

Ataberk URAN

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EDUCATION

DePaul University

Bachelor of Science in Game Design

Chicago, IL

2017 - 2020

Selected Coursework: Fundamentals of Game Design, Advanced Game Design, Topics in Game Design, Introduction to Level Design, Advanced Level Design, Game Development I, Game Development II, Intro to Game Production, Evolution of Games, The Business of Games, Game Modification Workshop, 3D Design & Modeling, 3D Animation, Game Sound Design I, Expressive Game Audio Scripting, Practical Scripting for Games, Screenwriting, The Art of Storytelling, Visual Design.

EXPERIENCE

DePaul Originals Game Studio

Shadow That Pervades

Chicago, IL

September 2019 - Present

Lead Level Designer

- Managed a team of students that made the city level for the game from scratch in 10 weeks using variety of tools such as Unreal Engine 4, Maya, Substance Painter, and Perforce.
- With old city level in mind, worked on complete overhaul and redesign for the city space of the game.
- Worked on modeling, light, level sequencer, and story design of the level to increase the player engagement and keep the space more interesting.
- Applied many different game design elements such as verticality and exposition, utilized different level design techniques throughout the creative vision of a Chicago inspired City level.
- Troubleshooted blueprint errors in C++.
- Playtested the game and gave feedback to the team for further improvements

PROJECT

Duel It Yourself, Global Game Jam '20

Game Designer, 3D Modeler, Environment Modeling

Chicago, IL

January 2020

Goal: Creating a coherent game that included the Global Game Jam 2020's theme which was "Repair" in the span of 3 days from scratch.

- Started as a Global Game Jam project as a two-player western style duel in space where you need to rebuild your weapon quickly, aim and fire.
- After Global Game Jam we wanted to work more on the project therefore we decided to carry it into the Unreal Engine 4 from Unity and make it a VR Game.
- During the VR project, mainly worked on Environment Modeling, and did design tweaks as well as balance for the game.

The Hypermasculine Unicorns of Anarchy, Indies vs PewDiePie Game Jam

Game Designer, Story Design, Character Design

Istanbul, Turkey

November 2014

Goal: The game I made with a team of 4 for the Indies vs PewDiePie Game Jam.

- Completely made in Unity.
- We wanted to make a really absurd and fun game for the PewDiePie to play it. Therefore, came with the concept of Motorcycle gang riding Unicorns.
- Live streamed the whole time of development in Twitch.Tv.
- At the end of the jam, PewDiePie (which he has 107M Subscribers currently) played our game for one of his videos which currently sits around 9,250,000 views on his YouTube Channel.

SKILLS

Languages: English (fluent), Turkish (native), German (Basic).

Game Design: Level/Environment Design (Expert), Game Balance (Expert), Storyline Design (Expert).

Game Engines: Unreal Engine 4 (Expert), Unity 3D (Advanced), Game Maker Studio 2 (Advanced), Core Game Engine (Advanced).

3D Modeling and Animation Softwares: Maya (Expert), Blender (Advanced).

Version Control: Git (Advanced), Perforce (Expert).

Certificate: Citi Program Institutional Review Board (IRB) Certificate.