ANIL TAHMAZ

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ABOUT ME

Creativity is my strong suit and I am a game designer and game developer with 5 years of experience. I am a dedicated gamer and I play lots of games on every platform (Pc, Mobile, Console). With the vast knowledge of games on each platform and being able to keep track of trends by using several Market Analysis platforms, I come up with creative ideas by merging them or inspiring similar mechanics.I also used Machinations.io for creating complex economies. I designed and developed 2 pc games (one in Unreal Engine & one in Unity) and more than 50 mobile games under my own company Tolian Games. I led my company for 3 years, focusing on hybrid casual and casual mobile games in order to make a hit and fund my pc game ideas. Being experienced in Unity and Unreal Engine is a significant plus for me as a game designer.

PROFESSIONAL EXPERIENCE

Tolian Games, Ankara, Turkey   09/2021 – 12/2024
Co-Founder & Game Designer & Game Developer & Product Manager
- Designed more than 50 hybrid casual games with clear and comprehensive documentation. And I developed 10 of them.
  - https://drive.google.com/drive/folders/1iVQqc9psGtf1iKugXBYhwbc8eBxj1_5s?usp=sharing
- Led 6 people of developer and art team for all the games that I have designed. Prepared the project backlog for each project and guided the team.
- Took and edited creative videos for all the games that I have designed.
- Collaborated with several game publishers (Voodoo,Supersonic,Crazylabs) for know-how sharing and testing the games.
- Arranged and designed economy balance and monetization strategies for all games.

UDO Games, Ankara, Turkey   03/2021 – 09/2021
Game Developer, Game Designer
- Developed 11 hyper casual games.
- Opportunity to work in a hit game as co-developer.
- Implemented 3rd party SDKs including widely-used gameanalytics, facebook etc
- Contributed on game design processes voluntarily

Indie, Ankara, Turkey   10/2019 – 03/2021
Game Developer, Game Designer
- Designed and Developed 1 Horror PC game in Unity and 1 PC RPG game in Unreal Engine by using blueprints.
- Designed, Developed and published 2 games on Google Play Store to understand the whole process of mobile game development. by adding and implementing all monetization features for both games. (AdMob and Google Play IAP)

SKILLS

Creativity, Dedication, Leadership, Adaptability, Multitasking, Decision Making, Problem Solving, Organization, Communication, Documentation, Game Design, Data Analysis, Level Design, Prototyping, Time Management, Microsoft Office Apps, Git, Unity Engine,Unreal Engine, C#, Python, Debugging, Optimization, Machinations.io, Jira

EDUCATION-CERTIFICATIONS

Bilkent University,Turkey   2019
BS, Electrical and Electronics Engineering

Hacettepe University,Turkey   2021
Master's Degree, Computer Animation and Game Technologies

IELTS: Overall Band Score 7.5   March 2025