

Sinan Özer

(778) 953 - 2027
sinan.ozier7@pm.me
marvling.github.io

Education

Capilano University (2019 - 2020)

Vancouver BC, Canada

North American Business Management
M.B.A

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

Key Competencies

Proven design experience in Motion design and UI/UX

Experience in working in interdisciplinary teams

Eye for detail

Ability to incorporate new tools, and programming languages into my workflow

Passion for documenting and presenting data

Excellent written and verbal communication skills

1 years' worth of production experience. Our game project won the best game award. My strong emphasis on fostering positive relationships within the team, allowed us to be featured in VFS marketing reel, and Epic Games student games reel 2017

Excellent knowledge on interactive design proven by experience in game development, and interactive motion design.

+5 Years of professional experience in design. I have a strong sense for visual and interactive design proven by experience and my Bachelors degree in Fine Arts.

Excellent understanding of business needs and team building proven by my M.B.A. Combined with my experience as a designer, I can balance creative needs with business requirements.

Passions

Board Games
Graphic Design
Photography
Kayaking

Hoo-Man Studio
North Vancouver BC, Canada

Created 3D illustrations (still and animated) for various websites

Most of my work focused on landing page animations and icon renders. Mostly used Cinema 4D and Arnold renderer.

Worked closely with the owner to create a tailored experience for each unique client. Clients ranged from pharamsuital labs to quantum computing companies.

Proficient Software

Adobe CC Suite
Unreal Engine
Unity
Python 3
JavaScript
Cinema 4D

Used Cinema 4D and Arnold renderer

Worked on interactive illustrations using three.js

For the quantum computing company, used three.js, a JavaScript library, for an interactive look at an animated chip model. Later re-purposed my code to accept any animated model to be viewed in any browser.

Production Manager

February 2020 - April 2020

References

Available upon request

Necromancer Legal
Animated short

yakamoz.io
Vancouver BC, Canada

Managed an animation production with \$10,000 budget

Adapted production to a highly experimental animation process

A comedy animation with experimental machine learning rendering technology.

Responsibilities included; Art direction, managing finances, setting deadlines and tasks for a team of 10. The team consisted of, modelers, concept artist, pipeline engineers, and animators.

Managed communication through all the different branches of the project. Constantly adapted all the aspects of the production to the experimental nature of the project and kept every member informed.

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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

Producer

Mouse Haunt
3D Top-Down Multiplayer Action Game. Unreal Engine

VFS Game Design
Vancouver BC, Canada

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

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

Facilitated SCRUMs. Responsible for; Written works, VFX, Game vision

Graphic Designer

Reo-Tek
Ankara, Turkey

[Company Website](#)

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

Graphic Designer

Liva Restaurant & Patisserie
Ankara, Turkey

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

Graphic Designer

Freelancer
Ankara, Turkey
Vancouver, BC, Canada

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

August 2016 - March 2017

Managed a core team of 6 plus 10 collaborator. Kept excellent communication between core team, and the collaborators, which increased productivity. 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 timelines, our game was the only one to be a part of VFS' marketing reel, and 2018 Epic Games student games reel

Facilitated daily SCRUMs. Used Pivotal Tracker and Google Sheets extensively for managing and tracking the development process

Kept the game vision, made sure design goals were never missed. Responsible for writing and updating the game design document. Responsible for designing and implementing VFX

September 2015 - May 2016

Worked in designing various museums. Designed various wayfinding graphics, information kiosks, printed infographics for museums all around Turkey.

Worked with an interdisciplinary team including, architects, industrial designers and programmers. Kept effective communications between management, content creation, and marketing sides of an organization.

May 2016 - July 2016

Designed and 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

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.