

# VOLKAN HACITAHİROĞULLARI

Game Designer

## Profile

I am interested in video games, from how they are made and played to who plays them. I enjoy coordinating a project and dealing with the resources I am given.

## Contact

☞LinkedIn/volkanhto  
+90 (542) 763-0402  
volkanhto@gmail.com  
☞Itch.io/volkanhto  
☞GameJolt.com/@volkanhto

## Academic Qualifications

### MA IN GAME & INTERACTION TECHNOLOGIES

Istanbul Technical University, Turkey (2018-Present)

Masters Thesis: "Cognitive Expressions of Tactical Strategy Players Related To Choice Making"

### BSC IN COMPUTER ENGINEERING

Istanbul Kultur University, Turkey (2012-2016)

Honours Thesis: "Gaming Based Education for Preschool Students Using Microsoft Kinect"

## Projects

### SWORD OF THE SAMURAI

Turn-based tactical action game set in 15th Century Japan with strategy layer where the player chooses their own narrative.

### BUMPER CHASE

Hyper casual rhythm game where 4 cars in a formation are controlled using only the bumper and trigger buttons.

### CATALIZOR

Top down action game where the player controls the catalizor that attacks the immune system and carries the viruses that are generated from them to other cells.



- Birthday - 03/08/1994
- Drivers License - B
- Military Service - Postponed (01/2022)
- Languages - TR & EN (Bilingual)

## Skills

- Unity - Unreal Engine 4
- Adobe Photoshop - Microsoft Office
- Blender - 3DS Max - Maya - Substance Painter

## Experience

### BAHÇESEHIR UNIVERSITY

Research Assistant (Mar 2020 - Present)

Responsible of day to day operations, coordination and research projects of the Digital Game Design department of Bahçeşehir University.

### NOWHERE STUDIOS

Game Designer (Dec 2019 - Feb 2020)

Worked as a Game Design Intern for the upcoming life-sim game Circadian City. Worked on UI and Level Design as well as Unity Scene Editor.

### ARGELA TECHNOLOGIES

Summer Intern (R&D) (Jun - Aug 2015)

Worked in the R&D department of the development team working on Wirofon. I was tasked with using software testing applications such as Appium and Robolectric to create an automated software testing framework to be used on UI and unit testing to speed up the development cycle.

## Extra-Curricular Activities

### ITU GAME DESIGN & DEVELOPMENT CLUB

President (Jan 2020 - Present)

Vice President (May - Dec 2019)

Working as the President of the student club and have worked as the education supervisor, handling the day to day operations of the educational workshops.

### IKU IEEE STUDENT BRANCH

VP of the Broadcasting & Media Committee (Mar 2014 - Mar 2015)

Worked as the social media promoter, publisher, and consultant of the entire student branch, handling the Facebook, Twitter, and Instagram accounts, publishing event marketing material as well as coordinating post event photography release.