

ORKUN OZKAN

Phone: 3129531926 / E-mail: orkunozkan@gmail.com

www.linkedin.com/in/orkun-ozkan-065a62205



UNIVERSITY & SKILLS

Purdue University – Game Design & Development

Certification – [Scrum Alliance Certified Scrum Master \(2023\)](#)

Languages: Turkish, English, French, Japanese

Proficiency: Unreal Engine 5, Unity, Jira, Confluence, C++, Maya, Blender.

WORK EXPERIENCE

Game Design Intern, IndieCade

(6/2024 - 8/2024)

- Worked as a Level/Gameplay Designer for my group Green Future Games. Created 30 different levels and created a level system that randomly selects which levels it will put in a sequence.
- Worked on the gameplay mechanics and made all the documentation. Worked on enemy and character move sets.
- Taught my team how to use Jira and Confluence.
- Worked in Unity to create levels and worked in Maya to create the enemy models.

Game Design Intern, TaleWorlds Entertainment (NDA)

(7/2023 - 8/2023)

- Conducted testing and documentation of weapon statistics, actively identifying and rectifying discrepancies through automated testing procedures, ensuring optimal game performance. If there was a problem with the automated testing, I identified it and worked with the AI team to correct the problems.
- Worked on creating a prototype testing environment tailored specifically for evaluating weapons and other gear.
- Worked on game design documents and implementation documents.
- Collaborated with senior members of the Design team and learned many aspects of the game development process.

Game Designer, PBJ Learning

(8/2023 – 8/2024)

- Wrote scripts, detailing situational narratives and character dialogues to enrich this narrative gaming experience.
- Implemented gameplay mechanics and minigames changing the narrative experience more to a mystery game.
- Worked on a detective VR game where you play the role of a detective and solve a kidnapping crime. “The Trapped 2023: A VR Detective Story Part 2”
- Worked in Unity and implemented scripted events (cutscenes) and gameplay mechanics.

Game Production Intern, Bahcesehir University Game Lab

(01/2020 - 2021)

- Simulated pre-incubation spaces to foster a sense of collaboration during the pandemic lockdown.
- Organized community outreach through game jams and workshops.
- Worked on creating a creative space for Turkish game developers, where they can flourish and create games in collaboration.
- Used my passion and knowledge of the gaming industry to create spaces for others in Turkey interested in creating games.