



portfolio

müge berat özteker

about me

I am a graduate with **High Honors** in **Visual Communication Design**, with a minor in **Interior Architecture & Environmental Design**.

My primary focus is on creating **concept-driven** projects across **various media** that explore the intersections of **irony**, **spatial storytelling**, and **visual exploration**.

contact

☎ +90 (545) 369-5279

✉ mugeozteker@gmail.com

in <https://www.linkedin.com/in/muge-ozteker-a14614198/>

Be <https://www.behance.net/mugeozteker>

education

2020-2025 IZMIR UNIVERSITY OF ECONOMICS
B.A – Visual Communication Design
(GPA: 3.76, High Honors)

2021-2025 IZMIR UNIVERSITY OF ECONOMICS
Minor – Interior Architecture &
Environmental Design

2016-2020 TED ALIAĞA COLLEGE
High School Degree (GPA: 85.31 / 100)

certificates

Jun. 2017 IPearson BTEC SRF International
technology with grade distinction
(Level 2 Certificate)

Units: Communication in the IT
industry, Website development

Jan. 2017 Erasmus Project (AT) World of Work
Ringwood Waldorf School, England
In recognition of our participation
project, Certificate of Participation

courses

2018 - 2019 Atölye İzmir
Fundamentals on Graphic Design,
156hrs. Constructing a portfolio

2016 - 2019 Istituto Italiano di Cultura
Attended to Italian language courses
for a total of 21 months

experience

July - Aug. 2023 FIKSATIF
Intern

2022 - 2024 SILK, DIGITAL CARAVANSERAI
Multidisciplinary Designer

design tools

Adobe Creative Suit, Figma, AutoCAD



languages

Turkish	Native Speaker
English	Advanced
Italian	Intermediate

Directed by: Assoc. Prof. Güzden Varinlioğlu
(2022-2024)

Outputs

- Branding
- Social media management
- Photography
- Video production & editing
- Motion design

silk digital caravanserai

silk digital caravanserai

The SILK team has travelled over 20000km, visiting over **30 caravanserais** in western and central Turkey, to carefully and meticulously recreate these beautiful sites.

We have created a **digital virtual reality experience** of each for all to enjoy. Our goal is to **preserve, protect, and remember** this important part of Turkish heritage.

I contributed as a **multidisciplinary designer**, overseeing the development of the project's **brand identity** and visual communication system. I **produced and edited video** content, created **social media materials** to disseminate the project's research and fieldwork, and ensured **visual consistency** across all public-facing platforms.

<https://makingindigital.com/silk/>

<https://www.instagram.com/silkervansaray/>

<https://www.youtube.com/@silkervansaray>

<https://sketchfab.com/silkervansaray>

The SILK project, directed by Assoc. Prof. Güzden Varinlioğlu, in the field of digital heritage, is funded by the U.S. Department of State, in partnership with Assoc. Prof. Takehiko Nagakura, of the Design Computation Lab, Department of Architecture at Massachusetts Institute of Technology (MIT).



silk digital caravanseerais

Brand Identity

In the process of design identity, sketches and many options were presented, and the final version was decided on together.

While creating, the dynamicness, authenticity, and friendliness is taken into consideration.



silk

silk

silk sustainable information
lifecycle of *kervansaray*

silk sustainable information
lifecycle of *kervansaray*

کلی

کلی sustainable information
lifecycle of kervansaray

کلی sustainable information
lifecycle of kervansaray

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lifecycle of kervansaray



archeology • interaction •
public awareness • gamification •
digital archeology • gamer user analysis •
digital architecture • analysis •

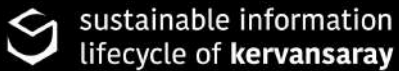


archeology • interaction •
public awareness • gamification •
digital archeology • gamer user analysis •
digital architecture • analysis •

