Ataberk URAN

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EXPERIENCE

Snapshell   **Chicago, IL**
Shoot House   April 2021 - Present
Game Designer
- Designed a Shoot House, a game made for gun ranges, in which people can bring their own guns to the range and practice their shooting in a gameified environment.
- Designed the layout for the shoot house setting and implemented the layout in Unity Game Engine.
- Implemented a rail system in the game and created multiple rail systems throughout the level to increase the variation each time you play the game.
- Worked closely with other designers as well as the people from the gun range to deliver the best experience to the customers of the gun range.
- Throubleshooted the design flaws, playtested in a custom-made place for further improvements and overall game feel.

DePaul Originals Game Studio   **Chicago, IL**
Shadow That Pervades   September 2019 - June 2020
Lead Level Designer
- Managed a team of students that made the city level for the game from scratch in 10 weeks using a variety of tools such as Unreal Engine 4, Maya, Substance Painter, and Perforce.
- With the old city level in mind working on a 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.

PROJECTS

Duel It Yourself, Global Game Jam '20   **Chicago, IL**
Game Designer, 3D Modeler, Environment Modeling   January 2020
- Designed a Global Game Jam project, a two-player western-style duel in space where you need to rebuild your weapon quickly, aim and fire.
- After Global Game Jam my team wanted to work more on the project therefore we decided to design and build a VR game in Unreal Engine 4.
- During the VR project mainly worked on Environment Modeling and did design tweaks as well as the balance of the game.

SKILLS

Languages: English (fluent), Turkish (native).
Game Design: Game Design**,** Level Design, Environmental Design, Game Balance, Storyline Design.
Game Engines: Unreal Engine 4, Unity 3D, Game Maker Studio 2, Core Game Engine.
3D Modeling and Animation Softwares: Maya, Blender.
Version Control: Git, Perforce.
Certificates: Citi Program Institutional Review Board (IRB) Certificate.

EDUCATION

DePaul University   **Chicago, IL**
Bachelor of Science in Game Design   2017 - 2021
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, 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.