Halil Tuncer KAYA

PORTFOLIO

https://htramu.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 Nüzhed Somay Caddesi

Taşkın Sitesi 8/B-4

Kırklareli -TÜRKİYE

Willing to relocate worldwide.

PHONE

+90 555 386 06 79

EMAIL

haliltuncerkaya@gmail.com

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 am a passionate gamer with a tally of over 250 finished games. My main hobbies include painting minis (especially WH40K), building LEGOs, and drawing. I am a huge fan of Warhammer 40K, Star Wars, Lord of the Rings, and The Crow. I am very fond of literature in the genres of Fantasy, Sci-Fi, and World War II.