

Giray Ötken

Design and software development

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I design and build interactive software, from game prototypes and production tools to medical visualization and simulation. My work combines visual design, experimentation and production experience. I integrate AI agents into my research, design and development workflows, guiding the work through experimentation, testing and iteration. I co-founded No-Pact and Orbycra, and develop independent tools under FormWren.

Current work

Word Blocks / No-Pact

Independent contractor • Ad creative and playable production • Since July 2025

- Produce ad videos and playable ads using Unity production tools, input replay, batch rendering and browser-tested HTML playables.
- Design and use a production pipeline built around graph-based AI agent systems to track work across the production process and adapt workflows to creative needs. Guide creative decisions, requirements and evaluation, with coding agents supporting implementation.

[Word Blocks work](#)

Orbycra

Co-founder and CEO • Medical software and R&D • İTÜ ARI Teknokent

- Direct and test Unity prototypes for DICOM volume visualization and patient-specific design, spanning rendering, editable geometry and desktop, mobile AR and VR interaction.
- Served as project lead on **GraftEngine**, a TÜBİTAK BiGG-supported R&D project running from January 2024 to June 2025. Worked with the founding team on the successful application, development and reporting, combining medical imaging, graft/mold geometry, AI experiments and physical prototypes. My hands-on AI work included researching and testing model architectures, preparing training datasets, building training pipelines and training models.
- Coordinate company administration, R&D applications and reporting. Current work extends the DICOM viewer toward recording and interactive replay for non-diagnostic education and demonstrations.

[Orbycra projects and contributions](#)

FormWren

Independent Unity tools • Rounded Rectangle development since 2025

- Build **Rounded Rectangle**, a procedural shape tool for Unity UI and 3D scenes, with mesh and SDF rendering, direct Scene-view editing and runtime controls.
- Define and test editor workflows, shape conversion and Undo/Redo behavior; prepare examples, documentation and release checks.

[Product and documentation](#)

Independent software projects

AI-assisted research, design and development • Active in 2026

- **Intelligent Lattice**: design authoring and experiment workflows for a soft-body simulation; tune particle-and-spring behavior, test local movement controllers and iterate on observed results.
- **GTaskSystem and WeightedAnalysis**: design and test a graph-backed work system and editable decision tool, connecting tasks, evidence, agent handoffs and staged comparisons.
- **Local AI experiments**: develop and compare structured story-generation and image-generation workflows, with deterministic orchestration and checks for continuity, response structure and latency.

[Simulation](#) • [GTaskSystem](#) • [WeightedAnalysis](#)

Game design and production

No-Pact

Co-founder · Game design, prototyping and creative production across separate engagements

- **Reclaim — released 2014:** co-founded the studio and directed game and visual development. Designed combat, controls, progression and game feel; created art, animation and VFX; prototyped mechanics in Unity alongside the programming team.
- **Mobile prototypes — 2021–2022:** designed and developed playable concepts, including Ball Sweep and Thieves.io. Work covered mechanics, physics, level design, visual direction and build review, with core programming contributions shared across the team.
- **Word Blocks:** originated the game concept. The team developed the released game. Later returned for the current creative-production work described above.
- **Early VR — Oculus DK2 period:** originated Hat Trick Header's head-controlled football mechanic and built its early prototype; No-Pact continued development and released the expanded game in 2016.

[Reclaim](#) · [Game prototypes](#) · [Word Blocks](#)

Earlier experience

Worked in commercial CGI, animation and game-asset production with **ABT Ajans, Sobee, Tatu-Void, 1000 Volt, Game Guru and Lootcopter**, alongside freelance assignments. Work included modeling, rigging, character animation, shaders, lighting, rendering, compositing and production delivery. Earlier internship work included animated masks for G.O.R.A. at Sinefekt.

[Animation and CGI work](#)

Recognition and speaking

- **BEETECH 2025:** ORBYCRA received İTÜ ARI Teknokent's Special Award for Collaboration with the Management Company, in the Academic Company category.
- **Kristal Pksel 2014:** Reclaim received the Jury Special Award as a No-Pact team project.
- **Trakya University, April 2025:** participated with the Orbycra team in the TÜBAT International Balkan Medical Congress panel on XR, AI and 3D printing in surgical planning.

Skills

Prototyping and AI-assisted development: Unity workflows, defining requirements and interaction behavior, directing coding agents, hands-on testing and iterative refinement.

Design and production: game mechanics, interaction design, prototyping, Maya, ZBrush, After Effects, Photoshop, rigging, animation, rendering and compositing.

Project work: prototype direction, company administration, R&D applications and reporting, documentation and collaboration with programmers, designers and clinical specialists.

Education

Yeditepe University — Visual Communication Design studies. **Galatasaray Lisesi** — secondary education.