

# Halil Tuncer KAYA

## PORTFOLIO

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

### WHO AM I?

I am a hobbyist game designer aiming for a professional game design job. I love working as a systems designer and gameplay mechanics designer, but as an indie gamedev, I am exposed to level design, coding, writing, UI design and art.

### ADDRESS

Karacaibrahim Mahallesi Nüzhet Somay Caddesi

Taşkın Sitesi 8/B-4

Kırlareli -TÜRKİYE

Willing to relocate worldwide.

### PHONE

+90 555 386 06 79

### EMAIL

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### SOCIAL



## GAME DESIGN EXPERIENCE

### Jam Submissions

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

**run.U.run (team)** - Main responsibility - Level design. Along with level design I undertook following tasks:

- Scripting and Coding (implemented power-ups, dash, double jump etc.)
- Incorporated 3D models created by the team's 3D artist
- Crafted main menu, 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, mechanics and level 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

### 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** amidst the **ever-changing** conditions of the financial world.

### 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, and exercising **ethical judgment** to understand co-worker intentions.

## MISCELLANEOUS

I have been a (closed) beta tester for 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 card balance changes via official submission form
- *The Elder Scrolls:Legends* - suggested several card balance changes via official submission form 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