# Tughan Özer

Game Designer

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#### **Skills**

C#

C++

C

3D Modelling

#### **Software skills**

Unity

**Visual Studio** 

Blender

Photoshop

Krita

**After Effects** 



### **Education**

2020 – present Media Akademie Hochschule Stuttgart Game Design (B.A.)

2017 – 2020 Hochschule Esslingen **Software Engineering and Media Computing** (B.Eng.)

2016 – 2017 Universität Tübingen **Physics** (B.Sc.)

2014 – 2016 FBD Business College Stuttgart

**Vocational Business School** 

University Entrance Qualification with focus on Business Studies

## **Experience**

- Developed the rogue-lite Android mobile game
  "ABEEcalypse". Responsibility for Game Design and
  Programming in group project as part of the study program
- Designing and setting up a tabletop game as Game Designer with rapid prototyping in cooperation with animation- and industrial design students
- Designing and creating a card game for the "Tabletop Simulator"
- CIO Advisory Intern at KPMG Germany in 2019