

DENİZ OLCAYCAN

GAME DESIGNER



CONTACT

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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

EDUCATION

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

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.

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

