

Halil Tuncer KAYA

PORTFOLIO

<https://haliltuncerkaya.github.io/>

WHO AM I?

I am a passionate game designer with a focus on systems and gameplay mechanics, eager to transition from hobbyist to a professional game design role. Also, my experience as an indie game dev has also exposed me to various disciplines like level design, coding, writing, UI/UX, and even sound and music design.

ADDRESS

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Caddesi

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Kırklareli -TÜRKİYE

Willing to relocate countrywide/worldwide.

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SOCIAL



GAME DESIGN EXPERIENCE

Jam Submissions

Whispers in the Wild (team - 2024) - *Game Designer and Director*: Designed core gameplay loop, player mechanics, world map mechanics, animal mechanics, gameplay mechanics, created a basic form of a GDD, come up with the game vision, made decisions regarding development, managed a team of ten people in a deadline of one week

Darkness Profound (solo - 2023) - *Gameplay, mechanics and level design, event scripting, basic art and sound design, basic JavaScript coding*

run.U.run (team - 2023) - *Level Designer*. Along with level design I undertook following tasks: Done scripting and coding, incorporated 3D models created by the team's 3D artist, crafted main menu and HUD elements, finished, exported and published the game to itch.io

Solo Projects

BounZy - *Gameplay, mechanics and level design, event scripting, basic art and sound design, GDD writing*

G.N.B.G. - *Gameplay and mechanics design, event scripting, basic art and sound design, GDD writing*

SKILLS

Game Engines

Construct 3 - Designed and published 3 prototypes to itch.io

Godot 4 - Basic level design, scripting and coding in game jam submission

Unity 2022.3.22f1 - Game design on a game jam submission

Production and Development Software

GIMP, Audacity, SourceTree (Git), GitHub Desktop, Paint.net

Documentation, Spreadsheet, and Presentation Software

MS Office (Word, Excel, PowerPoint), Google Docs Editors (Docs, Sheets)

EDUCATION

Hacettepe University - Türkiye

Department of Economics, 2009

Courses and Certificates

CALARTS - Game Design: Art and Concepts Specialization (Online)

Introduction to Game Design - [Certificate](#)

Story and Narrative Development for Video Games - [Certificate](#)

World Design for Video Games - [Certificate](#)

Character Design for Video Games - [Certificate](#)

JOB EXPERIENCE

2019 JULY - CURRENT DATE - Customer Relations Officer, Ziraat Bank of Türkiye

Main duty is communication with customers, to resolve their financial problems. This duty is undertaken on a strict deadline in coordination with other team-members.

Involves key skills of: Analytical thinking, communication, working flexibly under deadline schedules and adaptability to constantly changing conditions, team-work, problem solving, fast-learning

2010 JULY- 2019 JULY - Internal Controller, Ziraat Bank of Türkiye

The main duty involves analytically assessing information, managing data using spreadsheets, paying attention to detail to ensure compliance with regulations.

Involves key skills of: Analytical thinking, critical thinking, attention to detail, MS Excel knowledge, data analysis, ethical judgement, fast learning, interpersonal skills

MISCELLANEOUS

I have basic coding skills in JavaScript, HTML, and VBA. I've also taken some courses in Java and SQL back at the university.

I have been a closed beta tester to the following titles:

- ***Gwent: The Witcher Card Game*** - offered several card balance changes via official submission form, discussed and suggested several more on Reddit - [1,2,3](#)
- ***Warhammer 40K: Battlesector*** - submitted several bug reports, suggested ability changes via official submission form
- ***Hearthstone: Heroes of Warcraft*** - offered several balance changes via official channels
- ***The Elder Scrolls: Legends*** - suggested several changes via official channels and forums
- ***Football Manager Live*** - submitted bug reports
- ***FOnline*** - A Fallout mod to create a Fallout MMORPG, done playtesting, submitted bug reports
- ***Wasteland 2, Wasteland 3, Quake Live, League of Legends*** - no feedback provided

I possess a moderate ability to draw black and white - [examples](#)

HOBBIES AND INTERESTS

My main hobby is **game design**

Also;

- I am an avid gamer with 250+ finished games (so far) - [backloggers.com page](#)
- I game on PC, especially Strategy and RPG games
- I am a huge fan of Lord of the Rings, The Crow movie and comic, Warhammer 40,000
- My reading and watching interests are: Science, History (almost exclusively World War Two), Fantasy and Sci-Fi
- I am assembling and painting miniatures (Warhammer 40k)
- I collect, build and also design LEGO sets - [showcase](#)
- I've played countless hours of tabletop RPG's (Forgotten Realms mostly) and Dungeon Mastered several times