

SUMMARY

UI/UX Designer with over **11+ years of experience** in the games industry, took part in the creation of compelling user experiences & interfaces for numerous AAA & AA titles. Holds a Bachelor's degree in Graphic Design and a Master's degree in Game Technologies. Valuable insights from work experiences in game design, technical design & technical art.

EXPERIENCE

Senior UI/UX Designer

Wargaming

July 2025 - Now

Contributing to the design of a multi-platform competitive title, I focus on both UX and UI to shape core and meta features for an upcoming major update. My work primarily revolves around turning complex systems into intuitive flows and clear interfaces that support decision-making and keep players engaged.

Senior UI/UX Designer

Chimera Entertainment

March 2022 - May 2024

Led the design and implementation of intuitive UI/UX and advanced technical art for a diverse portfolio of AAA games for 2K Games and Netflix Games, significantly enhancing player engagement and experience across PC and mobile platforms through innovative and user-centric design solutions.

Senior UX & Game Designer

MildMania

September 2020 - March 2022

Took part in comprehensive game design efforts, encompassing economic systems, level design, and UX input for a diverse array of free-to-play mobile casual and AA PC games, crafting engaging, user-friendly experiences through innovative gameplay mechanics and intuitive interfaces.

Game & Product Designer

Creasaur Entertainment

March 2018 - January 2019

Led the product design and game design of a premium AA game for mobile, playing a pivotal role from conceptualization through to release. Contributed to various other mobile game projects in addition, bringing expertise in UI/UX and technical art across multiple initiatives.

UI/UX Designer & Tech Artist

Pixofun

February 2016 - September 2017

Took part as a UI/UX designer and tech artist for multiple serious games with educational purposes commissioned by major companies, got involved with development pipeline in diverse areas including sound design, 3D modeling & texturing and backend support in addition.

Junior UI/UX Designer

METU Technopolis ATOM

September 2014 - January 2015

Contributed in shaping the user experience and designing the user interfaces of several small-scale mobile and web games, marking a pivotal step in career development within the games industry.

EDUCATION

Game Technologies (MS)

Middle East Technical University

CGPA: 3.79/4.00

Graphic Design (BA)

Bilkent University

CGPA: 3.40/4.00

SKILLS

- User Experience Design
- User Interface Design
- Technical Art
- Technical Design
- Game Design

LANGUAGES

- Turkish (Native, C2)
- English (Bilingual, C2)
- German (Intermediate, B1)
- Russian (Elementary, A1)

TOOLS

- Figma
- Adobe Creative Suite
- Unity
- Google Suite
- Miro
- Visual Studio
- Git / Jira / Confluence
- Slack / Trello
- InVision
- Machinations
- Unreal Engine