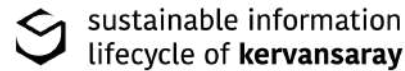
silk digital caravanserais

Logomark

Light on dark



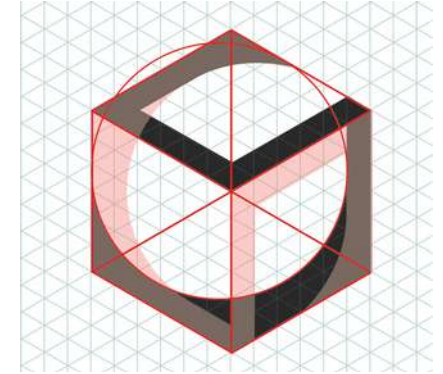
Dark on light



Color Palette



Construction Grid



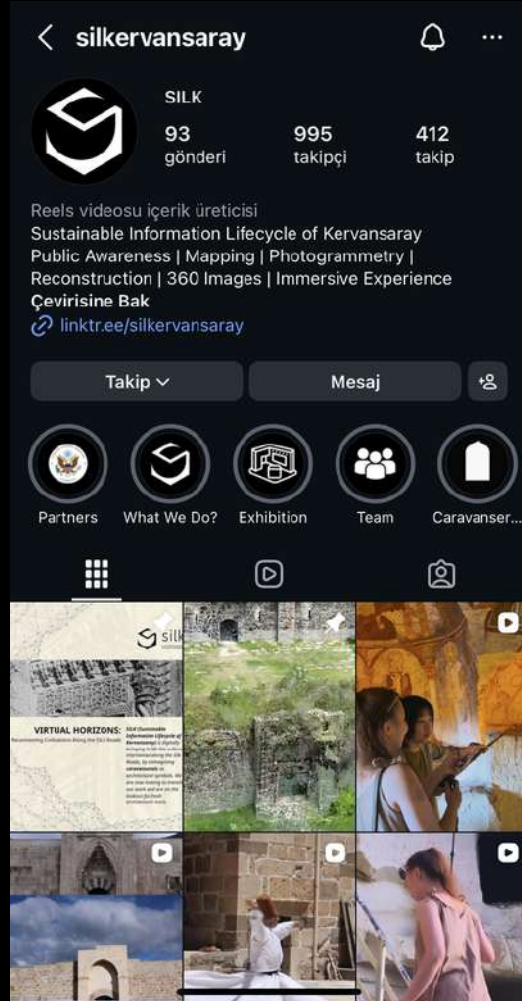
Social Media



silk digital caravanserais

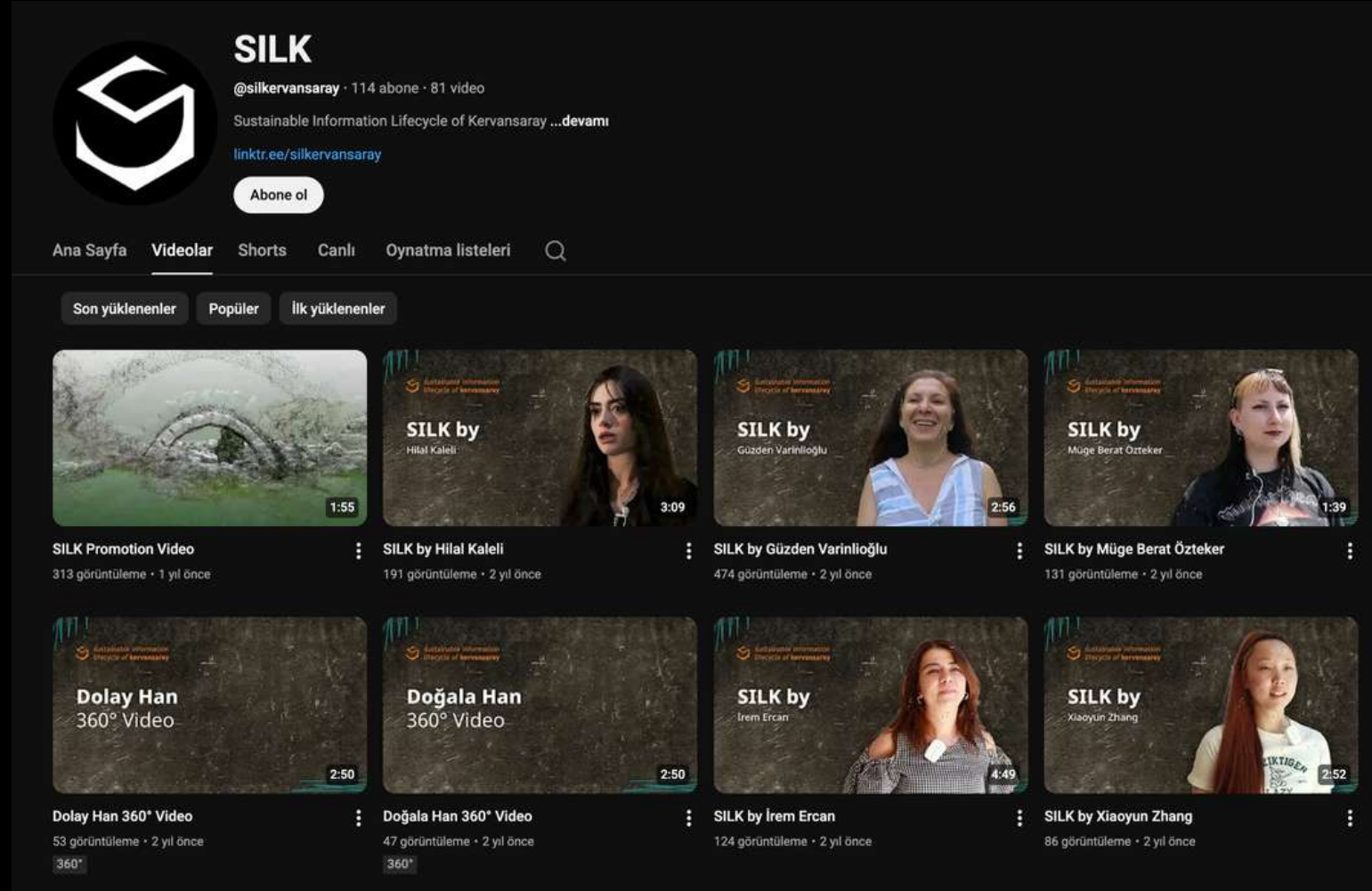
Social Media

Instagram



<https://www.instagram.com/silkervansaray/>

Youtube



<https://www.youtube.com/@silkervansaray>

Instagram



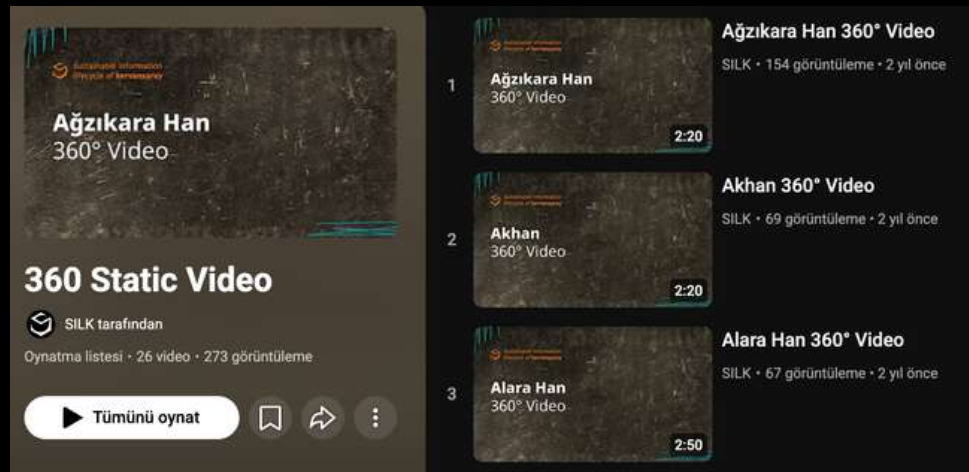
Youtube



silk digital caravanserai

Youtube Thumbnails, Intro & Outro

Thumbnail Template for Interviews & 360 Videos



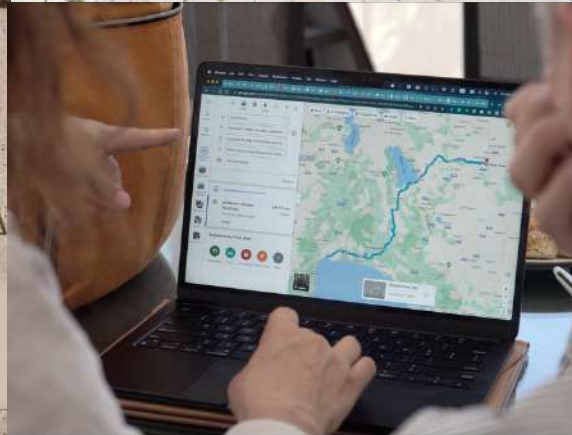
Intro & Outro



<https://www.youtube.com/@silkervansaray>

silk digital caravanserais

On Site Images



Lecturers: Associate Prof. Dr. Gökhan Mura & Asst. Prof. Dr. Necati Toros Mutlu
(Graduation Project, 2024-2025)

Outputs

- Concept design
- Extensive research
- Gameplay & logic
(creating a detailed MDA)
- Map design
- Texture design
- Character design
- Illustrations & physical
model making
- UI & UX
- Trailer & gameplay video
creation and editing
- Various booklets & posters
- Exhibition design

survenir

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survenir

Project Summary

Survénir is a web-based, 2.5D RPG game design project set in a frozen dystopian world.

