

Sinan Özer

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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

Passions

Board Games
Photography
Kayaking

Proficient Software

Adobe CC Suite
Cinema 4D
Unreal Engine
Python 3
JavaScript

References

Available upon request

Key Competencies

*You are viewing the concise
version of my resume - To see
the full version, click [here](#)*

Highly multi disciplinary designer with 5+ years of design experience and 1 year of management experience. Coming from a traditional graphic design education, combined with a game design experience and an M.B.A.

I am especially passionate about, interactive design, documenting and presenting data, fostering a healthy, collaborative work environment

3D Illustrator

June 2020 - November 2020

Hoo-Man Studio
North Vancouver BC, Canada

Designed, and impeneted abstract 3D animations. Mainly used Cinema 4D and Arnold renderer. I used three.js, a java script library, to design an interactive animation

Production Manager

February 2020 - April 2020

Necromancer Legal
Animated short

Managed an animation production with \$10,000 budget. A comedy animation with experimental machine learning rendering technology.

yakamoz.io
Vancouver BC, Canada

Responsibilities included; Art direction, managing finances, setting deadlines and tasks for a team of 10.

Producer

August 2016 - March 2017

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

Managed a core team of 6 plus 10 collaborator. Our game was the only one in our class to be a part of VFS' marketing reel, and 2018 Epic Games student games reel.

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

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

Graphic Designer

September 2015 - May 2016

Reo-Tek
Ankara, Turkey

Designed projector installations, wayfinding graphics, information kiosks, infographics for museums all around Turkey.

[Company Website](#)

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