

Merve Özgöçer

Game & Narrative Designer

I am an enthusiastic game and narrative designer eager to learn and constantly striving to improve. 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.

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WORK EXPERIENCE

Game Designer

Room Games

09/2023 - Present

İzmir

A company focus on Video games for PC & Console "Glix"

Achievements/Tasks

- Gameplay Design- Shaping game balance and user motivations, game features, and optimizing gameplay at scale.
- Story Development and Environmental Storytelling Design
- Level Design & Creating the Mockups for Level Design
- Preparing GDD and the Concept Design Briefs
- Being the point of contact and process leader for the Art and Development Departments

Narrative Designer

Curator Studios

04/2023 - 06/2023

İstanbul

A company focused on Online NFT Video Game "Fight League" (The company was closed due to investor reasons.)

Achievements/Tasks

- Creating the world-building of the video game's lore "Terralux"
- Enriching previously created characters by writing meaningful and lore-appropriate background stories.
- Creating the Character Dialogues and Lines

Game Designer & Narrative Designer

Yin Yang Games

06/2022 - 04/2023

İstanbul

A company focused on NFT Video Game "Reincarnation" with an AA budget to Steam Market

Achievements/Tasks

- Designing/ Preparing NDD.
- 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.
- Creating and Designing the Quest Line & Quests.
- Designing the execution of the game flow according to narrative outlines.
- Creating the concepts of Art Design (Environment & Characters).

Game Designer

Any Games

05/2021 - 05/2022

İstanbul

A mobile game company focused on hyper-casual games

Achievements/Tasks

- Designing new game systems and mechanics weekly
- Preparing GDDs
- Market analysis
- Being point of contact with Publishers
- Project management

SKILLS

Creativity

Game Design

Creative Writing

Narrative Design

Screenplay Writing

Collaboration

Level & Environment Concept Design

UX/UI Design

Adobe Illustrator-Photoshop

Unity

Unreal Engine 5

MS Excel-Word-Powerpoint

Figma

Canva

PERSONAL PROJECTS

Published short stories and novels online (by pen name A. Aldrin)

- <https://play.google.com/store/books/author?id=Arabella+Aldrin>

GAMES

Glix on Steam

<https://store.steampowered.com/app/2569590/Glix/>

Reincarnation on Steam

<https://store.steampowered.com/app/2386090/Reincarnation/>

Launched Game: ATM Rush (10/2021) [↗](#)

Originator of the Game Idea, #19 in All Games Top Chart

Soft Launched Game: Match Maker Rush (01/2022)

Designing the Game, Creating of GDD and Levels.

LANGUAGES

Turkish

Native or Bilingual Proficiency

English

Full Professional Proficiency

EDUCATION

English Language and Literature (Bachelor's Degree)

Mugla Sıtkı Kocman University

09/2014 - 06/2019

Mugla / Turkey