

Sinan Özer

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www.marvling.github.io

Education

Capilano University (2019 - 2020)

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

Ability to guide and monitor
progress in a team
environment

Experience in working in
inter-disciplinary teams

Eye for detail

Not afraid of taking extra
responsibility

Passion for documenting and
presenting data

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 companies

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 proven by experience and my Bachelors degree in Fine Arts.

I am a visual thinker with ability to come up with creative solutions when needed. Combined with background in business I have the ability to translate my creative problem solving to production 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 Action 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. Responsible for; Written works, VFX, Game vision

Managed a core team of 6 plus 10 collaborator. Kept excellent 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 timelines, 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 everybody 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 designing 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 including sculptors, architects, programmers and designers

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.