

KADIR ÖZKAN

CREATIVE TECHNOLOGIST

Real-time product systems · Interactive prototypes · AI-assisted workflows

Portfolio — kadirozkan.co

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Istanbul, Türkiye · Open to relocation



01 — PROFILE

Creative Technologist with 10+ years in Unreal Engine, working across real-time product systems, interactive prototypes and visualization workflows for vehicles, machines and connected physical products. I combine real-time environments, interface logic, configurable product systems, physical input and AI-assisted pipelines to help teams explore, review and align on product decisions earlier — currently in automotive design, building visualization, HMI and prototype systems.

02 — EXPERIENCE

DECEMBER 2022 — PRESENT

Gebze, Türkiye

TOGG

Sr. Creative Technologist (Real-time & AI)

- Work across real-time automotive visual systems, interactive review environments, HMI context, configurator workflows and AI-assisted prototype exploration for vehicle programs.
- Designed and built an internal browser-based AI render system that translates brand identity into structured image production — parameterized scenes, layouts and a 160+ scene environment library — supporting design and marketing content.
- Produced high-fidelity real-time visualization for the T10F fastback global launch, working to Lumen/Nanite production standards.
- Coordinate visualization needs across design, engineering and marketing teams, keeping visual consistency from early prototypes to launch assets.
- Prototyped LLM/MCP integrations that connect AI assistance directly into Blender and Unreal Engine pipelines.

JULY 2017 — NOVEMBER 2022

Ankara, Türkiye

HIDROMEK

APRIL 2021 — NOVEMBER 2022

Sr. Unreal Engine Developer

- Developed the Opera remote-operation interface in Unreal Engine and C++, integrating live IP camera streams, vehicle telemetry and TCP/IP communication into the operator station.
- Built a working vehicle simulation rig combining Arduino/HID hardware input with real-time vehicle behavior in Unreal Engine.
- Translated Figma-designed control interfaces into functioning in-engine HMI screens; prototyped CAN-bus data integration for real-time dashboards.

APRIL 2018 — APRIL 2021

Animation and Visualization Designer

- Led visual development for the HMK 130 CS and Master of Soil campaigns, combining cinematic storytelling with real-time rendering workflows.
- Contributed VR-based training and presentation tools for the HICON 7W program.
- Delivered real-time product experiences for exhibitions, showrooms and digital marketing.

JULY 2017 — APRIL 2018

Junior Animation and Visualization Designer

- Created cinematic trailers and virtual prototypes in Unreal Engine and Autodesk VRED for campaigns including Two Smart Giants and the H4 Series.

Independent Contract Work

Unreal Engine Developer

- Built interactive product showcases, early-stage simulations and Blueprint-based interaction systems, including small-scale VR scenes and real-time 3D presentation tools.

03 – SCOPE OF PRACTICE

Experience Prototypes	Real-time, interactive prototypes for early validation, design review and stakeholder alignment — Unreal Engine 5, Blueprints, C++.
Design Decision Tools	Browser and real-time tools for comparing options, testing scenarios and supporting CMF and variant decisions.
Connected Product Systems	Hardware- and data-driven interfaces: CAN bus, Arduino/HID, IP camera, telemetry and TCP/IP integration for vehicle and operator environments.
AI-Assisted Workflows	Generative AI pipelines for ideation, content and render production; LLM/MCP tooling integrated into design and visualization workflows.
Tools	Unreal Engine 5 (Lumen/Nanite, Pixel Streaming) · C++ · Blueprints · Python · Autodesk VRED · Blender · 3ds Max · Figma · ComfyUI · Adobe Creative Suite

04 – SELECTED RECOGNITION

HIDROMEK product programs, contributed to as part of the design team — recognized across industrial design and operator experience.

2022	iF Design Award — Winner, Product Design HIDROMEK K4 Series Backhoe Loader
2022	Red Dot Design Award — Winner HIDROMEK K4 Series Backhoe Loader
2022	German Design Award — Winner HIDROMEK Vision Opera Workstation
2021	Automotive Brand Contest — Best of the Best HIDROMEK HICON Rotary Wheel Loader

Across HIDROMEK product programs, 2018–2022: iF Design Award ×5 · Red Dot ×3 · German Design Award ×3 · Automotive Brand Contest ×4.

05 – EDUCATION

2015	A.S., Radio & Television Broadcasting Technology — Kastamonu University Two-year higher education diploma (önlisans, Türkiye) — short-cycle tertiary education. International reference: ISCED Level 5 · EQF Level 5 (EU-wide framework) · comparable to a US Associate degree.
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