Ayca Ozturk

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Level Designer

- Dual degree holder: Master's in Videogame Urbanism from UCL and Bachelor's in Architecture.
- Skilled in creating visually appealing and engaging video game levels.
- Proficient in 3D modeling from reference photos, including standalone and modular assets.
- Effective communicator, adept at maintaining team morale during stressful projects and tight deadlines.

SKILLS

Softwares: Adobe Creative Suite, AutoCAD, Autodesk 3ds Max, Autodesk Revit, Blender, Davinci Resolve,
Unreal Engine 5, Z brush

Strengths : 3D Modeling, Cohesive Design, Collaboration, Communication, Delivery on time, Different Studio
Experience, Experience with Blockouts, Focused, Goal Oriented, Passionate Gamer, Planning, Quick Learning

Programming Languages: CSS, Html, Python

WORK EXPERIENCE

Volunteer Lead Level Designer, Project Manager • Part-time

Friendly Piranhas Studio   **Remote • 03/2024 - Present**

- Overseeing the entire project, especially the level design team.
- Give feedback to the level design team for levels to fit the story and concept art better.
- Leading kick-off meetings and creative reviews, improving creative standards and streamlining the creative development process.

Intern Architect • Internship

De-May Architects   **Ankara, TR • 06/2020 - 08/2020**

- Collaborated with a large design team to create and integrate innovative features, enhancing the quality and competitiveness of our projects
- Utilized passion for game design to continuously grow personal and professional skills, focusing on 3D modeling techniques and furthering understanding of urban design principles, which will be invaluable when crafting immersive levels for games.

Intern Architect • Internship

Alexandria Troas Archeological Site   **Canakkale, TR • 06/2018 - 08/2018**

- Utilized various 3D modeling and auto-generating software tools to accurately depict intricate archaeological structures.
- Incorporated site analysis and input from archaeologists to meticulously render "finished" versions of archaeological findings, primed for inclusion in published works.
- Analyzed optimal visitor interaction pathways for site exploration, developing a comprehensive roadmap. This experience inspired the integration of similar strategies into my level design approach.

EDUCATION

Master's Degree in Videogame Urbanism

University College London   London, UK • 09/2022 - 09/2024

- Focused on level design during my master's course, specializing in Unreal Engine 5.
- Developed proficiency in designing environments and creating standalone as well as modular assets.
- Collaborated with my team to create two small games, with a particular emphasis on construction and building mechanics.

Bachelor's Degree in Architecture

Eskisehir Osmangazi University • GPA: 3.46   Eskisehir,TR • 09/2016 - 07/2021

- Focused on large-scale urban projects during my bachelor's, crafting engaging public spaces for future level designs.
- Enrolled in various urban design courses, exploring applications in video game environments.
- Recognized urban cityscapes as inspiration for enhancing multiplayer game dynamics.