

ATA DOGAN

AR & VR PRODUCT DESIGNER
RAPID PROTOTYPER

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EDUCATION

Honours Bachelor of Game Design

Sheridan College | 2016 - 2020

Art Fundamentals

Sheridan College | 2015 - 2016

ACHIEVEMENTS

Top Talent & Adobe XD Prize

Adobe Design Achievement Awards | 2019

Best UX & Second Place

Hackville | 2019

First Place

Adobe International Creative Jam | 2019

Accessible Design HM

RGD Student Awards | 2019

Interactive Design Finalist

ADCC Student Competition | 2019

AR/VR Social Impact Semifinalist

Adobe Design Achievement Awards | 2018

First Place Winner

Digifest 2018 @ Corus Entertainment | 2018

Commercial Game Design Semifinalist

Adobe Design Achievement Awards | 2018

Second Place Winner

MisJam @ Microsoft Canada HQ | 2018

Winner Alt-Ctrl Game Jam

Sheridan College | 2018

SKILLS

Design

User Journey Mapping
Lo-fi to hi-fi wireframing
Micro Interactions
Rapid iterative testing

Programming

Unity3D, Unreal Engine
Processing
Arduino
C#, Java, HTML/CSS
Computer Vision (LVS, VSS)
Source Control (Git)

Tools

Adobe Creative Suite
Sketch, Figma
Invision
Flinto
Autodesk Maya
Substance Painter

EXPERIENCE

User Experience Engineer Intern

Google | May 2019 - Aug 2019

Brainstormed, designed and prototyped new Augmented Reality use cases and hardware interactions using Unity, Computer Vision, Networking(Photon), Speech to Text, Text to Speech and OAuth on the Daydream team.

- Presented and live demoed to multiple VPs and Directors.
- 3 patents in-progress.
- Influenced major product decisions
- Created an API that unlocked new interaction prototypes
- Defined core user journeys and created high fidelity mockups

Game Designer & Developer

Self Employed | Jun 2018 - Present

- Created an audio visualization game for Turkey's largest telecom company Turkcell and their music streaming service Fizy.
- Designed and prototyped a VR Quarterback game for BC Lions Football team to promote the start of their season.1
- Designing and programming an unannounced AR game.

Interaction Designer & Developer

Sheridan College | May 2018 - Jun 2018

Researched, ideated, conceptualized and developed a companion app for game designers to help improve their design skills.

- Analyzed gamified apps documenting their strengths and weaknesses.
- Created multiple experimental paper and digital prototypes.
- Conducted playtest sessions and quickly iterated on learnings.
- Created a promotional video for pitching purposes.
- Presented at EGLX and Night of The Living Devs

AR & VR Game Designer & Developer

York Regional Police | Feb 2018 - May 2018

Sheridan College capstone project in partnership with York Regional Police and sponsored by HP. Used Mixed Reality and Augmented Reality to create a local massively multiplayer experience for classrooms.

- Designed and scripted all AR interactions and UI Elements.
- Ideated, pitched, and developed a green-screen booth experience using Twitters API creating over 160 GIFs of attendees.
- Developed an art style for our target demographic.

Creative

Jeton Studio | Jun 2015 - Sep 2017

Every summer from 2015 till 2017 I have worked on various projects at Jeton Studio.

- Designed and prototyped a VR Basketball game.
- 360-degree video production for VR Headsets.
- 3D tracked dolly and drone shots.
- Re-Touched various projects.