

DENİZ OLÇAYCAN

GAME DESIGNER



CONTACT

- +90 531 368 67 04
- denizolcaycan@gmail.com
- Ankara/Türkiye
- denizolcaycan.com

ABOUT ME

My background in industrial design allowed me to transfer my creative problem-solving skills to the field of game design. I have experience in game development at various scales, from independent projects to studio productions. By complementing my academic research on game cultures and mechanics design with industry experience, I am building an interdisciplinary production language.

PROFESSIONS

- Game Literature and Design
- Design Focused Thinking
- 3D Modeling
- Character and Object Animation
- Interdisciplinary Thinking
- Research Focused Approach
- Project Management

DENEYİM

- GAME PRODUCER**
Nice Deal Games | Present
 - Managed the project and production process of 'Le Paysan,' a game I own.
- GAME PRODUCER**
RoR Entertainment | 1 year
 - Managed the project and production process of 'Project Space Rogue,' a game I own.
- GAME DESIGNER**
Labor Bilişim | 2 year
 - Served as a Game Designer on the 'WITMINA' project.
- INDUSTRIAL DESIGNER**
IMD Mimarlık | 2 year
 - Worked on the restoration of "Kiremithane Restaurant", a business located in a historically restored Mersin house, and managed the project processes for custom furniture and decorations produced for the venue.

EDUCATION

- GAZİ ÜNİVERSİTESİ-MASTER**
Industrial Design - Game Studies
2025-
- GAZİ ÜNİVERSİTESİ-LICENSE**
Endüstriyel Tasarım
2017-2021

SERTİFİKALAR

- **CALIFORNIA INSTITUTE OF THE ARTS**

Game Design Fundamentals
Game Narration Design
Character Design

- **GOOGLE GAME ACADEMY**

Game Design and Produce

- **ISF ANIMATION ACADEMY**

3D Motion and Animation

EXAMS

- **ALES**

Sayısal 85
Sözel 80
Eşit Ağırlık 83

- **YÖKDİL**

73

- **ACADEMY SCORES**

License 3.03/4
Master (present) 3.60/4

WEBSITE

www.denizolcaycan.com

