

# Sinan Özer

(778) 953 - 2027

sinan.ozier7@gmail.com

www.sinanozer.myportfolio.com

## Education

### Capilano University (2019 - 2021)

Vancouver BC, Canada

North American Business  
Management  
Post - Bachelor's Degree

### Vancouver Film School (2017 - 2018)

Vancouver BC, Canada

Game Design  
Diploma Program

### Bilkent University (2011 - 2015)

Ankara, Turkey

Graphic Design  
Bachelor's in Fine Arts  
3.38 GPA - Honours

## Passions

Board Games  
Graphic Design  
Photography  
Kayaking

## Proficient Software

Microsoft Excel  
Unreal Engine  
Unity  
Python 3  
Adobe Suite  
Cinema 4D

## References

Available upon request

## Key Competencies

Managed 2 game projects

Excellent knowledge on video  
game production cycles

Passion for researching game  
market trends, patterns and  
user requirements

Ability to balance creative  
needs and business related  
production needs

Excellent understanding of  
agile and waterfall manage-  
ment

Excellent written and verbal  
communication skills

4 years experience as a de-  
signer

Bachelors in fine arts

1 years' worth of project management experience. Worked in  
2 separate game projects as a project manager in VFS game  
design. Our final project won the best game award. My strong  
emphasis on fostering positive relationships within the team,  
increased team member satisfaction and game quality

Excellent knowledge on video game production cycles proven  
by experience with game development and taking courses  
on agile management in Capilano University. Thanks to my  
education in business management I've further improved my  
ability to drive team culture, and I have gained experience in  
financial and law components of Canadian video game com-  
panies

I have 4 Years of professional experience in Graphic Design. 3  
years of which as a freelancer dealing with customers one on  
one. I have strong sense for visual and interactive design prov-  
en by experience and my Bachelors degree in Fine Arts.

I am a visual thinker with ability to come up with creative solu-  
tions when needed. Combined with background in business  
I have the ability to translate my creative problem solving to  
business needs

I have excellent writing and presenting skills proven by my  
education history. I have been organizing and presenting data  
for all my academic and professional career

## Producer

(August 2016 - March 2017)

Mouse Haunt

3D Top-Down Multiplayer Ac-  
tion Game. Unreal Engine

VFS Game Design  
Vancouver BC, Canada

[Game Trailer](#)  
[Gameplay Footage](#)

Initiated, fostered, maintained,  
and managed a healthy team  
culture

Motivated team members and  
established an empowering  
space for them to create their  
best work.

Facilitated SCRUMs. Respon-  
sible for; Written works, VFX,  
Game Vision

Managed a core team of 6 plus 10 collaborator. Kept excel-  
lent communication between core team, sound designers  
and voice actors which increased asset quality received from  
collaborators. Motivated every team member to produce their  
best work within the time and budget limitation

The final deadline was hurried for a week, made sure the game  
released within target time and target quality. Managed time-  
lines, made sure no deadlines were missed. Our team was the  
only one to finish core components early, and had extra time  
for polishing

Facilitated daily SCRUMs. When critical decisions were made,  
I made sure every team member was up to date and every-  
body was on the same page. Used Pivotal Tracker and Google  
Sheets extensively for managing and tracking the development  
process

Kept the game vision, acted as a producer to make sure  
design goals were never missed. Responsible for writing and  
updating the game design document. Responsible for design-  
ing and implementing VFX

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## Volunteer Experience

### Photographer

P.v.p circuit  
Vancouver, BC, Canada

P.v.p circuit is a free event where people can come and pitch their game ideas in front of an audience and get feedback from industry veterans

I was responsible for photography both for archival and social media purposes

### UI/UX Designer

Bilkent University  
Ankara, Turkey

Designed UI and UX for a social media application as a part of a final project

Designed the Visual identity, logo and the presentation poster for the app

Won best UI and Best presentation as a part of the final project awards

### Poster Artist

Bilkent University  
Ankara, Turkey

Designed posters for various exhibitions and courses for the Bilkent University graphic design department

## Graphic Designer

Reo-Tek  
Ankara, Turkey

### [Company Website](#)

Had a pivotal part in the design of the Museum of Agriculture for Expo 2016

Worked in an interdisciplinary team of 15

Used a mix of waterfall and agile management techniques

Learned to keep excellent communications between different parts of an organization

## September 2015 – May 2016

Worked in designing the Museum of Agriculture as a part of the World Expo 2016 in Antalya, Turkey

Worked with an interdisciplinary team including, architects, industrial designers and programmers. This taught me how to keep effective communications between operations, sales and marketing sides of an organization while continuing to be a creative

My experience in Reo-Tek also taught me to combine agile development with waterfall techniques as we had time and budget limitations but we were also developing software and creative installations

Designed various wayfinding graphics, information kiosks, printed infographics for museums all around Turkey. Designed and implemented a video graphic presentation using projectors which were the centerpieces of Museum of Agriculture in Expo 2016

## Graphic Designer

Liva Restaurant & Patisserie  
Ankara, Turkey

Taken extra responsibility to establish a photography studio with budget and time limitations

Further improved my skills to balance business necessities with creative needs

## May 2016 – July 2016

Designed a food menu with over 300 food and drink items, worked closely with the owner to craft a layout specifically tailored for the needs of the patisserie

Photographed over 300 food and drink items to showcase in the hundred page long menu

Built an in-house photography studio located in the company's premise. Acquired needed lights, soft boxes, and backgrounds for the company's photography studio

Designed and implemented a 3.5 meter by 7 meter installation for the interior of the restaurant

## Graphic Designer

Freelancer  
Ankara, Turkey  
Vancouver, BC, Canada

Keeping the business limitations in mind while coming up with creative solutions

Valuing relations over payments

## October 2016 – Present

Worked for multiple customers with various needs focusing on brand identity, print media, and web design.

My unique value is keeping the clients business limitations in mind and tailoring a creative approach suited for their needs.

Kept excellent communication with clients, always valuing relations over payments. This allowed me to have a steady amount of clients whenever I needed work.