



# Deniz Ardahan

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**Nationality:** Turkish

## ABOUT MYSELF

A guy with experience on game designing but who wants to publish his own games. Likes reading books and mangas. Watching movies. Playing tons of games. Also a great Dungeon Master (D&D)

### **Thesis: RPG Auto-Battler Game**

Created a game for my thesis project. I wrote a GDD file and did level design. It's a cross platform project and my goal is to re-create this game as a AAA quality project.

## WORK EXPERIENCE

### **Roko Games**

**City:** Istanbul | **Country:** Türkiye

[ 08/04/2024 - 17/03/2026 ]

### **Lead Game Designer**

#### **Technical Design & Engineering**

- Implemented gameplay systems via **Blueprint scripting** and performed **C++ debugging**
- Customized **Character Movement Component (CMC)** for advanced traversal mechanics.
- Implemented comprehensive military vehicle mechanics using **Chaos Vehicles**, handling everything from engine transmission logic and wheel physics to camera systems and physics asset setup.
- Integrated UI systems for lobbies and HUDs utilizing **CommonUI**.
- Managed backend data flow and database integrity using **MongoDB** and **SQL**.
- Created a brand new **Matchmaking System** using **Google's OpenMatch** library.

#### **Game Design & Leadership**

- Created detailed **GDDs** and defined the game's **Core Loop** and mechanics.
- Led the **Level Design** team, overseeing layout creation and workflow management.
- **Combat Balancing:** Fine-tuned weapon stats, attachments, recoil, and spray patterns for optimal game feel.
- **Meta-Systems:** Designed retention features such as Battle Passes, Stores, and Player Progression.
- Applied **Scrum** practices to manage sprints and track project progress.

### **Mudio Games**

[ 30/04/2023 - 13/12/2023 ]

### **Lead Game Designer**

- Creating GDDs and doing ideation / market research
- Hands-on approach on level design, development and art departments
- General Project management

### **Foxpider Games / Seksek Games**

**City:** Antalya | **Country:** Türkiye

[ 01/01/2023 ] **Head of Product**

1. Product and studio management
2. Working as a game designer with new and on-going projects

***Radiant Cat Studio***

**City:** İstanbul | **Country:** Türkiye

[ 08/2021 - 10/2022 ] **Game Designer / Product Owner / Scrum Master**

1. Mainly game and narrative design
2. Creating new ideas according to market research
3. Project management and using Scrum business model

***FlyX Game Studio***

**City:** İstanbul | **Country:** Türkiye

[ 07/2020 - 05/2021 ] **Game Designer / Project Manager**

1. Working more as a project manager then game design
2. Supervising production and handling finance

***Studio Smyrni***

**Country:** Türkiye

[ 11/2019 - 04/2020 ] **Game Designer**

1. Creating GDD files and doing level design
2. Created games as a prototype, published 1 game

***ggespor.com***

**Country:** Türkiye

[ 10/2018 - 04/2019 ] **Editor / Content Creator**

1. Worked on different games, but Hearthstone and League of Legends were my main area
2. General e-sports news and creating videos

***TAV IT Esenboga Airport***

**City:** Ankara | **Country:** Türkiye

[ 07/2018 - 08/2018 ] **Intern IT Support**

**EDUCATION &  
TRAINING**

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**Computer Engineering**

***Anadolu University ( Eskişehir Technical University)***

**C# Beginner to Advanced**

***Udemy***

**Cybersecurity Penetration Testing**

***Udemy***

## Pencil Drawing Basics

*Udemy*

## Unreal Engine 5: The Complete Beginner's Course

*Udemy*

## Drawing Course

*Mitch Leeuwe*

### LANGUAGE SKILLS

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**Mother tongue(s):** Turkish

**Other language(s):**

**English**

**LISTENING:** C2 **READING:** C2 **WRITING:** C2

**SPOKEN PRODUCTION:** C1 **SPOKEN INTERACTION:** C1

### SKILLS

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Microsoft Word, Microsoft PowerPoint, Microsoft, Excel Outlook, | Basic knowledge of Java, C, C++, C# | Web (HTML CSS) | Unity(game development) | Unreal Engine 5 | Database (MS SQL Server, MySQL, NoSQL, MongoDB)

### CONFERENCES & SEMINARS

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**Oyunla Gelecek Summer Camp, 2019**

**Game Development Workshop, Başakşehir Living Lab, 2020**

**Deconstruction of Fun, 2021**

### PROJECTS

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**Dodge Shoot, (Google Play Store)**

**Elements, Solvicta (Google Play Store)**

**Flashback: Tricky Fun Riddles, Radiant Cat Studio (Google Play Store, App Store)**

**Merge Monsters: Tower Defence, Mudio Games (Google Play Store, App Store)**

**V.O.L.T, Roko Games (Steam)**

### REFERRALS

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**Savaş Özer (Senior Developer)**

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