

# ORKUN OZKAN

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Systems Designer with a professional esports background, specializing in creating gameplay mechanics and systems that empower player expression and creativity.

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## EDUCATION

### **Purdue University**

B.S. in Game Development & Design

Sept 2021 – Dec 2025

(GPA: 3.6)

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## PUBLISHED PRODUCTS

- Valeria: The Pagan Priestess ( Designer) - Steam
  - Anecdotal Adventures (Dungeon Master / Actor) - YouTube
  - Echoes of Nox (Systems Designer) - Steam
  - Mount & Blade II: Bannerlord - War Sails DLC (QA) - Steam
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## EXPERIENCE

### **Game Designer — SkyNet Studios (Valeria: The Pagan Priestess)**

July 2025 – Present

- Designed the Karma system, where player choices dynamically alter the protagonist's morality and branch the story.
- Built quests that dynamically adapt to the Karma system, creating branching narratives and player-driven outcomes.
- Defined core combat pillars (magic, counters, executions, fatalities) that shaped Valeria's combat moveset through a unique mana system.

### **Product Design Intern — Good Job Games**

July 2025 – Aug 2025

- Led core gameplay and obstacle design for Power Match, a match-3 puzzle game developed by 20 designers in 2 months.
- Directed cross-disciplinary sprints, coordinating teams to refine mechanics, pacing, and power-ups.
- Acted as Creative Lead and Producer, defining the game's thematic experience and balancing player progression.

### **Game Design Intern — IndieCade**

June 2024 – Aug 2024

- Joined the Climate Jam and designed a game to bring awareness to pollution, where I designed 30 different platforming levels and a randomizer for the sequences of these levels.
- Created the Smog system, forcing players to choose between polluting for stronger attacks or using clean, weaker ones.
- Introduced a reactive difficulty system where increased pollution strengthens enemies and alters the game's ending.

### **Game Design Intern — TaleWorlds Entertainment**

July 2023 – Aug 2023

- Collaborated with the AI team to develop an automated weapon testing system that simulates diverse scenarios.
  - Worked on a testing level to evaluate weapon and gear feel, enabling rapid iteration on combat mechanics.
  - Troubleshoot and fixed bugs in *Mount & Blade II: Bannerlord* through player complaints and suggestions.
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## PROJECTS

### **Systems Designer — Orange Party Games (Echoes of Nox)**

August 2025 – Present

- Created a multi-faction AI system where autonomous factions compete for territory in a constantly evolving world state.
- Devised the Spark System, a rhythm-based critical-hit mechanic that rewards precise timing and positioning.
- Implemented an elemental interaction system that triggers powerful status effects in and out of combat.

### **Dungeon Master & Co-Host — Anecdotal Adventures (D&D Podcast)**

February 2023 – Present

- Led world-building and story development for long-form D&D campaigns with a team of voice performers and editors.
  - Coordinated recording sessions, oversaw post-production, and ensured quality and storytelling tone.
  - Gained a small online audience and community through creative direction, marketing, and player collaboration.
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## SKILLS & INTERESTS

**Tools & Coding Languages:** Unreal Engine 5, Unity, Adobe Photoshop, Visual Studio, Excel, Jira, Confluence, C++, C#

**Languages:** Turkish (Native), English (Native), French (B2), Japanese (A2)

**Interests:** Dungeons & Dragons, Video Games, Comics, Fitness, Soccer, Yu-Gi-Oh, Traveling, and Cooking.