



Contact

Email

berkin@diabolical.studio

Address

Istanbul/Pendik

Education

2015-2019

Kurtkoy Oxford Doga Koleji

High school graduate

2020-Current

Bahcesehir Universitesi

4th grade student

Works

- [Level Design Project](#)
- [Projects](#)

Expertise

- Game Directory
- Level Design
- Environment Design
- Narrative Design
- Story Writing
- Worldbuilding
- Unity/Unreal Engine
- Team Leadership & Collaboration

Language

Turkish

English

Berkin Cemal Paker

Game Developer

Hello. I'm Berkin Cemal Paker, a dedicated game developer and final year student at Bahçeşehir University, where I've been honing my skills in Game Development. I specialize in game direction, level design, environment design, narrative design, story writing, and world-building, always aiming to create immersive experiences that truly resonate with players. I'm also a co-founder of Diabolical Studios. Together with my talented team, we have crafted two award-winning jam games, bringing our unique ideas to life and engaging players in captivating ways. These successes have affirmed my passion for this dynamic industry, and the potential that thoughtful, innovative design can achieve. At the same time, we are currently working on a game that will make quite a splash. With my self-confidence, respect for my work and my workaholicism, I want to do things that are firmly on the ground in order to seize every opportunity and represent myself well, and I will. Thanks to the game development training I have received for three years, I am ahead of most people in game development and in the fields in which I am competent. But I always believe there is always something new to learn and people always need to make themselves better and better. I need your support with this. I have been active in the industry for a long time with the events and sessions I attend. I want to be a part of a team, to be a part of a business and working environment, and to produce beautiful products at the end of the day. While doing all of this, I want to work in quality and knowledgeable studios and contribute to each other, and I am in this search. Thank you very much for taking a look at my CV. Cheers.

Experience

Co-founder & Game Developer, Diabolical Studios, Istanbul

- Co-founded and managed a successful independent freelance game studio, leading to the creation of two award-winning jam games.
- Directed game design from ideation to execution, resulting in comprehensive gameplay experiences for the audience.
- Created immersive and dynamic game levels that contributed to user engagement and retention.
- Designed detailed and innovative game environments to enrich gameplay and narrative experience.
- Crafted compelling narratives and story arcs, enriching the player experience and boosting player engagement.
- Engineered expansive, interactive worlds, contributing to immersive and engaging game environments.

Lead Director & Level Designer, "Intern: All Conflict"

- Steered the project as the lead director, setting the vision, making critical decisions, and managing the team.
- Utilized creative skills in level design to enhance the player's immersion and experience.
- Orchestrated team collaboration, ensuring effective communication and progress towards milestones.
- Guided the game to success, winning the "honorable mention" for its innovative game design and immersive gameplay.

Level Designer & Side Mechanic Developer, "P.O.T.A.T.O"

- Contributed to the game design process as a level designer, creating engaging environments for players.
- Assisted in developing side mechanics, enhancing gameplay diversity and player engagement.
- Played an instrumental role in the game's success, leading to recognition with the "1st prize among all teams" for its creative design and engaging gameplay.

Director, Level & Narrative Designer & Worldbuilder, "Unannounced Game"

- Took over as the Director for an ambitious, unannounced project, setting the creative vision and guiding the development process.
- Applying extensive level design skills to craft immersive environments that enhance player experience and engagement.
- Leveraging narrative design expertise to weave a compelling, complex story, enriching the overall gaming experience.
- Utilizing worldbuilding skills to create an expansive, dynamic universe that captivates and immerses players.