The game follows a traveler tasked with transporting cargo through villages. As the journey progresses toward a final delivery in the city, the player gradually uncovers disturbing truths about the mission and the world he inhabits.

Genre: Adventure, Stealth Game

Theme: Dystopic, Sci-Fi

Perspective: 1st Person

Mode: Single Player

Target Audience: Indie game enthusiasts

To play:



<https://mugedethh.itch.io/survenir>



Survenir - Müge Berat Özteker

Survénir is a 2.5D web-based RPG adventure game set in a frozen dystopia. Developed using a custom engine in JavaScript, the game follows Paluk, a traveler tasked with delivering mysterious shipments through remote villages while evadin...

Faculty of Fine Arts and Design Graduation Catalog 2025

<https://www.ffadgrad.ieu.edu.tr/vcd-projects/muge-berat-ozteker>

survenir

Game Research

Having **no prior background in game field**, conducted extensive research to gain a comprehensive understanding of **game logic, gameplay mechanics, and user experience design**.

Inspirations From Other Mediums

Books & Comics

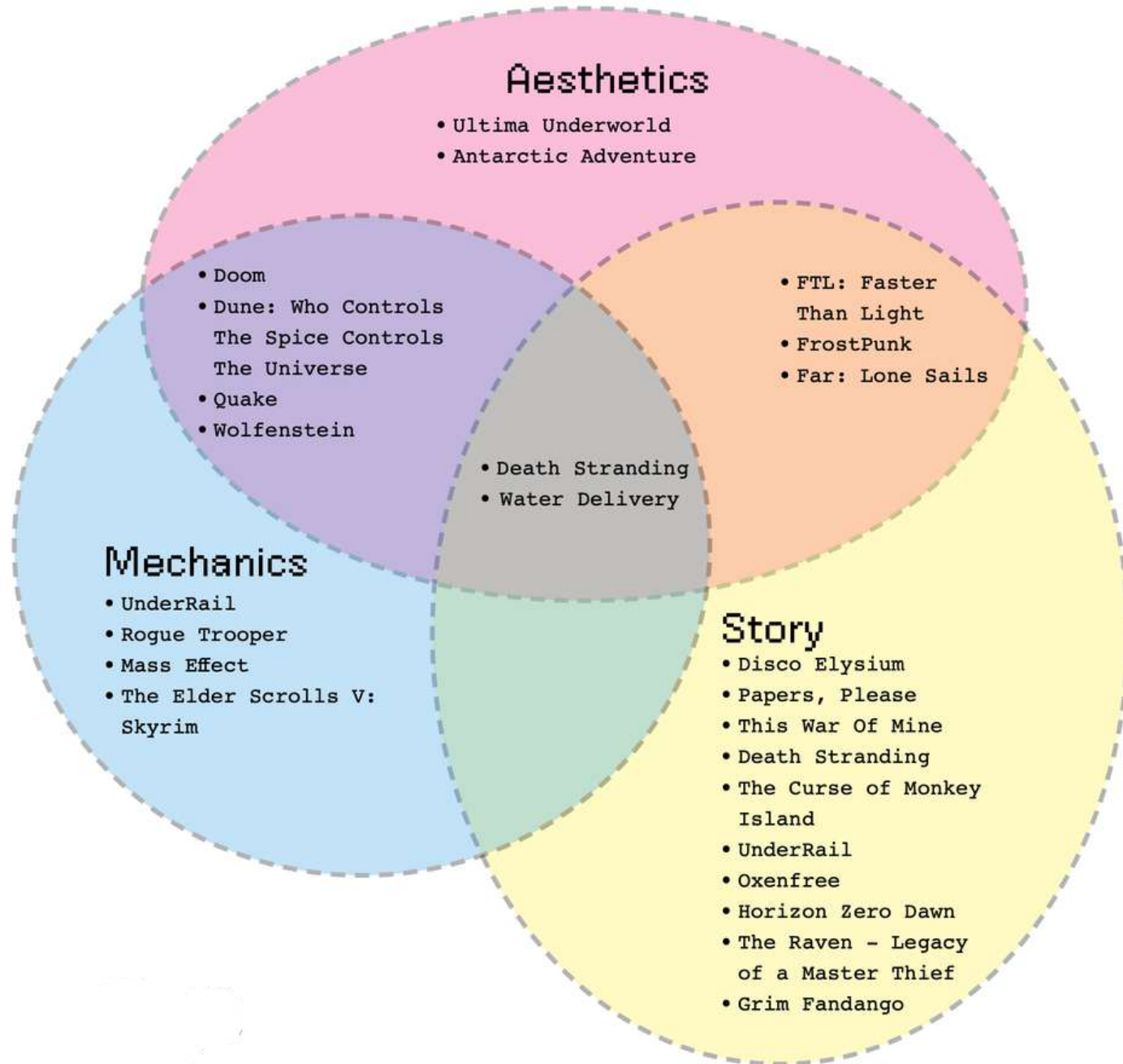
- MOEBIUS 9 – Jean Giraud.
- The Dispossessed by Ursula K. Le Guin, 1974.
- Invisible Cities by Italo Cavalo, 1972.
- Demon Ruchu, Stefan Grabinski, 1919.
- A Tale of Two Cities, Charles Dickens, 1859.
- Odisseia (Odyssey), Homeros.

Movies & Series

- Mad Max: Fury Road, Directed by George Miller, 2015.
- Scarface, Directed by Brian De Palma, 1983.
- American Psycho, Directed by Mary Harron, 2000.
- Taxi Driver, Directed by Martin Scorsese, 1976.
- Snowpiercer, Series, 2020.

Projects

- WILDER MANN Project, by Charles Freger, 2010-2011, All Europe



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Synopsis

Paluk is tasked with transporting cargo across villages to a city. His mission involves gathering all the shipments, some of which are secret and must be transported without being caught by the patrols. Along the way, he also collects souvenirs to take back to his mother. When the final delivery brings him to the city, one choice remains: finish the job... or fight the system trying to erase your past.

