NEDIM OGUL
Game Designer

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EDUCATION

ICT in Education Doctoral Program
Eastern Mediterranean University
2024 - Ongoing

Serious Games Masters Program
University of Skövde
2023 - 2024

Bachelor of Animation and Game Design
Eastern Mediterranean University
2019 - 2023

EXPERTISE

Game Design and Development

Level and Environment Design

Serious Games

Unreal Engine

LANGUAGE

English (C1 - Advanced)

Turkish (Native)

Creative and detail-oriented Master's graduate in Serious Games with a Bachelor's in Animation and Game Design, currently pursuing a Ph.D. and working as a lecturer. Passionate about designing engaging and entertaining gaming experiences, I aim to leverage my skills in game design, animation, and serious games to contribute to innovative projects in the gaming industry and academia.

Experience

Sep 2024- Present
Eastern Mediterranean University
Senior Instructor

- **Level Design & Mechanics** (Unreal Engine 5)
Teaching advanced level design principles and game mechanics using Unreal Engine 5 to fourth-year bachelor's students. Guiding students in creating functional and innovative game levels, with a focus on integrating gameplay systems and player experience.
- **Motion Capture Animation** (Blender)
Instructing third-year bachelor's students on the fundamentals of motion capture animation using Blender. Covering the technical workflow of motion capture data, rigging, and animation integration.

2023 - 2024
University of Skövde
Serious Games Master's Program

As part of my Serious Games Master's Thesis research, I designed a discussion-based educational game in collaboration with Balthazar Science Center, aimed at teaching young students about the controversial metal paradox in Sweden. My thesis research, which earned a grade A, focused on integrating role-playing elements in educational games to enhance student engagement. I developed and tested a game prototype that emphasized collaboration, decision-making, and interactivity, demonstrating the value of combining such games with traditional teaching methods for optimal learning outcomes.

2019 - 2023
Eastern Mediterranean University
Animation And Game Design

Completed the Bachelor of Animation and Game Design program as the top student in my class with high honors. This degree provided me with a strong foundation in the latest tools and technologies essential for creating digital and interactive content. Throughout the program, I refined my artistic expression, enhanced my skills, and gained practical knowledge, enabling me to effectively apply key concepts in animation and game design within the industry.