Tughan Özer

Game Designer

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> more information including my latest projects on www.tughan.de

Development skills

- C#
- C++
- C
- 3D Modelling

Software experience

- 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
  Higher education qualification ("Hochschulreife")

Professional experience

- 2019   KPMG AG Deutschland
  Working student for CIO Advisory

Game design experience

- Developing the TD & base management **PC** game "Storm's Echo" in Unity. Responsible for **Vision Keeping**, **Game Design** and **Programming** in C#

- Developed the rogue-lite **Android** mobile game "A*BEE*calypse". Responsibility for **Game Design** and **Programming** in group project as part of the study program

- Designed and set up a **tabletop game** as the **Game Designer** by using rapid prototyping technologies. Cooperation with animation- and industrial design students

- Designed and created a card game for the "Tabletop Simulator"