Mechanics, Dynamics & Aesthetics (MDA)

Mechanics

- Container Trade
- Dialogue
- Health
- Collecting Items

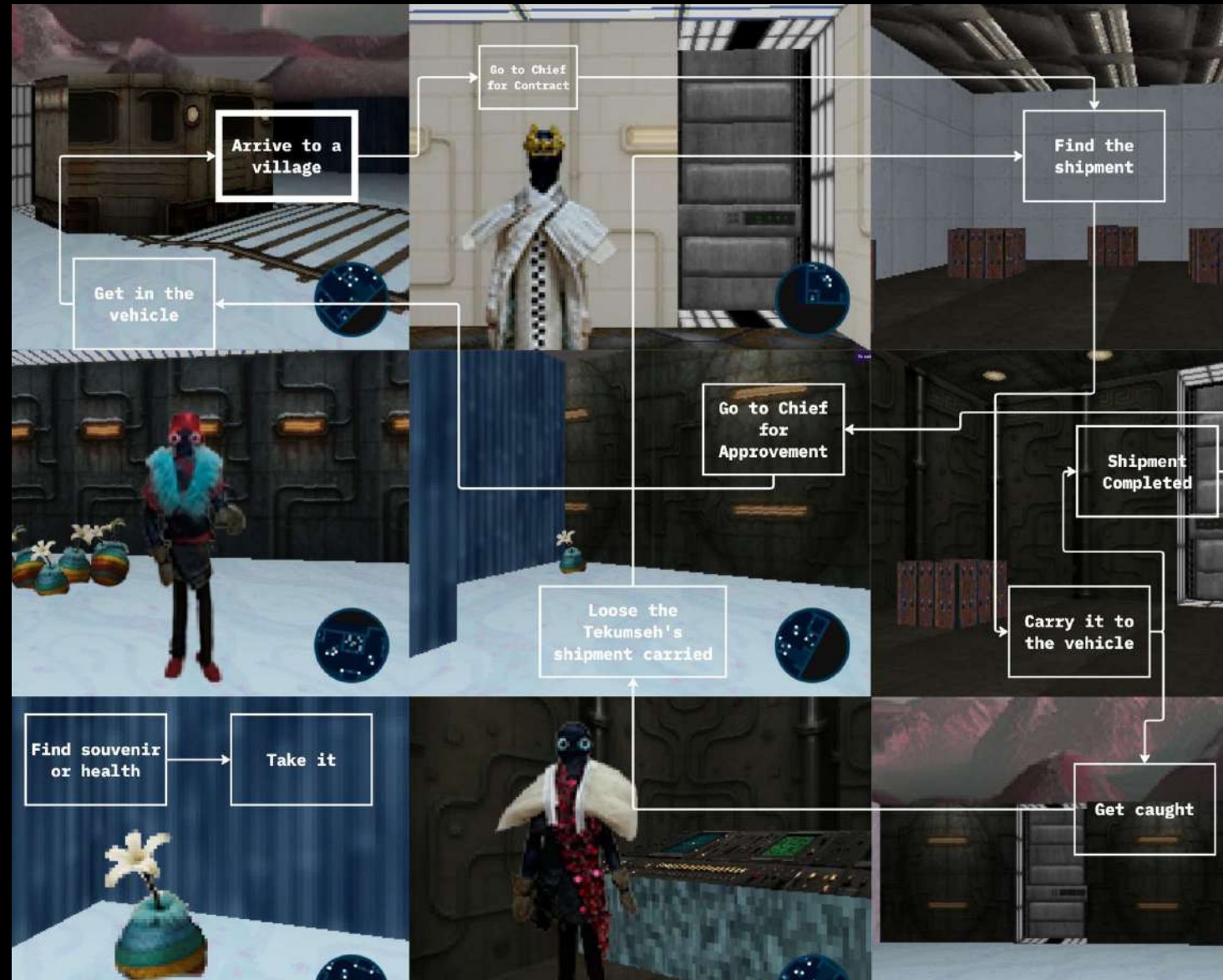
Dynamics

- Collecting Souvenirs
- Environmental & Non- Verbal Storytelling

Aesthetics

- Visual (Texture & Character)
- UI and Controls

Gameplay Scenario



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Aesthetics

Features a **retro-futuristic, pixelated style** representative to Doom-era graphics, with a limited color palette and pixelated textures to **inspire nostalgia** while maintaining the **cold, dystopian** atmosphere.

Character Design

The character design process began with a **detailed analysis** and **sketching** of each character to define their **personality, role, and visual identity**.

Following the conceptual phase, I brought the characters into a physical form by **crafting their outfits** using various fabrics and **hand-stitching** their garments.

Once the physical models were completed, I posed and photographed them in controlled settings.

The final stage involved digitally removing the backgrounds, applying a **pixelation** process, and adapting the visuals to match the game's aesthetic and atmosphere.



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Captain Kai

Position & Aim: captain of the vehicle. Knows the vehicle mechanism and shows Paluk how to fix it when there is a problem. Is big brother of Paluk but the player will not know it until Flashback No:4. His duty is to control the vehicle.

Characteristics: Is a strong person. Is not attached to his hometown. Likes SkyRow city more and envies to live there. More approachable than Tecumseh when there is a problem.



survenir

Map Design

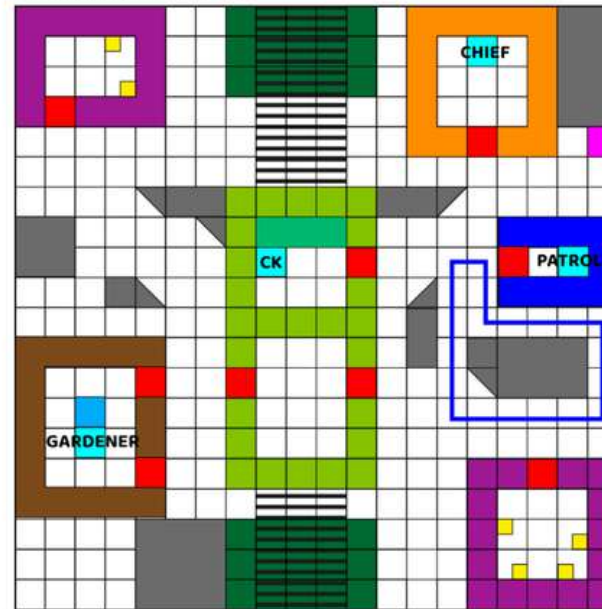
During the map design process, attention was given to the game's **stealth mechanics** by incorporating linear **patrol paths**, controlled **fields of vision**, strategic **hiding spots**, and atmospheric environmental elements. The layout is crafted to offer tactical choices to the player.

