Ozan Özvatan

Game Designer

Gameplay Systems, Content & World Design

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LinkedIn · Portfolio · ArtStation · SoundCloud

PROFILE

Game designer across PC projects, with hands-on gameplay systems, progression, economy and narrative design experience. Served as sole designer on selected projects and later took lead design responsibilities on Farmer's Diary. Collaborates across disciplines; background in architecture, spatial game research and Sonic Arts.

PROFESSIONAL EXPERIENCE

Game Designer | MYM Games Studios Mar 2025 – Present

Farmer's Diary | PC simulation · Unreal Engine · Public demo (Oct 2026) | Steam Demo

- Served as sole game designer for much of development, later taking lead design responsibilities; designed gameplay systems and maintained game design documentation (GDD) through the public demo and ongoing Early Access development.
- Designed farming, crafting, trading, NPC orders and timed events; developed progression/economy balance, quests and UI/UX wireframes.
- Owned narrative and character design: NPC characters and personalities, dialogue, barks, voice-over scripts and related creative decisions.
- Coordinated freelance design contributors ahead of the demo: scoped tasks, reviewed work and managed iterations.
- Reviewed in-house environment/3D art and outsourced assets; prepared asset briefs, coordinated feedback, and requested revisions.

ContractVille: Rent Expansion | DLC · Released Sep 2026 | Steam

- Sole game designer for the Rent Expansion DLC; designed its rental gameplay systems and authored the DLC design document. Created wireframes for the in-game tablet interface, which were largely carried through to the released UI.

Dig Island | Early Access · Released Jan 2026 | Steam

- Co-designed quest systems, progression, dialogue/voice-over scripts, economy and resource balance near Early Access release.
- Contributed to the design of new items and systems, economy balancing, and minigame UX improvements during Early Access.

Assistant Game Designer | Unipoly Games Mar – Aug 2024

- Contributed to the GDD and environment layout of a first-person, narrative-driven co-op puzzle/horror PC game.

Architect | Istanbul Metropolitan Municipality (İBB) 2020 – 2024

- Managed municipal construction projects, coordinating technical requirements, documentation and execution.

Instructor, Architectural Geometry | Yeni Yüzyıl University 2018 – 2020

- Taught architectural representation, drafting, 3D modeling and rendering across three semesters.

Architectural Designer | Studio Perse; Prota Engineering 2015 – 2017

- Produced architectural drawings, 3D models, visualizations, diagrams and presentation materials.

EDUCATION

M.Sc., Game and Interaction Technologies | Istanbul Technical University | 2020–2023
Thesis: "Exploring the role of game mechanics in generating spatial compositions: Snaris case."
M.A., Music (Sonic Arts) | Istanbul Technical University (MIAM) | 2016–2018
B.Sc., Architecture | Istanbul Technical University | 2008–2014

CORE SKILLS & TOOLS

Design: Gameplay systems, economy/progression balance, quests/dialogue/VO, world and level design, UI/UX wireframing, visual asset review and feedback, playtesting and QA.

Tools: Unreal Engine (Data Tables, Data Assets, level blockouts and asset integration), Unity (basic familiarity), Jira, Perforce, Figma, Miro, Blender, Rhino/Grasshopper, AutoCAD, Illustrator, Photoshop, Ableton Live, After Effects, InDesign.

Languages: Turkish (native); English (upper-intermediate).

SELECTED PUBLICATION & RECOGNITION

Music: "R2" published on the MIAM Electroacoustic CD (2018). **Architecture:** Archiprix Turkey finalist and ITU best architectural graduation project (2014).