Information

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Profile

I am an enthusiastic game and narrative designer eager to learn and constantly striving to improve my creativity. I began working as a game designer and have authored many short stories and novels since I have always relied on my creativity and imagination. I am skilled at creating game concepts, exciting tales, and appropriate game mechanics. I believe that game production is embedding feelings and experiences in the lives of people I will never meet.

Professional Experience

09/2023 - 07/2024

Game Designer at Room Games- İzmir

A company focused on Video games for PC & Console

"Glix" 2.5D Puzzle Platformer/ Adventure Game

- Gameplay Design- Shaping game balance and user motivations, game features, and optimizing gameplay at scale.
- Story Development and Environmental Storytelling Design, Creating the features of the gameplay story and enriching the details of the game's dystopian world.
- Level Design & Creating the Mockups for Level Design Preparing GDD and the Concept Design Briefs.
- Project management- Being the Art and Development Department's point of contact and process leader.
- Q&A testing, reporting the bugs, and design errors to the development team.
  Glix on Steam:
  https://store.steampowered.com/app/2569590/glix/

Unannounced- "Floor 9" Psychological Horror/ Exploration/ Walking Simulator

- Gameplay Design- Shaping game balance and user motivations, game features, and optimizing gameplay at scale.
- Creating the Anomalies (Puzzle Elements) intrigues the players to discover the game's backstory.
- Level Design- Creating the levels and placing the anomalies in the levels according to players' attention ranges.
- Q&A testing, reporting the bugs, and design errors to the development team.

06/2022 - 06/2023

Game Designer / Narrative Designer at YinYang Games- İstanbul

A company focused on the NFT Video Game "Reincarnation" to Steam Market

Reincarnation- Roguelike/ Card Game

- Creating new High Fantasy IP, the Story and Lore of the Game "Reincarnation" Scriptwriting of In-game dialogues and managing and integrating cutscenes and event scenes.
- Designing/ Preparing NDD of Reincarnation including the Story plot-line, Main characters, side characters, enemies, and their backstories.
- Creating and Designing the Quest Line & Quests. Designing the execution of the game flow according to narrative outlines.
- Creating the game features and card powers according to the story.
- Creating the concepts of Art Design (Environment & Characters).
  Reincarnation on Steam:
  https://store.steampowered.com/app/2386090/Reincarnation/

05/2021 - 05/2022

Game Designer at ANY Games- İstanbul

A mobile game company focused on hyper-casual games

- Designing new game systems and mechanics weekly.
- Preparing GDDs for Art and Game Developer Departments.
  Conducting market analysis to catch current trends.
- Being the point of contact with Publishers. (Rollic)
- Project management of the actively developing games.
- Q&A Testing, reporting the bugs, and design errors to the development team.
  Launched Game: ATM Rush (10/2021) Orjinator of the Game Idea, #19 in All Games Top Chart, #3 in Action Games Top Chart
  https://apps.apple.com/us/app/atm-rush/id1585934395

Technical Skills

- Design Principles- Good
- Creative Writing- Good
- Screenplay Writing- Good
- Collaboration- Good
- Level & Environment Concept Design- Good
- C# Beginner
- Unity- Medium
- Unreal Engine 5 Blueprint- Beginner
- UX/UI Design- Good
- Adobe Illustrator-Photoshop- Good
- MS Excel-Word-Powerpoint- Good
- Figma-Canva-Miro - Good
- Monday- Trello- Notion-Jira-Slack - Good

Certificates

- Foundations of User Experience (UX) Design- **Google**
- Introduction to Game Design, Story and Narrative Development for Video Games, Character Design or Video Games, World Design for Video Games- **California Institute of the Arts**
- Pedagogic Formation- **Muğla Sıtkı Koçman University**
- C# Progmamming- **BTK Academy**

Education Status

Bachelor's Degree   : Muğla Sıtkı Koçman University
                               English Language and Literature   (2014– 2019)

High-School Degree   : Malatya Highschool– Sciences   (2007– 2011)

Languages

Turkish - Native
English   – C1

Personal Projects

Published short stories and novels online (by pen name A. Aldrin)
https://play.google.com/store/books/author?id=Arabella+Aldrin

Hobbies

Cinema
Psychology
Writing
Twitch- Game Streaming
Meditation & Yoga

References

Kaan Şahin Former employer- CTO & Co-Founder of Room Games
Number: +905512070526
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Ayşe Nur Yıldırım Game Developer at Crytek & QA Tester
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