

ECE KARABACAK

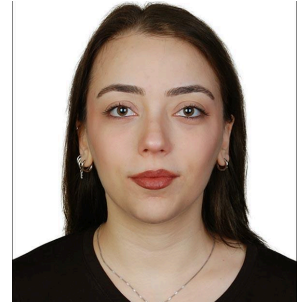
Location: Istanbul/Turkiye

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Portfolio links: artstation.com/ecekarabacak

itch.io: karabacak.itch.io



CAREER GOAL

I want to work for a AAA game company as a game artist.

EDUCATION

June 2017- June 2022

Istanbul Bilgi University, Digital Game Design (GPA: 3.74/4.00)

RELATED WORK EXPERIENCES

July - October 2023

Waitress, Alpine Village Lake George

June 2023 – July 2023

Waitress, Slice Pizzeria Lake George

January - December 2021

Game Designer/Developer, EKSOT Game Studio

- Creating game concepts and mechanics
- Developing mobile games

WORK-RELATED PROJECTS

Developed at EKSOT Game Studio (Worked with a team, other team members made the level designs)

- Jelly Bear Smash, Influencer Follow, Tap Timer Hero, Flamingo Runner, Sumo Collect, Cut that Tree, Stone Runner, Artistic Jumping

GAME JAM ACTIVITIES

September 2020

Happy Game Jam

- Cube Carrier <https://piskafir.itch.io/cube-carrier>

May 2020

Seed Game Jam

- Toy Factory (On hold)

February 2020

Global Game Jam 2020

- Dog Rescue <https://piskafir.itch.io/ggj-2020>

SKILLS

Language Skills: Turkish (Native), English (Intermediate)

Technical Skills: Game Design, 2D design, Blender, Procreate, Adobe Photoshop

INTERESTS

Games, anime, asian culture