

TUANA BIÇAKCI

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[Portfolio](#) / [Linkedin](#) / [Github](#)

SKILLS & QUALIFICATIONS

Programming | JavaScript • HTML • CSS • TypeScript • Java • Python • C

Frameworks, Libraries, and Databases | React.js • Node.js • Next.js • Tailwind • MongoDB • Streamlit

Development Tools & Environment | Git • GitHub • Visual Studio • JetBrains IDE

Applications | Blender • Substance Painter • Unreal Engine 5 • Unity

Other | Figma • Illustrator • Photoshop • Premiere Pro • After Effects • Adobe XD • Procreate • Krita • Ableton

Languages | English | Fluent • Turkish | Fluent • French | Beginner

EDUCATION

Concordia University

2021-2025

Bachelor of Computer Science Double Major in Computation Arts

- Cumulative GPA: 3.3; Dean's List 2022-2023
- Behaviour Interactive Research Chair Grant
- C&R Renaud In-Course Bursary

GAME PROTOTYPES & COMPETITIONS

The Lemon Game

February 2025

- Collaborated with Kira Fountain on **The Lemon Game**, a whimsical experimental game where players are tasked with making lemonade but are encouraged to explore and experiment with various tools and actions in the kitchen.
- Designed 3D environments and assets using **Blender** and **Substance Painter**, creating a cozy, warm-colored kitchen environment to enhance the game's atmosphere.
- Conducted playtests, gathered feedback, and made improvements to enhance user experience and gameplay clarity based on player responses.

Core competencies: Blender, Substance Painter, Unity

Starlit Catch

November 2024

- Created a cozy, atmospheric fishing game for **GAMERella 2024** within **36 hours**, aligning with the theme "**Hearth**" to evoke warmth and relaxation.
- Designed and modeled the **3D environment and props** using **Blender** and **texture atlases**, crafting a serene cottage and tranquil lakeside setting.

Core Competencies: Blender, Substance Painter, Unity

Academic Weapon

August 2024

- Developed a **stylized 3D art style** for a high-stakes exam stealth game, created in **48 hours** for **NAD Creative Jam 2024**, based on the theme "**Disappear**."
- Designed and modeled **characters, props, and the exam room environment** using **Blender** and **Substance Painter** to enhance the game's tense yet playful atmosphere.

Core Competencies: Blender, Substance Painter, Unity

WORK EXPERIENCE

Genetec

Montreal, Canada

Software Developer Intern

Sept 2024 – Dec 2024

- Developed and maintained front-end components for Genetec's online help systems, including TechDoc Hub, Genetec Developer, and product web helps, using **JavaScript, HTML, and CSS**.
- Implemented the Technical Assistance Center page based on Figma mockups, ensuring responsive design.
- Built a document filtering system for the homepage, enhancing content accessibility.
- Worked with **Fluid Topics** and its **REST APIs** for dynamic content fetching and content management
- Assisted in website localization using **XML authoring**, enabling multilingual support for global accessibility
- Worked in a team of 40 people, reporting to my team lead and managers with weekly meetings.

Core Competencies: JavaScript, HTML, CSS, REST APIs, Azure DevOps, Fluid Topics, LESS, Kanban, Figma, Git, Confluence, Agile & Scrum

dormakaba Americas

Montreal, Canada

Digital Marketing Intern

May 2024 – Aug 2024

- Developed and maintained responsive websites and landing pages using **WordPress, Elementor Pro, HTML, and CSS**, optimizing user experience and design consistency.
- Collaborated with design teams to convert **Figma** mockups into functional website components, ensuring alignment with brand guidelines.
- Assisted in email marketing campaigns using **Campaign Monitor, HTML, and CSS**, designing marketing email templates to improve communication within internal emails.
- Analyzed social media platforms such as **LinkedIn** to create and schedule targeted posts, resulting in increased engagement with followers

Core Competencies: Wordpress, Elementor, HTML, CSS, JavaScript, VistaSocial, Contentful, Adobe Creative Suite, Figma, BrandHub, Campaign Monitor, Salesforce, Monday.com

VOLUNTEER WORK

Vice President Creative / Lead Artist

Sept 2022 – Jan 2025

Concordia Game Development Club, Montreal, QC

- Collaborated with the club's leadership team to develop event schedules, coordinate logistics, and set achievable milestones for successful event execution.
- Worked closely with the Artist team to create visually appealing promotional materials, maintain the club's brand consistency and designing the club's mascot, R.DIA.