Level Design

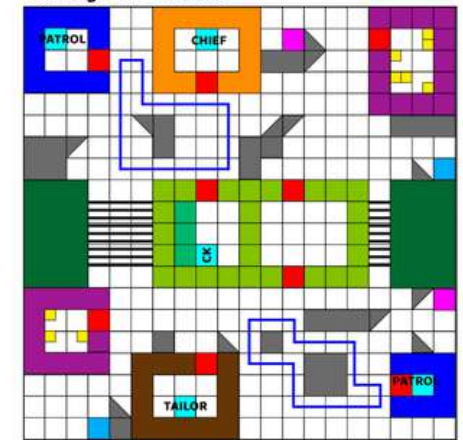
In designing the level structure of Survenir, particular attention was paid to the **scale of each map**, the placement of patrols, houses, **collectible items**, transportable crates, and the corresponding in-game currency rewards.

The game consists of **three main levels** followed by a final level. Unlike the previous stages, the final level does not include player navigation within the map. Instead, it features a dialogue sequence with the employer, Tecumseh.

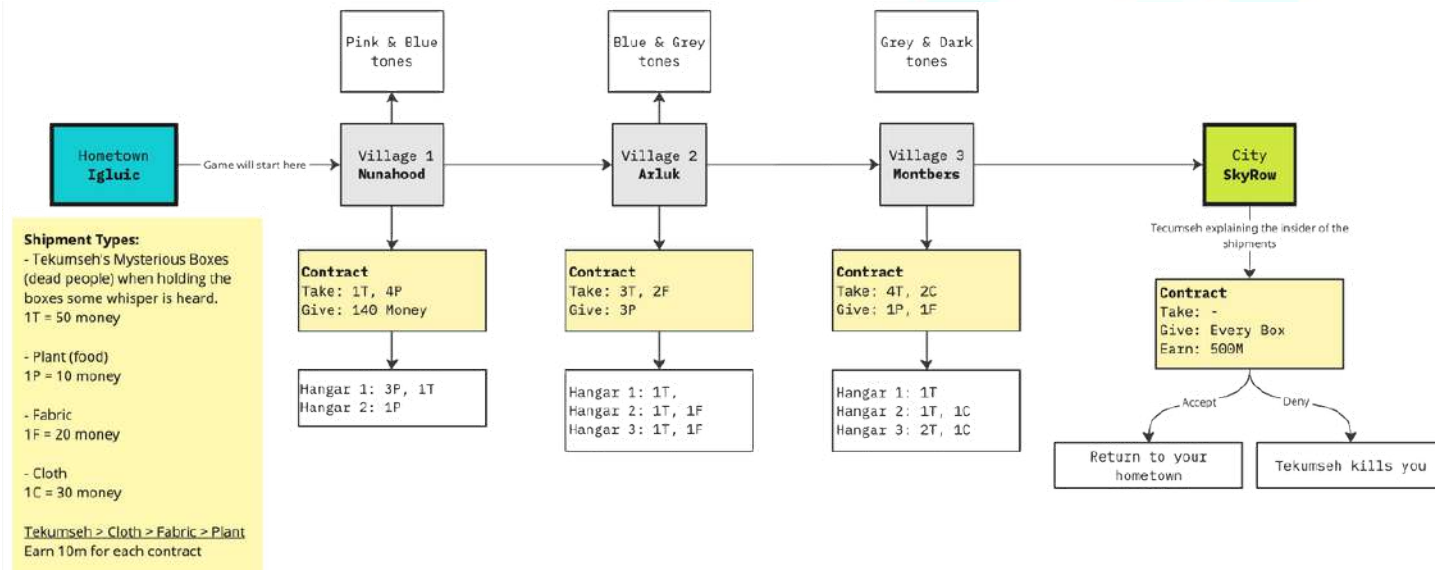
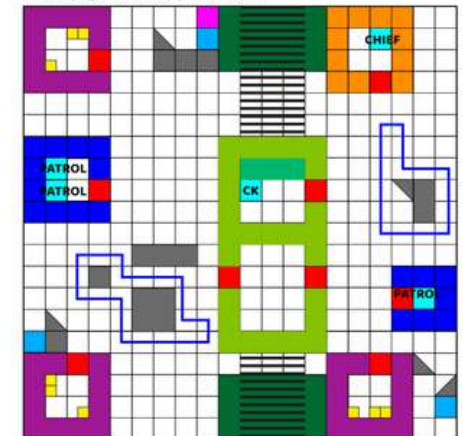
Village 1: Nunahood



Village 2: Arluk



Village 3: Montbers



survenir

Trailer & Gameplay Video

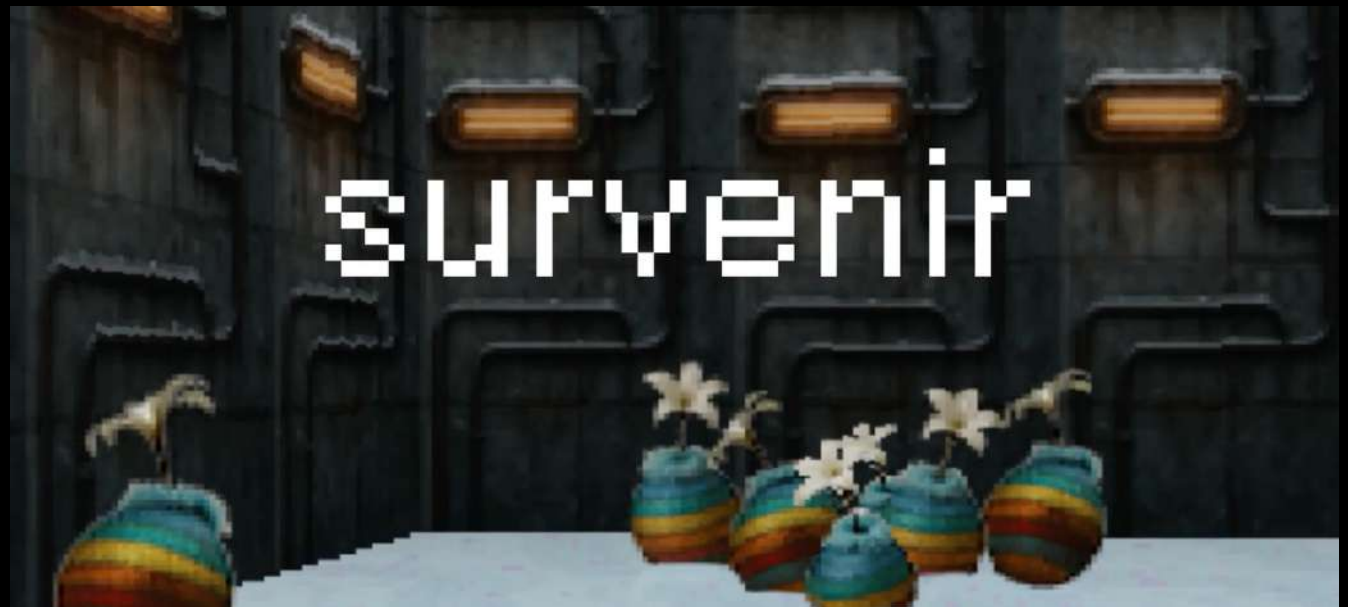
ICreated two different videos both to explain and excite people about the project.

