



# Oğuzcan Taşkın

Game Designer, Historian

## 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

## About Me

Game Designer with a strong interest in building mechanic-driven systems and thoughtful player experiences. I enjoy shaping gameplay from early ideas into clear, structured loops through iteration and prototyping. I value collaboration and enjoy working at the intersection of design, narrative, and technical implementation to create cohesive and engaging experiences.

## Experience

- **Indie Director and Screenwriter**
  - Cinematography
  - Lighting
- **Pre-Incubation Center (ATOM) at METU TEKNOKENT**
  - Narrative Designer
  - Character Creation
- **GMTK Game Jam 2024**
  - Creating game mechanics
  - Level and Quest Design
- **Game Design Internship, EasyClap Games**
  - Created and updated game design documents
  - Helping creating the game world
- **Board Member of Animation at METU GATES**
  - Organizing events that help people understand the animation process
  - Conducting interviews with professionals from the animation field
- **Game Projects**
  - **Group Project - OverGrown**
    - Development in Unity
    - Mechanic Design
  - **Personal Project - Where is Azrael?**
    - Dialog System
    - Boss Fight
    - Environment Design
- **Game Design Internship, UDO Games**
  - Prototyping of mobile game mechanics
  - Researched market trends to inform design decisions
  - CardTower GDD
- **Game and Level Designer Internship, Hyperlab**
  - Contributed to the ideation process
  - Hybrid-casual puzzle puzzle game level designs