

ELLIE LOCATIS OZKAN

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Technical designer with 8+ years of experience in game development. Specializes in systems design and gameplay AI, with experience learning new tools quickly and collaborating in cross-functional teams.

EXPERIENCE

Technical Designer, Iron Galaxy Studios 2020 – May 2026

Rumbleverse, a melee battle royale

- Designed and implemented player proxy bots with both solo and coordinated squad behaviors
- Developed a player camera system that could intuitively support platforming and combat with multiple enemies
- Authored all quests for Season 2 and led development of a winter LTE and its limited-time mode
- Built several frontend screens

Tony Hawk's Pro Skater 3 + 4, a skateboarding game

- Fixed and optimized an inherited UI system, improving usability across frontend and in-game interfaces
- Improved stability of the Create-A-Park editor UI

Unannounced and Internal Work

- Built NPC systems for an unreleased fantasy RPG and unique enemy types for an unreleased third-person shooter
- Developed a modular popup system for a mobile auto-chess game with tooltips, notifications, and priority handling
- Authored a motion controls proposal for a handheld port of a console RPG
- Audited game systems and aligned team decisions through documentation and cross-discipline communication
- Designed UX proposals and interactive Figma prototypes to meet client needs
- Co-led *Solar Sisters*, an employee resource group focused on community building and support for women

Design Intern, Iron Galaxy Studios 2019

- Worked on a tournament spectator mode for an unreleased first-person shooter

Technical Designer, Games for Entertainment and Learning Lab 2018 – 2019

When Rivers Were Trails, a point-and-click adventure game

- Designed and implemented core systems, including navigation, dialogue, and minigame transitions
- Worked closely with the client to ensure accurate representation of educational information

EDUCATION

Bachelor of Science in Computer Science, Michigan State University Graduated 2020

Minor in Game Design and Development · President of *Spartasoft*

SKILLS

Design:

- Proficient in Systems Design, AI Design, Gameplay Design, UI/UX Design, and Quest Design
- Experience with progression balancing, data analysis, and user research

Technical:

- Development in Unity (C#) Unreal Engine 4 & 5 (Blueprints, Behavior Trees, UMG)
- Proficient in C#, C++, Lua, and Visual Scripting tools. Some experience in Python, Java, SQL, and Verse.
- Design software: Figma, Maya, Photoshop, Miro
- Development software: Confluence, Jira, Perforce, UGS, SyncSketch, SideQuest