



SALIH EMRE TOKAY

MOTION DESIGNER

EDUCATION

2020 • ISTANBUL TECHNICAL UNIVERSITY
(ARCHITECTURE)

PROFILE

Hello, I am Salih Emre, a graduate of Istanbul Technical University, Department of Architecture.

I have good command of Adobe design programs and 3D programs. I want to continuously improve my designer identity and continue on this path by contributing to the people I work with. I believe that We all have a story to tell, so allow me to bring yours to life.

PERSONAL

DATE OF BIRTH

12.08.1993

LANGUAGE

English B-2

DRIVER'S LICENCE

B

CONTACT

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EXPERIENCE

2021-2022 • METROPOL DIGITAL

2021-2022
(6 month) • DIGICO

I provided graphic design and video editing services at DIGICO. In addition to visual designs for 20 companies working with the agency, I also created digital designs for websites, mobile sites and applications. For social media ads, I made 2D animations for each product promotion and handed it over to the ad management team. I gained experience in 2D digital animation production, including the use of character equipment using tools such as DUIS Bassel, Rubberhose and Joysticks n Sliders. I've been an experienced user of Adobe Creative Suite, specifically: After Effects, Premier Pro and Illustrator. In this process, I learned how to work on my own and how to act with my team. In video and gif projects, I prepared and delivered projects to be adapted to the website, mobile and application. I prepared videos and gifs suitable for the summary and flow given during the campaign.

2020-2021
(1.1 year) • RÖNESANS

I had my first agency experience at Rönensans firm. Along with monthly plans, I prepared graphic design and video editing projects for our customers' social media accounts. I mainly worked on video editing & animation. Since this job is part time, I usually work alone. So what I learned was limited. I served 10 customers. The customers I served were working on construction and trade. I created approximately 50 video projects per month. Mostly advertising, customer transactions, customer satisfaction, before and after promotion, etc. I created video services. In the field of graphic design, I created designs according to the compatibility of customers' social media accounts. In line with the monthly plans made by our social media team, I created more than 100 visual designs and delivered my projects. I was responsible for the end-to-end production of the video, leveraging post production processes including video and audio manipulation, text and motion graphics, sound and music, pacing, and rendering for a wide variety of digital applications.

2019-2020
(1.4 year) • FREELANCE

My first experience working as a freelancer was through fiverr and upwork. During this period, I understood what the customers expect from me and established my own working order. Working in both foreign and sectors that I had not experienced before expanded my design understanding. Although I could not get a lot of work, I learned in this 1.5-year period: 2D&3D motion design, animation, graphic design, kinetic typography, concept design, infographics, illustration, creative branding.

SKILLS

PHOTOSHOP



PREMIERE PRO



ILLUSTRATOR



AFTER EFFECTS



BLENDER



CHARACTER
ANIMATOR



PORTFOLIO



www.motionemre.com

(All the visual work I've done so far)



www.youtube.com/c/kinikemrecik

(The channel I produce content on 2D animation)