Promotional Video

<https://www.youtube.com/watch?v=clsIIQidftw>

Gameplay Video

<https://www.youtube.com/watch?v=oHKqigIWQNY&t=82s>



a routine delivery, nothing more...

do you carry more than cargo?

some things should stay buried

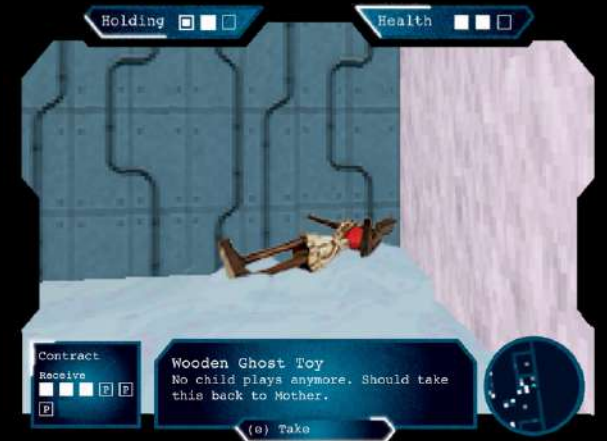
the snow hides nothing

deliver, obey, forget

or don't.

survenir

Final View



survenir

Graduation Exhibition

The project is exhibited at Izmir University of Economics, 2 June 2025.

<https://www.instagram.com/p/DKceY3ro-tD/>



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gradshow



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GÜZEL SANATLAR VE TASARIM FAKÜLTESİ

**İZMİR EKONOMİ
ÜNİVERSİTESİ**

Izmir Ekonomi Üniversitesi Güzel Sanatlar ve Tasarım Fakültesi
2025 Mezuniyet Sergisi ve Defilesi'ni onurlandırmanızı dileriz.
We cordially invite you to honour Izmir University of Economics
Faculty of Fine Arts and Design 2025 Graduation Exhibition and Fashion Show.

Prof. Dr. Ender Yazgan Bulgun
GSTF Dekan FFAD Dean

Prof. Dr. Yusuf Hakan Abacıoğlu
Rektör Rector

Izmir Ekonomi Üniversitesi 2 Haziran 2025 Pazartesi
19:00 Sergi Açılışı - D Blok
2025 Defile - Amfityatro

Izmir University of Economics 2nd of June 2025 Monday
19:00 Exhibition Opening - D Block
2025 Fashion Show - Amphitheatre



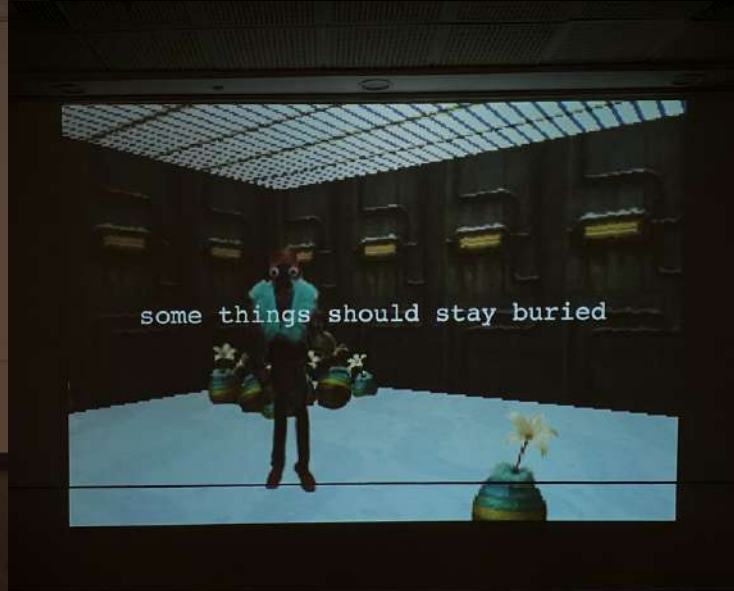
survenir

Shift + VCD Exhibition

The project is exhibited at Ahmed Adnan Saygun Sanat Merkezi, 14 November - 9 December 2025.

<https://kultursanat.izmir.bel.tr/Etkinlikler/shiftvcd-karma-sergisi>

<https://www.instagram.com/p/DQ6t7GbD>
Ew_/_



Outputs

- Concept
- Rules & logic
- Rulebook
- Illustrations
- Tile design
- Gameplay matte
- Box design

