

OKAN ATAÇ

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Education

Futuregames Warsaw

2024 - Present

Advanced Game Design Program

Warsaw, Poland - Istanbul, Turkey

- Currently enrolled in a specialized game design program focusing on technical and systems design.
- **Relevant Topics:** Systems Design, Technical Game Design, Level Design, AI for Games, Multiplayer Design, Quality Assurance and Optimization.

Bahçeşehir University

2020 - 2024

B.A. in Digital Game Design

Istanbul, Turkey

- GPA: 3.5/4.0
- **Relevant Classes:** Game Design I and II, Intro. to Programming, Game Analysis, Game Engines, Storytelling, Game Development I and II, Level Design, Psychology for Games, Cinematography, Gamification, Journalism, Writing for Games, Game Development Applications.

Bilkent University

2019 - 2020

American Culture and Literature

Ankara, Turkey

Work Experience

Momosh Studios

Aug 2023 - Sep 2023

Game Designer & Developer

Remote

- Solo designed and developed the game 'Idle Survivor - TD'.
- Supervised by a team of designers and programmers.
- Conducted playtesting sessions and iterated on feedback to improve game design and successfully shipped the game.

Projects

Dead Sector

Jan 2025 - Feb 2025

Lead Quest and Narrative Designer, Level Design Associate

- Designed the game's narrative structure, including the core storyline, quests, environmental storytelling, and all in-game text (text logs, mission briefings, and dialogues). Directed and supervised the intro and outro cutscenes, aligning character and art direction with the narrative. Additionally, took on early level design responsibilities, creating 2D mock-ups and iterating based on team feedback.

Photon Dash

Oct 2024 - Nov 2024

Gameplay Designer

- Balanced and iterated on high-speed, momentum-based platforming mechanics to enhance player control and responsiveness. Designed and implemented "death" mechanics using real-time post-process effects for immersive player feedback. Contributed to level design with a wave-based obstacle system that enhanced pacing and skill expression. Provided movement and control refinements, optimizing jump timings and obstacle placements for a more fluid and engaging experience.

COALESCENCE (Alpha Build ver. 2)

Mar 2024 - Jun 2024

Project Lead, Lead Game Designer & Developer and Writer

- Enhanced the previous build of COALESCENCE with improved mechanics and action-oriented gameplay using Unity, featuring improved mechanics from the previous build, shifted to action-oriented gameplay, enhanced weapons and enemies, and better game flow and pace.

COALESCENCE (Alpha Build)

Nov 2023 - Feb 2024

Project Lead, Lead Game Designer & Developer and Writer

- Created a survival-horror game set in a brutalist structure on a Hycean planet using Unity, featuring classic survival-horror mechanics, limited inventory space, item combinations, item examinations, keypad puzzles, multiple weapons with procedural recoil and animations, and different enemy types with multiple states and animations.

Idle Survivor - TD

Aug 2023 - Sep 2023

Solo Designer & Developer

- Created an idle tower defense game for Android during an internship using Unity, combining rogue-like mechanics from Vampire Survivors with the tower defense genre.

VR Cruel Hitman

Apr 2023 - Jun 2023

Lead Game Designer & Developer

- Created a VR shooter game inspired by Hitman games for a class project using Unreal Engine 5, featuring multiple weapons and a single immersive-sim level.

A Rudimentary Idle Game

May 2023 - Jun 2023

Solo Designer & Developer

- Developed an idle game for a programming class to showcase programming abilities using Unity, featuring grid generation, grid highlighting, resource generation, and save/restart functionalities.

1010! Mobile Game Clone

Apr 2023

Game Designer & Developer

- Developed a simple clone of the 1010! Block Puzzle Game to learn various software design patterns using Unity, focusing on software architecture and implemented MVC, Factory, and Observer design patterns.

Untitled King's Field Inspired Game

Jan 2022 - Feb 2022

Lead Game Designer & Developer and Writer

- Created a first-person RPG inspired by King's Field for a class final using Unity, featuring melee combat, spell combat, health and mana systems, different enemy types, and an inventory system.

MUTINY

May 2021 - Jun 2021

Lead Narrative & Game Designer and Writer

- Created a psychological horror visual novel with branching storylines and immersive visual effects using Unity, featuring multiple endings, visual effects, and music simulating mental dissociation.

Night Club Tabletop RPG

Nov 2020

Lead Writer & Game Designer

- Created a comprehensive rulebook and world-building documents for a dystopian cyberpunk setting, featuring card-based skill checks, world-building documents, and a core rulebook.

Night Club RPG Text-Adventure

Nov 2020

Game & Narrative Designer and Writer

- Designed a branching narrative structure with multiple endings and developed character dialogues and storylines that enhanced player engagement using a C# Console Application with multiple endings, branching dialogue options, and different selectable characters.

Skills

Programming Languages: C#, C++

Game Engines: Unity, Unreal Engine

Tools: Unreal Engine Blueprints, Ink/Inky, Twine, Ren'Py, Microsoft Office, Miro, Trello, Git, Sourcetree

Interests

- Tabletop RPGs, Game Modding, Emergent Gameplay Systems, Immersive-Sim, Stealth Games, Fighting Games, Horror, Arthouse Cinema