

Özgür Barış Çolak

Game Composer & Music Director

Contact

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Education

Middle East Technical University (METU)

- Pursuing B.A. in Philosophy
- Pursuing B.S. in Biology

Professional Summary

I'm experienced in directing the complete musical experience for indie titles. My work includes composing full original soundtracks, creating distinct character themes for NPCs, and implementing dynamic, adaptive soundtracks using FMOD.

Featured Projects

- **COP BASTARD** **Role : Music Director & Composer**
 - Directed the complete musical vision for the title.
 - Implemented a dynamic, adaptive soundtrack using FMOD.
 - Authored the project's Audio Style Guide.
- **Bushy Man** **Role : Composer**
 - Composed four character themes for various NPC's in the game.

Skills

- Composition & Orchestration & Arrangement
- Mixing & Mastering
- Adaptive Music
- Music Direction
- Communication

Testimonials

"Worked with Özgür – awesome experience. Super chill, easy to talk to, and totally nailed the music I wanted. Plus, the FMOD setup and Audio Style Document were a great bonus for me."

-targim, developer of COP BASTARD

"It was a delight to work with Özgür. We received great character theme's which each captured the vibe we wanted to bring over to the player. Not only was Özgür a great help, but also the tips, process, and communication all were amazing. I'm honoured to have his work in the game!"

-Tim de Waal, Director of Bushy Man