



Deniz Ardahan

- 📍 **Home:** İstanbul, Türkiye
- ✉️ **Email address:** fdardahan@gmail.com ☎️ **Phone:** (+90) 5312916020
- 💬 **Whatsapp Messenger:** +905312916020
- LinkedIn: <https://www.linkedin.com/in/deniz-ardahan-67762a193/>

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: İstanbul | **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 than 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**

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

Mother tongue(s): Turkish

Other language(s):

English

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

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

SKILLS

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

Oyunla Gelecek Summer Camp, 2019

Game Development Workshop, Başakşehir Living Lab, 2020

Deconstruction of Fun, 2021

PROJECTS

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

Savaş Özer (Senior Developer)

+90 505 798 02 03