

Sinan Özer

(778) 953 - 2027
sinan.ozier7@gmail.com
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

Ability to guide and monitor
progress in a team
environment

Experience in working in
inter-disciplinary teams

Eye for detail

Passion for documenting and
presenting data

Excellent written and verbal
communication skills

1 years' worth of producing experience. Our final 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 video game production cycles proven by experience with game development and taking courses on management in Capilano University. My education in business management further improved my ability to drive team culture.

5 Years of professional experience in Graphic Design. I have a strong sense for visual and interactive design proven by experience and my Bachelors degree in Fine Arts. Combined with background in business I have the ability to translate my creative problem solving to production needs

Production Manager

March 2020 - Present

Necromancer Legal
Animated short

A comedy animation with experimental machine learning rendering technology.

yakamoz.io
Vancouver BC, Canada

Responsibilities included; Managing finances, setting deadlines and tasks for a team of 10. The team consisted of, modelers, concept artist, pipeline engineers, and animators. Used Omniplan and Excel to track progress.

Managed an animation production with \$10,000 budget

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.

Adapted production to a highly experimental animation process

Producer

August 2016 - March 2017

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

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

VFS Game Design
Vancouver BC, Canada

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

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 game was the only one to be a part of VFS' marketing reel, and 2018 Epic Games student games reel

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

Facilitated daily SCRUMs. When critical decisions were made,

Sinan Özer

(778) 953 - 2027
sinan.ozar7@gmail.com
www.marvling.github.io

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

Established an empowering space for teammembers to create their best work.

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

I made sure every team member was on the same page. 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

[Company Website](#)

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

Worked in an inter-disciplinary team of 15

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. Kept effective communications between management, content creation, and marketing sides of an organization.

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

Graphic Designer

May 2016 – July 2016

Liva Restaurant & Patisserie
Ankara, Turkey

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

Further improved my skills to balance business necessities with creative needs

Designed a menu. 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

October 2016 – Present

Freelancer
Ankara, Turkey
Vancouver, BC, Canada

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

Valuing relations over payments

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.