

Tuğhan Yalçın | Résumé

Kadıköy – İstanbul – Turkey

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Game Designer, Level Designer, Writer

EDUCATION

İstanbul University

(MS) International Business Administration

İstanbul
2015 – cont'd

İstanbul University

(BS) Econometrics

İstanbul
2007 – 2013

Çiğli M.P. Anatolian High School

High School

İzmir
2003 – 2007

EXPERIENCE

Vocational

Infosfer

Game Designer

İstanbul
Mar 2017 – May 2017

Game systems designer role, on around 20 F2P casual, mostly one-tap, arcade projects for mobile platforms.

My responsibilities include:

- Game Design
- Systems Design (Progression funnels, algorithms for endless gameplay, difficulty, other numerical basis)
- Data Analysis

Codemodeon

İstanbul

Game Director, Game Designer

Dec 2016 – Mar 2017

Working on the story-driven PC VR project "Header Goal VR: Being Axel Rix" that's currently on early access stage.

My responsibilities include:

- Game Design
- Level Design
- Story Writing
- General Concept
- Data Analysis

Header Goal VR so far:

- 3rd Place in VR Indie Pitch Helsinki.
- Nominated for "Best Indie Game" prize in Casual Connect Berlin 2017.

Pera Games

İstanbul

Lead Writer, Game Designer

Nov 2015 – Dec 2016

Worked on Overfall. An indie RPG/Roguelite project that's released on Steam.

Detailed achievements:

- Writing and editing;
 - quests,
 - random encounters,
 - battles.
- Working on the general script,
- Level and scene design,
- Game design, game balance and game economy.
- Keeping high emphasis on stories with several arcs, multiple choices, and different outcomes.

"I've had so many encounters of such variety in story, depth, character, tone and terminal wounding that you'd be forgiven for thinking that developers Pera Games had plundered a whole bookstore's worth of short story compilations to fill their game with." - *Jamie Parry-Bruce, GameSpew*

6x13 Games

İstanbul

Game Designer

Apr 2015 – cont'd

We have shipped a retro game series named 1FPS that contains three F2P games on mobile platforms.

The concept is inspired by the 80s' watch games. The design is simple yet deep enough to min/max, and leaves room for more advanced tactics. The games appeal to large audiences from kids and casuals, to more serious mobile (retro) gamers.

Games of 1FPS Retro Game Series:

- 1FPS: Invaders
- 1FPS: Fastfood
- 1FPS: Vacuum

Also worked as game designer & level designer for an unannounced, upcoming F2P puzzle title. Designed around 300 levels, and the progression funnel.

PlanetrevoVR

San Francisco [REMOTE]

Lead Game Designer

Sep 2015 – Nov 2015

Interaction design and level design for a mobile VR project.

Freelance

Freelance Writer, Game Designer

Apr 2015 – Sep 2015

Worked as a freelance game writer, game designer, and level designer.

Gram Games

İstanbul

Level Designer

Mar 2015 – Apr 2015

Data-driven level design for F2P casual match-three game.

Ekseriya Studios

İstanbul

Game Designer, Game Analyst

Jan 2014 – Mar 2015

Game design, concept, story, and game balance for 3 titles.

Data analysis for mobile F2P game projects.

Designing UX and balance algorithms for online board games.

Miscellaneous

Discovery Channel

İstanbul

Translator

Jan 2014 – Mar 2015

English-Turkish translator for Discovery Channel Magazine-Turkey.

Tera FX

İstanbul

Operations, Auditing

Sep 2013 – Nov 2013

SporApp

İstanbul

User Acquisition R&D, Data Analyst

Mar 2012 – May 2013

User-based statistical analysis; R&D on methods of user acquisition, economic modelling.

LANGUAGES

English: Advanced

TOEFL-IBT (104)

French: Beginner

Turkish: Native speaker

COMPUTER SKILLS

Game Development: Unity3D Editor, UE4 Editor, Blueprint Scripting, Serialization Formats

Office Software: Word Processors, Spreadsheets, Presentations in MS Office etc.

Multimedia: LMMS (Music composition), Inkscape (Vector Editing Tool)

Operating Systems: Microsoft Windows, Mac OSX

Statistical Software: R Language, E-views, SPSS, Stata

Text Editors: Sublime Text, Emacs

INTERESTS

- Computer Games, Theocracy, Min-maxing
- FRP Board Games - Game Master
- Statistics and Economics
- Writing

REFERENCES

Kenan Bölükbaşı

6x13 Games, CEO

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Bulut Karakaya

Pera Games, CTO

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