Hasan C. Öztürk

Recent graduate with expertise in Agile methodologies and predictive project documentation, combining technical skills with interdisciplinary problem-solving.

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EDUCATION

University of Stuttgart, Stuttgart — *MA Digital Humanities (1.8)*

October 2019 - April 2025

Thesis: Environmental storytelling in ergodic literature

Technical Skills: Python, Data Analysis, Process Documentation

University of Tübingen, Tübingen — *BA American Studies (1.9)*

April 2016 - September 2019

Specialization: Cultural & Literary Studies

Focus: Narrative structures and transmedia storytelling

PROJECT EXPERIENCE

Academic & Technical Projects

Digital Humanities Research | 2019-2025

- Developed thesis on multivariate storytelling in ergodic literature
- Created interactive Twine prototypes to test narrative branching (5+ paths)
- Applied Python analysis in Natural Language Processing
- Modeled narrative structures as dynamic systems with CS peers
- Built 3D environments (Blender/Unity) for spatial storytelling research
- Created Python scripts to automate data collection for academic research.

SKILLS

Project Management:

Agile/Scrum (PSM I) | Project Management (CAPM®) | Jira

Risk/Schedule Management | Stakeholder Communication

Technical:

Python | HTML/CSS | Unity (Basic) | Data Analysis | AI tools and processes

Certificates

Certified Associate in Project Management (CAPM)® (PMI 2025)

Professional Scrum Master™ I (PSM I) (Scrum.org 2025)

Google Project Management Professional Certificate (v2) (Google/Coursera 2025)

CS50 Introduction to Computer Science (Harvardx 2025)

Introduction to Game Design (LaSallex 2023)

TECHNICAL SKILLS

Project Management:

Jira (Scrum/Kanban) | Agile Methodologies

Development:

Python | C# | HTML/CSS | Unity

Design:

Blender | User Journey Mapping

SOFT SKILLS

Agile workflow adaptation

Collaborative team player who thrives in creative environments

Actively incorporates feedback through iterative design processes

LANGUAGES

English | German | Turkish