

Hasan C. Öztürk

Associate Producer | Game & Narrative Projects

Creative producer with experience in game development, narrative design, and digital humanities. Skilled in workflow coordination, asset management, and interactive tools like Unity and Twine.

Albstadt, Germany

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Portfolio: hasanoeztuerk.github.io

EDUCATION

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

October 2019 - April 2025

Thesis: Environmental storytelling in ergodic literature

Skills: Project management, Python, Unity VR, Data Analysis

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

April 2016 - September 2019

Specialization: Cultural & Literary Studies

Focus: Narrative structures and transmedia storytelling

INDEPENDENT RESEARCH & DEVELOPMENT

Production & Game Development Experience

2018-Present

Coordinated end-to-end production of multiple interactive projects

Managed lore creation, quest logic, and worldbuilding for 100+ pages of original IP

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 Computer Science](#) (Harvardx 2025)

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

TECHNICAL SKILLS

Tools: Jira (scrum, kanban), CAPM® Certification (Expected July 2025)

Engines: Unity, Unreal, LÖVE2D

Narrative: Twine, Branching Dialogue, Quest Design

Code: Python, C#, HTML/CSS

3D: Blender, Maya, Substance Painter

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