

ORKUN OZKAN

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EDUCATION

Purdue University, IN/ US

September 2021 - December 2025

- B.S. in Game Development and Design

WORK EXPERIENCE

SkyNet Studios- Valeria the Pagan Priestess

Remote

Game Designer

July 2025 - Present

- Directed the creation of gameplay mechanics, enemy behavior, level structure, and narrative flow for a cohesive player experience.
- Developed and maintained comprehensive design documentation covering mechanics, enemy abilities, and progression.
- Managed community engagement through development updates on Patreon and YouTube, keeping players informed and involved.
- Designed and implemented level layouts and encounter pacing to ensure optimal player engagement.

Orange Party Games

West Lafayette, IN

Game Designer

Aug 2026 - Present

- Designed and implemented a dynamic AI faction system where three competing factions autonomously battle to control territory across the game map.
- Developed mechanics allowing player actions to influence faction dominance, creating emergent world-state changes based on combat outcomes.
- Designed and balanced enemy units and boss encounters, defining combat mechanics, difficulty scaling, and behavior patterns.
- Built and iterated on game maps within the engine, ensuring layouts supported faction conflict, exploration, and encounter pacing.

Good Job Games

Istanbul/Turkey

Product Design Intern

July 2025 - August 2025

- Led core gameplay and obstacle design for Power Match, a match-3 puzzle game developed by 20 designers in 2 months, creating 25 of 100 total levels.
- Directed cross-disciplinary sprints, coordinating between art, programming, and design teams to refine mechanics, pacing, and power-ups.
- Acted as Creative Lead and Producer, defining the game's thematic experience, balancing player progression, and maintaining sprint documentation in Confluence.

Black Swan Studios

West Lafayette, IN

Systems Designer, Business Lead

July 2024 - July 2025

- Work on an RTS game titled *Worlds Collide*, managing unit and structure statistics, and conducting tests both on paper and within the engine to inform design decisions and measure outcomes.
- Write weekly blog posts in Confluence, detailing changes and patches made to unit stats.
- Utilize Google Sheets and Excel to manage unit data tables and present test results to identify and address design issues.

IndieCade

Remote

Level/Gameplay Designer & Game Design Intern

June-August 2024

- Joined the Climate Jam and designed a game to bring awareness to pollution for Green Future Games, where I designed 30 different platforming levels and a randomizer for the sequences of these levels
- Developed gameplay mechanics and provided documentation to create enemy and character move sets.
- Utilized Unity for level design and Maya for enemy modeling while teaching my team to effectively use Jira and Confluence for management.

TaleWorlds Entertainment

Ankara/ Turkey

Game Design Intern

July-August 2023

- Collaborated with the AI team to conduct testing and documentation of weapon balance statistics, actively identifying and recording problems through automated testing procedures.
- Worked on creating a prototype testing environment tailored specifically for evaluating weapons and other gear.
- Collaborated with senior members of the Design team on game design and implementation documents.
- Troubleshoot and fixed bugs in *Mount & Blade II: Bannerlord*, enhancing combat responsiveness and overall player experience.

Bahcesehir University Game Lab

Remote

Game Production Intern

January 2020 - January 2021

- Simulated pre-incubation spaces to foster a sense of collaboration during the pandemic lockdown.
- Organized community outreach through game jams and workshops to provide creative spaces for Turkish game developers.
- Worked with game development teams to teach them better communication and teamwork while also assisting their lead producer.

SKILLS & RELEVANT EXPERIENCES

Tools & Coding Languages: Unreal Engine 5, Unity, Adobe Photoshop, Maya, Visual Studio, Excel, Jira, Confluence, C++, C#

Languages: Turkish (Native), English (Native), French (B2), Japanese (A2)

Certification: Scrum Alliance Certified Scrum Master (2023)

Anecdotal Adventures – D&D Podcast

West Lafayette, IN

Producer, Dungeon Master & Co-Host

2023 – Present

- Lead world-building and story development for long-form D&D campaigns with a team of voice performers and editors.
- Coordinate recording sessions, oversee post-production, and ensure quality and storytelling tone.
- Built a small online audience and community through creative direction, marketing, and player collaboration.

Purdue University Varsity Esports Team

West Lafayette, IN

Professional Esports Player, Overwatch & Marvel Rivals

2021 - 2025

- Competed at the collegiate level in inter-university tournaments, representing Purdue University in Overwatch.
- Collaborated with teammates and coaches during scrimmages, VOD reviews, and practice sessions to improve performance and refine strategies.
- Developed advanced team coordination and communication strategies in high-pressure, competitive environments.

Fledgling Games

West Lafayette, IN

Game Designer & Researcher

2021 - 2025

- Designed the core gameplay for the RTS project, Society Simulator, to explore the potential for creating a more sustainable and eco-friendly society through the lens of different ideologies.
- Conducted research on political and economic ideologies (including capitalism, communism, and alternative governance models) to inform game mechanics that simulate societal development and policy outcomes.
- Designed a time progression system allowing players to advance through multiple historical epochs while receiving guidance from AI-powered advisors who provide dynamic tasks and strategic recommendations based on the current state of society.

Community & Competitive Game Experience

Pegasus Card Shop, Istanbul

Magic: The Gathering

2015 - Present

- Active participant in weekly Magic: The Gathering events for 10+ years, including FNM, drafts, prereleases, and constructed formats.
- Deep familiarity with MTG rules, stack interactions, timing windows, and edge-case rulings through sustained competitive play.
- Engaged in local MTG community culture: deckbuilding discussions, playtesting, meta analysis, and post-match feedback.