



Timur Özer

Game Developer

Contact

Phone

(contact me on email for phone)

Email

timurozer04@gmail.com

Address

Cevizli Mah. Bağdat Cad. İstanbul,
Maltepe

Education

Bahcesehir University

Digital Game Design (4th)

- Game Mechanics Design & Prototyping
- Blueprint & C++ Programming
- Game Development with Unreal Engine
- Fundamentals of 3D Modeling & Animation

Expertise

- Blueprin Coding (+++++)
- Game Design (++++)
- Narative Design (+++)
- 3D Modelling (+++)
- Animation (++)
- C++ (+)

About me

Hello, I'm Timur. As a Digital Game Design student at Bahçeşehir University, developing a game or a new experience is more of a passion for me than a job. I thrive on using my creativity to design mechanics and narratives that offer players unforgettable experiences.

Experience

Indie Game DeveloperSelf-Employed • Summer 2024

- Developed and published my own game, "Alpha Rooms," on Steam.
- Established a sole proprietorship to manage revenue from game sales.

Marketing & Advertising CompetitorPhilip Kotler Impact Awards • Spring 2025

- Selected as the sole representative for Bahçeşehir University.
- Achieved a Top 10 placement, earning an invitation to the awards ceremony at Çırağan Palace.

Game Jam Participation

- BUG Spring Jam 24 • Fall 2024
- Sandbox Göbeklitepe Game Jam • Winter 2023
- BUG Spring Jam 23 • Spring 2023 (GG Award Winner)
- BUG Fall Jam 22 • Fall 2022
- BUG Halloween Jam • Fall 2022
- Mağara Jam #5 • Fall 2022

Projects

https://store.steampowered.com/app/3014230/Alpha_Rooms/

<https://timurozer.itch.io/kharkovline>

<https://timurozer.itch.io/oasis>

Personal Website

timurozer.com