BLEDA TÜNAY UI/UX DESIGNER

SUMMARY

UI/UX Designer with over **10+ 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
Chimera Entertainment
March 2022 - April 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 interface of several small-scale mobile and web games, marking a pivotal step in career development within the games industry.

Producer & Graphic Designer
Radio Bilkent
November 2010 - February 2012

Orchestrated program planning, guest coordination, broadcast scheduling, and designed visually compelling promotional materials, logos, and digital assets. My contributions enhanced content delivery and the station's brand identity, fostering increased audience engagement.

EDUCATION

Game Technologies (MS)
Middle East Technical University
2016 - 2020 (CGPA: 3.79/4.00)

Graphic Design (BA)
Bilkent University
2010 - 2014 (CGPA: 3.40/4.00)

SKILLS

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

LANGUAGES

- Turkish (Native)
- English (Bilingual)
- German (Elementary)

TOOLS

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

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