software - basic shapes to create characters

Adobe Premiere Pro - editing films/ essays

Adobe Photoshop - creating rough ideas through mixed media



EXPERIENCE

'Space Invaders'

March 2025 - May 2025

A 1 minute film for children I made in my first year of studying Animation. My role consisted of storyboarding, character and environmental designs to create a short animatic on Toom Boom Storyboard Pro



'BLOCKS'

October 2025 - December 2025

A short film for preschoolers made in a group of six people. My roles were concept designs and making a few poly models.



'Elephant Santa'

january 2026 - May 2026

a Hybrid preschool film made by a third year student about an elephant who delivers presents to his friends. My roles were being the environmental 3D modeller.

EDUCATION

BA (Hons) Animation, University West Of England

September 2024 - July 2027

HE Art & Design, Waltham Forest College

September 2021 - July 2024

Graduated with a distinction

