

More information including  
my latest projects on  
[www.tughan.de](http://www.tughan.de)

# Tughan Özer

## Game Designer



## DEVELOPEMENT SKILLS

C, C++, C#  
3D MODELING

## SOFTWARE EXP

UNITY  
VISUAL STUDIO  
BLENDER  
PHOTOSHOP  
KRITA  
AFTER EFFECTS

## OTH. INTERESTS

HIKING AND TRAVEL  
WINDSURFING  
3D PRINTING  
ART & SKETCHING  
MODDING

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## 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 TUBINGEN**  
PHYSICS - B.SC.
- 2014 – 2016 **FBD BUSINESS COLLEGE STUTTGART**  
HIGHER EDUCATION QUALIFICATION - "HOCHSCHULREIFE"

## PROFESSIONAL EXP

- 02.2019 – 04.2019 **KPMG AG**  
WORKING STUDENT FOR CIO ADVISORY

## GAME DESIGN EXP

- DEVELOPED THE TOWER DEFENSE AND BASE MANAGEMENT PC GAME „*STORMS ECHO*“ IN UNITY.  
RESPONSIBLE FOR VISION KEEPING, GAME DESIGN AND PROGRAMMING IN C-SHARP
- DEVELOPED THE ROGUE-LITE ANDROID MOBILE GAME „*ABEECALYPSE*“.  
RESPONSIBLE FOR GAME DESIGN AND PROGRAMMING
- DESIGNED AND SET UP THE TABLETOP GAME „*TOWER WARS*“ BY USING  
RAPID PROTOTYPING TECHNOLOGIES.  
COOPERATION WITH ANIMATION- AND INDUSTRIAL DESIGN STUDENTS
- DESIGNED AND SHIPPED THE CARD GAME „*SWORD OF DAMOCLES: CONQUER THE WONDERLAND*“  
ON THE STEAM WORKSHOP FOR THE TABLETOP SIMULATOR