dracy's revenge

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dracy's revenge

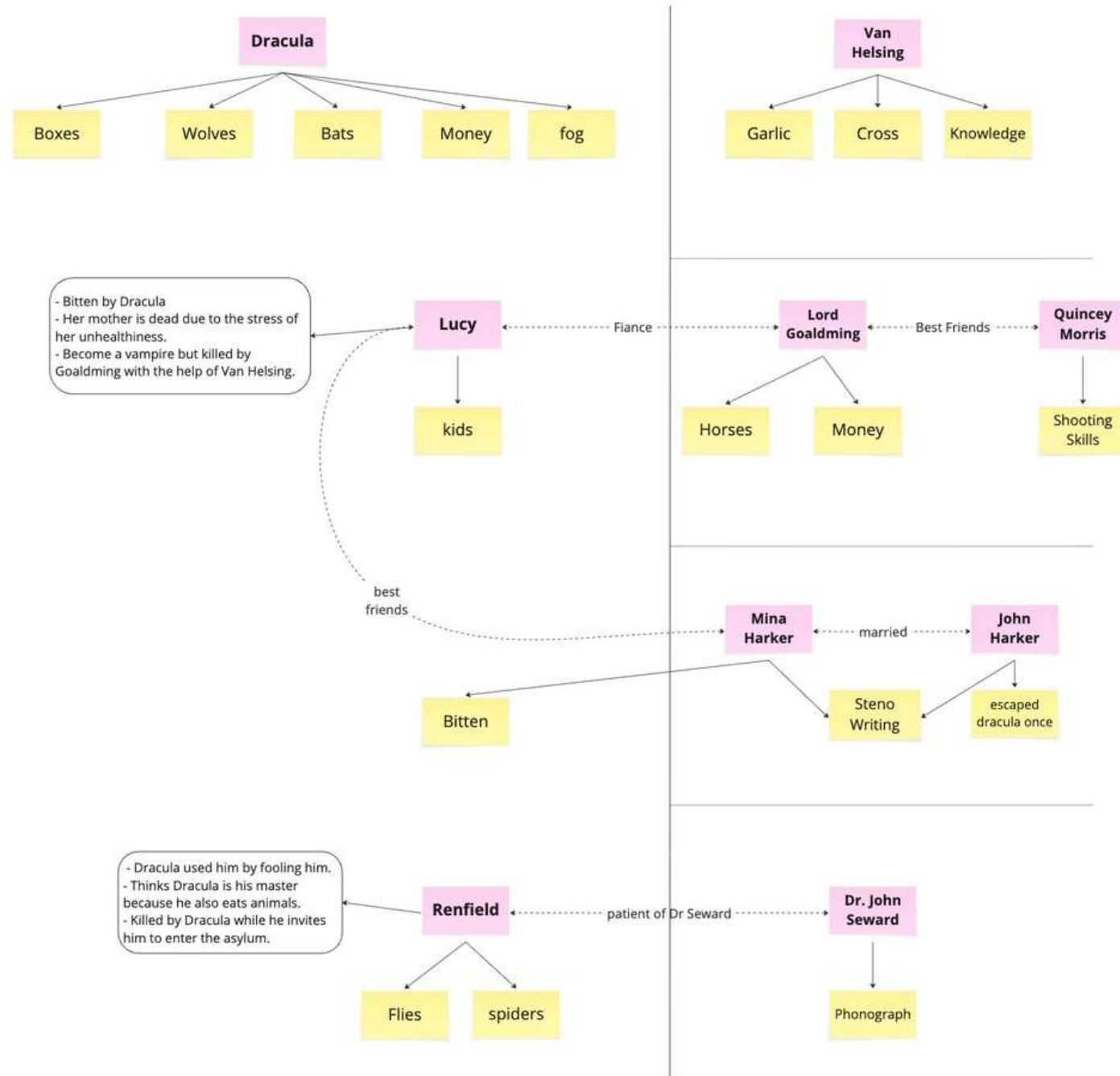
Aim

The objective of this project was to design a **strategic tile-placement board game** for two players. A comprehensive gameplay logic, encompassing both structure and rules, was developed to guide player interactions.

The core mechanics draw inspiration from established **tile-placement board games** such as **Carcassonne** and **Kingdomino**, while the narrative is thematically influenced by **Bram Stoker's Dracula**.

In addition to the gameplay design, the project included the creation of all **physical components**, including the **rulebook**, **tiles**, **game board**, and **packaging**.

Character Dynamics and Relations in Bram Stoker's Dracula



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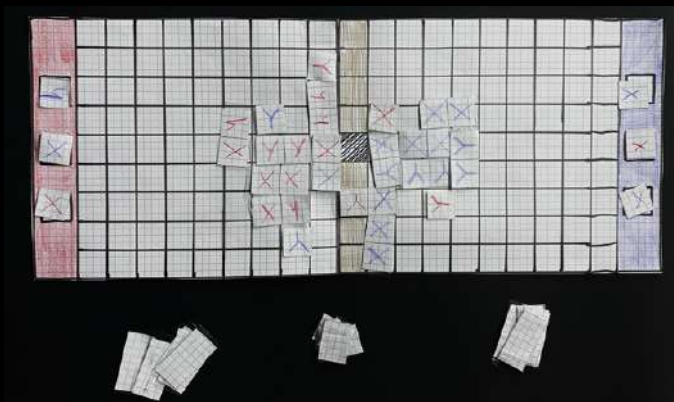
Game Mechanics

The game board is divided into **defined areas**, and the **types of tiles** have been finalized.

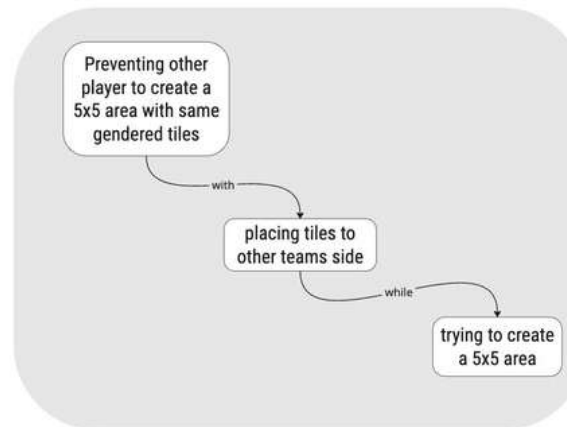
Each player is assigned their own designated areas on the board and corresponding decks.

There are two main types of **tile decks**: **single-tile and double-tile decks**, with each player maintaining a personal double-tile deck.

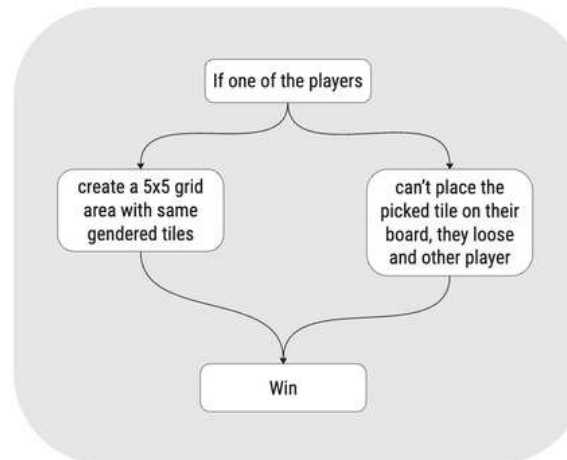
Based on a **paper prototype**, the number and dimensions of the tiles have been determined, with **3 cm tiles** deemed optimal to maintain a **practical and playable board size**.



