

Can Kahyaoglu

Game Designer, Level Designer, Interaction Designer

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Date of birth: Jan 18, 1996

Nationality: Turkish

OBJECTIVE

Gaming, design, technology, creating and combining interesting concepts from variety of subjects, had always been enticing to me. From science high school to industrial product design major, two years of designing games, plus the 20 years of gaming; I am filled with inspiration and looking forward to create experiences for everybody to enjoy.

I excel at playing to my strengths and do the best with what I have, and simultaneously grow for the future endeavors. I intend to focus on growth in knowledge and connect experiences with the world, using interactive design. Perspectives and ideas are worth sharing, and gaming is the ultimate medium to do so.

EXPERIENCE

Germany Remote
2022 - Present

Freelance Content Developer

realworld one

Developing VR experiences on Unreal Engine 4

Turkey
2020 - 2022

Game Developer/Game Designer

Stratera Games

Freelance Game Designer & Game Developer

- Working on PC games for Steam.
- Pitching design ideas with working prototypes.
- Consistently met my short and long-term targets.

Turkey
2021 - 2021

Audiovisual Designer

Büyük Ev Ablukada

Freelance Digital Stage Designer & AV Show Developer

- Programmed an AV interface for live concerts
- Designed interactive visuals for onstage led screen
- Demonstrated in five events

Istanbul, Turkey
2019 - 2019

Intern Designer

Simsoft Computer Technologies

- Worked on various gamification projects as well as educational simulation games.
- Represented the company in Istanbul Game Technologies Fair.
- Proactively participated in meetings and helped create new practices.

Istanbul, Turkey
2016 - 2016

Intern 3D Artist

TAKA Yacht

- Worked on 3D modelling for the yacht interiors.
- Learned technical drawing in action.

EDUCATION

Istanbul, Turkey
2014 - Jun 2019

Industrial Product Design

Kadir Has University

Bachelor of Arts

- GPA: 3.31
- Learned 3D modelling, product design, game design, teamwork and presentation skills, technical design and more.

Den Haag, Netherlands
2017 - 2018

Erasmus Programme

The Hague University of Applied Sciences

Industrial Design Engineering

- GPA: Graduate Level Proficiency Proven
- Participated in variety of team projects with international students.
- Worked as expo event designer.

Istanbul, Turkey
2010 - 2014

Science High School Degree

FMV Erenköy Isık Science Highschool

- Grade: 86,43
- Built a foundation for critical thinking. Understanding of physics and geometry and math helped me a lot along the way during my design career.

SKILLS

- Unreal Engine 4
- UE4 Blueprint Scripting
- Level Design
- Gameplay Design
- Concept Design
- Unreal Engine 4: Niagara
- Photoshop
- Rhinoceros 5
- Teamwork
- Problem-Solving
- Handling conflict

LANGUAGES

English
Advanced

Turkish
Native