

YAĞMUR YETİM

MARKETING ARTIST / MOTION DESIGNER



WORK EXPERIENCE

Marketing Artist

October 2025 – July 2026

Rune Games - Izmir, Turkey

For Sosyal Lig, I create static, motion, and video-based marketing assets for mobile games using After Effects and Photoshop. I produce football-themed creatives, ad animations, install videos, player cards, hero visuals, in-game pop-up assets, in-app event visuals, sponsor presentations, and creative standards guide. Working closely with the Chief Creative Officer and the art team, I contribute to creative processes, guide a junior marketing artist, and develop new creative variations based on performance metrics.

Graphic Design Specialist

June 2025 – October 2025

Luna Kreatif - Izmir, Turkey

Created Instagram and YouTube cover visuals, corporate identity materials, and visual assets for personal brands. Defined project visual direction based on client needs and contributed to concept development.

Junior Art Director

January 2022 – March 2025

Mage Creative - Izmir, Turkey

Created printed and digital advertising materials for brands across various sectors. Produced key visuals for more than five festival projects, managing digital and video design processes while coordinating production teams. Led İpek Salça's packaging design process and Mavibahçe Shopping Mall's creative design works.

CONTACT

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yagmuryetimportfolio.com

EDUCATION

Dokuz Eylül University

Department of Performing Arts

Playwriting

2025 | Graduate

Anadolu University

Communication Design

and Management

2018 | Incomplete

LANGUAGES

Turkish - Native

English - Intermediate

Check My Portfolio!

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Advanced

Basic Knowledge

Workflow

TOOLS

Ae

Ps

Ai

Pr

