SİNAN ÖZER

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EDUCATION

Capilano University
Business Management
2018-2020

Vancouver Film School
Game Design
2017-2018

Bilkent University
Graphic Design (BFA)
2011-2015

SOFTWARE

JIRA
Testrail
Qmetry
Confluence
Excel
Adobe CC Suite
HTML, JS, React

Lead Tester, EA Games — 2021 - September 2025

FIFA 22, FIFA 23, FC24, FC25, FC26

Part of the content and licensing verification team. A high stake team, responsible for verifying licensed assets

Process Improvement: Drove the implementation of automated testing, cutting testing times by half across all asset types. Automation consoles run scripts that gathered screenshots of the assets. Testers could compare references against screenshots instead of building, and running the game

Milestone Planning & Execution: Led test planning and milestone tracking for the highest complexity asset type, player uniforms, (over 3,000 assets and 6,000 test cases yearly) ensuring on-time delivery and adapting processes for efficiency.

Maintaining Tracking Tools: Built custom Jira dashboards for leadership, enhancing transparency and enabling informed decision-making.

Cross-Functional Collaboration: Worked with external teams to implement and optimize automated ticket creation for assets, that removed all the administrative work required to track test work

Process Design: Found and optimized testing paths for new assets. wrote guides and trained testers on new procedures. Gathered feedback from testers. producers, and artists to optimize testing and reporting processes

Production & Team Support: Coordinated closely with production team and conducted daily stand-ups, planning meetings, and retrospectives to optimize testing workflows and ensure alignment across teams.

Producer, Hildring Studio — 2023 - 2024

Sacre Bleu (2.5D Platformer) Steam Page, Game Trailer

Responsible for budgeting, planning, and managing from planning to delivery

Owning production schedule: Established and tracked project milestones and budgets aligned with publisher requirements. Managed project scope and resource allocation.

Cross-Functional Collaboration: Engaged with publishing, sound design, and art teams to align efforts with core development goals, facilitating efficient task progression and risk management.

Producer, Mouse Haunt, School Project — 2017 - 2018

Gameplay Video, Trailer

SCRUM & Agile Facilitation: Directed a 16-member team using Agile methods, conducting daily SCRUMs and managing task progress with Pivotal Tracker, aligning the team with project objectives.

Documentation & Project Maintenance: Maintained project documentation and design goals, ensuring alignment with project vision, and managed communication channels to keep stakeholders informed.