# 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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### **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

<u>CS50 Introduction to CompSci</u> (Harvardx 2025)

<u>Introduction to Game Design</u> (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