HILAL BEYZA KARA

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PROFESSIONAL SUMMARY

A multidisciplinary designer with a strong background in architecture. Combines architectural design and spatial planning with real-time visualization, photorealistic renderings, and interactive technologies (VR/EXE, Unreal Engine). Creates innovative solutions in architecture, design, and interactive media by blending creative storytelling with technical precision.

WORK EXPERIENCE

Founder Architect / Senior 3D Designer (CG Artist)

Hilal Beyza Kara | Studio, Istanbul, TUR | 2024 – Present

• Developed architectural visualizations, VR/AR applications, industrial simulations, and cinematic content.

• Managed residential, interior, and urban-scale architectural projects; produced design, technical drawings, and 3D visualizations.

• Designed interactive and PC-compatible real-time environments using Unreal Engine.

• Produced 3D models optimized for high visual quality and performance.

• Directed end-to-end production, including client communication, budgeting, and delivery process.

Senior 3D Designer & Team Lead

Atlas Space | Istanbul, Turkey | 2022 – 2024

• Led a 3D design team creating immersive virtual environments for the Metaverse.

• Translated architectural forms and systems into digital environments with high accuracy.

• Processed complex 3D models to deliver high-quality visuals and 360° presentation outputs.

• roduced cinematic content and visual presentations for a leading automotive brand.

Senior Designer & Architect

Garage Atlas | VR, AR, 3D Solutions, İstanbul, TUR | 2019 – 2024

• Integrated architectural designs with VR/AR solutions to achieve visual storytelling and technical precision.

• Contributed to architectural and construction projects, including plans, sections, elevations, and detail drawings.

• Produced Unreal Engine–optimized game-ready assets and cinematic content.

• Supported design, visualization, and site coordination for the "100th Year Village" steel housing project in Hatay.

Architect

Tasarım Atlas | Architecture & Design, İstanbul, TUR | 2019 – 2024

• Designed residential and mixed-use projects; prepared technical and construction drawings.

• Created 3D visualizations and conducted client presentations.

Instructor

Istanbul Bilgi University | 2022 – 2024

• Taught 3D modeling and Unreal Engine 5 courses to architecture and design students.

• Guided students in transferring architectural designs into digital environments.

EDUCATION

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

Focus Areas: Architectural Design and Spatial Planning, Urban Project Development, Structural and Detail Solutions, 3D Modeling and Visualization, Virtual Reality (VR) & Interactive Design, Animation and Digital Presentation Techniques

SELECTED PROJECTS

(You can explore these projects in detail and many more in my portfolio: hilalbeyzakara.com/portfolio)

100th Year Village | Blocks for Hope (Hatay)

• Prepared construction drawings, developed technical designs, and produced 3D visualizations.

• Supported site coordination to ensure design accuracy.

TOGG Animation Film

• Contributed to scene modeling, asset optimization, and CGI scene production for promotional films.

• Work under NDA; details available in face-to-face meetings.

Residential Complex VR Tour

• Designed an interactive walking experience supported by photorealistic details for client presentations.

• Presented both interior and exterior spaces of the residential project with high-quality visualizations, enabling realistic exploration.

Interior & Exterior Visualization Projects

• Produced high-quality interior and exterior renderings and cinematic animations.

Interactive Interior Tour with Lighting Control

• Developed a photorealistic interior tour featuring day/night transitions and interactive lighting control.

Customizable Digital Home

• Created an interactive home experience allowing users to personalize the space.

SKILLS

Architecture: Architectural Design & Visualization, Concept Development, Technical Drawings

3D & Technology: Real-Time Visualization, VR & Interactive Tour Development, Game Asset Production

Project Management: Independent Project Execution, Team Coordination, Strategic Planning

Tools / Software: Unreal Engine, 3ds Max, Twinmotion, Adobe Photoshop, Adobe Mixamo, Quixel, AutoCAD, Unity, Blender

LANGUAGES

Turkish (Native)

English (Beginner – actively learning)

AWARDS / RECOGNITIONS

2024 American Metaverse Awards – Nominee: Best Corporate Metaverse Solution (Atlas Space)

2023 American Metaverse Awards – Winner: Best AR VR XR Solution (Atlas Space)