



# Oğuzcan Taşkın

Game and Level Designer

## Contact

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## Education

- **History**
  - Middle East Technical University
  - Ankara / Türkiye
  - 2020 - 2026

## Skills

- Storytelling
- Worldbuilding
- Cinematography
- Level Design
- Narrative Design
- Mechanic Design
- Unity
- Unreal Engine
- Blender

## Languages

- English / C1
- Turkish / Native

## Summary

Junior game and level designer with hands-on experience across mobile, PC, and indie game development. Skilled in game, level design and prototyping. Across multiple mobile game studios, I researched market trends, designed hybrid-casual puzzle games. Passionate about crafting games with great worlds and stories, demonstrated through personal projects.

## Experience

- **Game and Level Designer Internship, Hyperlab** | Oct 2025 - Jan 2026
  - Contributed to the ideation process
  - Designed hybrid-casual puzzle game levels
- **Game Design Internship, UDO Games** | Jul 2025 - Aug 2025
  - Prototyped of mobile game mechanics
  - Researched market trends to inform design decisions
  - CardTower GDD
- **Board Member of Animation, METU GATES** | Aug 2024 - Jun 2025
  - Organized events that help people understand the animation process
  - Conducted interviews with professionals from the animation field
- **Game Design Internship, EasyClap Games** | Jul 2024 - Sep 2024
  - Created and updated game design documents
  - Helped creating the game world
- **Game Designer, Pre-Incubation Center, METU TEKNOKENT** | Feb 2024 - May 2025
  - Designed narrative and story for a game project
  - Created characters and their backstories

## Projects

- **Lead Game Designer, LifeAway** | Feb 2026 - Present
  - A Balatro-inspired Match3 roguelike
  - Designed roguelike elements and balanced game economy
- **Lead Game and Narrative Designer, Outage** | Jan 2025 - Present
  - A PSX psychological horror game
  - Designed gameplay and wrote general storyline
- **Game Designer, OverGrown** | Oct 2024
  - Lovecraftian management and simulation game
  - Responsible for mechanic design and core gameplay loop
- **GMTK, Dance of Destruction** | Aug 2024
  - The theme is "Built to Scale"
  - Designed game mechanics and wrote quests
- **Director & Screenwriter** | Oct 2019 - Present
  - Wrote and directed personal short film projects
  - Developed scripts from concept to final draft