TUANA BIÇAKCI

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[Portfolio](#) / [Linkedin](#) / [Itch.io](#)

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
- GAMERella PRESS START Mentorship Program

GAME PROTOTYPES & COMPETITIONS

Academic Master(UdeM Scientific Game Jam Winner of 'Best Theme')   **May 2025**

- Created a *Plague Inc.*-**style game** where you play as a teacher collecting Focus Points to teach students and upgrade the classroom, developed under the **24-hour "Behaviorism and constructivism"** theme.
- Modeled **low-poly students, a teacher, and classroom furniture and decorations** in **Blender.**
- Textured all assets using a single **texture atlas** for optimization.
- Imported assets into **Unity** and handled set dressing for an **isometric classroom** environment.

Core competencies: Blender, Substance Painter, Unity

Debug City(Ubisoft Gamelab 2025 Winner of "Best User Experience")   **January 2025-May 2025**

- Developed a **vaporwave-style puzzle game** where players enter a computer and use portals to destroy viruses.
- Modeled **low-poly buildings, roads, and modular platforms** in **Blender.**
- Created a custom smart material for concrete in **Substance Painter** for consistent texturing.
- Designed **shaders** in **Unity** for portals and glowing neon LED elements.
- Handled all set dressing and lighting to achieve a balanced vaporwave neon aesthetic.

Core Competencies: Blender, Substance Painter, Unity

Sleepy Haven Hotel   **December 2024**

- Created a **narrative-driven game** set in a hotel where runaways receive new identities.
- Modeled **low-poly characters, furniture, and modular environment** assets in **Blender.**
  Designed a custom smart material in **Substance Painter** using MatFx Comic Book and grunge filters to achieve a comic book style.
- Imported all assets into **Unity**, managing full map design, set dressing, and lighting.

Core Competencies: Blender, Substance Painter, Unity

Starlit Catch (GAMERella Game Jam 2024)   **November 2024**

- Created a cozy, atmospheric **fishing game** for GAMERella 2024 within **36 hours**, following the theme "Hearth."
- Modeled **low-poly foliage, a cottage, a campfire, and a pier** in **Blender.**
- Textured all assets using a single **texture atlas** for optimization.
- Imported assets into **Unity a**nd designed the terrain with Unity's **terrain tools.**
- Added **particle systems** for the campfire, fireflies, and smoke to enhance ambience.

Core Competencies: Blender, Unity

WORK EXPERIENCE

Universite de Montreal-EduQlasse Interactive Lab   Montreal, Canada
3D Generalist/2D Artist   June 2025 – ongoing

- Developing a game where players take on the role of a teacher designing the best classroom for their students' needs.
- Modeled classroom furniture, modular walls, and floors in Blender.
- Textured assets using Substance Painter.
- Created 2D sprites for teacher character creation, including face, eye, mouth, and nose shapes.
- Imported all assets into Unity for integration and testing.

Core Competencies: Blender, Unity, Substance Painter, Procreate

Genetec   Montreal, Canada
Software Developer Intern   May 2025 – August 2025

- 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

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.