

Yigit Acet

3D Designer | yigitacet.work@gmail.com | +1(623)707 87 43 | Phoenix, AZ | F-2 Visa Holder

Professional Summary

Creative 3D & Product Designer with a B.Sc. in Industrial Design, specializing in immersive visualization and user experience. Manages the design lifecycle from concept to high-fidelity 3D asset creation in Unity. Develops user-centric solutions for sports technology, VR simulations, and automotive interfaces, utilizing real-time rendering expertise to improve engagement and usability.

Professional Experience

3D Designer - Contract - Simovate Technologies

November 2025 - Current

- Executed high-fidelity 3D modeling and asset creation for Virtual Reality (VR) applications, optimizing performance budgets for enhanced user experience.
- Collaborated with engineering teams to integrate 3D assets into product pipeline, resolving technical constraints early to expedite development.
- Produced detailed architectural renderings and animations that provided essential visual guidance for project stakeholders.
- Conducted design reviews to ensure visual consistency and fidelity across all VR modules, improving clarity for project stakeholders.

3D Designer - Contract - Metaverse Software

May 2025 - October 2025

- Designed immersive 3D environments and intuitive interfaces for psychological support application, enhancing user engagement on VR and mobile platforms.
- Optimized 3D assets through LOD creation and texture baking, achieving stable 90 FPS performance on mobile VR headsets.
- Developed modular features for customizable seating units with fabric/color variations, enhancing user personalization experience.

3D & Product Designer - Rapsodo Sports Inc.

March 2024 - April 2025

- Led product design and visualization for PC-based HDRP golf simulation, guiding user needs to final 3D implementation.
- Optimized large-scale 3D environments in Unity, balancing photorealistic visuals with real-time responsiveness to improve user experience.

- Designed and prototyped engaging gamified experiences (Mini-golf) and driving range modes, transforming complex sports data into intuitive user interfaces that enhanced player engagement.
- Collaborated with Product Managers to define user flows and visual requirements, ensuring alignment of final product with user expectations and functional goals.

3D Designer - Contract - VRotto Software

October 2023 - March 2024

- Designed realistic 3D environments, characters, and props for medical and psychological VR simulations (TÜBİTAK-funded research projects).
- Developed interactive UI systems and high-quality 3D assets for VR training applications, increasing user engagement for enterprise clients Durmazlar Holding and Bosch.
- Managed full visualization pipeline for architectural walkthrough, optimizing asset creation, scene assembly, and navigation design.
- Ensured seamless cross-platform functionality, maintaining consistent visual quality across various VR headsets.

3D Designer - Reo-Tek

June 2021 - September 2023

- Modeled and textured over 300 PBR-ready props for a VR training application (TEDAŞ), creating a comprehensive asset library for future use.
- Designed user interfaces and interactive experiences for touch-based museum software, enhancing accessibility and engaging visitors.
- Facilitated collaboration between design and development teams to ensure technical feasibility of creative concepts within software engine.
- Conducted A/B testing and analyzed user feedback to iterate designs, improving usability and extending session times.

Product Intern - Stellantis Automotive

March 2022 - July 2022

- Developed wireframes and interactive prototypes for in-vehicle touchscreens, effectively presenting concepts to senior design leadership.
- Focused on HMI design for advanced driver assistance systems (ADAS), improving user safety and interface clarity.
- Designed graphical user interfaces (GUI) for smart applications and digital displays in electric micromobility vehicles, enhancing user interaction and experience.

Education

Middle East Technical University (METU)

B.Sc. in Industrial Design

January 2021

- Honors: 6x High Honor Student
- GPA: 3.20

Technical Skills

- **Unity 3D**
- **Blender**
- **Substance Painter**
- High-Fidelity Modeling
- PBR Texturing
- Real-time Performance Optimization
- Lighting (HDRP/URP)
- VR/AR Development
- LOD Optimization
- UV Mapping
- Spatial Interaction
- Figma
- Prototyping
- End-to-End Product Design
- HMI (Human-Machine Interface)
- Design Systems
- Adobe Creative Suite
- Agile/Scrum
- Cross-functional Collaboration
- CAD Tools
- User Flows
- Wireframing

References

- **Sam Whitcomb**, Senior Design Engineering Manager, Rapsodo Sports Inc.
- **Prof. Dr. Tugba Tokel**, Head of Dept. Computer Education, METU, Owner, Metaverse Software
- **Dr. Ulas Gulec**, Assistant Professor, TED University, CEO, Simovate Technologies

Websites

- [linkedin.com/in/yigitacet/](https://www.linkedin.com/in/yigitacet/)
- yigitacetportfolio.com