Tuğhan Yalgın | Resumé

Kadıköy – İstanbul – Turkey

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Game Designer, Level Designer, Writer

EDUCATION

İstanbul University   **İstanbul**
(MS) International Business Administration   *2015 – cont'd*

İstanbul University   **İstanbul**
(BS) Econometrics   *2007 – 2013*

Çiğli M.P. Anatolian High School   **İzmir**
High School   *2003 – 2007*

EXPERIENCE

Vocational

6x13 Games   **İstanbul**
Game Designer   *Apr 2015 – cont'd*

Worked on Twiniwt that is globally featured on the App Store, and 1FPS retro game series.

1FPS contains 3 free-to-play arcade games on mobile platforms. The design is simple yet deep enough to min/max, leaves room for more advanced tactics.

Twiniwt is an F2P symmetrical puzzle title. The game has innovative, unique mechanics, and interactive audio. Took the roles of:

o Level Designer
o Progression Designer
o As. Game Designer
o Audio Designer
o QA & Playtesting
o Content Creator

Games of 1FPS Retro Game Series:

o 1FPS: Invaders
o 1FPS: Fastfood
o 1FPS: Vacuum

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
Game Director, Game Designer   İstanbul
                                                           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
Lead Writer, Game Designer   İstanbul
                                                           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*

PlanetrevolVR   **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-tree 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

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

References

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