YİĞİT DORUK

Game Designer | Developer

CONTACT

LinkedIn

Mail

+90 542 657 17 35

NOTABLE PROJECTS

An extensive description of all my projects can be found on my website, which is continuously being updated with my new works.

- **Agent In Depth**
  Naturepixel Studios | Game Designer, Project Manager, Developer
  - Designing and developing the game in Unity while also managing the project in Trello using DevOps principles.
  - Managed to get a deal with Next in Game, the biggest premium game publisher in Turkey.

- **Stick Fighter 3D**
  HiHoy | Freelance Game Developer
  - Developed a modular, expandable, artist/designer-friendly, and ready-to-use fighting game system in Unity for my client.
  - The game published on various platforms and played by 20k+ players.

- **Duckmares**
  Naturepixel Studios | Game Designer, Project Manager, Developer
  - Designed and developed the game in Unity while also managing the project within 3 weeks.
  - It was one of the highest-graded projects in game design & development courses at Bahcesehir University.

- **Unstabubble**
  Naturepixel Studios | Solo Project
  - Solo-developed the game within 72 hours. Used Unity to develop, spreadsheets to design levels and worldbuilding, and Blender for 3d modeling.
  - The game landed 120th Overall/32nd Humor amongst 3k games in LudumDare 49.

EDUCATION

University of Skövde
- Game Development | Exchange
2022-Present

Bahcesehir University
- Digital Game Design GPA: 3.82
2019-Present

WORK EXPERIENCE

- **Game Developer | Full-Time**
  Project Flying Cat | Nov 2021 - Jan 2022
  As a game developer, I was responsible for developing 2 mobile game prototypes every month for the studio to present to their publisher Rollic Games. I constantly iterated my prototypes based on our Lead's feedback. Also, during the fast development cycles, I made my prototypes modular and scaleable to deliver them quickly.

- **Student Assistant | Full-Time**
  Bahcesehir University | Sep 2020 - Present
  I'm responsible for listening to students' feedback and delivering them to the professors, filling out the required documents for the departmental administration, and managing the discord server. I'm constantly analyzing our department's quality and taking action to improve our game design education.

- **Event Coordinator | Full-Time**
  ÜNOG | Mar 2020 - Apr 2022
  I worked on 7 different major game jam events and various community events as an event coordinator: Ludum Dare 46/47/48/49, Global Game Jam 2021 (Europe's biggest Jam Site), ÜNOG Fall Jam 2021, and Global Game Jam 2022.

- **Volunteer | Full-Time**
  ÜNOG | Jul 2019 - Present
  ÜNOG Game Developer Community is one of the biggest game development communities in Turkey, with more than 3k members. As volunteers, we organize the conferences, game jams and meet-ups, creating contents and writing articles, which are non-profit, based on the community's vision.

SKILLS & TOOLS

- **Unity**
  JetBrains Rider
- **C#**
- **Blender**
- **Photoshop**
- **Aseprite**
- **Unreal Engine**
- **Project Management**
  Trello | Sourcetree (Git) | HacknPlan

Website