

# Hasan C. Öztürk

## Multidisciplinary Game Development & Design

RPG Designer specializing in player-driven narratives, quest design, and environmental storytelling. Proficient in Unity, Twine, and RPG systems to create immersive, choice-driven experiences.

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Portfolio: [hasanoeztuerk.github.io](https://hasanoeztuerk.github.io)

## EDUCATION

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

October 2019 - April 2025

Thesis: Environmental storytelling in ergodic literature

Skills: Python, Data Analysis, Unity VR

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

April 2016 - September 2019

Specialization: Cultural & Literary Studies

Narrative Foundation: Developed analytical frameworks for story structures

## INDEPENDENT RESEARCH & DEVELOPMENT

### Interactive Story Designer | Worldbuilding & Systems | Self-Directed Projects

2018-Present

Created 100+ pages of lore for an original fantasy universe, including:

Faction dynamics (quest hooks, NPC motivations).

Modular storytelling (player-aligned world states).

Developed 3D game-ready assets (Blender → Unity).

Researched academic applications of environmental storytelling.

## GAME DESIGN PROJECTS

### [The Catacombs of Cathruban](#) — (Made in Twine)

Interactive fiction with branching narratives (Follow link and play under Projects)

### [Ghost Hunter](#) — (Made in LÖVE2D)

2D action game with procedural dungeons

### VR Smithing Mini Game in Unity — (Made in UNITY)

A Unity-based VR smithing mini-game developed with EdXR.

## Certificates

[CS50 Introduction to CompSci](#)  
(Harvardx 2025)

[Introduction to Game Design](#)  
(LaSallex 2023)

## TECHNICAL SKILLS

Engines: Unity, Unreal, LÖVE2D

Narrative: Twine, Branching  
Dialogue, Quest Design

Code: Python, C#, HTML/CSS

3D: Blender, Maya, Substance  
Painter

Tools: Jira, SCRUM Certification  
(Expected June 2025)

Expertise: Environmental  
Storytelling, RPG Systems, Player  
Choice

## SOFT SKILLS

Agile workflow adaptation

Cross-Cultural Storytelling

Collaborative team player who  
thrives in creative environments

Actively incorporates feedback  
through iterative design  
processes

## LANGUAGES

English | German | Turkish