



Osman ÇAPUTCU

ARCHITECT
GAME DESIGNER / ARTIST
ENTREPRENEUR

CONTACT

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EDUCATION

GOOGLE GAME AND APPLICATION ACADEMY
Game Art and Game Development
2022-2023 (Graduated)

GAME FACTORY JR.FACTORY PROGRAM
Game Art and Game Development
2023-6 Months



I'M LOOKING A GOOD TEAM

I'm Osman ÇAPUTCU, 24 years old. I am an architect, game designer, and entrepreneur. I continue my studies. In this process, I managed many projects, participated in many national and international competitions, and received awards. I carried out architectural and design activities in different regions of Turkey.

I was selected to the Google Game and Application Academy, and I received training in and successfully graduated. Related educations are:

- Game Art and UI/UX, Graphic Design (Autodesk Maya, Blender, Adobe Photoshop, Adobe Illustrator)
- Game Development with Unity

I have been working in this field simultaneously for about 1.5 years. By synthesizing my experience and digital skills in the discipline of architecture with the game industry, I took it to the next level.

With the project management training, I received,

- I managed the design and product development processes in many teams.
- I participated in GameJAMs and received awards.
- I started my own start-up studies to work on games and architecture and I am continuing the incorporation process. (Leadership, Teamwork, Team Management, Problem-Solving skills)

I am familiar with:

- Digital design and production tools,
- Design thinking, product management, and team culture (High communication and management skills)

I want to improve myself, take part in qualified teams working in multidisciplinary, create added value, and increase my experience. I look forward to your return to my team/job search and expectations in the gaming industry.



DIGITAL SKILLS

UI

Adobe Photoshop
Adobe Illustrator
MS Office Suite

3D ART MODELING

Blender
SketchUP
Maya
Revit
Rhinceros

GAME ENGINE

Unity

ANIMATION RENDERING

Adobe After Effects
Clipchamp
Camtasia
DaVinci Resolve

Lumion
Twinmotion

SOFT SKILLS

Team management
Teamwork
Product and Process Management
Problem-solving
Good social communication
Leadership



EXPERIENCE

2D GAME TRIAL
Google Game and Application Academy

JR.FACTORY GAME TRIALS
Game Factory

We experimented with several clone games for educational purposes throughout the program, with the team,

Study Cases

- Count Masters: Stickman Games
- Slice it all
- Coffee Stack and more+

GRADUATION PROJECT
Google Game and Application Academy

3D graduation game project
Bootcamp process (7 weeks)
Teamwork
Role: Game Developer / Artist

GAMEJAMS

ACADEMY GAMEJAM
Google Game and Application Academy

ENHANCER GAMING HACKATHON
Enhancer Project, BAULab, BAU Tekmer
The Best Narrative Design Award
Game Title: Arts in Life: Miniature

