

# TRISTAN ÖZKAN

## Technical Designer and Game Programmer

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### OBJECTIVE

Technical Designer and Game Programmer looking for a summer internship or contract work in Game Design

### WORK EXPERIENCE

#### Technical Designer • Games for Entertainment and Learning Lab

2017 – Present

- Lead Designer and Game Programmer on Quantum 3, an educational match-3 puzzle game where fun meets quantum physics! Funded by the National Science Foundation
- Client-work with MSU's Computational Mathematics, Science, and Engineering department as well as the Department of Physics and Astronomy to create a game that appeals to young people while teaching fundamental physics
- Project and team management

#### Game Design Instructor • Michigan State University Media Summer Camps

2018

- Instructor for the Two Week Game Design camp for middle and high school students
- Taught game development in Unity, including C# programming and design lectures
- By the end of the first week, students could develop their own games in Unity

### EDUCATION AND TRAINING

#### Michigan State University • 2014 – Present

- Bachelor of Science in Computer Science
- Game Design and Development Minor – MSU's program is ranked #7 in the world by Princeton Review
- Philosophy Minor

#### Dale Carnegie Course • 2017

- Award-winning course founded by Dale Carnegie, author of *How to Win Friends and Influence People*
- Certified training in Human Relations, Leadership, and Effective Communication
- Rated in the Top 20 Leadership Training by TrainingIndustry

### TECHNICAL SKILLS

- |                  |                   |                    |
|------------------|-------------------|--------------------|
| • C++ (4 yrs.)   | • Python (2 yrs.) | • Java (1 yr.)     |
| • C# (2 yrs.)    | • HTML (2 yrs.)   | • PHP (1 yr.)      |
| • Unity (2 yrs.) | • CSS (2 yrs.)    | • Microsoft Office |

### GAME DEVELOPMENT SKILLS

- |                      |                     |                         |
|----------------------|---------------------|-------------------------|
| • Project Lead       | • Systems Design    | • Iterative Game Design |
| • Project Management | • Level Design      | • Game Feel             |
| • Client Work        | • Rapid Prototyping | • Intuitive Mechanics   |

### ACHIEVEMENTS/CERTIFICATIONS

- Received the Dale Carnegie Leadership Award for giving the best talk during the leadership week.
- Dale Carnegie Course 100% Attendance and Completion
- Published a Proceeding of Science titled *Quantum 3: Learning QCD through Intuitive Play*