

ORKUN OZKAN

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EDUCATION & SKILLS

Purdue University, IN/ US

Sept 2021-Jun 2025

BS in Game Design & Development, GPA: 3.5/4

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

Languages: Turkish (Native), English (IELTS: 8), French (B2), Japanese (A2)

Certification: Scrum Alliance Certified Scrum Master (2023)

RESEARCH PROJECTS

Fledgeling Games, Lead Game Designer, Purdue University, IN/US

2022-2023

- 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 lenses of different ideologies.
- Led the design team to create a RTS game to research whether a specific ideology can change a society into a utopian state.
- Designed a time system that allows each player to go through diverse epochs and enjoy AI-powered advisors' guidelines to follow and tasks to complete depending on the situation they are in.

WORK EXPERIENCE

Black Swan Studios, Systems Designer, Business Lead, IN/US

Jul 2024-Present

- 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, Level/Gameplay Designer & Game Design Intern, Online

Jun-Aug 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.

PBJ Learning, Game Designer, Online

Aug 2023-Aug 2024

- Wrote scripts, detailing situational narratives and character dialogues to enrich this narrative gaming experience.
- Implemented gameplay mechanics and minigames changing the narrative experience to a detective VR game.
- Worked with a client and hosted many meetings with others to bring this experience to our audience.

TaleWorlds Entertainment, Game Design Intern, Ankara/ Turkey

Jul-Aug 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.

Bahcesehir University Game Lab, Game Production Intern, Online

Jan 2020-2021

- Simulated pre-incubation spaces to foster a sense of collaboration during the pandemic lockdown.
- Organized community outreach through gram 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 providing assistance as their lead producer.

EXTRACURRICULAR ACTIVITIES

Overwatch Purdue Varsity Team, Professional Esports Player, IN/US

2021-2024

- Played for the Purdue Overwatch Varsity team and in different tournaments against diverse teams and Universities.
- Coached other teams and had meetings to better their plays and teamwork.

TableTop Gaming Club, Saint Benoit, Founder, Saint Benoit High School, Istanbul/ Turkey

2015-2016

- Fostered a sense of strategy, fantasy, cooperation, adventure, role-playing, and deck-building games.
- Created Dungeons & Dragons Events to introduce 50 students to an immersive world-building experience.

Journalism Club (Young Reporters), Member, Saint Benoit High School, Istanbul/ Turkey

2015-2016

- Developed strong storytelling and narrative design skills, effectively crafting engaging and coherent and unbiased writing using facts and ethics engaging for diverse audiences.
- Produced articles and multimedia content, which honed teamwork and deadline-driven project management abilities.
- Conducted interviews and practiced creating immersive stories, transferable to narrative development in game design.