More information including my latest projects on
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   UNIVERSITAT 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