

TRISTAN ÖZKAN

Technical Designer and Game Programmer

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WORK EXPERIENCE

Technical Designer • Games for Entertainment and Learning Lab

2017 — Present

Quantum 3

- Project Lead on *Quantum 3*, an educational match-3 puzzle game where fun meets quantum physics! Funded by the National Science Foundation
- Designed and implemented gameplay systems and level progression through *Quantum 3*'s release on the AppStore and GooglePlay
- 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 a younger audience to better teach them about fundamental physics

Brain Powered Games - Africa

- Project Lead on *Brain Powered Games - Africa*, a series of minigames built to test and improve the cognitive functions of HIV exposed children in Africa
- Redeveloped original games from 2013 initially created for psychological research
- Traveled to Uganda to field test the games and train local researchers

Teaching Assistant • Michigan State University Department of Media and Information

2019

- Teaching Assistant for MI497 - Game Design Studio taught by Professor Jeremy Gibson Bond
- Assisting teams of 8-10 students on semester long game projects
- Providing advice on production, design, and programming throughout the semester

EDUCATION AND TRAINING

Michigan State University • College of Engineering

Expected Graduation: May 2020

2014 — Present

- Bachelor of Science in Computer Science
- Game Design and Development Minor — This minor is the #7 ranked undergraduate program in the world for game design

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# | • Unreal Engine | • CSS |
| • C++ | • Python | • Java |
| • Unity Engine | • HTML | • PHP |

GAME DEVELOPMENT SKILLS

- | | | |
|-------------------------|---------------------|-------------------------|
| • Small Team Leadership | • Systems Design | • Iterative Game Design |
| • Project Management | • Level Design | • Game Feel |
| • Client Interactions | • Rapid Prototyping | |

ACHIEVEMENTS/CERTIFICATIONS

- Received the Dale Carnegie Leadership Award for giving the best talk during the leadership week.
- Published a Proceeding of Science titled *Quantum 3: Learning QCD through Intuitive Play* for the 36th Annual International Symposium on Lattice Field Theory