

More information including
my latest projects on
www.tughan.de

Development Skills

C, C++, C#

Software EXP

Unity
Visual Studio
GIT
Blender
Photoshop
Krita

Interests

Gamejams
Pen-&-Paper
Art and concept art
3D Modeling
3D printing
Hiking and travel

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Tughan Özer

Game Designer



Education

- Game Design - B.A.
2020 – 2023 **Media Akademie Hochschule Stuttgart**
- Software Engineering and Media Computing
2017 – 2020 **Hochschule Esslingen**
- Physics
2016 – 2017 **Universität Tübingen**
- Higher Education Qualification – “Hochschulreife”
2014 – 2016 **FBD Business College Stuttgart**

Professional EXP

- 08.2022 – 10.2022 (3m) **Fraunhofer IPK**
Internship Extended Reality
- 04.2022 – 07.2022 (3½m) **Zockrates Laboratories UG**
Internship in C# programming in Unity
- 02.2019 – 04.2019 (2m) **KPMG AG**
Internship for CIO advisory

Development EXP

- Multiple gamejam projects. E.g. „Sorrowland“
Responsible for C-Sharp programming in Unity.
- 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.