HILAL BEYZA KARA

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PROFESSIONAL SUMMARY

Multidisciplinary designer with a strong architectural foundation, specializing in Unreal Engine-based cinematic content, interactive (VR/EXE) experiences, and real-time visualization. Known for forming project-specific teams and managing production pipelines with a focus on storytelling, spatial design, and immersive technology.

WORK EXPERIENCE

Founder / Creative Director

Hilal Beyza Kara | Studio (Freelance), Istanbul, TUR | 2024 - Present

- Lead and develop immersive 3D projects blending storytelling with technology.
- Produce a wide range of projects including architectural visualization, industrial simulations, VR/AR applications, and cinematic visuals.
- Design interactive, WebGL and PC-compatible real-time environments using Unreal Engine.
- Optimize 3D models for high visual quality and performance.
- Manage end-to-end production, from client communication and budgeting to final delivery.

Senior 3D Designer & Team Lead

Atlas Space | Metaverse Platform, Istanbul, TUR | 2022 - 2024

- Led a 3D design team producing immersive virtual environments for Metaverse.
- Optimized complex models and ensured high-quality cross-platform visual performance.
- Delivered cinematic content for major clients, including a leading automotive company.
- Maintained WebGL compatibility for seamless mobile and PC user experiences.

Senior Designer & Architect

Garage Atlas | VR, AR, 3D Solutions, Istanbul, TUR | 2019 - 2024

- Developed VR/AR and 3D solutions by integrating visual storytelling with technical accuracy.
- Designed interactive installations and immersive experiences.
- Produced cinematic videos and game-ready assets optimized for engines like Unreal Engine.
- Contributed to the architectural design of '100. Yil Village' steel housing project in Hatay.

Architect

Tasarim Atlas | Architecture & Design, Istanbul, TUR | 2019 - 2024

- Created visual and technical architectural outputs emphasizing aesthetics and functionality.
- Developed 3D models and visualizations aligned with project goals.

Instructor

Istanbul Bilgi University, Istanbul, TUR | 2022 - 2024

- Taught 3D modeling and Unreal Engine 5 to architecture and design students.
- Supported development of technical skills and real-time design thinking.

EDUCATION

Istanbul Sabahattin Zaim University | Bachelor of Architecture | Graduated: 2017

SKILLS

- Real-time visualization, User-Centered Experience Design, Virtual Reality (VR) & Interactive Tour Development,
- Cinematic Planning, File Optimization, Rendering & Post-production, 3D Asset Creation

PROJECT MANAGEMENT

- Independent Project Execution, Team Formation, Strategic Planning,
- Client Communication, Team Coordination, Workflow Organization

DESIGN & PRODUCTION TOOLS

- Unreal Engine, Unity, Blender, 3ds Max, Twinmotion,
- Adobe Photoshop, Adobe Mixamo, Quixel, AutoCAD

DEVELOPMENT

- Blueprint (basic level)

LANGUAGES

- Turkish (Native), English (In progress – actively learning)

AWARDS / RECOGNITIONS

- 2024 American Metaverse Awards – Top Enterprise Metaverse Solution Nominee: Atlas Space Metaverse
- 2023 American Metaverse Awards – Top AR VR XR: Atlas Space Metaverse