

# TRISTAN ÖZKAN

## Technical Designer and Game Programmer

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### WORK EXPERIENCE

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

2017 – 2020

##### *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 App Store and Google Play
- 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
- Assisted teams of 8-10 students on semester long game projects
- Provided advice on production, design, and programming throughout the semester

### EDUCATION AND TRAINING

#### Michigan State University • College of Engineering

2020

- 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 by The Princeton Review

#### 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#  | • Unity Engine  | • HTML/CSS |
| • C++ | • Unreal Engine | • Java     |
| • C   | • Python        | • 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 36<sup>th</sup> Annual International Symposium on Lattice Field Theory