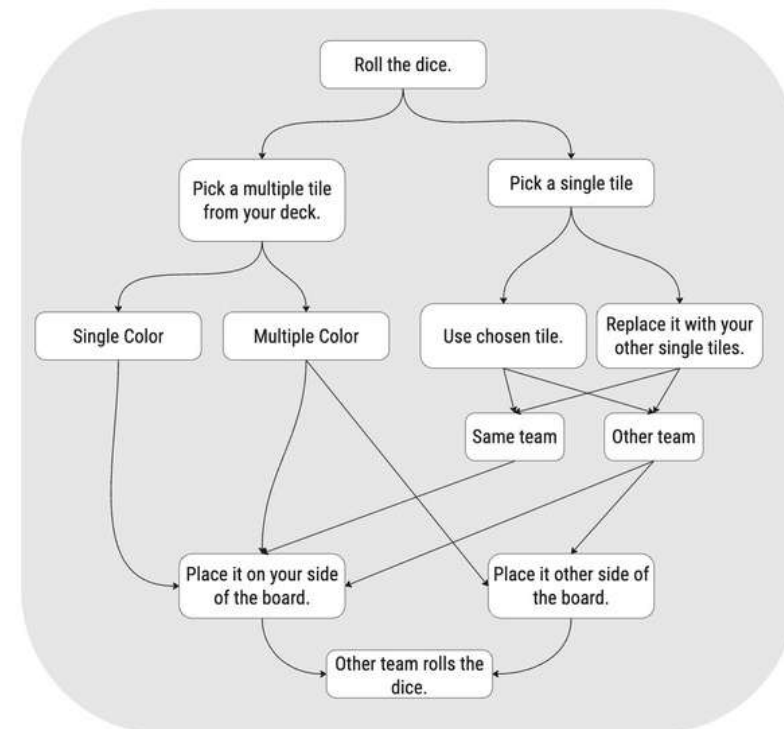
Aim Of the Game



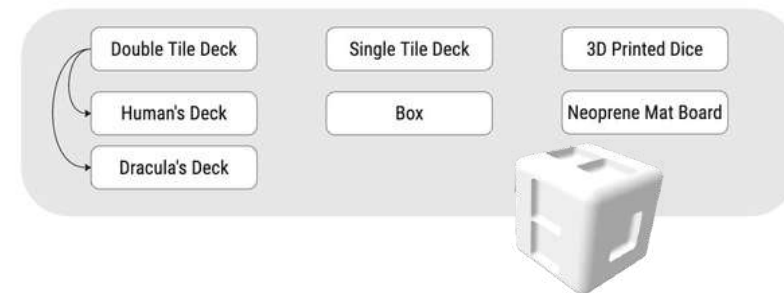
How To Win



General Playing Flow



Components



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Revisions and Design Decisions

After testing with a **paper prototype**, the necessary revisions are made, such as changing the **grid mechanic** from 5x5 to 4x4.

When the game is finalized in terms of **playability**, the **design process** has started. The color palette and fonts that will be used are decided, and illustrations are created.

Decks, Tiles And Numbers:

Vampire Deck

Total: 16 Tiles

Human Deck

Total: 16 Tiles

Single Tile Deck

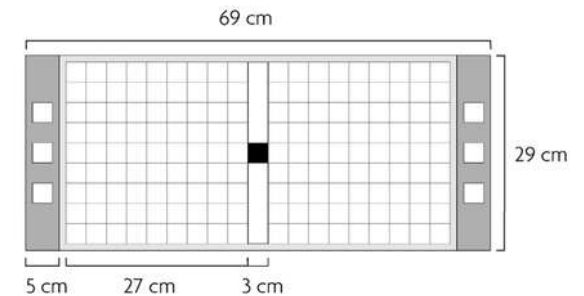
Total: 36 Tiles

Color Palette



Dimintions Of The Board

If tiles are 3x3 cm



Experienced Duration:

10-15 Min.

(Will be tested with more people to see if it is accurate.)

Other Changes:

4x4 Grid

During the tests, it is realised that creating 5x5 grid was too hard, 3x3 was too easy. However creating a 4x4 grid is the best condition to play.

Vampire Team

X (Attack)

- Vampire biting human
- Vampire standing next to human sleeping without garlic

Y (Protect)

- Vampire sleeping on coffin
- Vampire hiding among the fog



Human Team

X (Attack)

- Human holding cross against the face of the vampire
- Human nailing the coffin

Y (Protect)

- Human sleeping covered in garlic flower
- Human writing diary



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Typography

Main Title

Acme Gothic Compressed
Light

ACME GOTHIC COMPRESSED LIGHT
ABCDEFGHIJKLMNOPQRSTUVWXYZ
ÖPRSŞTUÜVYZ

abcdefghijklmnopqrstuvwxyz
0123456789.&?!

Sub-title/Slogan

Proxima Nova
Extrabold

PROXIMA NOVA EXTRABOLD
ABCDEFGHIJKLMNOPQRSTUVWXYZ
ÖPRSŞTUÜVYZ

abcdefghijklmnopqrstuvwxyz
0123456789.&?!

Tile Design



Illustrations

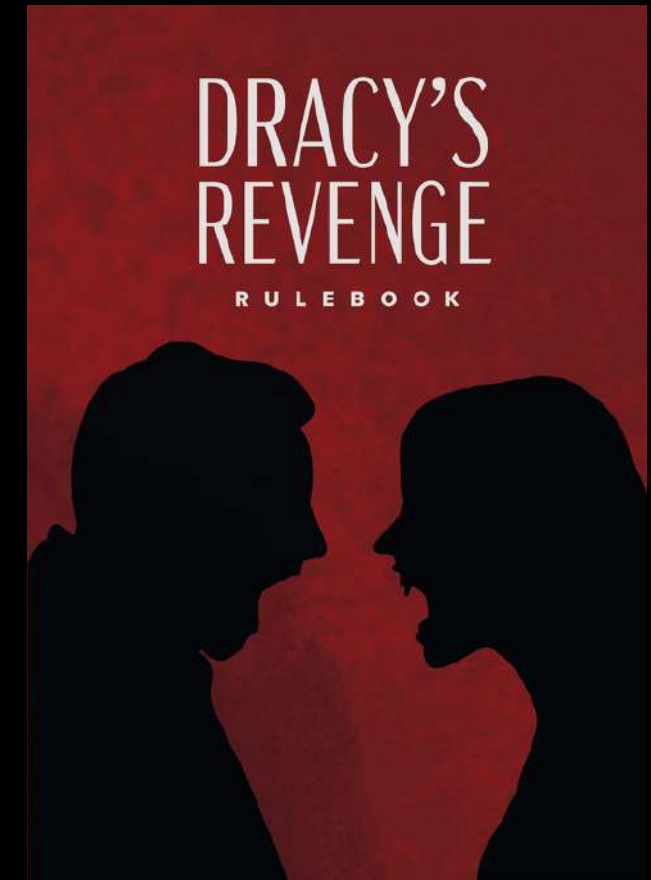


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Box Design



Booklet Design



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Box Contents

- Plexiglass Tiles (Single & Double)
- Neoprene Mat Board (Screen Printed)
- 3D Printed Dice
- Booklet



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thank you!

& hope to see you again