

# 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

- 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 “ABEEcalypse”. 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”
- CIO Advisory Intern at KPMG Germany in 2019